



## Vampire Traits

- \*+1 rank Constitution and Strength
- \*Breathless
- \*Blood Drain: Bite deals Strength +1 DT, plus drain Endurance
- \*Cold Immunity: Ignore first 15 DT damage from cold-based attacks and effects
- \*Faithless: Vampires have a Faith score of Zero. Cannot be healed with divine magic
- \*Light Sensitivity: -1 to ability checks in bright light. Sunlight deals 5 DT per round.
- \*Necromantic Immunity: +2 bonus to resist necromancy impact spells
- \*Plane-Touched (Shades)
- \*Poison Immunity, Greater
- \*Undead Regeneration: Heals 1 DT per round. Immune to subdual damage

### XP Awards and Expenditures

### Reputation Rating

### Training Points and Expenditures

### Vampire Gifts Earned

(One new gift for every 12 XP earned.)

### Wealth Rating or Actual Wealth

### Languages Known