

Wings

A pair of leathery wings tears free from your back. Riddled with crimson veins, they are nearly impossible to conceal—not that it matters much to you. Gain the Flier Talent. Whilst flying, your Movement Characteristic is twice your land speed.

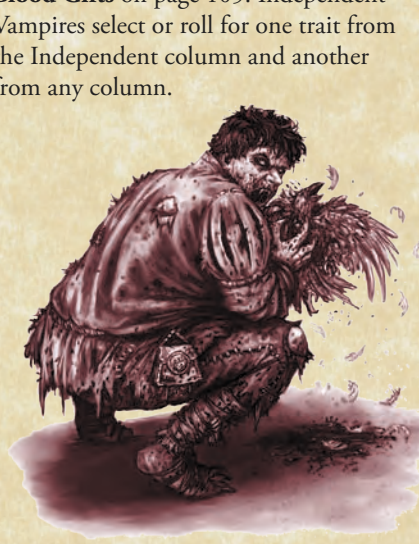
Wolf Form

As a half action, you may transform into a Doom Wolf (see page 137 for statistics). You gain the characteristics, skills, talents, and traits of your new form, though you retain your own Intelligence, Will Power, Wounds, Magic, and Insanity Points, as well as all of your own skills, talents, and traits. All weapons, armour, and trappings that you wear or carry are absorbed into your new form and reappear when you regain your normal form. You can remain in your new form for as long as you wish. Changing back to your Vampire form requires another half action. You may use this trait as often as you wish.

VAMPIRE CAREERS

Once a mortal is transformed into a Vampire, he adds Vampire Thrall to his career exits. The benefits of these careers are clear; not only can the Vampire resist the impulse to feed, but he acquires more and more Blood Gifts as he unlocks the power of his blood. A Vampire need not move into another Vampire career; such a Character may always enter a career found on the career exits of his last non-Vampire career.

As a Vampire moves through the thrall, count, and lord careers, he unlocks new traits and powers found within his blood. Each time a Vampire enters a new Vampire Career, he gains 1 Blood Gift Trait associated with his bloodline and one trait from any other bloodline as described on **Table 7-4: Blood Gifts** on page 105. Independent Vampires select or roll for one trait from the Independent column and another from any column.



THRALL



VAMPIRE COUNT



VAMPIRE LORD

THRALL (ADVANCED, SPECIAL REQUIREMENT)

Vampire thralls are Vampires who have sought out a mentor, usually the Vampire who created him, to learn some measure of self-control and to understand his limitations and powers as a creature of the night. Thralls rarely drift far from their advisors, since these more powerful Vampires protect them from Vampire hunters and other enemies of Undead.

Special Requirement: You must be a Vampire to enter this career.

— Thrall Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	—	+20%	+15%	+20%	+10%	+10%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+5	—	—	—	—	—	—

Skills: Command, Common Knowledge (any two), Dodge Blow, Magical Sense, Perception, Search, Speak Language (any two), Torture. In addition, Vampires gain extra skills depending on their bloodline.

- **Blood Dragons:** Academic Knowledge (Genealogy/Heraldry, History, Strategy/Tactics), Charm, Evaluate, Gossip, Intimidate, Ride, Scale Sheer Surface
- **Lahmian:** Academic Knowledge (the Arts, Genealogy/Heraldry, History, Necromancy, Philosophy), Channelling, Charm, Concealment, Disguise, Evaluate, Gossip, Haggle, Intimidate, Performer (any two), Prepare Poison, Read/Write, Ride, Scale Sheer Surface, Shadowing, Silent Move, Speak Arcane Language (Magick)

STRIGOI COUNTS AND LORDS

The bodies of Strigoi counts begin to deform into a bestial state. Their claws grow terribly sharp, gaining the Impact Quality. This makes them clumsy with holding weapons, however, and they take a -10% to their WS when not using their Natural Weapons. They suffer the same penalty when using any skill requiring fine manipulation.

Strigoi Lords are so deformed they can no longer wear armour. However, their flesh typically hardens into a thick bony carapace. They acquire Armoured Skin upon entering the career, giving them 3 Armour Points to all locations.

- **Necrarch:** Academic Knowledge (Astronomy, Genealogy/Heraldry, History, Magic, Necromancy), Channelling, Charm, Concealment, Evaluate, Gossip, Intimidate, Prepare Poison, Read/Write, Ride, Shadowing, Silent Move, Sleight of Hand, Speak Arcane Language (Magick)
- **Strigoi:** Concealment
- **Von Carstein:** Academic Knowledge (Genealogy/Heraldry, History, Necromancy), Channelling, Charm, Evaluate, Gossip, Intimidate, Ride, Scale Sheer Surface, Shadowing, Speak Arcane Language (Magick)
- **Independent:** Charm, Concealment, Disguise, Evaluate, Gossip, Intimidate, Scale Sheer Surface, Shadowing, Silent Move

Talents: Vampires gain talents based on their bloodline. If not of a bloodline (meaning Independent), the thrall career offers no talents.

- **Blood Dragon:** Disarm, Lightning Parry, Specialist Weapon Group (Cavalry, Two-handed), Strike Mighty Blow, Strike to Injure, Strike to Stun
- **Lahmian:** Dark Magic, Etiquette, Petty Magic (Arcane), Public Speaking, Quick Draw, Schemer, Specialist Weapon Group (Parrying)
- **Necrarch:** Aethyric Attunement, Dark Lore (Necromancy), Dark Magic, Fast Hands, Lesser Magic (any two), Meditation, Petty Magic (Arcane)
- **Strigoi:** Frenzy, Rover, Strike Mighty Blow
- **Von Carsteins:** Dark Magic, Disarm, Master Orator, Petty Magic (Arcane), Public Speaking, Schemer, Specialist Weapon Group (Fencing, Parrying)

Trappings: None

Career Entries: Any

Career Exits: Vampire Count*

*Vampires retain the career exits of their last non-Vampire career.

VAMPIRE COUNT

Vampires who have reached the level of count have grown, matured, and consolidated their powers and abilities. They are no longer the terror of mere towns and hamlets, nor are they content to prey on isolated individuals. Their influence is felt across the land, and they dominate mortals, Undead, and several of their Vampire kin as well. The Vampire count is nothing like the wild, bestial creature he started out as;

instead, he is a patient and meticulous hunter of men. He is also a man with a plan and the means to carry it out, and he fears no rag-tag group of adventurers who think they can stop him.

— Vampire Count Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+20%	+10%	+25%	+20%	+20%	+15%	+20%	+15%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+2	+7	—	—	—	+2	—	—

Skills: Academic Knowledge (any two), Common Knowledge (any one), Charm, Command, Concealment, Dodge Blow, Evaluate, Follow Trail or Shadowing, Gossip, Heal, Intimidate, Perception, Read/Write, Ride, Scale Sheer Surface, Search, Secret Language (any), Silent Move, Speak Language (any three), Torture

Talents: Aethyric Attunement or Sixth Sense, Dark Lore (any) or Strike Mighty Blow, Dark Magic, Menacing, Petty Magic (Arcane) or Specialist Weapon Group (any), Public Speaking, Quick Draw or Swashbuckler, Schemer, Seasoned Traveller or Tunnel Rat

Trappings: Evil Laugh, 1 Magical Item, 1000 Trusted Followers, 1000 gc worth of Jewellery, Sizeable Lair (Keep, Manor House, Large Crypt, Citadel, Spire or similar), Rampant Megalomania, 1000 gc

Career Entries: Thrall

Career Exits: Vampire Lord*

*Vampires retain the career exits of their last non-Vampire career.

VAMPIRE LORD

A Vampire who has reached the level of lord is incredibly powerful in both his own abilities and his temporal domain. The world shakes at his will, and the bravest heroes tremble to hear his name. Only the best of the Vampires reach this rank; it is not enough to simply control kingdoms or to have lived for centuries, the Vampire must also be a true master of dealing death, of dominating minds, and of harnessing his strength to the utmost effect. The Vampires have no Gods; the Vampire lords are close enough to suffice.