

“The Blood is the Life!”

The Vampire Class for Basic Era Games



by Timothy S. Brannan

Vampire Class

Prime Requisite: Strength and Charisma

Required Abilities: 13 or greater on Strength and Charisma; 10 or greater on Intelligence.

Experience Bonus: 5% for Charisma 15-16, 10% for Charisma 17-18.

Vampires do not get XP bonuses for Strength

Hit Dice: 1d12 per level up to 9th level. At 10th level, +1 hit point per level.

Vampires do not gain hp bonuses due to high Constitution.

Maximum Level: 14/20

Armor: Any **Weapons:** Any

Special Abilities: Vampire powers and weaknesses

Note: This class is designed to for use with "Basic Era" games and expansion sets from circa 1980-1983. It should also be roughly compatible with the "Retro-Clones" of those games.

As with all new material, please consult with your GM before use.

Vampires are among the most powerful of the Undead. Unlike other undead, the vampire can retain a bit of their humanity. Thus, a vampire can also become an adventuring class much like that of an elf or dwarf. A vampire character still retains their original soul, trapped inside an undead body full of dark necromantic power. Eventually, even the purest of heart will succumb to the darkness of undeath.

All vampires begin as humans. At some point or another, the human is killed by another vampire and is rising from the dead as a vampire themselves. Some of these new Vampire Spawn retain enough of their on the force of personality (as measured by charisma) that can still hold on to enough of their humanity. These special few may become a Vampire adventurer. Vampire characters regardless of their original class must begin at 1st level like all characters. A 1st level vampire spawn is still

under the control of his master. Some spawn though are created, and their masters may choose to ignore them, or if the spawn is particularly strong willed they wrest control away from their masters. Generally speaking, PC Vampires are free of control. In any case, they break free by the time they reach Fledgling (2nd) level.

Vampires use a d12 to determine their hit points per level. This might seem like a lot,

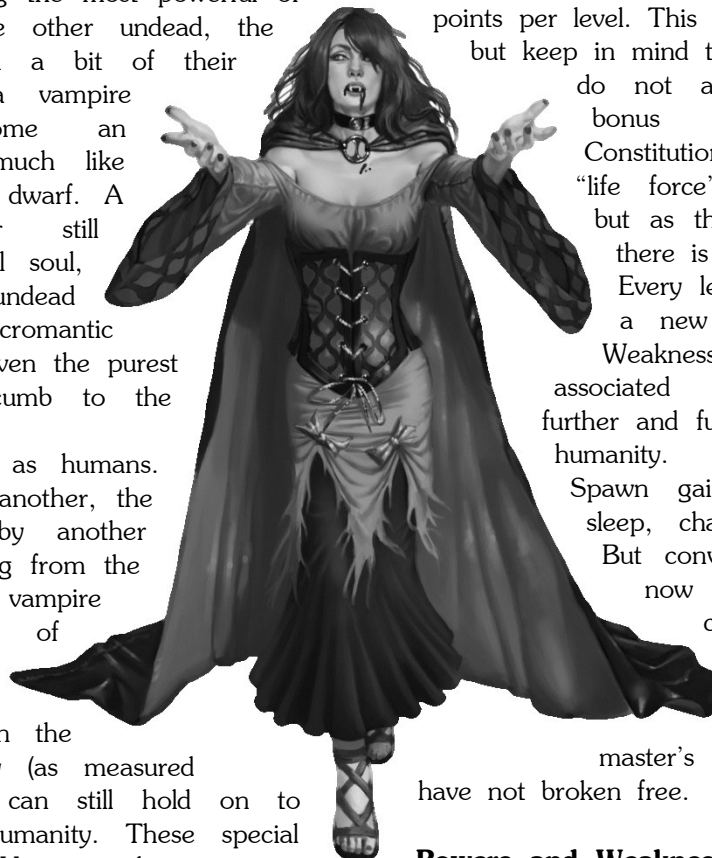
but keep in mind that vampire characters do not add their Constitution bonus to their rolls. Constitution is a measure of "life force" in most creatures, but as the vampire is undead, there is no life force to add.

Every level the vampire gains a new Power and a new Weakness. These are associated with them moving further and further away from their humanity. For example, the Spawn gains the immunity to sleep, charm and hold spells.

But conversely, they are also now undead creatures and can be turned by clerics, need blood to survive and must obey their master's commands if they have not broken free.

Powers and Weaknesses

Vampire Characters are undead from level 1. They have all the immunities of the undead, but all the drawbacks as well. All undead are



immune to *Sleep*, *Charm* and *Hold* spells. They are also immune to *Raise Dead* spells and magical healing. Plus the vampire needs to feed on blood at least once per week, often more. The vampire character needs to drain a full 12 points of Constitution per week to survive. This blood must be from a humanoid species. Human is preferred, but adventuring vampires may also choose to drain humanoids like goblins, orcs. Each feeding drains 1d6 hp per attack and 1 Constitution point for every 6 hp drained. Level 1 vampires must feed to regain their lost hp. Once they reach Level 2 then they begin to regenerate, but only if they have been feeding every week.

As Undead, Vampire characters can be turned or even destroyed by a Good/Lawful cleric. The vampire character does get to make a saving throw vs. Death to avoid the effects. As the vampire goes up in the level they become harder to turn.

Vampires also gain Darkvision, the ability to see in the dark as if it were normal light.

Strength and Armor Class

Vampires are preternaturally strong. They begin strong and then gain in Strength as they progress. They gain +1 at 1st level, +2 at 4th level, +3 at 7th level, +4 at 10th level and +5 at 13th level.

Additionally, they can a form of natural protection by adding +1 to their AC bonus (or a -1 bonus for descending AC) at 3rd, +2 at 6th level, +3 at 9th level and +4 at 12th.

Immunities

As mentioned above, all Vampires are immune to *Sleep*, *Charm*, *Hold* and other mind-affecting magics. When a vampire reaches the 2nd level, they are immune to all poisons and silver weapons are needed to attack them. At 3rd level they are immune to all effects that cause paralysis; but not the petrifying gaze of a medusa or breath of a gorgon.

Regeneration

If the vampire has regularly been feeding then starting at 2nd level, they regenerate 1

hp per round. This increases to 2 hp per round at 5th level and to 3 hp at 8th level. Vampire Lords of 11th level can regenerate 4 hp per round.

Charming Gaze and Voice

The vampire can charm humanoids with their voice and gaze. The is treated exactly like a Charm Person or Charm Monster spell.

Transformation

As vampires increase in power, they can magically transform themselves into other creatures. The most common are mist or moonlight (7th level), large wolves (8th level) or large bats (9th level). The vampire retains all the same hit points and strength in this new form, but the speed of the new form as per the monster listings.

Summoning

The vampire can summon the lower things of the earth, insects plagues, rats, wolves, and bats.

A vampire may summon the following creatures, once per day of each type.

Level	Creature	Number
6	rats	10d10
6	giant rats	5d4
7	wolves	3d6
7	bats	10d10
8	giant bats	3d6

These creatures will arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Master Vampires can summon storms (as per the Witch Spell) and undead.

Level	Creature	Number
13	Skeletons	3d6
14	Zombies	2d8

These creatures are subject to the raw materials at hand, namely dead bodies. These creatures arrive in 1d6 rounds and serve the vampire till their killed, dismissed or 1 hour later, whichever comes first.

A GM can rule that there no creatures of the appropriate type in the area of the summons at any point.

Alignment Shift

As an undead creature, the vampire's alignment will shift more and more to the evil side of morality. They willingly take a life, or, at least, the life force, of others so they may live. At levels 4 and 7 the vampire makes an involuntary shift towards evil/chaos. Other acts such as killing innocents may cause the GM to rule an alignment shift is also due.

Fear and Darkness

The vampire can cause fear (10th level) or darkness (15' radius) (11th level) as per the spells of the same name.

Repelling a Vampire

Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship. They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places since these are by definition open to all.

Permanent Death

A vampire reduced to 0 hp does not die, but instead, can become a mist or incorporeal till they reach their sanctuary, usually a coffin or other box filled with dirt. It takes a vampire a full 24 hours to return to their full body and then they must feed upon the next sundown (after 24 hours) they awaken.

Exposing any vampire to direct sunlight disorients it: It can act for only one round and is destroyed utterly in the next round if

it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster.

However, it returns to life if the stake is removed, unless the body is destroyed, by water or sunlight as described above, or by burning it completely in a funeral pyre.

Vampires Past 14th Level

Vampires may only advance to 14th level. GMs may allow some vampires to rise to 20th level if they wish. Typically this would be for characters that began as another class before they became a vampire. Levels 15 to 20 would then be a way for them to recover some of their lost abilities. Clerics that worshiped gods of light and weal though may find their abilities lost forever. Vampires can be allowed to advance 1st to 6th level of their previous class.

New Powers

Summon Storms (Lesser)

Level: Witch 6

Casting Time: 1 round

Range: 200 ft. + 20 ft./level

Effect: 360-ft.-radius storm cloud

Duration: Concentration (max 5 rounds)

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Paralyzation save or be deafened for 1d4x10 minutes.

Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance and the attacker cannot use sight to locate the target). Speed will be reduced by three-quarters.

If you do not maintain concentration on the spell after casting it, the spell ends.

Vampire

VAMPIRE EXPERIENCE TABLE

Level	Title	XP	Hit Dice	Powers	Weakness
1	Spawn	0	1d12	A	a
2	Fledgling	3,500	2d12	B	b
3	Blautsauger	7,000	3d12	C	c
4	Mulo	14,000	4d12	D	d
5	Vrylokas	28,000	5d12	E	e
6	Nosferatu	56,000	6d12	F	f
7	Vampire	110,000	7d12	G	g
8	Vampire	220,000	8d12	H	h
9	Vampire Lord	440,000	9d12	I	i
10	Vampire Lord 10 th	560,000	9d12 +1	J	j
11	Vampire Lord 11 th	680,000	9d12 +2	K	k
12	Vampire Lord 12 th	800,000	9d12 +3	L	l
13	Vampire Lord 13 th	920,000	9d12 +4	M	m
14	Master Vampire	1,040,000	9d12 +5	N	n
15	Master Vampire	1,160,000	9d12 +6		
16	Master Vampire	1,280,000	9d12 +7		
17	Master Vampire	1,400,000	9d12 +8		
18	Master Vampire	1,520,000	9d12 +9		
19	Master Vampire	1,640,000	9d12 +10		
20	Master Vampire	1,760,000	9d12 +11		

VAMPIRE SAVING THROWS

Level	1-3	4-6	7-9	10-13	14+
Death Ray or Poison*	8	6	4	2	2
Magic Wands or Devices	9	7	5	3	2
Paralysis or Turn to Stone**	10	8	6	4	2
Dragon Breath or Breath Weapons	13	11	9	5	3
Rods, Staffs and Spells	12	10	8	6	4

*Vampires are immune to Poison at 2nd Level

**Vampires are immune to Paralysis magic at 3rd level. But not the turn to Stone effects of spells or a medusa

VAMPIRE HIT ROLLS (on 1d20)

Level	Target's Armor Class																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
1-3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20
4-6	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
7-9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
10-13	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
14+	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

Common Vampire Powers and Weaknesses

Level	Powers
A	Immune to <i>Sleep</i> , <i>Charm</i> and <i>Hold Spells</i> , +1 to Strength, move silently 99%, Darkvision, edged weapons only do 1 hp damage per hit
B	Silver Weapons required to Hit, Regenerate 1 hp per round, Immune to Poison
C	Immune to Paralysis magic, +1 bonus to AC,
D	+2 to Strength
E	Regenerate 2 hp per round; Magic weapons required to hit
F	Create Vampire Spawn, Summon Rats, +2 bonus to AC
G	Charming gaze & voice, transform to mist, +3 to Strength, summon wolves, can only be killed permanently with a stake in the heart.
H	Regenerate 3 hp per round, transform to wolf, summon bats, +3 bonus to AC
I	Transform to bat, +5 to damage, can only be killed permanently by a stake through the heart, beheading or burning.
J	Cause Fear (as per spell), +4 to Strength
K	Cause Darkness (as per the spell), can only be killed permanently by beheading and then burned to ashes, +4 bonus to AC, regenerate 4 hp per round.
L	Summon Storms (per the Witch spell)
M	Summon Skeletons, +5 to Strength
N	Summon Zombies

Powers are cumulative unless noted.

Level	Weaknesses
a	Can be turned by cleric (save vs. Death prevents) as if they were Zombies/ 1HD undead, holy water causes damage, must obey Master's commands. Raise Dead spells will kill them. Cannot enter the home of another unless invited.
b	Sunlight can destroy, repelled by holy items/symbols. Turned as a Ghoul / 2HD.
c	Can be destroyed by running water. Turned as a Witght / 3HD.
d	Can't cross running water. Turned as a Wraith / 4HD, Alignment shift
e	Can't enter holy ground. Turned as a Mummy / 5 HD
f	Turned as a Spectre / 6 HD
g	Turned as a Vampire / 7HD, Alignment shift
h	Turned as a Vampire / 8 HD
i	Turned as a Vampire / 9HD
j	Turned as a Lich / 10 HD
k	Turned as Special 11 HD
l	Turned as Special 12 HD
m	Turned as Special 13 HD
n	Turned as Special 14 HD

Weaknesses are cumulative unless noted.

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Vampires...

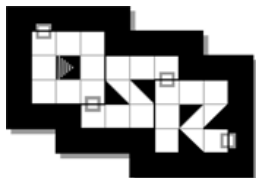
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