

## A DARK CURSE: VAMPIRISM

Vampirism in Tamriel is a disease that can lead to full-blown vampirism if left untreated.

Those infected with the disease must make an Advanced TN 13 Constitution (Stamina) test with a Threshold of 20 every day at dawn. If they are successful, they fight off the disease. At any point before the dawn of the third day, a character can be cured of vampirism with a cure disease potion or through Restoration magic.

If, however, they do not succeed in reaching the Threshold, they will awaken as a fledgling vampire on the fourth day. At this point, their only option of curing their vampirism is a relatively unknown ritual involving exotic and rare components.

A character cured of their vampirism loses their vampire-related talents and specialization. They can learn new talents and specializations to replace them by training between adventures. A character can gain one degree in a talent and a specialization in this manner.

Players who wish to play a vampire character must obtain the GM's permission before they can take the following talents and specialization. Mage characters can take these talents instead of a magic talent.

### NOTE ON PLAYER CONSENT

Due to the nature of vampirism and lycanthropy, these conditions should not be inflicted on a player's character without their consent. This is because of the inherent power of said conditions, and how it negatively impacts a character's interactions with NPCs. They should only be included if the player wants to become a vampire or werewolf, and the GM allows it in their game.

## STAGES OF VAMPIRISM

There are three stages to vampirism in *AGE of Tamriel*; the Disease, the Awakening, and the Embrace.

### STAGE ONE: THE DISEASE

At this stage, the character is merely infected with the vampiric disease. The only outward signs of vampirism is the character's complexion becomes pale and they are sensitive to sunlight. It takes three days before the disease manifests itself. At any point before the sunrise on the fourth day a character can be cured of the disease with a cure disease potion or through Restoration magic.

A character infected with vampirism has the following traits:

- ◆ **Sensitivity to Sunlight:** While in direct sunlight, the character suffers a -1 penalty on all their tests.

### STAGE TWO: THE AWAKENING

If untreated, a character will awaken as a vampire at sunrise on the fourth day. A character can also become a vampire at this stage with a ritual, skipping the disease stage of vampirism entirely. At this point, vampirism can only be cured with a ritual that requires rare and exotic components, or powerful magic.

At this stage, the character can take the Vampire talent.

### VAMPIRE [TALENT]

**Classes:** Mage, Rogue, and Warrior.

**Requirements:** GM's permission, Infected with vampirism.

You have awakened as a vampire.

**Novice:** You are a fledgling vampire and gain the following traits:

- ◆ **Dark Sight:** You can see in darkness out to 20 yards.
- ◆ **Detect Life:** You have a +2 bonus on Perception tests when dealing with living creatures.
- ◆ **Fanged:** You gain a bite attack that deals 1d6 + Strength damage.
- ◆ **Frost Resistance:** You have a +2 bonus to resist frost effects, and +4 Armor Rating against frost damage.
- ◆ **Undead Fortitude:** You are an undead creature; you do not need to breathe, sleep, eat, or drink. You are also immune to mundane diseases and poison. However, supernatural diseases and poisons can still affect you.
- ◆ **Vampiric Bite (combat stunt):** As a combat stunt, when you make a bite attack (see Fanged above), for 3 SP you can heal a number of Health equal to the damage caused by your bite attack. However, you cannot heal damage caused by fire, silver, or sunlight.
- ◆ **Vulnerability to Fire:** You take an extra 1d6 fire damage.
- ◆ **Vulnerability to Silver:** When attacked by a silver weapon or an object, you take an extra 1d6 damage.
- ◆ **Vulnerability to Sunlight:** During the day you have a -1 penalty on all tests. When exposed to direct sunlight, you take 1d6 penetrating damage every round, and 2 penetrating damage from indirect or reflected sunlight. A TN 15 Constitution (Stamina) test reduces the damage to one-half, to a minimum of 1.

**Journeyman:** Your vampiric powers have grown. You gain the following traits:

- ◆ **Clawed:** Your brawling attacks now deal 1d6 + Strength damage.
- ◆ **Vampire's Seduction:** You gain the ability to cast the *charm* spell.

**Master:** You are a fully matured vampire. You gain the following traits:

- ◆ **Nightstalker:** You gain the Stealth focus. If you already possess the ability focus, you now have Improved Stealth that grants you a +3 bonus instead of the usual +2.
- ◆ **Vampire's Servant:** You gain the ability to cast the *minor animate dead* spell.

### STAGE THREE: THE EMBRACE

At this stage, not only have you accepted your vampirism, you have embraced it. You can now take the Vampire Lord specialization and the two associated talents, Blood Magic and Night Power. Mages who meet the requirements can take the two talents instead of a magic talent.

## VAMPIRE LORD

### MAGE, ROGUE, AND WARRIOR SPECIALIZATION

You have discovered or been given the ability to transform into the monstrous Vampire Lord.

### VAMPIRE LORD TALENT

**Classes:** Mage, Rogue, and Warrior.

**Requirements:** GM's permission, Master in the Vampire talent.

You have grown beyond the powers of ordinary vampires, you can transform into a Vampire Lord.

**Novice:** *Vampire Lord:* You can transform into the monstrous form of a Vampire Lord. This transformation costs 10 Magicka and takes one round to complete. As a Vampire Lord you gain the following traits:

- ◆ **Darkvision:** You can see in total darkness; you do not suffer any penalties imposed by darkness on your tests.
- ◆ **Winged:** You gain a Fly speed of 8 + Strength and can use flying actions.
- ◆ **Sunblighted:** Exposure to reflected, indirect, or minor beams of sunlight cause 1d6 penetrating damage. Full exposure to direct sunlight causes 1d6 damage every round. A successful TN 15 Constitution (Stamina) test reduces the damage by one-half, to a minimum of 1.

**Journeyman:** As a Vampire Lord you gain the following traits:

- ◆ **Bat Swarm:** As a 4 SP stunt, you can transform into a swarm of bats for up to one minute. While transformed, you have a Fly speed of 10, can only perform the Move or Run actions, and any damage you receive is reduced by one-half, except damage from fire, silver, or sunlight. If you wish, you can spend an action to revert back to your humanoid form.
- ◆ **Deadly Talons:** Your brawling attacks deal an extra 1d6 damage.

**Master:** As a Vampire Lord you gain the following traits:

- ◆ **Night Cloak:** When you transform into a Bat Swarm, you automatically deal 2 penetrating damage to all living creatures within 4 yards of you. You also recover an amount of Health equal to the total damage dealt.
- ◆ **Power of the Grave:** You gain an extra 10 Health, Stamina, and Magicka.

## VAMPIRE LORD TALENTS

After becoming a Novice in the Vampire Lord specialization, you can take the following talents:

### BLOOD MAGIC TALENT

**Classes:** Mage, Rogue, and Warrior.

**Requirements:** Novice in Vampire Lord specialization.

You have learned the magic of the Vampire Lords, blood magic.

**Novice:** *Novice Blood Magic:* You learn the *invisibility*, *life-stealing bolt*, and *telekinesis* spells.

**Journeyman:** *Journeyman Blood Magic:* You learn the *lesser animate dead* and *summon gargoyle* spells. The *summon gargoyle* spell functions like the *spell lesser summon daedra*, but is restricted to summoning gargoyles only.

**Master:** *Master Blood Magic:* You learn the *command undead* and *paralyze* spells.

## NIGHT POWER TALENT

**Classes:** Mage, Rogue, and Warrior.

**Requirements:** Novice in Vampire Lord specialization.

You have become a master at hunting down the living.

**Novice:** As a Vampire Lord you gain the following traits:

- ◆ **Detect Life and Death:** You automatically succeed on Perception tests to detect living creatures within 20 yards of you. In addition, you can also detect the presence of undead creatures with this ability.
- ◆ **Unearthly Might:** Your Strength increases by 2 and gain +2 Armor Rating.

**Journeyman:** As a Vampire Lord you gain the following traits:

- ◆ **Supernatural Reflexes:** Your Defense increases by +1 and you also gain the Initiative focus. If you already possess the ability focus, you now have Improved Initiative that grants you a +3 bonus instead of the usual +2.

**Master:** As a Vampire Lord you gain the following traits:

- ◆ **Mist Form:** As a 5 SP stunt, you can transform into a cloud of mist for one minute. While transformed, you have a Fly speed of 6, you can only perform the Move action, and you are immune to damage, except from fire, silver, and sunlight. If you wish, you can spend an action to revert back to your humanoid form.
- ◆ **Poison Talons (combat stunt):** When attacking with a claw attack, for 4 SP your brawling damage is treated as penetrating poison damage.