# Lords of the Night - Vampires

Jump by TheLastOne

The night has always held monsters, horrors, and nightmares. Things held back only by firelight, and things that would snuff out that firelight. Ghouls and goblins aplenty. Some are open threats that batter at the walls, only slowly driven back by the mortal races. Others are more subtle. They hunger for life, insinuate themselves into communities and corrupt them from within for their own dark designs.

Among the latter kind, Vampires are among the worst. And the Children of Vangual are to feral vampires what an Unseelie Nobel is to a Boggart. Something of similar nature, but in all ways worse.

Vangual was once one of the teeming hordes of common vampires who through long effort exalted himself, and ultimately claimed ascension to Godhood. He had a great city, riches, priests, and slaves. As the god of vampires he was a terrible blight upon the world. And so a heroic order struck back. They took no half-measures, and razed his entire city to make a pyre of monsters, soldiers, enablers, citizens, and victims alike.

In wrath and loss he called out for vengeance and justice. But the gods of justice turned their heads away from his call. So he called out to darker things. And one of the darkest answered. He claimed the heroes who had razed his city with the dark powers and promises of The Void. He dragged the ruins of it underground, and created the necromantic necropolis Avystervan.

The Children of Vangual spread across the land. Some fighting to cling to their tattered humanity, some embracing monstrosity, and some slaves to the outer darkness of The Void. It's mostly a product of how long ago they were turned, but everyone thinks they'll be different.

# Age and Gender

Undeath is as unfair as death is kind. It can steal away the young, the old, and anyone in between. Man or Woman, Child or Elder, all are the same before the hunger, the loss, and The Void. Pick what meaningless shape fits your fancy.

There are many races. Elf, Dwarf, Man, and so on. Any that are no great advantage over human may be chosen. All are food for worms when the great Void beckons.

# Origins

What foul undeath claimed you? How are you blighted before the sun? There are many lineages among the Children of Vangual, and many will see your lineage before they see you as an

individual. You may take any of these origins as a drop-in, drifting into the world already undead, letting other people invent reasons for your presence.

Ash Vampire (400cp)
The most mysterious among the Void ridden, these ‘Children of Vangual’ almost certainly predate him, and may be remnants from some earlier Void incursion. They tend to be unfeeling and mercenary, even towards the Void that holds them in slavery. They’re walking blights upon the earth, which is why many of them turn Druids, to enjoy the horror of their progeny’s rejection from nature.
Almost all spend some time in the monastery they maintain on the Plane of Ash, though once they leave they may never return. Those that stay are the ones with the discipline to commit to resisting falling to the Void, but even the ones who return never speak of the secrets they learned while there. They are known as the Corrupters for how they ruin and defile nature and the natural world by their mere presence, and they have a well deserved reputation as being unkillable.

Black Blood (Free)
The most common kind of Vampire, the one that has the easiest time passing as a mortal. Most of the First, the heroes who were turned into vampires as punishment by Vangual, are Black Bloods. Next to more exotic faire, some may dismiss them, but that’s a mistake. They are the standard for a reason.

Fire Vampire (100cp)
Fire tends to be a weapon against the undead, but the fire vampire has already suffered as much from the flames as any, and more then any who lived. Their version of the Black Kiss involves burning the victim to death, and it’s sufficiently horrible that even unfeeling omnicidal monsters like Fire Vampires balk at reproducing. Horribly scarred by fire, most Flame Vampires are loathed to even take solid form.
Fire vampires are known to be sorcerous masters of the flame, with strange insight and uncanny brilliance only crippled by their madness and sadism. For most, life is an ongoing experience of pain, pain they want to share. If you become a Fire Vampire, you are spared that, and while you are no less scarred, appearance perks can make those scars look deliberate and ritualistic in a way that is not unpleasant, even if it is distinctive.

The Lost (Free)
Not actual vampires, but fallen angels, celestials cursed with vampirism for crimes they aren’t even allowed to remember. Damned to the physical world, they’ve been claimed by the Void. Still, on some technical level they aren’t actually vampires. It’s a technical level that doesn’t matter actually matter. They normally take the form of one of the mortal races, if eerily perfect and winged.

Their ignorance is total, but there will always be those eager soulless shades happy to do their thinking for them. Few have the chance to rectify that. Avystervan is jealousy possessive of them, working hard to draw them deeper into damnation.

Mock Vampire (+200cp)
Rotting semi-feral monsters, the Mocked are what happens when the Black Kiss fails partially. Looking more like a zombie than a vampire, they're disgusting, many of them are animalistic, and they're largely used as serfs by the masters of Avystervan. They're disdained, seen as sub-vampires, and ignored. They're also the second most common type of vampire, and many of the ones dwelling in the sewers of Avystervan are ancients.
They're angry, and tired, they're more powerful than anyone realizes, there are more of them than anyone realizes, and they're essential for the smooth running of Avystervan.
Something is going to break.

Ravenous Vampire (+100cp)
These reptilian vampires have all the atavistic hunger of a Great Plague, a bottomless hunger for life and warmth that will never be satisfied. Their infection is more a plague curse that causes the victim to rapidly fall to sickness, only to rise again as a living avatar of that sickness and death.
They require four times as much blood simply to wake up every night, and they fall to terrible frenzies when they hunger, blindly attacking anyone living no matter how stupid or mad it is to do so. Even when they feed carefully, they can't stop from spreading disease. They go through victims fast, and it drives them to be less discerning when choosing their next meal than other bloodsuckers. They have a terrible reputation… for vampires.
They aren't even allowed to live in Avystervan itself, keeping their own community a small distance away. The undead of Avystervan don't want them infecting the mortal slaves who labor to maintain their dark home.

Shadow Vampire (Free)
Tenebrous vampires who share a nature with the Insubstantial Shadows that often serve necromancers. They are recruited from the drow, and combine the unearned and ill advised pride and condescension of a drow with the unearned pride and condescension of a vampire. For some reason they're convinced this is a good idea.
While their survival might be among the greatest mysteries of the ages, they are nearly as deadly assassins as they think they are. Maybe.

Vangaard (100cp)
Vangaards are the giant guardians crafted by Vangual to secure his city. Outside of the Black Bloods, they're the only Breed who can claim one of the First. Most cleave to a barbarous but strict codes of honor and behavior, and this is probably why the breed is dying out despite it's great physical gifts.

Dhampyre (+200cp)
Born to the living and the dead, caught between the forces of Light and Dark, hunted by both factions to be recruited if possible, they tend to be doomed and damned. No one is eager or willing to let of these rare twilight children slip into someone ELSE'S hands. They are gifted with odd and unnatural strengths, but they rarely actually have the strength to guarantee their own self-determination.

# Perks

## General Perks

**The Vampire State of Being** (Free All, Except Dhampyre)
Vampires have a bunch of abilities that they get simply for coming back from the dead. These abilities are further customized by the particular breed.

- They have a series of attribute modifiers that get better and better with age. They add their Age to their Blood. They tend to add it to the saving throw DC of their powers, how much blood they can spend on certain tasks, as a bonus to their own saving throws, and more. They're just better with age. They start at Age 0, and reach age 5 at 1000 years.
- They gain the feats Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes.
- They replace Con with Blood, which tends to give the advantage of having a constitution score, without the downsides. It also lets them fuel their dark powers. They need to spend it to remain active each night, and if they can't they'll fall into a dark sleep for the ages which is hard to reawaken from on their own. A higher bloods score DOES give them extra hit points like Con, but you use the permanent score, not where it is that night.
- They can spend Blood to heal faster. As all breeds have some fast-healing, this is usually marginal, but can be very useful.
- Their hit dice can improve depending on their relationship with the Void, including hit dice from classes. Some breeds just do in general. Since Jumpers who haven't taken certain drawbacks are granted succor from the void and it's corruptions and temptations, all Jumpers get to turn all hit dice into d12s, if they want to, or just take a general improvement in toughness for those who don't care about a character sheet.
- They can grant the Black Kiss, a series of ritualistic feedings that turn the victim into another vampire of their own breed.
- They gain a Slam attack, and once per turn that attack can grant negative levels. The vampire gains a rush of life (temporary hit points) for every negative level inflicted. For most this is 2 negative levels once a turn.
- Most Vampires have resistances. Most of them are 10 + 5 per age category.
- They can dominate minds.
- They can create Vampire Scions, unchanging lesser vampire slaves that lack the special qualities of the Children of Vangual.

- They have damage reduction that gets better with age.
- They gain some minor resistances.
- They can develop an Energy Drain power that gives them temporary attribute bonuses.
- When reduced to 0 Hit Points, they enter a Death State, an insubstance form like Mist that attempts to flee to a prepared Grave where they can reform and heal. Some overcome being bound to a grave, and can reform in any safe place, but they must spend blood to heal.
- They can develop Dark Gifts, black miracles of undeath and the Void. Some breeds start with some. They gain more as they age, gaining one every three levels, one at level 10 and every ten levels thereafter. In addition, they can develop a Dark Gift in place of taking a Feat.
- They have a series of banes, restrictions, and weaknesses that vary with breed. Some of these can be overcome with time (and feats). Others are permanent. These will go away at the end of the jump.
- All are slain by the sun. They might be able to resist for a few rounds, or more indirect sunlight for longer, but the sun is an ultimate bane.
- “Water vulnerability” is the weakness some vampires have to being literally washed from existence if forced into clean, free running water. This is things like streams and rivers, not bathtubs or sewers. Each ‘turn’ will erase a third of their health, and they’ll be fully destroyed on the third turn.
- “Gravebound” means that they must have specially prepared graves to rest in, or the soil they were buried in. It takes a year and a day to bind a new coffin, though they can maintain multiple coffins. Without them, or by becoming an Unbound Vampire, a bloodsucker is essentially force to say within the a nights distance of where they were originally buried.
- “Chill of the Grave” is a distinctive aura of cold that warns the living of the presence of the Undead. Some breeds have additional curses that attach themselves to it. It cannot be overcome but can be suppressed with the Feat, Stifle the Chill.
- “Stench of the Grave” is a carrion odor that attaches to some breeds. It is distinctive and warns of the death and undeath, but is automatically overcome at Age 3.
- Sunlight can permanently destroy a Vampire with no chance of them escaping via Death State. A Stake through the Heart forces a vampire into quiescence as long as the stake remains, however, they cannot escape into their death state from this. Additionally, their bodies resist being staked, and some are heartless.

**Of the Blood** (Free)
Have you been a Vampire before? You’ll probably be one again. Vampires tend to have strong ties of family and allegiance, passed down through the blood, and what you inherit is often more important than who you are. When you pass on Vampirism you can choose to give a ‘legacy’ to your Childe from every kind of Vampire you have been. It’s an iconic mix of abilities, retuned for the kind of vampire they are.

**Succor from Darkness** (Free All, or 200cp)

The Children of Vangual are the Beachhead and roving mouths of The Void, a primordial force of uncreation from beyond the bound of reality. It uses them, empowers them and corrupts them. Ultimately, it swallows their souls into itself, leaving behind undead shells that might think they are themselves, but lack the spark of humanity and free will.

Succor from Darkness perfectly protects against the corruptions and thefts of The Void. They won't gain Void points, won't be drawn into the nightmare dreams and vision quests it enforces, won't decay into mad sadism and empathyless monstrosity it inflicts.

For 200 points more, the Jumper can protect their mind and soul from all corrupting and soul stealing forces permanently.

**Masterclass Black** (100cp)
This was a product that came out early in the OGL d20 movement, and it shows its age in a number of ways. The Vampires are given access to classes that are like normal classes except better,  edgy and with black makeup. These 'Black Classes' tend to add some little power or extra synergy with vampiric abilities that… probably actually belongs in some prestige class or feat, but what do we care?

From now on, your vampire abilities will slightly enhance any abilities you develop, or slightly warp them to work better with your vampiric abilities, or you will find ways of using your other abilities to enhance your vampire abilities.

For an example - as a Vampire Barbarian has no constitution score, they will now directly gain extra HP when they rage, and they'll get more strength (+6), but they will spend a point of blood to fuel it instead of being fatigued.

Or a Vampire Bard will discover ways of using their music to enhance their Vampire domination and charm abilities, luring people in with it and lowering their defenses against their mental powers.

You might be able to find such synergies without this perk. This perk just guarantees you'll continue to easily find and integrate such advantages.

**Katharein Dream Palace** (200cp)
It is said that those slain by the Children of Vangual do not follow the usual path to the Outer Planes, but are instead swept inward to the Negative Energy Plane, where the path the Void took to break into reality lurks, and it devours them entirely. The Powers of Light, though, gave such victims one last chance, forging the Katharein, a dream labyrinth that they can gauntlet to save their souls and escape. It is a cruel crawl, for even if it is a blessing from The Powers of Light, it merely gives the Void and it's snares a form the condemned souls can understand and fight back against.

The Children of Vangual themselves are the most common visitors to this place, for rather than merely facing it once, and then falling to damnation, or escaping it to earn their final reward, they come again and again as the Void drags at their souls. At times they make small compromises here, Faustian bargains for power. At times, they are dragged further into damnation by main force of the Void. In the end, they all end up at the same place.

You're spared such a thing, granted succor from the forces of darkness, but if you buy this perk your sympathy with the condition will create a useful mirror to it.

Your dreams will form their own demiplane, one coexistent with the negative energy plane. It will draw upon the substance of that abyssal darkness to form a dark labyrinth. Your dreams will capture eldritch things from that final darkness and cloak them in nightmare flesh to populate your dream palace, and yoke them to service.

To touch your mind or soul, one must first battle through this labyrinth. This doesn't get in the way of friendly contact, as you're aware of any psychic force that touches and acts upon it, and you can control it to respond in kind. But anyone who tries to assault you so can be drawn in if they lack the wisdom to flinch back in time.

Likewise those whose death you own are drawn here if not protected. Here, you rule as a dark godling over those you've claimed, though like the true Katharein they can try and fight their way free. Likewise, magic can summon them away beyond your power unless you take additional steps.

Whether palace or prison, this labyrinth is a place of power for you, and from it you can speak to the forces of outer night, the darkness of uncreation, and bargain with those eldritch powers from a place of safety. This doesn't necessarily mean they'll deal, just that you will be heard, and it gives you a safe place from which to do so. And, well… they're usually hungry for souls. Which you can easily provide.

Finding a way to your dream labyrinth from the Negative Energy Place is impossible without your consent. The bindings of form and loyalty that you use to raise your servants with also fail if they leave your labyrinth, and this perk give you no easy way of connecting your dreams to the material plane to draw them forth. It doesn't make it impossible, but you'll need other perks or epic sorcery to make it a reality

## Ash Vampire Perks

The Ash Vampire State of Being (Free and exclusive)

- Ash Vampires receive +2 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha, +3 AC, +0 Speed, 3/holy, iron, magic Damage Reduction, +2 Turning Resistance, 3 Fast Healing at age 1.
- +15 Str, +10 Dex, +6 Int, +6 Wis, +6 Cha, +15 AC, +15 Speed, 15/- Damage Reduction, +10 Turning Resistance, 9 Fast Healing at age 5
- Generic Weaknesses: Allergy: Iron, Allergy: Silver, Cannot Cross Holy Ground, Cannot Enter without Invitation, Chill of the Grave, Fear of Fire, Fear of Sunlight, Gravebound, No Reflection.
- Ash Destruction - An aura that kills 1 HD creatures within five feet per age category. Presumably doesn't affect humans and other classed species though it doesn't say that. Can be suppressed with Stifle the Chill. Grass turns to ash, birds fall out of the air.
- Black Dreams - People within ten miles of an Ash Vampire will be plagued by distinctive horrible nightmares.
- Advanced Energy Drain is Age - they literally make their victims older. Requires at least a level 15 cleric to cure.
- Slam attack does 3 negative levels.
- Alternatively, they can use Ash Disintegration, which works like Rusting Grasp, only on everything instead of just metal, and does extra damage to living targets. Better damage with age.
- Ash Vampires can more easily rouse themselves during the day at the cost of Blood.
- Ash Vampires can turn into an insubstantial cloud of swirling ash. This ash form is almost the Death Form.
- Ash Vampires have Cold and Electricity Resistance.
- Ash vampires are almost impossible to actually kill. They don't actually die to Sunlight, or if they're reduced to 0 hit points and can't find a place of rest. If they are 'slain' they turn to ash, but revive in 3d4 days, or the moment a single hit points worth of blood touches them.
- To kill them, they must be interred in the earth for a year and a day, on consecrated ground. They must be attended, their prison maintained for the entire time, as their disintegrative properties will damage and destroy anything that holds them overtime (at which point they wake up, and the clock resets).
- Their ash is almost impossible to directly destroy, and scattering it doesn't hurt them. They'll simply rise from the biggest portion. Presumably you could get around this with something like an Orb of Annihilation or similar, an Alchemist transmuting it into something else, or similar methods. Basically, there is no accidental death for an Ash Vampire. Their destruction requires serious and continuous effort for the entire year and a day, though if you piss off a god or something along those lines it won't help.
- Their favored class is Monk

**Walking Through The Flames** (100cp)
Much as mortals might walk upon burning embers an Ash Vampire can pass through bane and anathema unharmed, unsullied, and untouched by the concerns of the flesh.

As long as it isn't intense, and as long as you can keep moving at a steady pace, you can ignore environmental dangers. A Vampire could move about indoors or in a shaded forest during the day, one of the fae could move about a modern city, and a human could move through a radioactive wasteland, so long as they kept to a slow but even pace. You must find a safe and sheltered place to stop, though.

**Bleak Steps** (100cp)
The Ash Vampire is rejected by nature. Birds fall from the sky, and grass blackens and turns to ashes. The mouse in the field and and the stalking cat are united in death. Still, this bleak culling is more a bane than a boon, for it only feeds on the weak. No more.

You are where light and life die. Your aura slowly but steadily whittles away at all life, as if the air was too thin. They might be able to take it for a time, but exertion will make it worse, and eventually they'll drop. This is considered damage from negative energy, for the purpose of defending against it.

You may toggle this on or off.

**Wisdom in Apathy** (100cp)
It's ok to not care. People get themselves in trouble by caring about things that shouldn't matter to them all the time.Don't worry though, you're above that.

If you don't like someone and they have no hold over you… you can simply choose not to care about their threats or bluster. You can remain unmoved by inevitability, because caring about it wouldn't change anything. You can stoically ignore the insults of your enemies or the meaningless fawning of sycophants. Your fucks have a dimmer switch set to zero for things that shouldn't actually matter.

This won't change how you care about things that do, however. You can notice when an ally acts coldly towards you, can be hurt by the barbed tongue of a loved one (unless you know they're being mind controlled or something along those lines) or excited by an accomplishment. This only frees you from concern about things you have no need to care about.

It also stamps utter apathy upon your ever word, gesture and action. You might care, but no need for anyone else to see. This won't interfere with acting or deliberate efforts of pretense.

**Smiling From The Bed of Nails** (200cp)
Much as a fakir may lay upon a bed of nails without harm by distributing their weight, an Ash Vampire may ignore the barbs and arrows that fall upon them like raindrops. This is a brittle but absolute defense that scales to your own toughness - any blow you could 'walk' through or 'shake' off simply fails to harm you at all, even if the same blow delivered three or four times would start doing real harm. You need not fear the death of a thousand cuts.

**A Desert Called Peace** (200cp)
If the natural world will not have them, then better it die rather than continue to torment them. The destructive spiritual forces that the Ash Vampire calls upon surges over anything trying to contain them. In the end, they walk through a desert of frozen ash.

This is a flat multiplier of any destructive spiritual force they muster. An Ash Vampire's natural disintegrating touch counts as one, as does a martial artist's qi strike or the enlightened sword strike of a sage.

**Trusted Untrustworthiness** (200cp)
As long as you act like a mercenary whose loyalty is negotiable, people will treat you as a reliable neutral mercenary uninvolved in the conflict whose loyalty can be bought. An anti-vampire crusade won't like you, but will be willing to hire you to help them fight vampires. And the vampire city-states won't expect you to chip in without pay. No one will expect you to be willing to betray past confidentiality, or willingly divulge secrets that aren't yours.

This also comes with a strong but not unbreakable conviction that cheating or double-crossing you is more trouble than it's worth. You can lose this reputation by your actions.

This isn't always a good reputation to have, by the way. No one will approach you to ask you to double cross, because it will be seen as pointless, even if you want them to, unless you've done something to break the reputation this perk starts you with. This perk won't save you from ultimate consequences either. You might be able to walk in the lands of light while working for the forces of light, but after their final victory over the vampire hordes… well, they'll give you a head start unless you arranged something else during the time of your employment.

You can choose whether this perk is toggled on or off whenever you reach a new area where there's little chance of your previous reputation reaching.

**Callous Renunciation of Self** (400cp)
The Children of Vangual are ever hungry, but hunger means little, and you may ignore it as easily as a pillar-saint. The Children of Vangual are filled with unquiet restlessness, but your soul is as still as an ancient lake.

You may, without effort, awaken without spending blood, though you take all of the normal penalties from the weakness it inflicts. If you need to while away the ages, you can fall into the slumbering death at a whim, to wake in the future at any number triggers, or if enough time has passed to make it obvious something went wrong, or if your resting place is disturbed, or any other 'thing' where that 'thing' should mean it's time to wake.

It's almost impossible to force you into quiescence. If something forces you into a death sleep for a time then hours will count as weeks, though you can delay your waking if it's more convenient. If something would stop your waking, you unconsciously lash out with your power to

destroy and diminish such chains. For the purposes of this perk, an Ash Vampire reduced to ashes counts as a ‘death sleep.’

**Return to Nothing** (400cp)
It’s not enough to destroy, sometimes. It also requires salting the earth so that nothing can grow again. It requires continual destruction, not merely in a passing way, but day after day after day. It is a way of life. You taint your spiritual aspects with such forces.

You don’t merely destroy what you strike, you make it harder to fix. The damage you do becomes a lingering curse. A structure damaged by your spiritual might becomes broken such that every effort to fix it is thwarted. A person maimed by you won’t naturally heal. While natural forces can slowly wear down this blight, the ground and air of places you pass through will be lifeless and thin.

You can lift this curse. Otherwise they can turn to the natural world, though that’s slow and isn’t always an option - a Druid could pull it off, a cyborg probably couldn’t. Lastly, powerful divine magic can burn it out, but it tends to cling tenaciously to it’s victims and cause further harm even as it’s being drawn out.

**Known Unknowns** (400 cp)
It’s understood that the mysterious Ash Vampires know more then they’re saying, and now you do too. Enlightened as you are, you receive five random secrets relevant to where you are everyday. These will always be things you don’t know, and were unlikely to learn soon enough to be useful.

These will just come to you over the day, usually when they might be relevant.

This perk tend to pick up treachery you might be caught up in first, blackmail you might use second, and conspiracies third, hidden dangers fourth, and everything else after. You receive one clear sentence on a subject, and won’t receive more hints on that subject for at least a week.

For example, if you learned ‘Blood Witch Lorance hates Gwan’ as one of your secrets, you wouldn’t learn more on that topic for at least a week through this perk.

You may never explain where you gained the information you gained from this perk, or about this perk. Some secrets stay with you always.

If you later confirm the information from another source, then it’s not from this perk anymore, and you can explain that, because you have a reason to know that. This doesn’t stop you from explaining things you have a reason for knowing, only things you know by way of this perk.

**Mendicant's Blood Price** (600cp)
The Ash Vampire becomes an unfeeling juggernaut. Things seem to hit him, damage him… it just doesn't matter. Blows seems to hit, the vampires flesh burns under holy wrath from the faithfuls trying to turn him back, and he rapidly becomes a pincushion for every manner of martial toy, but he seems not to care, shrugging off absurd amounts of harm.

Essentially the Vampire has 9 'boxes', each of which can hold enough harm or curses to destroy him entirely. These boxes must be filled before something actually affects him. It takes about two minute for the vampire to 'discard' a filled box and acquire a new one.

**Cultivating Ruin** (600cp)
The lives your presence diminishes and destroys fall into the black sea of ash at your core, where they can be use to fuel spiritual abilities like those cultivated by monks, ninjas, sword sages or similar.

Such abilities tend to receive a makeover when fueled this way, and may suddenly start causing negative energy damage, vile damage, or the like instead of their normal effects.

**Calling in the Forbidden Marker** (600 cp)
You start each jump with a marker owed, a true favor to collect from unknown parties. For the purposes of longer jumps, you'll gain ownership of another marker every ten years. You might never find out who or what owes you, but it's easy to collect on. Simply find a quiet, empty place, and whisper how they'll make good into the darkness.

If it's something that could be accomplished by a dozen or so Miracles (as in the cleric level 9 Cleric spell) backed by the favor or a minor deity, then it will be accomplished. The power behind this favor may go up in higher powered jumps, as the entities being called upon may be greater, but it will never be less then this.

## Black Blood Perks

The Black Blood State of Being (Free and exclusive)

- At age 0, Black Bloods receive +3 Str, +2 Dex, +1 Int, +1 Wis, +2 Cha, +2 AC, +5 Speed, 3/holy, iron, magic, silver Damage Reduction, +2 Turning Resistance, 3 Fast Healing.
- At Age 5 they receive +15 Str, +12 Dex, +6 Int, +6 Wis, +12 Cha, +12 AC, +30 Speed, 15/- Damage Reduction, +10 Turn Resistance, 10 Fast Healing
- Generic Weaknesses: Allergy: Garlic, Allergy: Iron, Allergy: Silver, Cannot Cross Running Water, Cannot Enter Holy Ground, Cannot Enter without Invitation, Chill of the Grave, Fear of Fire, Fear of Sunlight, Gravebound, No Reflection, Stench of the Grave, Water Vulnerability
- Cold and Electricity resistance.

- No Advanced Energy Drain
- Death State is mist
- Favored Class is Any. Like a Human, they're generic.

**Broke the Mold** (100 cp)
While gibbering ranting pillars of fire and man eating giants are cool, they aren't iconic. The Black Blood is what people think of when they think of vampires. They're the standard. And they thrive in that niche.

Whenever you're doing vampire-like things, stalking through the darkness, slipping about as mist, hypnotising your way into an invitation, or feeding upon the lady of the household, and such-like... Well, it works. There are enough dark places for you to move through. People don't notice or comment on out-of-season mist that moves against the wind. No one is there to see that maid invite you inside. The lady is diagnosed with fainting sickness rather than the suspicion of vampires.

This won't make improbable things happen - but if a favorable outcome was most likely - say 70% of the time… it's now 100%. This won't stop those odds from changing though. Once people are alerted to vampires in town… well they might take a second look at the lady's sick spells, and if a neighborhood watch is organized, efforts might be made to keep the streets lit.

**Knows When to Hold Them** (100 cp)
And when to fold them. Black Bloods slip into and out of society. They are the threatening foreign merchant selling exotic spices and buying slaves, they are the soft-spoken foreigner seducing your youth into depravity, and they are the dark lords and ladies of underworld courts that never know the touch of daylight.

But any thief will tell you that they're really no different from the lords above them, only that they're honest about it. You have a thief's danger sense. You know when things start turning against you,when it would be wise to start pursuing options to leave, and you get this sense explicitly before it's too late, when it's time to start making expedient but not hasty arrangements. You'll get it when the detective finds the first clue, rather then when they're beating down your door, or when elders start complaining about foreigners, before the program hits.

This won't tell you what or where the danger is, though if you head off the danger the warning will go away. If you're trying to leave, you'll get the sense whether or not you're pushing fast enough, though it won't tell you specifically when you need to cut your losses if you are taking too long.

**Meat and Greet** (100 cp)
You are never unfairly suspected. If guards are harassing suspicious foreigners and you haven't done something that makes you seem suspicious, you won't get harassed even if you're a

foreigner. People won't think you're the mole simply because they don't like you and you'll never be picked in 'random' stop and searches.

This doesn't help against actually fair suspicions because you have done something, nor against impersonal policy. The police might not think you're suspicious without cause, but if the policy is to grab all foreigners, this won't help.

**Measured Against** (200 cp)
When other kinds of vampires are measured against the Black Bloods, they fall short. You are better at your vampiric abilities than other vampires. They work just a bit better, people have a harder time resisting them, and you can use them with more finesse. Generally, it won't let you do something new, but it will let you do something that would otherwise be on the edge of reliable possibility, and do something conventional with greater power. This also enhances any other undead abilities you have or develop.

**It's Better to be Lucky than Good** (200 cp)
But you're both. Isn't becoming a Vampire the purest good luck? Escaping the weight of mortality always ready to crush you is both lucky and gives you all that unlife to get good. It truly seems undeath suits you well, and it seems like the deeper you fall into it, the greater you are blessed. If someone tried to measure it, they might say you gained a Luck feat and a Skill Trick every time you gained a Black Gift.

**Stirring the Rotten Pot** (200 cp)
Every group has it's problems, internal issues and divides. At best, they can pretend to be united against outsiders. But such fault lines expose themselves to you and you can bring the problem to the surface to disguise your own work or undermine efforts to oppose you. This perk has three effects. First, you have a natural intuition for picking out serious problem in society, fault lines that are real and can erupt into serious issues. Two, once you've identified a problem, you'll quickly get an idea about how hard it would be to set off. And three, once you've set something off, it stays set off for longer and it spreads.

Spark a riot in the underclass and not only will the people you set off stay angry and agitated enough to keep bucking the system for months, but other riots of a similar nature will pop up. This isn't exponential - the chaos you create can cause more chaos, but that second order chaos is not also enhanced by this perk.

**A Legend in Their Own Time** (400 cp)
The one thing the undead have is time and they grow deep and monstrous in it. That's them, but it's beneath you to wait. Abilities from undeath develop twice as fast. You'll advance in age categories in half the time, reaching Age five in just 500 years, but this also enhances any other kind of undead development.

Mechanically, vampires develop a ‘black gift’ every three level advancements starting from the level they were turned, AND at level 10 and every ten levels thereafter, AND 3 dark gifts per age category starting from age zero. With this perk you would gain two ‘black gifts’ every three levels starting from the level you were turned, AND one at level 5 and another every five levels thereafter, AND 6 per age category starting from age 0.

**Last Call** (400 cp)
Your destiny leeches off those you feed on, turning them into unwitting pawns in your schemes. They miss lucky breaks, and then you get one. You miss danger, and then it falls into their laps. People come to suspect your victims of your crimes and they are easily maneuvered into playing the unwitting pawn in your schemes. Rituals or curses aimed at you hit them in your stead. Mystically they’re scapegoats for you, at the same time you’re skimming off any good karma heading their way.

This only lasts as long as your bite does - it effects any Once, Twice or Thrice Touched, you created, but fades once those templates do, though any vampire you make is permanently your patsy.

**It’s Easier to Catch Flies With Blood Than Honey** (400 cp)
The first taste is always free. Once someone has made a corrupt bargain with you, accepted a dirty favor or otherwise compromised themselves, they’ll find it hard to stop. Fate will arrange for you to be in the right place at the right time to pull them in deeper, to have what they need when they need it. So long as they haven’t come clean and accepted the consequences, they’ll also be filled with dread at the thought of going against you or not living up to any deals you’ve made or favors owned.

This vulnerability extends to any group they’re a part of. Once you have your foot in the door with one person, you’ll start finding opportunities to help both the organization and the other people in it, who then become more footholds. They can purge themselves of this weakness by getting rid of your dupes, or by publicizing or otherwise defusing your leverage.

But so long as they don’t, you’ll keep finding opportunities to help them in underhanded or illicit way, drawing them more and more into your power. This can feed on itself, becoming a kind of wage slavery where they have become so dependent on your aid that they draw themselves in deeper ‘paying back’ what they own.

This perk won’t work on someone who feels no guilt or shame for the ‘first taste’ and doesn’t care about the consequences of revelation. It’s easy to help a pickpocket escape the guards and they’ll owe you a solid afterwords. It’s hard to do the same with the God of Thieves, who doesn’t care if you tell the city guard that they dun it.

**Look on my Works ye Mighty and Despair** (600 cp)

With this, you are a dark lord of vampire-kind. Is there some kind of feat of supernatural might that you feel you should be able to work as such? Now you can. At a blood cost of an average man's life (9 Blood points), you can cast Limited Wish, per the spell, to do… anything that an undead lord of darkness should be able to do. Call the dead from their graves to plague the living or call up a ghost and make it speak prophecy.

If the effects achieved this way would normally have high material component or experience costs, more blood will be demanded, at a rate of roughly 1 Blood point per 100 exp or 500 gold that would normally be required. This can only achieve thematically appropriate effects and those effects must come in an appropriate way. You couldn't use this to summon a celestial, and rather than actually summoning something, you might duplicate Summon Monster 6 by turning your shadow into a blood drinking abomination.

**Tinker Tailor Soldier Spy** (600 cp)
Steady hands, good memory, talent at seizing opportunities and a necromantic gift for forcing their presence makes you a Jack of many trades. Your hunger for more makes you a master. Vampirism has blessed you deeply, and you've channeled that blessing into skill and finesse.

You excel at such arts as Rogue, Bard, Scout, or Factotum.

**Blood and Butter** (600 cp)
It's beneath a noble to work for his bread and butter. You find it the same for yourself, as a Lord of the Night. People under your influence will unconsciously channel your social perks and powers whenever they pursue your agendas, even if they don't know that they do. For example, those you corrupt with *It's Easier to Catch Flies* or *Last Call* might avoid unfair scrutiny as if they had *Meat and Greet*, might cause chaos and pull apart hostile organizations like as if they had *Stirring the Rotten Pot*, and might corrupt other organizations in turn as if they had *It's Easier to Catch Flies*.

At which point those new organizations under your influence might start channeling your perks. If every organization in a town becomes corrupt, there's no longer an easy way for it to easily come clean and throw off your influence from *It's Easier to Catch Flies*, and your authority will simply because an unofficial but very real fact of life for the place unless and until something exceptional and extreme happens to disrupt it, at least until some outside power ousts you. Same for a nation. Or a World.

## Fire Vampire Perks

The Fire Vampire State of Being (Free and exclusive)

- At age 0, a Fire Vampire receives +1 Str, +2 Dex, +1 Int, +1 Wis, +1 Cha, +2 Ac, +5 Speed, 3/holy, iron, magic Damage Reduction, +2 Turning Resistance, 3 Fast Healing.

- At age 5, a Fire Vampire receives +8 Str, +12 Dex, +10 Int, +6 Wis, +6 Cha, +12 AC +30 Speed, 15/- Damage Reduction, +10 Turn Resistance, 9 Fast Healing.
- Generic Weaknesses: Allergy: Garlic, Allergy: Iron, Cannot Cross Running Water, Cannot Enter Holy Ground, Cannot Enter without Invitation, Fear of Sunlight, Stench of the Grave, Water Vulnerability.
- No energy drain, though they can learn it as a Dark Gift.
- Take doubled damage from Cold and Water
- Favored Class becomes Sorcerer.
- Can use 'Black Flame' spells, which are alternate versions of normal fire spells. Heat or fire resistance only protects against half the damage of a Black Fire spell. Fire Vampires can't use their own Black Fire spells to heal, but are utterly immune to them and can, for instance, drop a Black Fireball on their own feet and not be hurt.
- Can spontaneously Empower any Black Fire spell for 1 blood.
- Are completely immune to fire and heat damage, instead being healed by fire damage on a 1:1 basis.
- Electricity resistance.
- They can fly.
- They can turn into flame. Either a dancing spark of fire with Move 40, or a ten feet tall pillar of flame that does 1d4 + 1d4 dice of damage for every age category on a hit, and whose stifling heat does 1d4 + age category damage to everyone within 10 feet of them per round. Move 20.
- Can use vampiric charm powers in any of their forms.
- Can wreath themselves in black fire that does 1d4 + age category damage per round to anyone within melee range. Unclear if this stacks with the environmental damage of their Pillar of Flame form. Does no damage to other vampires.
- Instead of an Advanced Energy Drain, they can develop Master of Fire. This lets them spontaneously cast Black Fire Spells by paying a cost in blood, plus gives them a nightly stipend of 'free' blood points that can only be used for spontaneously casting Black Fire spells.

**Playing With Fire** (100 cp)
The problem with trying to light everything on fire is that it can be a surprisingly fiddly thing to do. Sometimes the sparks just don't want to land on the right spot, it's a little bit to damp, or a thousand other little things. No more.

Everything is a little bit more flammable around you, sparks seem to seek out targets and fire seems to cling to life with your own unnatural tenacity being several times harder then normal to put out. Even without your active intervention, most areas will quickly go up under the influence of this perk.

The stronger you are the bigger the area affected. It starts out as an aura with an area of a couple city blocks, and by the time you're stepping into the realm of epic legends would swallow Rome, but there's no actual limit on how big this can get.

You can toggle this off if for some strange reasons you don't want everything to be on fire.

**All The Fire** (100 cp)
You know all the fire magic, so long as its… well… basic. More basically, if you can only 'invest' or develop so many powers of a given level or type, for example a sorcerer's spells known, and some of those powers are 'burnivate that…' you get them for free, not taking up any space or costing you choices. This will get you Fireball, or even Meteor Swarm, but not Explosive Rune (as a trap is too complex to be covered by this perk).

**I Hold With Those Who Favor Fire** (100 cp)
Fire Vampires are usually hideous things, their monstrous force of personality fueled by pain and rage at the world. Their state of being represents such suffering that they're usually unwilling to give it to others, despite their sadism. You aren't.

Your burns aren't any less extensive, but they look ritual and purposeful in a way that might be savage, but not disfiguring. You are spared the existential pain of the breed, but can still channel the mantle of its manic energy, filling yourself with an intensity that is magnetic and captivating in a way any cult leader would be jealous of.

At will, you can make yourself absolutely fascinating, captivating like a disaster. People who should know better are likely to stand by and gossip instead of act. Your words fill with a passion that slips past people's defenses and the lost and distraught find purpose through you. This is not subtle - but there is nothing detectably supernatural about any of this. However, it doesn't need to be detectable for someone to decide it's there.

You can dim this cultish mantle if you want to go unnoticed for a time.

**A Candle in Dry Grasses** (200 cp)
Vampires feed on the consumption of life through blood, but you're barely a material being at this point. Fire also feeds, though, and that's enough.

Any fire you control is a medium you can automatically feed through if you desire. Those burnt by your flaming aura also have blood evaporate into nothing as if you spent that round draining them of blood. People slain by your fiery spells have every bit of life in their veins burt away. While life consumed this way doesn't necessarily look like damage from a vampire attack, it does leave signs and odd wounds as the vitality is consumed and divination that looks for such consumption will spot it.

**If Brute Force Isn't Working** (200 cp)
Your spells, spell-like abilities and effects are simply better, in a brute force kind of way. Any Evocation spell (or perk or spell or charm or whatever that looks like invocation) is boosted by

this. Think of it as automatically and freely making it Empowered, Heightened, and Enhanced. You can't further stack those effects onto it again though, only use the best.

**Can I Get There by Candle-light** (200 cp)
People want solutions to their problems, and the witch and the wizard has always been feared, but tolerated as a purveyor of such solutions. If you would have an easy time providing a solution and the person is desperate and willing to pay terrible prices for that solution, they'll find their way to your door. As long as you deal them straight, they'll pay.

This perk can open up truly unlikely paths for people to find their way to you from all walks of life and even from other planes. However, it won't put someone in a situation where they need you - the need has to already exist for this perk to hook them. Likewise, the binding to pay won't work on someone if you put them in the original trouble.

You can snuff out this perk for a time if you don't want to be bothered. Alternatively, you can tighten the focus if you only want to be bothered by certain classes of being, but again it won't create need, merely direct the needful to you.

**Hungry Flames** (400 cp)
You can feed life to fire to grant it unnatural life. You can animate both 'normal' flames or 'black' flames this way. Much as a necromancer can command the dead, you can command the flames, turning fire into terrible golems.

If you were going to try and put mechanical numbers on this, you can control '50 times' your 'level/hit dice' in fire golems, which any individual fire golem capped at '2x your level/hit dice'. You can also command fire elementals and similar beings like a cleric can take control of undead, though such control is always transitory.

**Burn It To The Ground** (400 cp)
Some people look down on the humble direct damage sorcerer. They think they're wasting their power and potential. Maybe. But there is satisfaction in destruction, one that makes you not want to stop. With this, you don't have to.

Fire Vampires all bear a portion of the destructive will of the Void and you can channel that to pay for straightforward destructive spells in your stead. Think of it 'matching' you. If you can cast four spells a day, then it will pay for four spells a day… as long as they're simply straightforward destructive effects. This matches all your energy pools, and regenerates at the same rate as those pools.

Effects fueled this way seem eager to come into being. If they normally took 'one action,' they're now 'swift action.' If they took 'one round', they now take 'one action.' If they took a greater amount of time then that, halve the time.

**Moths To The Flame** (400 cp)
While having the lost and the desperate deliver themselves unto you is nice, sometimes such willing submission isn't enough. Influence must be compelled. You gain a subtle influence over everyone who can see you.

- You can push people's feelings somewhat in a given direction, or intensify what already exists.
- You can subtly play with perceptions, making people think they see something that isn't there or fail to notice something that is, though there are sharp limits to this. People could fail to notice a sword strapped to your belt, but not one pointed at their throat.
- You can alter short term memories before they become long term ones, as long as it wasn't a detail they placed great import on.

These effects can be chained together. You could make someone interested in your words, then enhance it once that interest becomes genuine. You can erase distinguishing characteristics, and after becoming boring erase yourself from someone's memory entirely. Unless you're doing multiple fiddly things at once, you can do all of this unconsciously and without effort.

This is a supernatural ability and it can be resisted with willpower or protection from mental influences. It is very subtle,  even those who resist won't normally realize anything happened, but it is possible to detect it with appropriate powers.

**Burning From Both Ends** (600 cp)
As both a vampire and a being of fire, you understand hunger, and fuel. You have achieved a more metaphorical mastery of it. Any supernatural ability you have which consumes power to function, you can give more to, to push it further. A doubling of power simply costs twice as much. A tripling, four times. A quadrupling, six times, and a quintupling, eight times. That's the limit of how far you can feed the fire.

**Taking up the Torch** (600 cp)
The fire of natural magic has lit itself in your heart, one you channel into the arts one of the arts of Sorcerer, War Mage, Dragon Fire Adept, or the like.

**Fear the Flames** (600 cp)
Fire is fascinating, and you've channeled that fascination along this path. But that fascinating is born of fear. People look to fire for light, but shy away from its hunger. Rip away the pretense.

A mad light in you eyes and a jig in your feet, you become terrifying in way such that people can't face your existence. Guards will drop to the ground and sob like infants, while the old and the weak will have their very hearts stop. Your passing will become a repressed memory that will send people into berserk fits if drawn forth. You may break someone in moments by doing nothing more then cupping their face, and they'll do anything, murder their own children, for you to never invoke this upon them again.

It takes such conviction as to achieve a complete disregard for one's own life, or an effect that completely protects against fear will stop this. This effect is supernatural, but it's so powerful that it can even overcome things like Anti-Magic fields and Null Magic Zones.

## The Lost

The Lost State of Being (Free and exclusive)

- A newly fallen Lost receives +1 Str, +2 Dex, +2 Int, +2 Wis, +6 Cha, +2 AC, +5 Speed, 1/holy, iron, magic, silver Damage Reduction, 3 Fast Healing
- A Lost who has maintained its identity all the way to Age 5 receives +6 Str, +8 Dex, +8 Int, +12 Wis, +16, Cha, +12 AC, +10 Speed, 15/holy Damage Reduction, 8 Fast Healing.
- Generic Weaknesses: Allergy: Silver, Cannot Enter Holy Ground, Cannot Enter without Invitation, Chill of the Grave, Fear of Fire, Fear of Sunlight.
- The Lost are tormented with dreams of glory and loss.
- Choose the Deity you used to serve. When facing good clerics you may spontaneously be tormented with flashbacks. It becomes worse with anything attached to your old master.
- Like a Drop-In, but worse. You have memories, but they're broken and confusing, worse than nothing. You start speaking Celestial. That's it.
- In addition to being turned like the Undead, they take extra damage whenever a Cleric tries turning them. Xd4 points of damage, where X is the Cleric turning level. Save for half damage.
- Takes extra damage from Divine spells, and has a save check penalty.
- Double Damage from Holy Water. Triple from former master.
- Death State is a Glowing Mist. It's like normal mist, only obvious and with it's own nightlight to be easier to follow.
- The divine spark in them is immoral and eternal. If driven to what would be Final Death, they'll incarnate again in 1d4 days, but lose all path and identity, though not power. They essentially become a completely new person. Once per 10 years a jumper can deny this oblivion and use this as a 1-up. After that, even if they have Perks that guard their self and identity, this form of return is considered a Chain Fail.
- Favored Class is Cleric.
- Cold and electricity resistance.
- Have improved senses.
- Have wings, and a flight of 40 good.
- Advanced Energy Drain does Wisdom Drain

**Guarding the Ark** (100 cp)
A common important duty for many angels is guarding holy sites and items, for such things can be dangerous to the faithful, and targets of the iniquitous. Perhaps you held such duties in the past? How can you know? This trick hints at such a history.

You have freed a splinter of your true essence from your incarnate form and may invest it in an object you currently control - you don't need to be the owner, but it can't currently be contested - you could use it on a stolen sword, but not one someone is trying to wrestle out of your hands. Once invested, it will stay so unless the object is exorcised, or you call back your splinter.

While invested, you count as possessing the object, and as acting as a Watcher, being able to see and sense what goes on around it. You may also start acting as an Controller, Corrupter, and Enhancer when and as you wish. Basically, you can sense what goes on around your object, you may animate moving parts (make a crossbow load itself, make a wagon roll), may curse those who use your object in a way you don't want and may make it act like a magical item whose strength depends on your strength. These roles are laid out in The Book of Vile Darkness.

This perk may be bought more then once. Each time it's bought, you rip free another splinter to invest. Only the first purchase is free from The Lost, but they may buy more at discount.

**Weary Wisdom** (100 cp)
What was your misstep? It's lost to you, a history that weighs on you but offers no context to understand the 'why' outside a deep sense of bitterness. You may wrap yourself in the remnants of your once mantle of holiness and call upon what seems like an echo of a holy gifts.

When you buy this perk, you effectively permanently bind a given Vestige. This doesn't take up any 'binding slots', and you aren't affected by their Sign or influence. You may buy this perk multiple times. Only the first is free for The Lost, the further purchases are discounted. If you want to get mechanical, treat your hit dice as your binder level for the purpose of this perk. Your choices are -

- Andras The Grey Knight. You may freely summon or banish the mount. It might be possible to enhance the mount if you possess the powers to do so. While it may look like a flesh and blood being, but it's actually some for a fragment or subsidiary spirit tied to you from your time as an angel. It can keep enhancements you grant it, and can't be permanently destroyed unless and until you are.
- Balam The Bitter Angel.
- Dahlver-Nar The Tortured One

**Confessor** (100 cp)
Whether it's because you used to be a being of manifest morality, or simply you ruminating on such topics since your fall, you find that your voice tends to be the most convincing voice on topics of morality. This is a mix of knowledge, intuition, and persuasion. You can easily see an issue from many sides on different moral frameworks, can understand moral priors and their consequences easily, and can find your way to any number of morally consistent conclusions.

More than that, you understand the consequences of different paths, can pick and choose your influence. You can lead a holy man to a crisis of faith, or steer a confused youth away from one. You can give answers people are likely to internalize, make them realize their own hypocrisies, or cause them to doubt lifelong truths. And you can do it all in a soft and gentle voice that seems perfectly trustworthy - the humble leader of a small flock, worthy of trust in a way that only the wisest could find reason to question.

**Kept Grace** (200 cp)
The Lost are angels. Fallen angels, but angels still. But in their fall they lost everything. Mechanically, Lost is a template that's applied to a normal mortal creature like a Human or Elf the same as any other vampire, because by the time the Angel has become Lost, they have lost everything that really made them an angel. You have kept more of your original nature then other Lost.

Apply the Saint template to your race before applying your Vampire template. The Saint template is in the Book of Exalted deeds. In short

- you get your wisdom as an insight bonus to AC, get a bonus to the DC of all their powers and abilities,
- do extra holy damage against evil and wicked being. Do more against evil outsiders and undead. Do it also to any of the above who hit you.
- Can freely use the spells Guidance, Resistance, Virtue, and Bless.
- Immune to acid, cold, electricity, petrification, with resist fire 10, and +4 vs poison.
- 60 feet of Darkvision
- Has a protective aura that defends against evil and weak magic.
- Can speak all languages.
- Has minor improve Wisdom, Constitution (which becomes Blood) and greatly improved Charisma.

**Anoint The Damned** (200 cp)
As a lesser divine being, you can act as a patron for others, acquiring the Fiend of Blasphemy class from the Fiend Folio. Unlike other perks of this nature, this class won't grow indefinitely with you - it caps out at it's normal cap. Pick whatever two domains you feel are appropriate. You can't cast spells against your own alignment, nor channel them to your cultists.

**Moving the Debate** (200 cp)
You understand not just what to say to an individual but what needs to happen to shift the assumptions of groups and societies. You know what needs to happen to shift the window of debate, though this perk alone doesn't give you the tools to make such shifts happen. You know how far you can go before there is meaningful backlash and you know how to defuse backlash that has already occured.

**Self-Possessed** (400 cp)

The Lost are not the body they wear, the current identity they hold. Those are something that has accrued around the fallen spark of divinity that is the true self. Usually this means little - who and what they were is as distant and unknowable to them as it is to everyone else, but you have stirred that original spark into greater life, and now it power fills and drives you.

Possessed by yourself, no other may fill your form or spirit without your permission, and even if granted you may effortlessly drive out any such being with a momentary flash of intent. You gain a second train of thought, one above and disconnected from the passions of the moment, and those higher thoughts are invisible to forces that might try and read your mind or intentions. Further, it can temporarily manipulate your 'lower' train of thought to mislead people trying to read your mind.

Your two different thought trains can each cast magic or harness higher forces completely independently, though this doesn't change material or somatic requirements.

Lastly, you're essentially able to effectively bless yourself. You can moderately improve yourself overall, strongly improve yourself either physically or mentally, or intensely bless a single aspect of yourself. With a moment's focus you can move this blessing around.

**Original Tongue** (400 cp)
You remember the Words that echoed from the beginning of things, the names gods both good and evil used to bind things into shape and you can speak such things still. You can freely use both 'Dark Speech' and the "Words of Creation.' As it is their native tongue, this costs them nothing. They also dredge up forgotten word lore as pull out more of their potential. You can think of it as gaining a Truenamer feat for every Dark Gift - the first three are Truename Training, Truename Research, and Skill Focus (Truespeak).

Truenaming comes effortlessly to you and you naturally develop the skill to the limit of your ability. If you have cap breakers, then it's to the point of diminishing returns instead.

**Alms From The Congression** (400 cp)
Your influence helps you. This might seem like an obvious statement, but it's doubly true for you. Things you've influenced tend to, well, be on your side. If you shift the morality of a village though *Confessor* and *Moving The Debate*, those people will shift towards your side in future debates… even if it's on a completely different topic, even if they don't know you or know who you are. This is a subtle but pervasive thing. Rather than spending social credit making changes, you gain it.

This is a kind of subtle, almost invisible curse. It can be detected and dispelled, though figuring out where it came from or the medium it traveled through is basically impossible unless someone sees you doing it. You can toggle it off if you think someone might be watching. Or if you have some sort of silly objection to society wide mind control.

**Angels Fear to Tread** (600 cp)
You have fully harnessed the sparks of divinity you carried to earth with you and use it to channel your own divine power in your own service as a Favored Soul. Don't worry about the normal requirements - the Lost is channeling their own power.

**Heavenly Law** (600 cp)
What rules did you break? What contract or covenant did you violate? The rules and lore come easily to you. Maybe one day that will provide an answer. Gain the Archivist class.

**Black Mass** (600 cp)
There are many tools of diplomacy available. It's important not to forget 'force of arms' is one of them. You can control a hundred times as much undead at a time. This doesn't change the ceiling of how powerful they can be. You can control a further thousand times as many bottom tier undead. Finally, your hoards are good at gathering and spinning off forces of uncontrolled undead. They aren't actually obeying you, but they're pulled along by a resonance with your own undead, and then cast loose in a direction to rampage.

If they won't listen to your words, then the living shall envy the dead.

## Mock Vampire Perks

The Mocked State of Being (Free and exclusive)

- +3 Str, +2 Dex, -6 Int, +1 Wis, -8 Cha, +2 AC, +5 Speed, 3/holy, iron, magic, silver Damage Reduction, +2 Turn Resistance, 3 Fast Healing, at Age 0.
- +15 Str, +12 Dex, +2 Int, +10 Wis, +4 Cha, +12 AC, +30 Speed, 15/- Damage Reduction, +10 Turn Resistance, 9 Fast Healing at Age 5
- Generic Weaknesses: Allergy: Garlic, Allergy: Iron, Allergy: Silver, Cannot Cross Running Water, Cannot Enter Holy Ground, Cannot Enter without Invitation, Chill of the Grave, Fear of Fire, Fear of Sunlight, Gravebound, Stench of the Grave, Water Vulnerability.
- Mocked can spend Blood to heal much much faster than a normal vampire d12 + age points per blood point spent.
- Sonic and Electricity Resistance.
- Due to their sludgy forms, Mocked take half damage from Bludgeoning, Cutting, and Piercing attacks.
- Turn into a decaying ooze - becomes immune to most non-area attacks. Energy Drain reduces to 1 level per attack (but it's per attack rather then once per round), form tendrils that has a reach of 10 feet.
- Death State is the Ooze form.
- Advanced Energy Drain is Charisma Drain.

**Green Slime** (100 cp)

You can rapidly consume the life you surround into your more amorphous forms. Once you wrap yourself around a life, you can quickly finish it off as all your abilities turn upon it, dissolving it in acid, draining it's life force and, if it's an appropriate target, absorbing it's blood even doing all of this at three times your normal pace.

If you slay a creature this way, you can stockpile the extra life and you've absorbed this way to grow larger and mightier. This only works as long as you stay in a formless form. This perk is less effective for most other vampire breeds, though it will allow them to make an attack in their misty forms.

Notably it does work well for Fire Vampires and Ravenous Vampires who have evolved the ability to assume a cloudkill form as it does for Mock Vampires and any jumper who has an amorphous attack form can use this perk to full effect.

**Mookhood** (100 cp)
As long as you're working part of a team and aren't part of the leadership or obviously a champion, people's eyes glaze over and they fail to put any importance on you. Even if you show greater power or strange strengths, you'll be written off as a mini-boss and people won't make sure you're really dead or make a priority of catching you if you flee.

How effective this is depends on who you're working against. If you're fighting against someone methodically double tapping every Tom, Dick, and Harry, then they'll double tap you. They just will put a lower priority on it. If they're your average murderhobo squad, then they'll forget about you 30 seconds after you're out of their sight.

This won't work if you're blatantly the most important thing around. You can do this as a mini boss… but not as a final boss, and it will quickly start failing as you visibly move from one to the other. However, this doesn't just work against enemies. You can vanish from thought and mind even to other people on your own side.

**Ochre Jelly** (200 cp)
When in slime form, you can split in two, and the two pieces can operate individually, each with its own pool of health drawn from your original pool of health. Further, these two forms can both independently reassume your other forms. You still only have one mind to control both bodies with, but you do have an ability to use one body as a instinctive reactive tool while the other body acts more thoughtfully, or stashing away one body while the other takes risks. With sufficient development you might be able to divide into more than just two bodies, though each additional body takes an exponentially larger reserve before you can 'afford' the split.

**Shared Shackles** (200 cp)
You find it easy to befriend other people who are (visibly) in the same position as you. If you look like you're a serf, you can easily befriend other serf. If you look like you're a prisoner, you can befriend other prisoners. More than that, if it's a disadvantageous position, you can act as

inspiration for people to rally together,  making it less of a crab bucket. You don't have to actively be doing something to accomplish this, it just naturally happens around you. You can toggle this off if you don't want to spread the goodwill.

**Ethereal Ooze** (400 cp)
Your form partly dissolves into the ethereal plane. Attacks tend to only 'half' hit you, unless they would also hit incorporeal targets, Your presence and inertia ebbs and surges with your balance between the material and ethereal plane, letting you be unnaturally massive and 'heavy' one moment, and feather light the next. Large surges one way or the other tend to be very short lived, while small ones can be maintained.

This defense is especially powerful against area of effect attacks, which tend to push you fully ethereal for a moment as they pass through. It's also possible to briefly become fully ethereal to incorporeally pass through small barriers.

**Subversive Practices** (400 cp)
When you're below notice, what you're doing is also below notice. You have the ability to easily conspire, to draw others into conspiracy, to bind them to silence, to teach them the best practices to follow as part of a conspiracy.

This isn't one magic effect, but a dozen subtle ones to encourage silence, to bind people to not break trust, minor geas against the kinds of lazy or bad behaviors that get people in trouble in the first place. Nothing that anyone would even notice they were bound with or notice they had been freed from. It's also a teaching effect and social booster around building and maintaining conspiracies, and a minor contagious luck booster for recruiting to, and playing your part in a conspiracy.

No single aspect of this is strong, but they form a synergistic whole while forming, building, training, operating, and hiding conspiracies and subversive practices.

**Genius Loci** (600 cp)
Your amorphous form is able to merge with the environment around you, becoming part of the landscape. In such a form you become larger and weightier (in proportion to your original size and might), able to launch terrible crush attacks and weaponize the land itself as sucking pits or crushing avalanches.

Without attacking, you're the next best thing to invisible, and become extremely hard to attack. You occupy a relatively large area as you dissolve into the earth and can interact throughout that area. Only in places you're actually acting upon can you normally be hurt, as you have to gather enough mass there to interact with. Only the most potent area of effect attacks, forces that truly rend the earth for a large area, could strike you. Your earthen shell also can shield you from the sun to sleep out the daylight hours.

This perk will be much weaker for most other vampire breeds, though Fire Vampires and Ravenous Vampires with a Cloudkill form can also use it to full effect. Basically it will work for any amorphous form, but it's leveraged fully with weaponized ones. Though the form it might take will change. A fire vampire might lash out with geysers, or a Ravenous one might drag someone down through suddenly forming bog.

**Bad Company** (600 cp)
You're good at what you do, but unfortunately what you do isn't very nice. Pick up fighter or rogue and similar classes that thrive as thugs and criminals.

## Ravenous Vampire

The Ravenous Vampire State of Being (Free and exclusive)

- +3 Str, +2 Dex, +1 Int, +1 Wis, +1 Cha, +4 AC, +5 Speed, 3/holy, iron, magic, silver Damage Reduction, +2 Turn Resistance, 3 Fast Healing.
- +10 Str, +10 Dex, +6 Int, +6 Wis, +6 Cha, +15 AC, +30 Speed, 15/- Damage Reduction, +10 Turn Resistance, 9 Fast Healing
- Generic Weaknesses: Allergy: Garlic, Allergy: Iron, Cannot Cross Running Water, Cannot Enter Holy Ground, Cannot Enter without Invitation, Chill of the Grave, Fear of
- Collapse into a rapidly evaporating puddle of goo at Blood 0 - without immediate outside intervention this is final death.
- Only get half as many points of Blood for how much you drink - 2 Constitution:1 Blood.
- Disease Carrier. Even if you don't want to, you have decent odds of inflicting disease on anyone you bite.
- Spend two Blood a night instead of one.
- At a half-full blood pool, start going mad from Hunger, Will saving throws to not attack every mortal you see.
- Acid and Electricity Resistance
- Favored Class: Druid
- If they develop a mist form, their mist form counts as the Spell Sinking Cloud. They can upgrade that to Cloudkill.
- Their Death Form is a Cloudkill.
- They can use poisonous breath weapon.
- They have the Scent ability and +4 to use it, or any smell based perception test.
- Advanced energy drain is Con (but they have to maintain a hold to use it).

**Bottomless Hunger** (100 cp)
You can eat and eat and eat and never be full. Most people need time to digest their food. Not you. You have no time to waste. Stop eating, start dying. You can instantly attune the blood you consume,and aren't limited in the amount you can attune per day. This doesn't just work for blood - you can pretty much instantly turn anything you consume into _____, where _____ is

what you get out of eating it. You can turn fat into energy on demand or instantly extract all the healing magic from a potion that normally works over the course of hours.

**Plagued by Thoughts of You** (100 cp)
Ravenous Vampires are as infamous for their diseases as for their bottomless hunger and for good reason. Every bite risks starting a new plague. You find it useful. If you're directing a power at someone who is seriously ill, and it normally requires eye to eye contact, or for them to be looking at you, or similiar… now it doesn't. You may freely use such powers on anyone you can see… as long as they're infected.

**Monster at the Gates** (100 cp)
Manipulative foreigners, cult leaders, corrupt parishes, mysterious mercenaries, unclean untouchables… there are so many roles Vampires step into to manipulate people. Yours is simply. You're a monster. You're the kind of monster other monsters don't really want to be associated with, because you give them a bad name.

Your threats are always credible. People might not think you have the POWER to follow through with them, but you are inherently convincing on the intention. However crude or cruel or pointless or self-destructive they are… people believe you when you make the threat. If you make threats you could make good on, and then don't follow through, you can destroy this feeling. It's not automatic, but you can destroy your credibility here. But until then, everyone is willing to believe the worst of you.

**Spelt Food** (200 cp)
The Ravenous is too hungry to be picky, their hunger is almost a living thing tearing at their insides. You've learned to let that beast out. You passively draw 'food' towards yourself, passively feeding. As a vampire you'll pull the blood from the veins of corpses as you walk passed, absorbing their blood messily through the skin, but this can be used to feed any exotic hunger. A Fire Dragon Slayer could eat fires they charged through without spending the time it would normally take or a changeling could suck the passion from the air without even trying.

**A Fever on the Brain** (200 cp)
While people being sick in general opens them up to influence from you, people you infect are doubly vulnerable. You can automatically attempt to dominate anyone you infect and your dominance will attempt to reassert itself every few hours as long as they stay ill. If they infect someone else while they're dominated by you, that person in turn is also subject to your mind control.

You don't need to be nearby to give orders, and you have a vague sense of everyone under your influence this way.

**He Knows Where You've Been Sleeping** (200 cp)

People have social networks for so many reasons. They have them because they can't do everything on their own, because people need other people, to have someone to catch them when they fall. Monsters though… they don't get to have nice things like that. Blackmail will suffice.

You have a sense where or what to sniff around to find someones vulnerabilities and soft points. This won't hand you them, but rather acts as an intuition.

Focus on a banker and you might get a feeling that his donations to an orphanage are meaningful and sniffing around might discover a child who then catches your interest. Or get into a conversation with a hostile lich, then realize that it doesn't want you asking about it's first love as a mortal.

The child is his bastard by his hidden mistress. The Lich's first love ended in tragedy and it never got over it.

This perk doesn't necessarily help you survive poking someone's sensitive points, so be careful.

**Feed the Alpha** (400 cp)
Those you control become roaming mouths for you. Whether familiars, or merely the victims of domination, those you control become extension of yourself for the purposes of feeding. This isn't just useful for blood. Bind a man's mind and send him into a node, or layline, and you could feed on that layline at range.

If such roaming mouths ever fail you, you can directly feed on them, also from any range.

**Diseased Delirium** (400 cp)
The Ravenous' Contagion causing effects upgrade to causing Pestilence (as per Book of Vile Darkness). Further, they can invest all of their attacks with this power - arrows cause foulness when fired from their bow, while mystic attacks take on an unclean aspect. They can toggle this off if they want to use more 'harmless' diseases, or if they don't want to taint an attack.

Those that die to these diseases rise again as hungry ghouls still carrying the sickness that ended them. You can maintain control of these undead much like a cleric your equal could.

**Reptilian Gaze** (400 cp)
Hunger and death bring many to a low point of irrational desperation, but your cold heart instead becomes more reasonable. You can look at a situation as the Homo economicus and make your choices accordingly unbent by sentiment or passion. You can lie, steal, ruin, betray, and brutalize all without a hint of hesitation or remorse. You can look at a group and measure how much any given person adds to the group, vs. their cost to the group. Internalizing what a cost means vs. what it gains, or avoiding suck cost fallacies becomes completely natural.

You can turn this off, but why would you be so wasteful?

**Hunter Unbeknownst To Its Prey** (600 cp)
The Ravenous hunts men, and it's hone it to that purpose. They quickly gain skill at Scout, Ranger, or similar classes that help them stalk their prey.

**Ophidian Hunger** (600 cp)
You regain a ability lost to you with your vampirism, to eat of the natural world. Of course your hunger is no longer the modest thing of man. You can consume the very health of the natural world, turning it into a wasteland that resists any attempt to fix it short of miracle. This stolen power can be used to twist your servants, feed your belly, or empower your magics.

**A Wolf Age** (600 cp)
Any damage you do to the social fabric becomes more damaging, tending towards the worst case scenario for that kind of damage. People lose faith in institutions faster once you've shaken them. Official responses become muddled and confused, a comedy of errors that isn't funny. The fixes run into problems, they become cursed enterprises that require overwhelming support to succeed.

Where you walk, it is a wolf age, and no man will remain friend to man.

## Shadow Vampire Perks

Shadow Vampire State of Being (Free and exclusive)

- +1 Str, +2 Dex, +1 Int, +1 Wis, +2 Cha, +2 AC, +10 Speed, 3/iron, holy, magic Damage Reduction, +2 Turn Resistance, 3 Fast Healing at age 0.
- +8 Str, +15 Dex, +6 Int, +6 Wis, +12 Cha, +12 AC, +35 Speed, 15/- Damage Reduction, +8 Turn Resistance, 8 Fast Healing at age 5.
- Generic Weaknesses: Allergy: Iron, Allergy: Silver, Cannot Cross Running Water, Cannot Enter Holy Ground, Cannot Enter without Invitation, Chill of the Grave, Fear of Fire, Fear of Sunlight, Gravebound.
- Their supernatural cold inflicts damage on those they feed on.
- Double damage and save penalties against light.
- Take a penalty on all action in even dim light, getting worse as the light get brighter.
- Must Sleep in the Shadow Plane.
- Has no shadow of their own.
- Can conjure darkness
- Can see in all darkness, including magical darkness
- Favored class Rogue and Assassin
- The Chill of the Grave surrounds them. It inflicts a -1 penalty on the actions of the living within melee range of them. If they have Stifle the Chill, they can suppress this for 1

blood per round to pass among the living. Protection from cold does not help against this necromantic chill.
- Completely immune to Cold.
- Electricity resistance.
- For 1 Blood they may travel to the Shadow Plane. They can freely come back from the Shadow Plane.
- Can take the form of a Shadow. While in this form, attacks ignore normal armor, but only the negative energy touch attack can normally be used against corporeal targets. While is Shadow form, they don't get temp hp from inflicting negative levels, but anyone killed this way rises as a Vampire Scion 1d4 nights later, and they also have this power. Is affected by anything that affects Shadows while in this form.
- Death Form is Shadow Form, but with flying, 40 good.

**Elven Grace** (100 cp)
Elves are prettier than you. They're faster than you. They can walk over snow without breaking the surface through sheer skill. They dance around your inelegant flailing like a leaf in the wind.

Drow are elves, without the ponciness and with a bit of extra dark magic stirred in. And now you're an impressive exemplar of a Drow.

**Occulted Navigation** (100 cp)
The Plane of Shadows is a weird place, that in places reflects the material plane it rubs up against and in others becomes completely strange. Some magic uses it as a way of fast-traveling, as distances aren't congruent between it and the material universe. It is also one of the few canonical ways to travel between different material planes. But few people do this because there are easier ways to commit suicide. The intelligent ones dip their toes in where they must, move quickly and stay to the shallows rather then be drawn in deep by the hidden eldritch currents.

As a Shadow Vampire you are a denizen of this hostile place. You must SLEEP there.

You know the Shadows. You know where it's safe and where it's not. You can intuit shortcuts. You understand the currents that twist it's geometry and can avoid being drawn deeper into the dark. Your presence is a dim thing that easily goes unnoticed by the natives and if for some reason you need to deal with them, you have the equivalent for Animal Kin for the animalistic ones, and a a pleasing mien to the intelligent ones.

**Poise** (100 cp)
You have an intuition about how to make things look easy, how to add that extra touch that sells the fiction that you aren't even trying. You know how to walk off a blow that really hurt you like you didn't feel it or how to slip in an insult to make it sound spontaneous. You know WHEN you have to work hard in advance to have everything at the ready to make it all look easy. You can generally use competence to create an illusion of power and control.

**Accumulated Mastery** (200 cp)
Anyone can learn the 'basics' of a craft. Most people can become competent, if their fickle nature doesn't betray them. Mastery though requires commitment. At least, that's what you've been told. This doesn't help you learn a skill - instead, it lets you take a skill you've already gotten to a solid point, and lets you push it to the level of preternatural mastery. Instead of slowing down and growing more difficult, your learning becomes easier and speeds up when it hits the normal point of diminishing return.

Eventually you'll hit a new plateau, but it's well on the far side of 'inhuman.' This will usually take about as much time and effort as it took you to become a journeyman in that skill in the first place.

This is limited to skills, but isn't limited to things **DnD *thinks*** are skills.

**Ghostly Combatant** (200 cp)
Any ability you have to shift between states becomes quicker and easier. An expensive ability becomes cheaper and a cheap one becomes free. It's also faster and more graceful. You can shift partially if you desire, though such half changes are momentary things and it works better at momentarily becoming immaterial rather than material.

With focus and a little luck you could turn the path a blade was passing through immaterial to 'dodge' a strike or turn your blade to shadow to pass through someone's guard. Break pursuit by stepping into the Shadow Planes and then return the next breath to backstab the ones chasing you. Dance between the worlds, assassin.

**Leet** (200 cp)
Elves are pretentious gits. Vampires are ALSO pretentious gits. Drow are pretentious elves. And Shadow Vampires are Vampire Drow. You have an armor of confidence and contempt that stills the steps of those who would get in your way, stills the tongue of those who would speak against you, stills the hand that would raise itself against you.

This can be overcome. True self-confidence or maturity lets someone do so, as can passion or need, and if given cause most people could psych themselves up to do it. But generally speaking you can grab someone in the middle of the street and drain them and no one would stop you. They would all be waiting for someone else to act.

This wouldn't stop the guards from coming after you five minutes later.

**SPIDERS!** (400 cp)
Some people might not trust you. They might not think you're truly evil, committed to the cause of darkness. They might think under all that edge and black makeup, the gentle soul of an elf dwells. Such people are fools. Because your soul is made up of SPIDERS!

At least, that's what anyone who sees this perk in action will conclude. You can turn your lifeforce (Blood in this jump, but you might have other sources from other lives) into SPIDER. What kind of SPIDER? All kinds. You can grow four terrible shadowy limbs from your back, which can be made dexterous to quickly do delicate work, mighty for heavy physical work or end in terrible blades to use as weapons.

Or your could pour it into your flesh and let spider swarms crawl out of your wounds, vomit them up or pull them out of shadows. Such swarms start out as horrible flesh eating monsters who aren't technically undead simply because they were never alive in the first place (but probably count as undead for creature type). But as you add more natures to yourself, you'll be able to make new types of SPIDER abomination appropriate to them. You want horrible half-alive alchemical abominations? Cyborg Spiders? Data Spiders? Hunger Spirit Spiders? They're all just an appropriate origin or perk away.

To start with, these swarms can consume more life to grow, but if you give them an appropriate nature they might feed on other things.

**Forbidden Lore** (400 cp)
There are terrible things in the dark, sights that could break even a soulless vampire. From your dark perch, you see many of these things. But you're too smug to be shaken by such things. Firstly, you are safe from knowledge. You will never be madden by dark lore. You won't be possessed by some terrible god from the dreamlands because you know his name. Those terrible dark things that home in on any that know of them or see them… won't detect your knowledge or sight. If there's some other manifestation of the Dangers of Things Man was Not Meant to Know, you're safe from those too.

You'll dredge up dark secrets apace with your dark gifts, gaining Tainted Feats (as per Heroes of Horror), Devil-Touched feats, or appropriate Vile Feats as you earn Dark Gifts. Rather then devilish pacts, these represent the dark secrets and lores you've learned to call upon. You aren't further corrupted or tainted by calling upon these secrets.

**An Offer You Can't Refuse** (400 cp)
Shadow Vampires are effectively the assassin order of the city of Avystervan. They're well known for being deadly combatants who slip out of the shadows to murder the enemies of Vangual and the Void. But doing that is a lot of work. You have a criminal intuition - not about how to commit a crime, but how criminals work. You can find wise guys, know when to shake down informants or bribe them and swim through the underworld. And you can do it fast.

This perk is more focused on speed than connection building. You can take a gentler hand if you're going to be staying in an area for a while and it will still work well. But it shines when you don't care and are perfectly happy to tear it apart to get what you need for you next job.

**Two Scimitars and a Panther** (600 cp)
You are a master of the ancient Drow Skill of being a Ranger. Unlike most, you don't have to choose between dual wielding and archer, because as an elf you're obviously great at both. Your feet are unnaturally quickened, giving you improved grace and footwork even for a drow and your arms are quicked letting you launch into impossible flurries of attacks, though this doesn't improve your reflexes enough to keep up with your own arms movements.

A shadowy spirit becomes your animal companion, a terrible umbral thing that scales in strength to your own spirit, but usually favors the form of cats. Lastly you can twist shadows into both a paired set of weapons to dual wield with, or into a bow and arrows as you need. They start out as masterwork, thought they will channel your vampiric abilities as if a part of you, but you can import a weapon to become your shadowy shift-shifting armament if you want something better.

**Delved Too Deep** (600 cp)
The Void might consume all things and remain untouched, but the Children of Vangual aren't that uncreated horror. They're just it's victims in the end. For all their pretense, the Shadow Vampires hug close to the world of light even as they hate it, more elf than Horror. But not you. You've walked deep and far, and delved into the places the wise fear to tread. Gain the Shadowcaster class(as per the Tome of Magic).

**Elvish Masterwork** (600 cp)
If you mention the Shadow Vampire, there's two images that they bring to mind. Blades in the dark or, more rarely, hoards of shadows overrunning towns. But they're still elves and elves are rightfully proud of their craftsmanship. It's no accident that almost everything Avystervan makes, ends up made from shadows-turned-real. Gain the Artificer class.

## Vangaard

Vangaard state of being (Free and exclusive)

- Vangaards are Large creatures.
- +8 Str, -2 Dex, +0 Int, +1 Wis, +1 Cha, +4 AC, +5 Speed, 5/holy, iron, magic Damage Reduction, +1 Turn Resistance, 4 Fast Healing at age 0. This includes the adjustments for being a large creature.
- +20 Str, +6 Dex, +5 Int, +6 Wis, +6 Cha, +20 AC, +30 Speed, 15/- Damage Reduction, +6 Turn Resistance, 15 Fast Healing.
- Generic Weaknesses: Allergy: Garlic, Allergy: Iron, Allergy: Silver, Cannot Cross Running Water, Cannot Enter Holy Ground, Cannot Enter without Invitation, Chill of the Grave, Fear of Fire, Fear of Sunlight, Gravebound, Stench of the Grave, Water Vulnerability.
- Weakened powers: Energy Drain does 1 negative level, dominate has lower DC.
- Take the form of 1 Small, Medium, or Large animal or Dire animal, +1 for each age category. Form is oversized.

- Favored Class: Barbarian
- Cold and Lightning Resistance
- Scent.

**Ungentle Giant** (100 cp)
When you're big and strong, you have to be careful lest you break things. But you're fine with that. Even before being turned into a Vampire you had the kind of terrible strength that the bards sing of when they speak of the wasteland savages. The Black Kiss has grown that strength as it grew your body.

Every bit of you brims with monstrous power even for a Vangaard, but the rock-like slabs of muscles and seeming iron bones of your body also greatly increases your toughness, letting you ignore the slings and barbs and hammer blows of your lessers, and your changes have left your body a deep well that can hold unnatural amounts of the Blood, further fueling your unlife.

**Watch the Principle** (100 cp)
Vangaards are guardians and the first skill a protector must master is patience. This won't help with that. It will help with the second skill you need though. Watchfulness, awareness. You're always watchful, as if trying to stay aware of everything, even when you're focused on a task part of you is wholly focused on keeping aware of everything. It's like you have a second thread of awareness that only exists for watching out and keeping aware of things.

This won't make it harder to sleep or disturb your concentration, but will wake you if you would have wanted to wake at that disturbance or draw your attention if it's something you would want to pay attention to. You'll also find that you generally know what happened around you while you slept and the like.

**Honorable Opponent** (100 cp)
You can sell the whole 'honorable warrior' story. Even if you fight against someone, they're much less likely to hold it against you. Even if you fight for a terrible cause, people will generally give you excuses for having done so. In fact, people you fight against tend to walk away with a good impression of you, even if it's not deserved.

Unless you, personally, resort to 'dishonorable' tactics, you can be assured very few will use them against you. Likewise, you can generally get away with 'fair' fights, like one on one duels against people who aren't super-vampires, and few people will have a problem with this or consider it cheating.

**Svinfylking** (200 cp)
Relentless in their violence and rage, the Vangaard is a foe best kept at a distance, because once they've closed they can make short work of any man. You need none of the control or focus of a more disciplined warrior, as violence comes incredible naturally to you, growing

morso with your vampiric nature. You could think of it as gaining a Fighter feat every time you gain another Black Gift as you instinctively channel violence in ways others must work to learn.

**Guard the Body** (200 cp)
Protecting oftentimes ends up being about controlling. Control the movement, control the aggression and tempo. If you win the fight but your Principle is dead, you didn't win the fight. You find yourself having an almost unnatural control of space and positioning.

You can casually slip between two combatants despite your bulk without ever leaving an opening or jostling the one you're trying to protect. You can slowly but steadily force opponents back without really doing anything and those who try and move in a direction you don't want them to in an area you threaten aren't just punished with devastating attacks, but usually locked down or knocked back, or if you truly overwhelm them, knocked down, as you prefer.

You can also seem to occupy more space then you should, moving back and forth to cover and threaten more then you should.

Lastly, your body acts as a shield against many area of effect attacks. A Principle behind you would be shielded against a fireball or lightning bolt, though this won't work against things like gas bombs, and it won't work if the caster has a clear line of attack to the target that you can't guard.

**Horde Leader** (200 cp)
You find that you can easily join 'primitive' societies, making a place for yourself through strength even when another would be resented for doing the same. You can rapidly become part of 'us', and in a respected sense. Then you can repeat the process on the groups around them, until it become self-sustaining. You can rally these peoples, gather them up and turn them into a sword pointed at civilization.

In Dungeons and Dragons land this could be used to rally orcs and goblins and plains nomads and the like, but it would also work on Chaos Beastmen even if you're not a beastmen, or on Murat or Icemen. Those who dwell beyond the cities and threaten their safety rally to your banner.

**Yoke the Monster** (400 cp)
Every vampire has a monster inside them, a terrible never emptying hunger. It animates flesh that should have rotted, but only so that that flesh can feed it. It is no ally. But you know about breaking monsters to the yoke. You may drive your hunger to greater heights, making it consume extra blood, but in return filing your flesh with unnatural energy.

This is effectively a Barbarian's Whirling Frenzy, though the manic energy that fills you doesn't cloud your mind and you continue to see and act clearly. As you grown stronger, so will this

frenzy just like a Barbarian would as he leveled up. As you break the monster to your will, it will come to serve you rather then the reverse. Gain Rage feats as you gain Black Gifts.

**Work Steady** (400 cp)
Just controlling the combat around you isn't enough, you must turn that control into victory. Your undead nature give you both the inner calm and the outer mastery to pursue this ideal from both angles. Gain a Combat Form Feat and a Tactical Feat with every Dark Gift.

**Nobility from Strength** (400 cp)
The legend of the noble savage comes in two parts. First that they're better than the soft-bodied and coddled sheep of civilization because they're tempered by the harsh outlands that give no quarter for that kind of weakness. Second, that they're better than the poisonous serpents of civilization because they're unblinded by it's lies and hypocrisies, living more 'honestly.'

You embody these ideals, finding your physical abilities and skills grow easily, and that you possess a natural insight that aids your self-reflection and growth in wisdom and insight while discarding hypocrisy. Likewise those under you also benefit from this. And those under them benefit from it at a reduced capacity, and so on. Those you lead will be strong, of a surprisingly noble character, clear sighted and wise. Maybe before you civilization deserves to fall?

**Outlander** (600 cp)
You have come far from the lands you called home, and you will go further still. You are home in the quiet wild places that know not man. Gain the Ranger, Scout, Barbarian, or the like class.

**Rally the Thralls** (600 cp)
The Vangaard is a dying breed. They are the guardians of vampire kind, their brave yet terrible champions, but there are fewer and fewer of them every year. They're… picky, and more and more retreat to dream deep dreams where they aren't vampires, aren't twisted by hunger and Void. So be it. You'll raise the rabble and leash them to the Dark Councils defense. Gain a teamwork focused combat class like Marshal or Knight.

**Ways of Our Fathers** (600 cp)
Ironically for the group trusted to guard the rest, the Vangaard have managed to hold onto fragments of their old spirituality. They walk the paths of Dream, where they aren't vampires, aren't touched by the Void, and the spirits that answered their forefather welcome them so long as they hold onto their soul. You can call upon this spirituality, becoming a Totemist, Spirit Shamen, or other class that expresses that spirituality.

## Dhampyre Perks

The Dhampyre State of Being (Free and exclusive)

- You aren't a Vampire, so you don't get the Vampire State of Being.

- +4 Str, +4 Dex, +4 Con, +2 Cha
- Extended lifespan, but not immortal.
- Don't really grow stronger with age like a vampire - you'll eventually hit 'age 1' for the purposes of the three, total, Dark Gifts you have. Otherwise you get no benefit of it.
- Gains a limited number of Dark Gifts. They can take 1 in place of a feat they would otherwise earn. They get 1 for 'free' at adulthood. And they can buy 1 more in place of a feat they would otherwise earn at the halfway point of their lifespan
- Spends their Con in place of Blood to fuel gifts. Yes this is exactly as bad as it sounds. Better have friends who can heal the loss.
- Low Light vision.
- Can sense vampires
- Can heal by drinking blood.
- Can resist Vampire powers.
- Can ignore some negative levels, and have a bonus to save against them.
- Resist necromancy
- Fast healing 1, only as long as they have more then 1 hit point.
- Can buff by drinking blood.
- Can ignore necromancy in return for taking damage.
- Touched by insanity
- Must drink a small amount of blood
- Lose bonus/take penalty in sunlight (basically, treat all their attributes as 8).
- Can be turned like a vampire, but without the turning resistance.
- Can't be turned into a vampire.
- Favored class is fighter. Yes, it's insult on top of injury.

**Traveling Sellsword** (100 cp)
It's important to keep moving, but it's also important to make a living. You always know what directions you could go in and find someone willing to buy violence at your level. This won't tell you if doing so is a good idea, just that it's available there. You'll also get a sense as to whether the recipient is playing straight, hiding a few cards or is completely false. No context, just 'I feel a tug in this direction, but it feels shady. There's another in that one, feels alright.'

Note that the customer being honest doesn't mean the job is what they think it is. A caravan master who knows his route is bandit plagued but doesn't tell you, even though they wouldn't be a threat to you, feels shady. A farmer hiring you to drive off the wild animals terrorizing his herd, only the wild animals are a lycanthrope pack but he doesn't know, feels straight.

**And None Of Their Weakness** (100 cp)
The average Dhampyre has most of the weakness of the living AND some of the weakness of the undead. But you're not getting the cheap version here. If it would be better to be 'living' for the purpose of some effect like a Cleric trying to turn you, or a paladin laying hands on you, you count as living. If it would be better to be undead against something, like having some bastard carve out your spleen, or a dark priest casting Harm on you, you count as Undead.

**A Sense For The Unnatural** (200 cp)
Dhampyres have a sense for vampires that's absurd. They can sense any vampire within 1000 yards, can sense anyone who's been bitten, charmed, or otherwise affected by vampiric powers any time in the last several days, sense the vampire touched, sense if a corpse will rise as a vampire, sense when they cross the path a vampire followed in the last 24 hours (and hence track any vampire by staying in that path), and generally ruin any vampiric efforts at stealth that don't involve serious magic to hide from Dhampyres.

You take this, and apply it to all supernatural forces. And you can distinguish between different kinds of supernatural forces, and even between different individuals if you've met them before.

**Husband the Dark Seed** (200 cp)
While it won't grow on its own, you can with work develop your undead abilities, slowly developing new Dark Gifts with time and effort, or other abilities that undead can develop over time like certain Monstrous feats and abilities. You also have a reserve of lifeforce to to fuel your necromantic gifts with - enough to use Dark Gifts that require such sacrifice five or six times. It will slowly regenerate over days by feeding off your own lifeforce, or more quickly if you drink blood like your vampire parent.

**Hunting the Hunters** (400 cp)
Many of the things you hunt… generally shouldn't be. But what else are you to do when you're a cursed child drawn between the worlds of light and darkness? If you would be better off doing 'vile' or 'holy' or 'consecrated' damage rather then whatever kind of damage you should be doing, it counts as such.

It resists healing or recovery as a curse. It will heal at half the natural rate of healing, and ignore things like 'fast healing' or 'regeneration' or 'healing spells.' Though powerful enough effects might overcome this.

**Walk with the Dead** (400 cp)
You are a child of two worlds. Some may seek the light, but why? You make channel your power it rebuke the Undead like an Cleric equal to you in power. This power is fueled by your very lifeforce, or if a Vampire, your Blood. Further cultivating your undead nature will strengthen this gift. Everytime you would gain a Dark Gift, you will also gain a Divine Feat.

**Kill Them All** (600 cp)
Dhampyres aren't just cursed by the Void. They actually are blessed by the light at birth, a working to protect their still innocent souls from The Void. Whether or not you're worthy of that grace, you have it, and can channel it as a holy warrior regardless of your worthiness. Take Paladin, Crusader, or another holy warrior class.

**Master the Dead** (600 cp)
There are many questions your nature raises, and you have turned your focus into answering all of them. Gain the Dread Necromancer class.

# Items

**Bag of Blood Pearls** (one free, 100cp per additional purchase)
These milky-white pearls are created by alchemists as a way of storing blood, each pearl able to hold a single point of it indefinitely. Blood stored this way can maintain Attunement (see endnotes). A useful trinket while away from civilization or before some great working. This bag holds twenty of them, enough to go several weeks without feeding on a mortal if it becomes necessary.

**Dark Money** (100 cp per purchase)
You have wealth available. This isn't exactly the same as having wealth - rather, money issues are taken care of. If you look to get an apartment, you'll have enough wealth around to make a down payment, and after that initial payment the monthly expense for that place will never show up again, taken care of before it ever reaches you.

The first level takes care of expenses as if a level five expert was diverting is income to paying for you. Each additional purchase, to a maximum of four purchases, raise that level by 5. This means that in good times, this can cover more, and in bad times, less.

**Shadow Clothing and Clock** (200 cp)
Woven from the substance of shadow by undead drow, these clothes are both stylish, and requires descriptions including such things as tenebrous, obtenebrate, and stygian. Beyond looking good, the clothes absorb any sound you might make, and the clock tends to make you disappear in even the faintest shadow. You can import clothes into this purchase.

**Anointing Blood** (200 cp)
Black Fighters have a trick for turning their weapons into channels for their vampiric powers. Unfortunately, picking up that trick would involve picking up a class called 'Black Fighter,' which is a lot like picking up fighter, only edgier and more embarrassing. Also Blood Weapons have a distressing tendency to burn away in sunlight.

This anointing blood will let you bind a weapon to you like a Black Fighter's Blood Weapon.

First, it becomes Keen, a threatening weapon quick to do horrible injury.

Second, it acts as if under the influence of Magic Weapon.

Third, it will inflict your touch attack effects like disintegrating touch or negative energy drain, as if you had done it yourself. If you gain a benefit from using that ability, like feeding off the lifeforce of your foes, you gain that benefit.

Forth, it will drink the blood of your foes, weakening them over time and feeding you strength.

Fifth, it holds fast to you, becoming basically impossible to disarm.

Sixth, you can banish it when you don't need it, or summon it to hand if you do.

You may only anoint one weapon at a time, but your warehouse will always have more vials of Anointing Blood if you want to change what weapon is anointed.

**Consanguine Chalice** (400 cp)
This ornate chalice is a tool for raising the undead. Specifically, by placing the ashes of the undead inside the chalice, and then feeding it blood of sapient mortals, it will use that lifeforce to re-raise that undead. If the undead didn't leave ashes, like a ghost or the like, then you could put one of it's anchors in the chalice instead, or if too large pour blood from the chalice upon it.

If you have a mortals ashes, and you fill the chalice with vampire blood, the mortal will rise as that vampires childer. Similar things might be done with other kinds of undead.

Note that your chalice is more forgiving for the kinds of targets it will raise, not just vampires, and is less fiddly and more reliable to use. You may or may not want to hide that fact.

**Incarnadine Vestibule** (400 cp)
Having a heart is an annoying. Everyone see your fangs, and goes straight for the Stake. No more. This is a tool for the safe removal of a heart.

Normally you would have to carefully guard the removed heart, but we all know you're would just throw it in your warehouse. Rather then pretend, this vestibule will vanish itself from existence one the heart is placed inside. There are no side effects from this procedure, outside your immunity to having your heart harmed/targeted.

**Vampire Shadow Armor** (600 cp)
This is the best armor the Black Council makes for its greatest champions, only better because Jump-Chan made it for you instead, and she has higher standards. It's surgically grafted onto you, and in it's dormant state looks like studs or other piercings across your body. At a thought, it surges out to become enveloping armor. You can design what it looks like, as long as it's all-enveloping.

In this form, it wears like cloth, and protects you like Adamantine Full-Plate +5. It also protects you against turning/rebuking. It will slowly burn away under such forces, slowly reducing its

protection, but shielding you from being affected. Alternatively, you can consider it a Blood reserve, feeding off it's substance in place of your own Blood pool. It's easy to rebuild after it's been burned away or drained, as the studs and piercing can feed off you when you will them too, recovering at a 1:1 ratio.

You may import an armor into this slot, to gain these properties.

**Minor Artifact** (600 cp)
There's a lot of DnD out there, from TSR, Wizards of the Coast, and countless third parties. You can claim anything up to a Minor Artifact for 600 cp.

# Compantions

**Vampiric Weapon** (200 cp)
Sometimes a punishment, sometime a reward, the Black Council holds arts for binding the undead spirit and essence of a Vampire to a weapon or tool. Less tool, and more spirit looking for the hands that will hold it, Vampiric Weapons are powerful agents of the Void.

The greatest weakness of Vampiric Weapons is that they're often still ruled by the Vampire banes they suffered in unlife. While these won't ruin them, the are weakened to the point of uselessness by some vampire weakness.

You have been granted a Vampiric Weapon as a servant. It can't dominate you, or refuse your commands, and it will follow your directives as best it's able. But always remember that it is a soulless monster who will pursue your goals in the most destructive manner available to it. It doesn't really understand empathy or compassion, so orders that depend on reasonable judgement are doomed not because it isn't willing to follow your orders, but simply because it doesn't understand good.

**Old Friends** (50-200 cp)
The curse of undeath claims those you know. Import in an old companion with 600cp, or 8 for 200cp.

**New Servants** (50-200 cp)
Alternatively, craft new allies to fill out your ranks at the same rates.

**Strange Allies** (100 cp each)
For 100cp you may buy a pass to recruit an ally that you meet in the world. They have to agree to come with you, but by buying this you guarantee that you'll run into interesting people who would like in on this whole jumping business.

# Drawbacks

**Weathering the ages** (+100 cp)

The Void nibbles at the world. The Arcana has descended, searching for allies against the coming darkness. The Decay mindlessly chews away. The Light is vigilant. There are many players here, and their games are long and involved. Ten measly years lets you easily escape notice. No more, now you must survive here longer, with all the increased risk that brings.

Every time you take this, double your time here, to a maximum of 1000 years.

**Stop Helping** (+100 cp)
Just because someone is on your side, doesn't make them on your side. You have an annoying tendency for people who are nominally 'your team' to get in your way. Maybe you're one of those vampires who hates and fears the void and works against its spread? Well you're going to be running into a lot of Liches who find you suspicious. Fight them, and you'll find yourself against both sides in this war. But keeping things peaceful will be more complicated than it should be.

**Enemies abound** (+100 cp)
The side 'against' you has an annoying tendency to get tangled in whatever you try to do. If you're working with Avystervan, and are infiltrating a city, well your next door neighbor will be a vampire hunter. If you start building influence through the banking and financial centers of the world, well it seems some Magisters are doing the same.

You don't have to fight them. In fact, doing so may very well escalate the situation beyond what you could reasonably expect. But they'll probably be happy to fight you if they discover you.

**Strange Corners** (+100 cp)
There are a lot more strange and threatening little cults and nameless forces in the world. You're much more likely to run into eldritch thing that you have no idea about, that operate on rules you don't know or understand. This raises the max threat level only a bit, but makes the world somewhat more dangerous on average, and in way that you won't be able to predict until you run into.

**Fear Not** (+100 cp, or +0)
We don't have much knowledge about the forces of light. We hear a little about Iliari, the Light Vampires. That is, we know they exist. We hear about how the alien intelligences of the Guild of Wizards has made overtures to them against their common enemy. We know of the Magisters, Light Wizards who bind themselves to its essence by wand and staff. But we know little of THEM.

Well, they're weird. They're the kinds of things that need to announce "Be Not Afraid" when they show up. This doesn't make them stronger, exactly, but makes how they go about thing more sideways, harder to predict, to prepare for, to defend against. More likely to act without you ever realizing they've acted.

This is a drawback if you're siding with Avystervan, or trying to stay neutral (as neutral isn't an acceptable political position, and so you be sorted into the default Evil one on everyone's list). It's free if you're siding with The Light, as it means they're more useful allies… but you're still an untrustworthy vampire who they're keeping a jaundiced eye on.

**Take a side** (+100, or +200)
Now you have to. Most vampire might technically by on the side of Avystervan… but they're really on their own side. Others try to cling to their humanity in a private manner while hiding what they are from everyone. Now this option is closed to you.

On taking this, you must side with The Light or The Darkness, and honestly pursue the goals of furthering your side and thwarting the other. You become driven for your cause. This doesn't mean you'll throw your life away for nothing, but you're motivated enough to risk your life for enough of a reward.

This is only an +100 cp drawback if you side with Avystervan, as that's the "default" for vampires. You already have most of the people against you who will be against you for taking this side. Likewise, 'Team Evil' is to an extent a selfish team. You'll be taking risks… but those are risks for personal advancement. Maybe taking those risks is dumb as a jumper, but you'll still be getting things out of it.

This is +200 cp if you side with Good. People won't trust you, and some people on your side may very well try and kill you. Your enemies will intimately understand what it's like to be you, and can at time predict you to an uncanny extent. People will keep assuming you're a mole or traitor, and you'll repeatedly have to prove yourself.

And good… isn't about you. It's about recognizing that there are things bigger and more important than you. Not only will you be working towards other peoples benefit in many cases, but for the right cause Good might ask you to sacrifice your own life. Not to get rid of you or something. Simply be caused some goals are worth it, are bigger than you.

**To live is to kill** (+200 cp, an appropriate perk or item or power or companion)
Do you have something that lets you feed your vampiric hunger without actually hurting people? Now you don't.

**Things that Man was not meant to know** (+200 cp)
Did you know Call of Cthulhu has a d20 port? Now the mythos is coming to a place near you. Though don't depend on your stat block lore to predict them, the mythos has come in a great number of different forms over the years. The real 'gods' largely won't rise, or descend, or whatever, without serious bad luck. Or good luck depending how you look at it. But it greatly increases the general horribleness of the world with things that are hostile to you, whatever side you're on.

**Strange Aeons** (+200 cp)

Did I say luck for them to wake up? I meant to stay asleep. Terribly things stir and it will require you to be on the ball to keep them from waking fully, and your strength may not suffice. This isn't a scaling drawback, the world isn't that kind. The stars are right and no one is making sure you're in possession to stop it unless you actively spend your entire time here seeking it out. Expect and endless series of epic level quests for your durance, with no promise that multiple fires won't need to be put out at the same time.

**Other Evils** (+200 cp)
This is a lot like the above drawback, only for Elder Evils. Elder Evil cults, fragments, and influences will abound, but they actual Evils won't awaken/descend/break free. Probably. Unless you do something. Probably. Not necessarily the Elder Evils you're familiar with, or they might be strangely changed. Because you signed up for this kind of drawback.

**Portents of the End** (+200 cp)
This is another drawback, strangely similar to another drawback. Yeah, they're waking, being summoned, being freed, whatever. You don't know which ones. It's time to fight to hold back the end, one more day.

**Times of Trouble** (+300 cp, or 0 cp)
Is it a bad time to have come over?
Yes. Yes it was.
This setting is sort of bare bones because it's incomplete. So instead, you get to graft it onto a more complete setting. During a really bad time period. Times of Troubles, Spellplague, or something worse. Whatever it is, it's going to cause a lot of chaos. Unpredictable chaos, with the new players in the mix. Chaos that will spill over and create danger and uncertainty basically everywhere.
Alternatively, you can graft this to another setting in a more normal time period, but you don't get any points for it, it's just a toggle.

**Only Inhuman** (+300 cp)
Requisite power/item/warehouse lockup drawback is required.

# Endnotes

Lords of the Night was a d20 gameline during the early years of the Open Game License Movement. It was going to be a series of horror themed supplements and it was going to have an “opposite line” of Powers of Light. It was generally well received. However after the first three books were released, the line died for no obvious reason.

You can get it here -

https://www.drivethrurpg.com/product/18261/The-Lords-of-the-Night-Vampires?it=1

Which is a link to the 3.5 version. Note that I have the 3.0 version, so there might have been some changes/expansions that I didn’t get.

**Of the Blood**
Basically, take what you feel are the distinguishing characteristics of a kind of Vampirism, and package them up as something that fits the recipient vampire. Taking a Fire Vampire and an Ash Vampire -

In Blade -

- the Fire Vampire inheritance would probably become heat resistance and the ability to set their blood on fire.
- The Ash Vampire would keep ‘living’ blood hidden in their bones that could regenerate them from seeming death (but probably can be noticed by the astuite because they leave burnt bones behind instead of completely disintegrating).

In Vampire the Masquerade most abilities come though, though maybe with a downgrade -

- The Fire Vampire Package would give immunity to normal fire, lots of armor against magical fire, and probably degrade the damage type by one. They would also gain an inherent discipline, like the Flight discipline of the Gargoyles, that governs their ability to control and turn into flame. Probably also act as a magical discipline that you can learn paths off of.
- The Ash Vampires would retain their ability to return from their own ashes, and probably get an extra in-clan discipline about their life destroying touch and aura. But they probably could be killed by diablerie, and most magical traditions could probably create appropriate ‘holy ground,’ there ability to escape unaided would be reduced, and it probably would only take a month or so. And you probably could see rituals and curses created to kill them directly, though those probably would be hard enough not to show up unless your Childe makes a big mess of things.

If you go to a setting that’s higher powered the Dungeons and Dragons then you’ll probably see this ‘package’ outperform the original, though note that death is more of a revolving door in DnD then pretty much anywhere else, and how strong an ability is changes from setting to setting.

**What's with the Tinker Tailor Soldier Spy, Cultivating Ruin, similar perks?**

They basically give you a gestalt class with an appropriate class so that you can excell at your breeds themes without actually working at it. Ash Vampires get classes like the Monk, Ninja, or most of the Book of Nine Swords Martial classes. Black Bloods get skill monkey classes like Rogue, Bard, and Factotum. Fire Vampires get Sorcerer, Worlock, War Mage, and the like. You'll get better at the selected class without actually working at it, simply as part of living and growing in general. If you buy more than one of these perks, you gestalt multiple times.

How to explain what that means... it's basically a growth enhancer, but rather then helping you grow in general, it means that whenever you grow... you also grow in relations to that class. So let's say you have *Angels Fear to Tread*. That Gishes you with Favored Soul - this basically means that you have a growing seed of divinity in you that can express itself through a growing array of miracles. You'll also grow tougher, harder to kill, more divinely potent, able to channel more positive or negative energy, and pick up a host of other minor tricks... while doing anything. Every step forward you make in any area, you also make it a step forward as a Favored Soul.

This is very powerful... but overlapping growth overlaps rather then stacks. So if you would grow tougher faster doing what you're doing rather then along the path of the Favored Soul, then it won't make you tougher.

(you get 1 hit dice a level, use the best for all of your different classes)

If you would be learning other skills faster as a favored soul, then you'll learn those extra skills. But if your current path would grow faster, you'll use it.

(you get a certain number of skill points per level, use the best of all of your classes)

Your resistance to various forces now has a floor of Favored soul, but it doesn't change the ceiling.

(use the best save increase per level of all of your classes)

Basically, it create a floor for growth, AND adds a host of new ability that will constantly grow from now on. One 'Gish' is a big deal, because it means that you'll always be growing more martially powerful no matter what you do. Two might be a big deal, because you could be closing off major weaknesses or holes left by the first Gish.

You can ‘multi-class’ or go into ‘prestige classes’ with this, as long as they stay appropriate to the perk that grants them.

- Cultivating Ruin lets you Gestalt any of that martial artist qi wielding classes, like Monk, Ninja, or Swordsage.
- Tinker Tailor Soldier Spy lets you Gestalt ths skill-monkey expert or secret agent type classes, like Rogue or Factrum or Bard.
- Taking up the Torch lets you Gestalt any of the blaster-mage archetypes, like Sorcerer or Warlock or War Mage.
- Angels Fear to Tread Gestalts Favored Soul.
- Anointing the Damned Gestalts Fiend of Blasphemy. Unlike the other here, you can’t multiclass in this slot or go into a prestige class. This is a limited, six level class that give you one good trick.
- Heavenly Law Gestalts the Archivist class.
- Hunter unbeknownst to its prey gives you a class like Ranger or Scout that helps you hunt men.
- Two Scimitars and a Panther gestalts Ranger, obviously.
- Delved too deep gestalts Shadowcaster.
- Bad Company is for lowlife criminal classes, Fighter or Rogue for thugs and smash and grab thieves and the like.
- Elvish Masterwork Gestalts Artificer.
- Outlander helps gives you a Gestalt with an outdoorsy class like Scout or Ranger.
- Rally the Thralls gives a team focused combat class like Knight or Marshal.
- Ways of our Fathers gives a ‘tribal’ ‘spiritual’ class like Totemist or Spirit Shamen.
- Kill them All gestalts a holy warrior class like Crusader or Paladin.
- Master the Dead gestalts Dread Necromancer.

**Original Tongue**
Yes, Truenaming is broken. As you aren’t actually playing at the table, just imagine as if it wasn’t, or use your favorite homebrew fix for it. There are a few.

**Ophidian Hunger**.
It’s Blight Magic. Like, I’m not going to ask people to read Bight Magic if they don’t have it, and so you can just fluff your dramatic world eating hunger however you like, but you can use it if you do. It has none of the normal (personal) downsides of Blight Magic, because it’s a 600 perk. It’s also a lot faster, usually. A couple minutes to pull off, because again 600 cp.

You can do things like empower your plague ghouls with Blight Familiar effects (using the stolen energy rather than exp), use the energy in place of blood to feed your hunger and powers, and so on. On the flip side, your blight is even more resistant to being fixed them normal. No Discipline of Fell is going to fix the damage you do.

**Forbidden Lore**

You're an undead abomination steeped in forbidden lore and black magic. Your corruption and depravity is deep and abiding, beyond the limits of the living. If you need more than that, make something up. If your feat cares about how many 'x' feats you have, you may assume the ones from here are the same kinds of feats. These are manifestations of secret wisdom and terrible truths. I've given you a pretty wide range to choose from, don't pick something silly and obviously wrong like a Deformity.

**Ungentle Giant**
Big strength bonus, moderate increase in damage reduction and ac, moderate increase in Blood, which acts like constitution for vampires.

**Vampiric Weapon**
The enchantments they boast usually rise to the level of a minor artifact, though not the interesting kind of minor artifact. The canonical example we have is a +4 Keen sword that ALSO grants +2 Str and Dex, +4 AC, can spider climb or gaseous form 3 times a day. Every 12 hit points of damage inflicted with the sword also inflicts a negative level, and give the wielder +1 str and dex and 5 temp HP for 2d4 rounds every negative level. They also get fast healing 1. Well, they called it regeneration, but I'm pretty sure that's an editing fail.

So it's pretty awesome all round. If it didn't lose all those abilities and turn into a -4 sword in sunlight, and it didn't tend to dominate it's wielder. And it didn't do 2 points of con damage a day, and didn't drain 12 hp a day that couldn't be recovered except through natural healing.

Special Thanks to Jonathan Bones for his excellency proof-reading.