



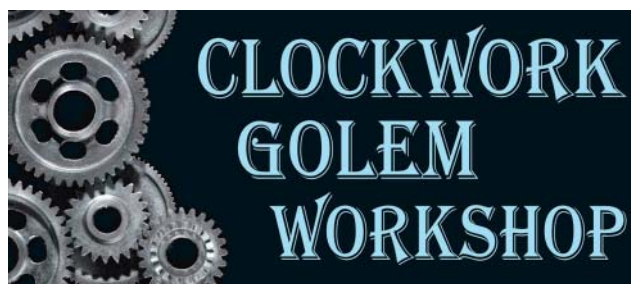
Requires the use of the d20 Modern
Roleplaying Game, published by
Wizards of the Coast, Inc.

AFTER SUNSET VAMPIRES





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to the Product Identity designation above, the
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INTRODUCTION

Vampires are one of the most prevalent gothic archetypes that can be found in contemporary horror. A metaphor for the dangerous and forbidden aspects of human desire, they find their way into all manner of film, fiction and comic books as both antagonists and heroes. Whether you need a savvy manipulator, a dark and brooding romantic or lightning-quick powerhouse, the vampire is the archetype that can do it all.

Since they were seized upon by the gothic-action genre, vampires have appeared as butt-kicking military commandos, ruthless gang lords, tragic detectives and a host of other heroic roles. Possessing an aura of power and seduction, it is only natural that we are attracted to them as both protagonists and antagonists.

While d20 already includes rules for vampires as monsters, they are clumsy and difficult to implement in a game where the GM wants to open the classic archetypes of horror and gothic narratives up to his players as a character race.

Working out the right balance between the vampire's natural and supernatural abilities and those provided by other races and character classes can be a nightmare, and may ultimately serve to kill some campaigns before they can get off the ground. Combined with the vampire template's tendency to hearken back to the brooding aristocrats of early novels such as *Dracula* and you have a creature that feels out of place in a campaign where characters are meant to be hungry hunters surviving in the savage urban landscape.

Presented here are rules for treating the vampires as a player race in d20 campaigns, designed to allow players to start drawing blood right from first level. In addition, the PDF include a range of options available to those who want to build their vampire into a master of seduction, a warrior that moves like the wind, or a deadly urban hunter with senses sharper than any beasts. They can be played alongside human heroes with ease, offering players

an archetype that is different in focus but no more powerful than a human fast hero or dedicated hero of the same level.

Sources and Inspiration

The vampires presented here owe some of their origins to the classic vampires of myth and fantasy literature, but also to a host of films, comic books and fiction that have chosen to rewrite the vampire as the stuff of high action as well as gothic melodrama.

For creative works that have inspired the look and feel of the action gothic genre and the vampires that inhabit it, we suggest the following sources: *The Breed*, *Underworld*, *Angel* (TV Series), *Buffy the Vampire Slayer* (TV Series), *The Lost Boys*, *Vamps* (comic book), the three *Blade* movies.

Authors Note: After Sunset

The After Sunset line owes its existence to a host of films, TV shows and computer games that have started to blend elements of gothic horror and fast-paced action movies into a seamless whole.

Each release is designed to provide GMs with the some of the tools they need to imitate hi-octane gothic-action films, games and novels that merge aspects of horror with a stylized action aesthetic. Films that set aside the human everyman of classic horror, replacing him with butt-kicking kung fu masters taking on hordes of vampires. Games where wild werewolves fight urban turf wars against hordes of zombie street gangs. Books where deranged revenants come back from the grave to avenge their lover's death one killer at a time, or those where ordinary humans are transformed into mystical warriors destined to save humanity from destruction.

In short, any kind of narratives where saving humanity is the goal but the heroes are creatures of gothic horror just like the enemies they fight



VAMPIRES AS A PC RACE

Vampires in the movies always seem to have long cloaks, widow's peaks and bad Transylvanian accents. They have nothing better to do than hang out in the middle of nowhere, lurking in their ancient castles while they terrorize the local peasants and lure in real estate agents that don't know any better.

They're hundreds of years old, so you'd think they know better than to fall prey to an middle-aged guy with a British accent and a ready supply of wooden stakes, but it always comes down to twenty minutes of the Van Helsing treatment before everyone lives happily ever after.

Who knows, maybe that was true once upon a time. Just try to tell any modern vampire that this is how they're meant to live and I'm betting they'll laugh at you. The truth is that the vampire is an urban animal, a predator that is at his best among the seething throngs that infest our cities. It is here that they can find their favorite meal in any alleyway or street corner, and here that they can become just another face in the crowd. Instant camouflage and a ready supply of happy meals in easy reach.

Vampires are a species that has survived for centuries by trading on their anonymity and resemblance to humanity, slowly building a hidden culture surrounded by myth and hidden in the shadows. While the legends say that they attain this position by controlling the minds of others, the truth is much simpler – the most powerful vampires have lived a long life, and they have used that time to cultivate the wealth and influence necessary to keep themselves alive.

People tell you that vampires are repulsed by faith, that they're afraid of garlic, that its caused by a curse or a disease or some freaky science experiment that's gone horribly wrong. I don't now which of them is true, and to be honest I don't really care. All I know is the important stuff; how to kill them with a stake to the heart, how to hurt them with sunlight or silver, and how to stay the away when they're on the hunt.

Vampires Species Traits

Vampires share the following species traits:

Type: Undead (Vampire). Vampires are undead creatures with the Vampire subtype. Although a vampire is an undead creature, they exist in a perpetual twilight between life and death. They have a number of traits that separate them from other undead, as detailed below.

Size: Medium size. Vampires have no particular bonuses or penalties due to their size.

Ability Modifiers: Vampires don't have Constitution scores. They gain a +2 modifier to their Strength and Dexterity.

Speed: 30 feet.

Hit Points: A first level vampire gets 1d12 hit points regardless of their character class. Heroic vampires get maximum hit points (12) at character creation. From 2nd level on, a vampire derives their Hit Dice from the character classes they select. She does not apply a Constitution modifier to her hit points.

Timeless Body (Ex): Vampires cannot heal damage naturally, and they cannot raise their Strength and Dexterity scores through natural means. They cannot spend the bonus ability point they receive when going up levels on their physical ability scores.

Living Mind (Ex): Unlike other undead, a vampire is not immune to mind-affecting spells and abilities.

Immunity (Ex): A vampire is immune to poison, sleep affects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

Low-Light Vision (Ex): A vampire has low-light vision. She can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination. She retains the ability to distinguish color and detail under these conditions.



Fangs (Ex): If a vampire successfully grapples an opponent, she can use her fangs to make a Bite attack that inflicts 1d4 points of damage. A vampire's fangs are treated as a natural weapon, and this attack does not provoke an attack of opportunity.

While a vampire's fangs can be dangerous when used to bite helpless opponents, they are too small to be used effectively in normal melee. When used against an opponent that the vampire isn't grappling, a vampire's fangs are treated as a light, improvised weapon.

Blood Drain (Ex): A vampire can drain blood from a willing, helpless or pinned subject by making a successful bite attack with her fangs. She inflicts normal bite damage, plus an additional 1d6 points of damage due to the blood drained through the wound.

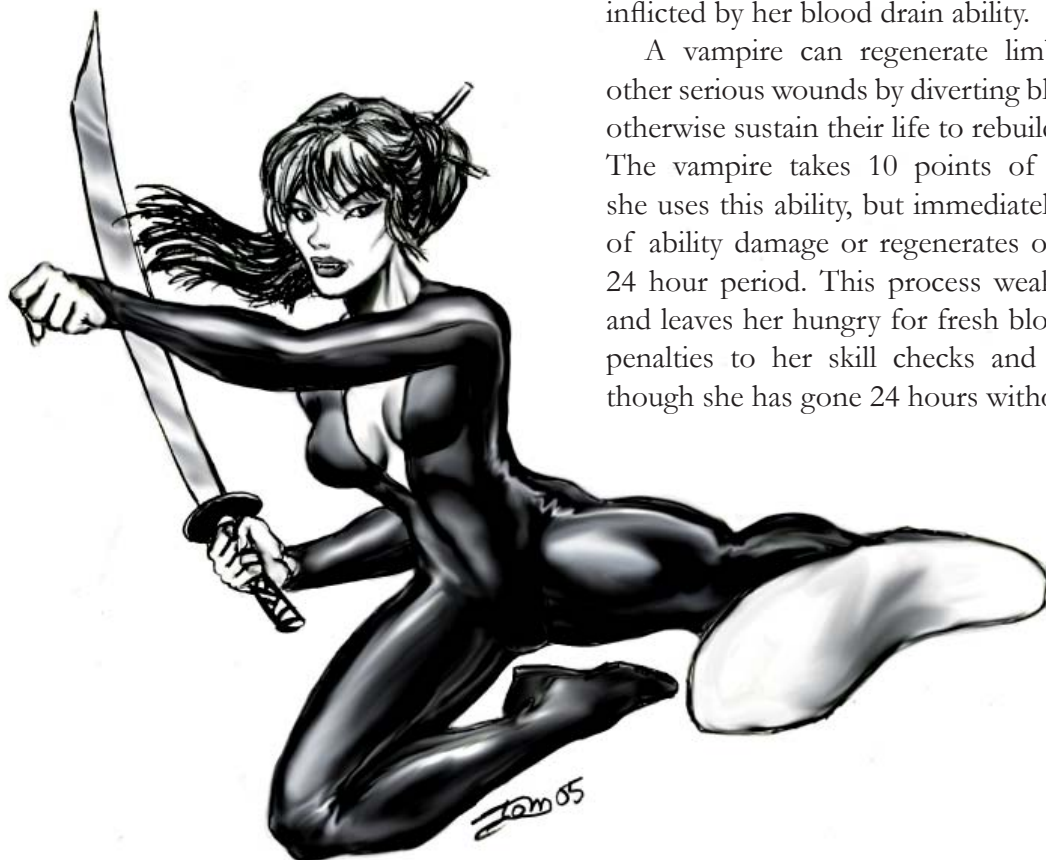
A vampire can drain blood from a disabled or dying creature, but loses 1d6 hit points if she attempts to drain blood from a creature that is already dead.

Blood Hunger (Ex): The vampire craves the taste of blood, and must drink it in order to survive. She must drain a pint of blood from a living creature once every 24 hours.

If a vampire goes 24 hours without consuming blood, she takes 2d6 points of damage and suffers a -1 penalty on all skill check and ability checks, attack rolls, and saving throws, and loses one effective level or hit dice (whenever level is used in a die roll or calculation). She suffers additional damage and a cumulative -1 penalty to all checks for every 24-hour period she goes without feeding on the blood of the living. These penalties last until the vampire has drunk enough blood to heal the damage suffered as a result of the deprivation.

Blood Regeneration (Su): Blood not only nourishes a vampire, but provides her undead body with a means of regeneration. She heals 1 hit point for every round he spends draining a pint of blood from a living creature. For every four character levels the vampire possesses, she heals an additional hit point per round, to a maximum of the damage inflicted by her blood drain ability.

A vampire can regenerate limb damage and other serious wounds by diverting blood that would otherwise sustain their life to rebuilding their flesh. The vampire takes 10 points of damage when she uses this ability, but immediately heals 1 point of ability damage or regenerates one limb over a 24 hour period. This process weakens a vampire and leaves her hungry for fresh blood. She suffers penalties to her skill checks and attack rolls as though she has gone 24 hours without blood.





Garlic Intolerance: A vampire cannot enter or pass through any 5-foot square containing garlic unless she makes a Will save (DC 25). A vampire takes a -2 penalty on melee attack rolls against a target wearing garlic.

Ultraviolet Allergy: Ultraviolet light burns a vampire's flesh. Any exposure to ultraviolet light (including direct sunlight) burns the vampire for 2d6 points of fire damage per round and causes her to ignite on a failed Fortitude save (DC 20).

A burning vampire takes 1d6 points of fire damage immediately. Every subsequent round, the burning vampire must make a Reflex save (DC 15). Failure means she takes another 1d6 points of damage that round, while success means that the fire has gone out.

A burning vampire may automatically extinguish the flames by jumping into enough water to douse herself. If no body of water is at hand, rolling on the ground or smothering the fire with blankets or the like permits the vampire another save with a +4 bonus.

Undead Resilience: A vampire with 0 hit points is disabled, just like living creatures, but she takes no injury when performing strenuous activities in this state. She can still only take a single move action or standard action in each round, but does not take damage after making an attack or performing similar strenuous movements.

When her hit points are less than 0 and greater than -10, a vampire is considered inert. She is left unconscious and helpless, and she cannot perform any actions. She does not lose hit points while in this state and she does not need to make stabilization checks, although she still suffers damage from attacks on her unconscious form. While the vampire cannot move or take any actions while she is inert, she can still drain blood if a living creature places a limb into her mouth. This method is often used by a vampire's allies to revive her after she has been dead for decades or centuries.

A vampire reduced to -10 hit points or lower is truly dead.

Critical Hits: Although they are undead, vampires still have a number of vital areas that can cause both extreme pain and possible impairment when damaged. Unlike other undead creatures, she is subject to critical hits.

Light Fortification: When a critical hit or sneak attack is scored on a vampire, there is a 25% chance that the critical hit or sneak attack is negated and damage is rolled normally. Silver weapons and wooden weapons that deal piercing damage (such as wooden stakes, arrows, pool cues, spear shafts, and table legs) threaten a critical on a vampire normally.

Turning (Su): The Vampire is susceptible to turning, but can add his Charisma modifier to the roll to resist turning attempts.

Becoming a Vampire

There are two ways a player character can become a vampire. The default assumption used above is that the vampire character was still young and inexperienced when she was transformed into one of the undead, and thus has none of the advantages associated with her former race. When characters are transformed into vampires once the campaign has already begun and they have gathered experience, the GM may choose to apply the vampire racial traits in a slightly different manner.

Characters that are transformed into vampires during the campaign rise from the dead three days after their death, transformed body and soul by the experience. They gain all the ability bonuses and traits of the vampire species, but the trauma of dying and being reborn plays havoc with their memories and abilities.

A creature immediately loses a level or Hit Dice upon becoming a vampire, his abilities weakened by the gaps in his memory and the trauma of death. This lost level can never be regained, and is often accompanied by a shift in allegiances.

Creatures that possess a single Hit Dice or character level cannot be raised as a vampire, unless they are human. First level human heroes retain their character level, instead losing the extra feat and skill points they received at first level.



Spotting a Vampire

Vampires look like humans, although they often possess a predatory cast to their features and have a tendency to be lithe and extraordinarily pale. A creature attempting to identify a vampire as anything other than an ordinary human must make a Spot check (DC 20). The vampire can use the Disguise check to increase the Spot check DC, as detailed in the skill description.

Vampires and Age

Since their bodies are essentially timeless and immortal, vampires do not die of natural causes and have the potential to live for centuries. The rules presented above assume that the vampire was created relatively recently (within the last twenty years), but vampire characters have the potential to be far older than their apparent age suggests.

For every hundred years a vampire been one of the undead, increase her Intelligence, Wisdom and Charisma by +2 and increase her Level Adjustment by +1 to represent decades of experience and supernatural ability when compared to younger vampires and other species.

With the GM's approval, a player wishing to play an older vampire may replace the level adjustment with one or more additional vampire weaknesses, as described below.

Vampire Weaknesses

Vampires have always had a wealth of weaknesses, although many of these are ignored in contemporary action stories in favor of creating a more streamlined and heroic vision of the archetype.

The following weaknesses can be used to replace or supplement the weaknesses possessed by vampire characters, allowing you to customize the nature of vampirism in your campaign.

Marked weaknesses (*) are particularly appropriate for GM's looking to balance power of an older vampire among their player characters.

Slumber (Su)*: A Vampire must sleep from sunrise until sunset. If he rests in a coffin with dirt from his own grave, he rises at sunset feeling

rested and alert. In any other coffin, he loses 1 hp per level struggling back to consciousness, and spends his first (10 - character level) rounds awake automatically flatfooted. In any other resting place, he loses 2 hp per level and is flatfooted for the first hour of the night, or until he can feed. Fast Healing does not offset this damage until the Vampire can feed.

Aversion*: The Vampire is repelled by the object of his aversion. He must make a DC 25 Will save to come within 20 feet of the aversion, and even then can only advance at 5 feet per round. If the object of the aversion comes closer, on its own or with someone else's help, he must make another Will save or must retreat out of range. The Vampire suffers a -2 penalty on melee attacks against anyone wearing or carrying the aversion. If trapped within 20 feet of the object of aversion, the Vampire must make a Charisma check every round to avoid taking damage, with a DC of 15 +1 per additional round he's there. When he fails a check, he begins suffering much as if he were a mortal drowning: in the next round he falls unconscious with 0 hit points, the round after that he's reduced to -1 hit points, and the round after that, he's destroyed. He can heal only after the aversion is removed or he's taken out of its range.

The Vampire can take the aversion weakness more than once, with multiple objects. Garlic and holy symbols are common aversions for vampires; roses and other symbols of life, vitality, and purity are also known in various cultures' folklore.

Cannot Cross Running Water*: The Vampire cannot cross running water by his own strength and powers, though he can be carried by someone else as long as he remains inactive. A Vampire immersed in running water loses one-third of his remaining hit points per round, and is destroyed at the end of the third round. The Vampire may also have the Aversion weakness with running water, and if so, the more severe damage associated with aversion takes precedence.

Counting: The Vampire must stop to count the individual items in a scattered handful or heap of some substance, such as rice. The substance should



be something commonly used for food in the area. The Vampire can take this weakness again for more intense effect: now he must stop to count any gathering of small loose items, including grains of sand, nuts and bolts, M&Ms, pennies, and so on.

Dependent on Invitation*: The Vampire cannot enter a privately owned residence unless invited in by the rightful owner or tenant. This does not apply to businesses, but does apply to residences that have been abandoned for less than a year.

Hopping*: The Vampire can only move by hopping on one foot. He moves at regular speed, but suffers a -2 penalty to checks related to keeping his balance.

Less Than Master*: The Vampire is perpetually somewhat weaker than the one who created him. She can only have a number of levels in the Vampire hero base class equal to one-half the number of levels possessed by her creator, and cannot take any feat with Ancient Strength or 100+ years old as prerequisite.

Must Sleep in Own Soil*: The Vampire can only slumber in a coffin or other space containing at least two handfuls of dirt from his grave, or can only slumber in a coffin or other space containing

at least one cubic foot of dirt from his homeland. (Choose one of these options when selecting this weakness.)

No Electronic Image: The Vampire cannot be photographed by any mechanical or electronic device. Only living senses detect him.) While this is technically treated as a weakness, GM's should be aware that crafty players will find a way to use this drawback to their advantage – the character will not trip electronic alarms and cannot be recorded committing crimes.

No Reflection: The Vampire casts no reflection in a mirror or other shiny surface.

No Shadow: The Vampire casts no shadow.

Reek of the Grave*: The Vampire always smells of grave mold and decay, no matter how clean and trim he may look. He suffers a DC penalty to all non-coercive social interactions with those who can smell him, of +2 plus 1/2 class levels, rounded up.

Vulnerability: At the GM's discretion, he can replace the vampire's vulnerability to silver and wooden piercing weapons with another substance more appropriate to his campaign. Holy weapons and fire are popular replacements in some genres.

Level Adjustment And Challenge Rating

Level Adjustment is a measure of how much more powerful a old vampire is when compared to “baseline” species (such as humans). When you add this Level Adjustment to a character's total class levels (or character level), the result is a character's Challenge Rating (CR). The formula for determining a character's Challenge Rating (CR) is as follows: **CR = Character Level + Level Adjustment**

CR is used to determine a character's relative power compared to other characters.

A character's CR is never used to determine how or when a character gains new skills and feats, nor does it have any effect on talents, spells, and abilities that use character levels. However, a character's CR *is* used to determine how many experience points the character needs to advance in level (see Experience, below).

Experience

Characters with a Level Adjustment of +1 or higher do not begin play with 0 XP, as humans and other “baseline” characters do. They are assumed to have amassed XP before taking their first class level. Ancient Vampires use their CR instead of level when determining the experience they start with and the amount needed to gain a level.

This makes a 120 year old vampire with 1 level of Strong hero is the equivalent to a 2nd level human hero.

VAMPIRE CHARACTERS

Vampires tend to be drawn from the rank and file of humanity, but the possibility of a long-lived society of vampires existing outside of humanities awareness also gives rise to a number of potential backgrounds that can be difficult to represent using the core rules. To create vampires that are steeped in the culture of the undead, add the following starting occupations to those available to vampire characters in the campaign.

Ancient Vampire

Ancient vampires are the movers and shakers of the undead world, creatures that have used their ageless lifespan to accumulate wealth and power. Unlike the archaic dilettante, the ancient vampire has adapted with the passage of years and wields a combination of physical and social power.



Age: 100+ years old

Skills: The Ancient Vampire gains the benefits of the Immortal Experience feat.

Bonus Feats: Select either Ancient Strength or Blood of the Ancients

Wealth Bonus Increase: +5

Archaic Dilettante

The classic undead noble of vampire fiction, the archaic dilettante is a count or a member of the idle rich from an earlier age. Blessed with power and immortality, he failed to realize that the world was progressing without them until it was too late.

If a vampire in your games is wearing a cape and speaking in a Transylvanian accent, then it's likely they are an archaic dilettante

Age: 100+ years old

Skills: The archaic dilettante gains the benefit of the Immortal Experience feat.

Bonus Feats: Select either Ancient Strength or Archaic Weapon Proficiency.

Reputation Bonus Increase: +1

Wealth Bonus: +4. An archaic dilettante may permanently reduce her reputation bonus by 1 to increase her starting wealth by 1d4; this expenditure must be made before the character begins play.

Vampire Shadow-Warrior

Vampires often come into conflict with other super-natural beings, fighting a war in the shadows that few mortals are privy too.

The vampire shadow-warrior has spent years training to protect his people, becoming an urban warrior that fights for the safety and security of his race. Whether their weapon is the sword or the gun, they are vampires devoted to waging an invisible war of superiority with the other supernatural races that share their world.

Age: 20 +

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already



a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Demolitions, Hide, Knowledge (Arcana), Knowledge (Streetwise), Move Silently, Survival.

Bonus Feat: Select one of the following: Archaic Weapon Proficiency, Combat Martial Arts, Personal Firearms Proficiency or Seize Initiative

Wealth Bonus: +2

New Feats

Ancient Strength

While the years have withered your body, you are still capable of acts of great physical speed and strength.

Prerequisites: Cha 17, Blood of the Ancients or 100+ years old, Must be a Vampire

Benefit: Your ancient body is withered and frail, and you suffer an immediate -2 penalty to your Strength and Dexterity.

Once per day you can act with the strength and speed far beyond the limitations of your body. You gain a +4 bonus to Strength and Dexterity for 3 rounds plus your Charisma modifier.

Special: You can take this feat multiple times. Each additional time you select the feat allows you to call upon the Strength of the Ancients one additional time per day and increase the duration of the Strength and Dexterity increase by 1 round.

Blood of the Ancients

Your long years of experience have given you the ability to accomplish extraordinary tasks with surprising regularity.

Prerequisite: Must be more than 100 years old

Benefit: Your action point maximum per level is increased by 2, allowing you to gain more action points than normal when gaining levels.

Special: Depending on the nature of vampirism in the campaign, the GM may wish to allow younger vampires to take this feat if they possess a particularly powerful lineage or connection to their undead nature.

Immortal Experience

You have lived years beyond the lifespan of most mortals and can draw upon centuries of learning and training.

Prerequisite: Int 15 or Wis 15, Must be more than 100 years old.

Benefit: By virtue of your long life and wealth of experience, you can use any skills untrained, even those normally restricted by training only.

With the expenditure of an action point, you do not need to make a skill roll and automatically take 20 on any Intelligence or Wisdom based skill. The only exceptions to this skill bonus are Computers and any Craft or Knowledge skill dealing with subjects that have been in existence for less than 100 years.

Normal: A character may not make skill checks for skills labeled “Trained Only” unless the character has ranks in that skill.

Special: This feat may be taken up to two times; one to cover Wisdom-based skills and the second time to cover Intelligence-based skills.

Seductive Feast

Other creatures experience pleasure and helplessness when you feed upon them.

Prerequisites: Cha 15

Benefit: When you drain blood from a creature, they must succeed on Will save (DC 10 + one-half your character level + your Charisma modifier) or be stunned for 1 round. The subject must make an additional saving throw each round that you continue feeding.

A creature that successfully saves against your Seductive Feast cannot be affected again by this feat for 24 hours.

Seize Initiative

Your preternatural reflexes allow you to get the jump on others.

Prerequisite: Dex 15, Wis 17, Initiative bonus +4 or higher

Benefit: You can spend an action point to go first in the initiative order, without having to roll for initiative. You may only do so when you



would ordinarily roll for initiative. If more than one character uses this feat, they roll for initiative normally and act in order of their initiative result, followed by all the other characters involved in the combat.

Slaked Thirst

Your craving for blood has diminished when compared with your fellow undead.

Prerequisite: Ability to heal up to 3 hit points a round using the vampire's blood drain ability.

Benefit: You need only drink pint of blood from a living creature once every 48 hours.

Talons

You are capable of growing sharp talons when engaging in melee.

Prerequisite: Vampire

Benefit: Your unarmed attacks deal +1 damage and inflict normal damage instead of non-lethal damage. The vampire is considered armed and does not draw an attack of opportunity when making an unarmed attack.

True Undead

You are closer to becoming a true undead creature than most vampires, making you immune to critical hits.

Prerequisites: Vampire, Cha 19, Character Level 12+, must be more than 100 years old.

Benefit: You rely on your willpower and supernatural powers to sustain your life, rather than the condition of your body.

You are now immune to critical hits or sneak attacks made using normal weapons. If the critical hit or sneak attack is made by a silver weapon or a wooden weapon that deals piercing damage, there is a 25% chance that the critical hit or sneak attack is negated and damage is rolled normally.

Your close proximity to true undead means you heal slower than other vampires. Subtract three from the number of hit points you can heal every round when drinking the blood of another creature.

Vampire Plus

Supernatural blessings coupled with your drive to excel enable you to progress faster toward becoming a deadly undead hunter.

Prerequisite: Vampire

Benefit: You gain a talent from the Vampire Racial Hero's talent trees. The talent must be selected from the following list and you must meet all the prerequisites of a talent to select it.

Enhanced Strength, Improved Blood Regeneration, Scent, Vampire's Charm, Vampiric Leap, Vampire's Kiss, Wall Crawling,

Special: You may select this feat multiple times. Each time you select this feat, you must choose a different talent.

New Equipment

The presence of vampires in the campaign can have a significant influence on the type of weaponry and technology that is used. Unlike the horror tales of the past, protagonists in gothic-action stories carry weapons mounted with ultra-violet torches and clips full of specially-created ammunition to deal with supernatural menaces. GM's may wish to include the following items in campaigns that feature vampire characters.

Plasma Bags

Vampires that don't wish to hurt living humans will often steal or purchase plasma bags stolen from blood banks or hospitals. Unless a vampire has sufficient medical credentials to justify ordering large numbers of plasma bags, she should be limited to purchasing them on the black market.

While many vampires disdain the taste of blood stored in plasma bags, they suffer no negative effects from drinking it and can use it to slake their bloodlust and heal as normal.

Size: Small

Weight: 1 lb.

Restriction: Restricted (+2)

Purchase DC: 5



Tracer Ammunition

These phosphorous-coated rounds aid the shooter of an automatic weapon in leading bullets to a target, but makes them easier to spot in turn. Tracer ammunition provides a +1 bonus to attack rolls made with a weapon when fired on autofire only. Opponents gain a +5 circumstance bonus on Spot checks when trying to find someone firing tracer ammunition.

Restriction: Military (+3)

Purchase DC Modifier: +1

UV Flash Grenade

A specialized grenade created specifically to combat vampires. When thrown, the UV flash grenade lets out a bright flash of Ultra-Violet light in a 20-foot radius. All creatures within the area must make a Reflex save (DC 15) or be blinded for 2d4 rounds by the sudden flash. Vampires and other creatures sensitive to the effects of UV light take 2d6 points of damage and burst into flames in addition to being blinded.

Vampires that successfully save against the grenade still take 1d6 points of fire damage from their exposure to the radiation, although they do not need to make a Fortitude save to avoid catching on fire.

UV Flash grenades are only created by organizations that are dedicated to slaying vampires. The purchase DC is for a box of 6 grenades.

Burst Radius: 20 ft.

Reflex DC: 15

Range Increment: 10 ft.

Size: Small

Weight: 2 lb.

Purchase DC: 15

Restriction: Military (+3)

UV Flashlight

This is a simple flashlight that has an ultra-violet globe in place of its standard lightbulb.

Any vampire caught within the flashlight's illuminated area must make a Reflex save (see below) or suffer the effects of being exposed to Ultraviolet Light as described under Vampire Characters.

Vampires that make a successful Reflex save only take 1d6 points of fire damage due to their exposure to ultra-violet light from the flashlight, and do not have to make a Fortitude save to avoid catching on fire.

Penlight: These small flashlights project a beam of light 10 feet long and 5 feet wide at its end. Any vampires in this area must make a DC 10 Reflex save.

Standard: Standard flashlights project a beam 30 feet long and 15 feet across at its end. Any vampire in this area must make a DC 13 Reflex save.

Battery Floodlight: These lights project a beam 100 feet long and 50 feet across at its end. Vampires caught in this area must make a DC 15 Reflex save.

Restriction: None

Purchase DC Modifier: +2

UV Illuminator

A UV illuminator replaced the standard bulb with one that emits ultra-violet light. It functions as a Standard UV flashlight.

Restriction: None

Purchase DC Modifier: +2

UV Tracer Ammunitions

Ultra-Violet Tracer rounds were a military experiment that was quickly adopted by vampire hunters across the world. Each round consists of a hollow capsule filled with UV irradiated liquid that glows brightly when fired. They function just like traditional tracer rounds, but have a dangerous side-effect when used against vampires and other creatures vulnerable to sunlight. Vampires hit by a UV tracer round suffer a -2 penalty to their Fortitude save to resist the effects of being exposed to UV light.

Unless vampires are a publicly recognized and widespread problem in the campaign, UV tracer's are rarely available through commercial channels. Most UV-Tracer rounds are stolen from research laboratories or specially commissioned.

Restriction: Military (+3)

Purchase DC Modifier: +6

VAMPIRE HERO BASE CLASS

As supernatural creatures vampires have the option of taking racial hero levels alongside the other base classes. These levels represent the hero's mastery of his vampiric heritage, enhancing his natural talents and abilities.

This option also serves as a means of maintaining game balance between the vampire and members of other races – while a 1st level vampire that regenerates wounds quickly and moves with the speed of the wind is too powerful when compared to humans, these abilities are far more balanced when acquired by a higher level character.

Vampire racial heroes use their inherently occult nature and undead fortitude to their best advantage. Taking levels in this class demonstrates a greater mastery of the vampire's inherent power, and a greater ability to manipulate or overpower others. Vampire heroes can become lightning-fast combatants, masters of charm and coercion, savage monsters or any combination of the three.

Generally vampire heroes are undead that have lived a long life or one who has shed his latent humanity and embrace their true nature. He might have been trained under a vampire who awakened his mind to the true nature of vampirism, taught to use every advantage his undead state gives him

in order to combat an enemy. He could simply be a silent killer, a suave mastermind, or a deranged husk eager to feast on the blood of his victims.

While the vampire racial class can be used to represent typical members of the species, it is important to remember that not all vampires take racial levels.

Game Rule Information

Vampire racial heroes have the following game statistics.

Hit Dice

Vampire heroes gain 1d12 hit points per level. The character's Constitution modifier does not apply.

Action Points

Vampire heroes gain a number of action points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Vampire hero's class skills, and the key ability for each skill, are as follows.

Vampire Racial Hero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1 st	+0	+0	+1	+0	Talent	+1	+0
2 nd	+1	+0	+2	+0	Feat	+2	+0
3 rd	+2	+1	+2	+1	Talent	+2	+1
4 th	+3	+1	+2	+1	Feat	+3	+1
5 th	+3	+1	+3	+1	Talent	+3	+1
6 th	+4	+2	+3	+2	Feat	+3	+2
7 th	+5	+2	+4	+2	Talent	+4	+2
8 th	+6/+1	+2	+4	+2	Feat	+4	+2
9 th	+6/+1	+3	+4	+3	Talent	+5	+3
10 th	+7/+2	+3	+5	+3	Feat	+5	+3



Bluff (Cha), Craft (chemical, visual arts, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, popular culture, streetwise, theology and philosophy) (Int), Profession (Wis), Read/Write Language (None) and Speak Language (None)

Skill Points at 1st Level: (4 + Int modifier) x4

Skill Points at Each Additional Level: 4 + Int modifier.

Starting Feats

In addition to the feat all characters get at 1st level, a Vampire hero begins play with the simple weapons proficiency feat.

Class Features

All of the following are class features of the Vampire hero.

Talents

At 1st, 3rd, 5th, 7th and 9th level, the Charismatic hero selects a talent from the following talent trees. Some trees have a set order that must be followed, while others provide a list to choose from. As long as the hero qualifies, you can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Beginning Talent: A 1st-level Vampire hero can choose from the darkvision, improved blood drain, hunter's presence and vicious fangs talents..

Vampiric Body Talent Tree

The undead nature of the vampire hero's body gives them abilities beyond the realm of living humans.

Enhanced Strength: By drawing on her own life-force, the vampire can push her strength to extremes. Each round this ability is used, the Vampire hero suffers 2 hit points of damage but gains a +4 enhancement bonus to her Strength score.

Vicious Fangs: The vampire has learned to lash out with his fangs when threatened, striking with them as easily as he would a knife or first. The vampires bite attack is treated as a light, natural weapon when used in melee.

A vampire hero still cannot drain blood from a target in normal melee using this talent.

Improved Blood Drain: The Vampire hero learns to drink deeply when draining blood from a living creature. She drains +1 hit point per round for every two Vampire hero levels she possesses when using her blood drain ability.

Improved Blood Regeneration: The vampire hero's understanding of her body allows her to use blood drained from other creatures more effectively.

The vampire hero can heal 1 additional hit point per round for every two vampire hero levels he possesses. He is still limited by the damage inflicted by his blood drain attack.

Prerequisite: Either improved blood drain or vicious fangs

Improved Fortification: When a critical hit or sneak attack is scored on a vampire, there is a 50% chance that the critical hit or sneak attack is negated and damage is rolled normally. Silver weapons and wooden weapons that deal piercing damage (such as wooden stakes, arrows, pool cues, spear shafts, and table legs) threaten a critical on a vampire normally.

Prerequisite: Enhanced strength, vicious fangs

Vampiric Speed

Vampires are creatures of magic as well as flesh, and those who have learned to transcend their mortal limits are capable of feats of speed and movement that are decidedly supernatural.

Vampiric Leap: The vampire hero is capable of making prodigious leaps that seem to defy the laws of gravity. She gains a +1 bonus to Jump checks for every two Vampire hero levels she possesses.

By spending an action point, a vampire hero with this talent gains the effects of a *feather fall* spell.

Prerequisite: One talent from the Vampiric Body Talent Tree



Swiftness: The vampire hero's reflexes are finely honed, allowing her to act on her instincts almost instantly. She gains a +2 bonus to her Initiative checks and a +1 bonus to her Reflex saves.

By spending two action points, a vampire hero with this talent gains the effects of a *baste* spell for 1 round per 2 vampire hero levels she possesses.

Prerequisite: One talent from the Vampiric Body Talent Tree, vampiric leap, wall crawling

Wall Crawling: The vampire hero can take part of her move action to traverse a wall or other relatively smooth vertical surface as she begins and ends her move on a horizontal surface. The height she can achieve on the wall is limited only by this movement restriction. If she does not end her move on a horizontal surface, she falls prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring the vampire hero's movement. Passing from floor to wall or wall to floor costs no movement, she can change surfaces easily. Opponents on the ground can make attacks of opportunity as the vampire hero moves up the wall.

The vampire hero can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat allows the Vampire hero to make an attack from the wall against a foe standing on the ground who is within the area she threatens; however, if the vampire hero is somehow prevented from completing her move, she falls. Similarly, she could tumble along a wall to avoid attacks of opportunity.

By spending an action point, a vampire hero with this talent gains the effects of a *spider climb* spell for one round per vampire hero level.

Prerequisite: One talent from the Vampiric Body Talent Tree.

Vampiric Senses

Vampires are predators at their core, and their senses can become sharper than any humans.

Darkvision: The Vampire hero gains darkvision with a range of 60 feet.

Scent: The Vampire hero possesses a keen sense of smell, allowing him to notice even the most subtle shift in scents around him. This ability allows the vampire to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The vampire can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range. Freshly spilled blood is always considered an overpowering scent for a vampire.

When a vampire detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or attack action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Prerequisite: Darkvision.

Vampiric Will

Vampires are creatures of confidence and will, often capable of manipulating the mind and body of others through presence alone.

Hunter's Presence: The Vampire hero is capable of instilling a feeling of fear in others. She gains a +1 bonus to Intimidate checks for every two Vampire hero class levels she possesses.

Vampire's Charm: By spending an action point the vampire can place a compelling attraction in the mind of the subject. The subject must make a Will



save (DC 10 + Vampire hero level), with those that fail taking any reasonable steps to meet, get close to, attend, find or perform for the Vampire hero.

For the purposes of this talent, reasonable means that while fascinated, the subject doesn't suffer from blind obsession. They can still recognize danger, but will not flee unless the threat is immediate. The Vampire hero cannot command the subject indiscriminately, although she does get a +4 bonus to her Charisma modifier when dealing with the subject.

Prerequisite: Hunter's presence

Vampire's Kiss: The vampire possesses the knowledge and strength of will to transform her victims into vampires. Creating a new vampire requires the Vampire hero to spend an action point and feed her own blood to a dying creature. Once the subject has fed on the vampire's blood, it

dies and rises as an undead creature as detailed in *Becoming a Vampire* (See Page 5).

When dealing with other vampires you have created using this ability, you gain a bonus on all Charisma-based skills equal to your Vampire hero level.

Prerequisite: Hunter's presence, vampire's charm

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Vampire hero gains a bonus feat. This feat must be selected from the following list, and the Vampire hero must meet any prerequisites.

Ancient Strength, Archaic Weapon Proficiency, Blood of the Ancients, Combat Reflexes, Frightful Presence, Iron Will, Low Profile, Seductive Feast, Seize Initiative, Talons, Windfall





OPTIONAL RULES

Option 1: Staking the Heart

The classic method of destroying a vampire is staking them in the heart with a wooden weapon. In the rules presented for vampire characters, this is replicated by the ability of wooden piercing weapons to bypass the vampire's fortification. In games where the GM and players want a more direct method of destroying the vampire, consider the following options.

Any wooden stake or silver weapon thrust into the heart of a vampire can destroy it instantly. Weapons with metal blades and wooden shafts, such as a spear, can be used in this manner with a -4 penalty to hit because of the force needed to push past the blade. Ranged weapons such as the bow and crossbow can also be used, although they suffer a -2 penalty to hit and additional -2 attack penalty for each range increment.

To strike a vampire in the heart, an opponent must use a full-round action to line up the attack with a melee weapon. Making a strike for the heart draws an attack of opportunity from the defender and from all threatening foes. The attack then makes an attack roll at -4 (the penalty for using a ranged weapons, spears and similar weapons stacks with this penalty). If the attack succeeds, the vampire must make a Massive Damage save or be destroyed instantly. This bypasses the vampire's fortification and usual immunity to massive damage saves, although the vampire may use his Charisma bonus in place of his Constitution bonus when making the save.

A basic wooden stake can be made from any tree branch or table leg, and should be treated as a small, simple weapon that inflicts 1d3 points of piercing damage on a successful strike. A stake only threatens a critical on a roll of 20.

The vampire loses the vulnerability to piercing wooden weapons included under Vampire Species Traits when this option is used. In games where this

weakness is common knowledge among the foes of a vampire character, you may wish to consider increasing their Fortification ability against non-silver weapons by 25% in order to balance the increase number of deadly attacks the vampire will face.

The GM should also allow characters access to the following new feats:

Vampire Foe

You are adept at striking vampires where they are most vulnerable.

Prerequisite: Base Attack +3

Benefit: You only suffer a -2 penalty to hit when attempting to stake a vampire in the heart.

Vampire Slayer

You are the bane of vampires, capable of striking for the heart with practiced ease.

Prerequisite: Base Attack +6, Vampire Foe

Benefit: You can attempt to stake a vampire in the heart as an attack action, and do not draw an attack of opportunity when doing so.

Option 2: Off-camera Hunting

Since vampires can only heal by drinking blood, the GM may find that their game slows down when vampires insist on hunting for fresh prey after every fight. This can become especially problematic in groups with a mixed racial make-up, when humans and other species are left sitting by the sidelines while the vampire PC's go searching for prey.

There are two key ways of preventing this kind of behavior. The first involves reminding the players that their characters can't just feed at will, since vampires have largely survived on secrecy and caution and their victims always have the ability to fight back. Vampires that behave like serial killers, feeding on dozens of people every



night, are likely to attract attention from local law-enforcement and professional vampire hunters as well as other vampires concerned by the character's actions. After a few weeks of such behavior, the characters should see headlines about killers stalking the city streets and other reminders that their actions do not exist in a vacuum.

The second is to remember that a vampire's victims aren't helpless, and weakened vampires should occasionally find themselves in an even worse state as they accidentally target someone who is capable of fighting back.

As a compromise, players and GM's can agree that hunting takes place 'off camera.' In short, while other characters are sleeping or otherwise engaged, the vampire PC's are cautiously prowling the streets looking for humans they can feed on without arousing suspicion.

The exact nature of the hunting is left to the PC, but it is usually slow and painstaking process – feeding on carefully selected homeless people so that the victim isn't missed, breaking into a house to feed on a slumbering victim, raiding a blood bank or tasting only a few drops of blood each from the dozen people the vampire seduces at a local club are all popular depictions.

For every two hours the vampire spends hunting during nighttime hours, they heal $\frac{1}{4}$ of their character level from the blood they drain from their prey. Since people tend to be more alert and cautious during daylight hours, it requires double the time spent hunting to heal the same number of hit points.

Vampire characters can still feed during or after combat even if they are hunting off camera, and the GM should feel free to throw in the occasional encounter when the vampire's are feeding when it is related to the current plot or simply required to keep the characters from growing complacent.

Using this option allows the vampire to heal at roughly the same pace of their human companions without turning their bloodlust into something that dominates the campaign. It allows the vampire PC a safe way to regain hit points, both in terms of avoiding detection and reducing the chance that their victim may fight back and further wound the PC.

Option Three: Bloodborn Shadowtouched

If you would prefer to continue using the Vampire template introduced in the core rules, but still want the option of vampire-like player characters in your game, then the rules presented here can be used to represent the Bloodborn - a new type of shadowtouched that have inherited a fraction of the true Vampire's powers.

Simply treat the Bloodborn as the result of a union between a true vampire and a mortal women, creatures that age normally but possess a touch of the vampires abilities. They are living creatures touched by death, vampires in body but lacking the power of the true vampiric spirit.

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