
Vampire Counts

“The Vampire Counts are amongst the most legendary faction of Vampires to have ever terrorized the civilized lands of the Old World, all of whom are known to be the bearer of the unholy blood of the Von Carstein bloodline. From the Imperial government and the patriotic citizenry of the Empire of Man, the Vampire Counts are considered by many to be fiends without equal. They seek only to topple the civilisations of the living and supplant them with an Undead Empire that shall reign forever as Lords of the Night. The Vampire Counts are powerful necromancers as well as warriors, given supernatural enhancements to their strength, cunning, beauty and ambition. However, these Vampires, for all their power and cunning, are ultimately base, selfish creatures driven by the same motivations of the mortals they deem themselves superior to. They are remorseless in their advance, killing without thought of mercy or compassion, and whose motive is entirely bent on one’s own selfish desire.

Indeed, the entire structure of the Vampire Counts are built by the selfish desires of the individual, whether it be for the pettiness of greed, glory, beauty or power. To the Vampire Counts, they simply want it all, for they consider themselves above the living, and would stop at nothing to delude themselves about their cursed and lonely existence. For all of their refinement, in the honest truth, these Vampires are nothing but rotting corpses held together by Dark Magic and the horrific consumption of mortal blood.

From their powerbase within the former Imperial province of Sylvania, the descendants of the Von Carstein bloodline have vied time and again to topple the authority of the Empire of Man. Since the time of Vlad von Carstein, it is the sole purpose of the Von Carstein family to inherit the Empire as their own, using attempts of legitimacy, assassination and outright invasion to achieve such ambitions. Yet time and again they’ve been pushed back towards Sylvania and hunted ceaselessly for their horrific origins. Yet no matter how many Von Carsteins fall, there always seems to be another willing to take its place, disturbing the graves of the dead and plotting to finally plunge the Empire into their cruel tyranny.

The Origins of the Vampire Counts can be tied together with the origins of the entire Vampire race. From the deserts of the far south, there once laid an ancient civilization that once ruled unchallenged for many thousands of years. This ancient kingdom once held the name of Nehekhara, a mighty human civilization that was once the pinnacle of Mankind’s achievements. Within those once verdant plains, the people of Nehekhara had lived a prosperous life amidst the many rival cities that dot its landscape. Massive temples and pyramids were built to honor the many long-dead Priest Kings that once ruled this ancient kingdom, and whose obsession to live forever has led its many inhabitants on a dark pursuit for eternal life. Eventually, this obsession with achieving immortality would bring about Nehekhara’s demise and, from its death throes, the birth of the first Vampire.

The rulership and hierarchy of the Vampire Counts is both simple and brutal in all aspects; only the strongest shall rule. The Vampires, and more specifically the von Carsteins, all crave power in a boundless hunger, and would stop at nothing to achieve such heights as to obtain the title of Vampire Count. The title of Vampire Count is a prestigious and legendary title that denotes a Vampire as being the current Vampiric leader of Sylvania and the patriarch of the von Carstein family. Since the creation of the Vampire race, there had only been around three Vampire Counts in existence. The current reigning Vampire Count is the extremely cunning and deviously powerful Mannfred von Carstein.

Due to their immortality and prideful arrogance, the title of Vampire Count is usually passed down not by succession, for all Vampires are immortal, but by inheritance to the strongest amongst the remaining contenders. Once a Vampire Count dies, the remaining Vampires would usually squabble amongst themselves for the position, leading to vicious power struggle that could last well over the decades. This event has happened several times in the past, with the most prominent happening just after the death of the first Vampire Count. Indeed, even when the current Vampire Count still walks the earth, there is always one amongst their numbers who would wish to claim his title by any means necessary.

Similar to the Imperial nobility, the Vampire Count is nonetheless also the liege to a host of other lesser family of Vampire or Human Nobles. The Von Carsteins have links to the majority of the ruling nobility within the lands of Sylvania, and as such, their aims are like any noble house—to remain powerful and wealthy and to find ways to increase their status even further. They go about achieving such goals in much the same way as any other province of the Empire and often through the same political system.

Count Mannfred only holds power because of his military strength, his enduring charisma, and a complex system of alliances, treaties and spies he has made with other lesser lords. Even then his power is relatively limited; if his fellow Lords have a strong reason to object to one of his campaigns, they can simply deny him troops or face the Count in open hostility. Despite his military strength, Mannfred has to be a political creature as well as a brutal warrior and must choose actions that will be well supported in order to avoid a possible civil war amongst his fiercely independent subjects. Luckily for the Count, the ambition he seeks to achieve are also with the common interest of the remaining Lords of Sylvania, which is basically to expand the domains of Sylvania and to turn the Empire of Man into an empire of the unliving. In the current political situation of the Sylvanian nobility, few Vampires are willing to make Mannfred angry for few are willing to take up the responsibility and dangers of his position.”—Warhammer Wiki

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Additional sources of information, quotes and inspiration include the **Warhammer.wiki** and **WHFRP 2E** including: *Night’s Dark Masters*

Table of Contents:

Vampire Character Creation: Attributes, Skills and Talents.....	(Page 3)
Bloodlines.....	(Page 4)
The Blood Kiss.....	(Pages 4-5)
Feeding.....	(Page 5)
Healing & Injuries.....	(Page 5)
Young Blood Vampires.....	(Page 5)
Corruption.....	(Page 6)
Vampire Careers Tables.....	(Page 7)
Blood Gifts.....	(Pages 7-11)
Weaknesses.....	(Pages 11-12)
Blood Knight.....	(Page 13)
Dread Pirate.....	(Page 14)
Drudge.....	(Page 15)
Necromancer.....	(Page 16)
Vampire Count.....	(Page 17)
New Necromancy Spells.....	(Page 18-19)
Players as Vampires.....	(Page 20)
Example Vampire Characters.....	(Page 21-23)
New Trapping: Blood-Forged Armor.....	(Page 23)
New Endeavour: Dinner Time.....	(Pages 23-24)
New Psychologies.....	(Pages 25-26)
New Mounts: Nightmare & Hellsteed.....	(Page 26)

Vampire

Vampires are immortal beings that have existed across the realms of Men for millennia. Though many lineages of this race now live across the Old World, their true origins lie within the once great civilization of Nehekhara far to the South of the Empire. The true masters of Undeath, they retain much of their original intelligence and capabilities despite their curse, and hence retain their ambition and desire. This makes them very dangerous indeed, for Vampires, due to their immortality, have an extensive period of time in which to hone their skills and refine their schemes to utter perfection.

Since the downfall of Nagash, the only remaining power-faction of Vampires still currently dwelling within the Old World is that of the Vampire Counts, which is supposedly led by Mannfred von Carstein, last of the Sylvannian royal blood-line. The Vampire, for all its power and cunning, is ultimately a base, selfish creature driven by the same motivations of the mortals they deem themselves superior to. For instance, the Brotherhood of Necrarchs strives to attain perfect knowledge of Necromancy and unsurpassed magical power, whereas the Lahmians possess luxury and decadence beyond any dream of avarice.

Vampires share no uniform physical appearance, aside from the fact that most of them have basically humanoid dimensions. Vampires from the Blood Dragon, Lahmian, and Von Carstein Bloodlines can pass as human and hide their ungodly natures behind charm and magical glamour—but for all their refinement, they are but rotting corpses held together by Dark Magic, and only those who feed well can maintain the illusion of beauty. The Strigoi and Necrarch Bloodlines do not even care to do that, and cast aside anything that disguises their true natures, appearing as monstrous, rotting cadavers that glory in their inhumanity.

Vampires cannot subsist on normal food and drink. In order to survive, the Vampires must feast upon the very lifeblood of mortal creatures, and it is only through this imbibing of fresh blood that they are able to preserve their power and their very un-life. For the youngest Vampires, this is a terrible affliction that consumes their every thought and drives their actions, smothering all sense of rationality and reasoning, causing them to become rash, animalistic creatures that are easily caught and destroyed by Witch Hunters and other dedicated foes of the Night. However, most older Vampires are far more subtle, and have learned to subsist on less and less fresh blood, until finally only needing to feed once every number of years. Regardless, none can totally outrun the primal instincts that now govern their evil existence. Due to their unholy nature, and the Empire's Witch Hunters, Vampires are fewer in numbers than they were during the time of Nagash or the first few Vampire Wars. Indeed, since the downfall of Vlad and Konrad von Carstein, the Vampire race as a whole is divided and often hides amongst the human population. Some Vampires, such as Countess Gabriella, are trying their best to prevent the start of another Vampire War, knowing full well that it would only lead to the unveiling and possible deaths of the last few Vampires in existence.

Though they share the curse of undeath, Vampires are unique creatures with myriad goals and ambitions that take them on strange adventures. Some dedicate their immortal existence to mastering warfare by challenging the greatest heroes, whilst others delve into arcane lore, create nations of Undead through political manipulations, or travel to exotic places to see the many strange and dangerous things across the world.

Vampire Skills, Talents & Attributes

Attributes	Vampires
Weapon Skill	2d10 + 50
Ballistic Skill	2d10 + 30
Strength	2d10 + 40
Toughness	2d10 + 30
Initiative	2d10 + 40
Agility	2d10 + 60
Dexterity	2d10 + 30
Intelligence	2d10 + 30
Willpower	2d10 + 50
Fellowship	2d10 + 30
Wounds	SB+(2 x TB) +WPB
Fate	0
Resilience	2
Extra Points	0
Movement	6

Vampire Species Skills & Talents

Skills: Charm, Climb, Cool, Intimidate, Language (Any), Language (Classical), Lore (History), Melee (Basic), Perception, (3 Bloodline Skills)

Talents: Night Vision, Read/Write *or* Relentless, Second Sight *or* Strong-Minded, (2 Bloodline Talents)

Traits: Bite (SB+3), Immunity (Disease), Undead, Vampiric

Vampire Bloodlines:

•**Blood Dragon:** Resolute *or* Warrior Born, One Random Talent

Skills: Athletics, Lore (Warfare), Melee (Two-handed)

•**Lahmian:** Attractive *or* Perfect Pitch, One Random Talent

Skills: Entertain (Sing), Gossip, Perform (Dance)

•**Strigoi:** Frenzy, Very Resilient *or* Very Strong

Skills: Language (Strigani), Melee (Brawling), Outdoor Survival

Traits: Armor 2 (Hide), Weapon SB+3 (Claws)

•**Von Carstein:** Petty Magic *or* Savvy, One Random Talent

Skills: Language (Magick), Leadership, Lore (Heraldry)

•**Necrarch:** Petty Magic, Suffused with Dhar

Skills: Channeling (Dhar), Intuition, Language (Magic)

Trait: Fear 1



Bloodlines & Rules

The Blood Dragons

The Blood Dragons, formally known as the Order of the Blood Dragon and the Ordo Draconis, were a fearsome order of Blood Knights known for their peerless martial prowess in battle. They were consummate warriors, whose skill at arms was unmatched in the Old World, living only for martial combat and brutal battle. Usually fighting from horseback, the Blood Dragons sometimes fought on foot, and were masters of all forms of combat and all weapons, though they eschewed cowardly ranged weapons and magic in favor of pure physical strength and martial skills, believing only in that which was physical; however, they were not above using magic, and would sometimes use their innate (though poorly developed) abilities in Necromancy to raise undead servants.

The Lahmians

The Lahmians may not have the brute strength of some of the other bloodlines, but they more than make up for this lack in cunning, deviousness, and their mastery of others. The Lahmians are secret string-pullers of the world, invisibly exerting untellable control over history. Their immortal plots are difficult for short-lived humans to see, and some that were set in motion in antiquity have yet to come to fruition.

The Necrarchs

The Necrarchs are the most learned of Vampires, more skilled at sorcery than with the blade. These skills have come at a price, however. The appearance of the Necrarchs has grown so hideous and unnatural that an ordinary man cannot bear to look upon them, and many run screaming at the sight. When their great library was burned to the ground by fearful mortals, many Necrarchs remained to burn with it, so strong was their devotion to knowledge.

Strigoi

The Strigoi are one of the five Vampire Bloodlines, being descended by the Vampire, Prince Ushoran of Lahmia. The Vampires of the other bloodlines play at being mortal and wear the robes of lords, knights, and princes, but underneath, the Vampire is purely a beast. There are those who lose themselves so much in their pretense that they forget this. The Strigoi have not forgotten and do not pretend. They embrace the beast within them, taking all the strength and fury the animal can give them. That strength is terrible to behold, and that fury knows no end. The bodies of Strigoi Vampires deform into a bestial state and their claws grow long and terribly sharp. Strigoi are so deformed they can no longer wear armor. However, their flesh typically hardens into a thick bony carapace.

The Von Carstein

The members of the Vampire Counts are usually also members of the Von Carstein Bloodline, or at the very least, members of other Vampiric Bloodlines that have pledged their services to the current reigning Vampire Count. Out of all the Vampires that have ever been known to man, the cursed bloodline of the von Carsteins is by-far the most legendary. Handsome, arrogant, charismatic, prideful and ambitious, the von Carsteins are the true aristocracy of the night. It is said that the history of the von Carstein family can be traced back to the time of Sigmar Heldenhammer and the founding of the Empire. Indeed, for in a way, there is some truth to this, for it was Vlad von Carstein himself that was present during that ancient time, giving Sigmar vital instructions on how to defeat Nagash before the gates of Altdorf itself.

The Blood Kiss

Not all Vampires begin their journey so powerful. The Vampire Skills, Talents & Attributes presented on Page 3 are representative of a Human Vampire that has been around for quite some time—possibly decades or even centuries. A recently turned Vampire wouldn't be quite as powerful. These "Young Bloods" as they are referred to are beings that have very recently received the Blood Kiss, the method used by Vampires to pass on their curse to another. This process is believed to involve the exchange of blood in some fashion. It was Queen Neferata's blood that gave rise to the first Vampires. The Blood Kiss is a highly secretive and personal affair, possibly unique to each Vampire, and the lords of undeath do not discuss it, not even with others of their kind.

The Blood Kiss is almost always done upon willing victims, but occasionally, it is done on the unwilling—often for revenge or out of a sick sense of humor. For unwilling targets, the Vampire must first reduce the victim to 0 Wounds using the *Vampiric Creature Trait*. Then, too weak to resist, the Vampire forces them to feed. They will gain the *Unconscious Condition* and appear dead if left at that point but will rise in 1d10 days, with 1 Wound and the *Hungry Trait*. If the Vampire is unwilling to use force, the *Dominate Blood Gift* is also sufficient. The *Hungry Trait* will be removed once all Wounds have been restored through feeding.

Vampires also sometimes rely on their personal charms to convince a person to willingly accept a bite or the Blood Kiss. This may be attempted with an **Opposed Charm/Cool Test**. The victim receives a +40 bonus to their Cool for this Test due to the unnatural nature of the request, but only if the victim is of higher Status than the Vampire or doesn't respect Status to begin with. If the Victim is of lower Status than the Vampire while still respecting Status, the bonus is reduced to +20 for their Cool Test instead. If the victim succeeds the Opposed Test by 6 SL or more, they immediately recognize the creature as a Vampire, or at the very least some kind of unholy monster. However, someone dying from a Critical Wound or suffering from past injuries is much more likely to accept the gift of immortality.

Victims who are not brought to near-death at 0 Wounds will not slip into a death-like state after the Blood Kiss. Instead, they simply suffer the effects of Stinking Drunk (*Core Book*, page 121) for 1d10 hours, full of hazy visions and strange sensations as their new strength asserts itself. It is during this time that their soul is attacked by the spirits caught between life and death. Those taken unwillingly gain the *Unconscious Condition* for this process, while the willingly bitten pass out from the effect once the 1d10 hours have passed.

The Character is entirely and irrevocably altered by the experience. The new Vampire does keep their memories and their personality, but both tend to fade and are forgotten over time. The truth is that much of the old personality is simply irrelevant in this new state, as the influx of power warps their perspective, elevating them to something beyond lesser mortals. Ideas about friendship, morality, and duty are fundamentally changed when one becomes predator living amongst prey. Some people are able to act kindly towards their prey, of course, but in the end, they are there to be hunted, killed, and eaten.

Halfling, Gnome and Dwarf Vampires are so rare that most believe they cannot become Vampires. If an Ogre has ever been transformed, there is no record of it. All Vampires, however, maintain a singular prejudice against non-Humans. It is perhaps

not impossible for a Dwarf, Gnome, Halfling or Ogre to be made a Vampire, but it is unheard of for one of the blooded to break their inveterate snobbery towards these races.

Feeding

Vampires need a regular supply of fresh blood to stay alive. However, only the youngest need to feed every day. It takes discipline and resolve to control the hunger for blood. The eldest and most powerful Vampires master their impulses. All Vampires must feed using the *Vampiric* Creature Trait, but the time depends on their experience. Vampires who have yet to enter a Vampire Career measure the time between feedings in a number of hours equal to their Toughness Bonus. Changing from a Vampire Career to a non-Vampire Career in your Career Path doesn't affect the time between feedings; meaning, if you leave a Vampire Career at level 1 for a non-Vampire Career, the time between feedings is still Toughness Bonus Days. Attacking with the *Bite* Creature Trait uses the **Melee (Brawling) Skill**.

Time Between Feedings

Non-Vampire Career: Toughness Bonus Hours

Vampire Career Level 1: Toughness Bonus Days

Vampire Career Level 2: Toughness Bonus Weeks

Vampire Career Level 3: Toughness Bonus Months

Vampire Career Level 4: Toughness Bonus Years

Once time has passed, the Vampire feels a strong need to drink and must attempt a **Challenging (+0) Willpower Test**. If successful, they may wait an additional hour, day, week, month or year based on their Vampire Career Level. After this time, if the Vampire has yet to feed, they must make an additional Willpower Test with each succeeding Willpower Test worsening by one step to a maximum of Impossible (-50). If the Vampire fails the Willpower Test, they're overcome by the need to drink, attacking the nearest living creature and gaining the *Frenzy* and *Hungry* Creature Traits until they feed. For each successful period of abstaining, the Vampire suffers a penalty of -10 Strength and Toughness. Second and subsequent periods reduce all other Characteristics by -10 and cause 1d10 Damage not modified by Armor Points, with a minimum of 1 Wound lost. As soon as the Vampire feeds, the penalties are removed along with the *Frenzy* and *Hungry* Creature Traits.

If the Vampire's Strength Characteristic drops to or below 0 due to abstinence (forced or voluntary), they become almost too weak to move, reducing their Movement to 1. At this point, Vampires typically rely on minions to provide them with sustenance; feeding instantly removes this penalty, too. Those that lack minions may recover through falling into a deep hibernation. In this hibernation, the Vampire does not lose Wounds through abstinence and regains 1 point to their Characteristics per year of uninterrupted sleep. A year is interrupted if the Vampire is awake for more than an hour or takes any Damage. The year must then begin again to regain Characteristics. The Vampire need not wait until they're fully recovered and may awaken from hibernation at any time. In fact, few Vampires use this option since there is usually an abundance of animals and people on which it might feed to slake its unholly thirst.

Those who have fallen under the sway of Vampires may offer their blood willingly, allowing the Vampire to feed with more control. In such a case, the Vampire regains 1d10 Wounds per 1 Wound inflicted on the willing target. However, the Vampire must attempt a **Difficult (-10) Cool Test**, or their natural blood-lust causes them

to lose themselves in the feasting, and instead inflict an additional Wound on the target for each SL below 0 and suffer a Corrupting Influence.

Healing, Injuries & Amputation

Vampires regularly use magic, such as Necromancy or the Lore of Death, to heal their Wounds—with the exception of the Lore of Life and the Lore of Light, which both cause great harm to the Undead. Unfortunately, mortal methods of healing Wounds do not apply to Vampires, such as Heal Tests and potions. However, Heal Tests can be used to remove Conditions, such as *Poisoned* and *Bleeding* Conditions. A flask of fresh blood can Heal 1 Wound.

Vampires that suffer injuries, such as *Broken Bones* and *Torn Muscles* (Core Book, page 179-180), can heal through medical treatment and time like lesser mortals; however, they have a faster way. Instead they may reduce the days to heal by 1 day per Wound they gain through the *Vampiric* Trait until fully recovered. They must have all their Wounds already recovered, if they suffered any Damage, before they can use this method. Broken Bones count as being set well if fully recovered through this process.

Amputated parts caused by Critical Wounds can be regained by harvesting fresh body parts from the species the Vampire was once affiliated with (mostly Humans). This process still requires Surgery to attach properly requiring an **Extended Challenging (+0) Heal Test**. Attaching new body parts in this manner requires 5 SL for smaller parts such as ears, eyes, fingers, teeth and toes, and 10 SL for larger parts such as arms, feet, hands and legs.

Young Blood Vampires

As an alternative to creating a Vampire PC, this method is far more involved than the previous on Page 3, since you must take a normal, living mortal and transform them into a foul creature of the night. The first step is to generate the mortal Character before they gained the Blood Kiss. Create the Character as you would any other PC, select or roll randomly your Species and Career, then apply Advances, and so on. Once you have the base Character created, apply the Vampire modifiers below to your starting Characteristics. These do not count towards your Advances.

Fate & Faith

Vampires are unholy creatures and may not gain Fate Points, and therefore, any remaining Fate Points for Young Bloods are lost. Similarly, the *Bless* and *Invoke* Talents will be lost if turned into a Vampire, losing all Blessings and Miracles in the process. However, Fortune Points still remain and are usable even by Vampires, and Vampires still benefit from Talents such as *Luck*.

Vampire Transformation Modifiers

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
+2	+15	+5	+10	+5	+10	+20	+5	+5	+15	+5

Traits: Bite (SB+3), Immunity (Disease), Undead, Vampiric

A Blood Dragon, Lahmian or Von Carstein Young Blood adds the *Night Vision* Talent to the Talent list of any career they are in. If the Character was given the Blood Kiss by a Necrarch or Strigoi, instead of adding +5 to the Fellowship Characteristic, reduce the Character's Fellowship by -10 instead. A Strigoi Young Blood adds the *Frenzy* and *Night Vision* Talents to the Talent list of any career they are in, and gain the *Armor 2 (Hide)* and *Weapon SB+3 (Claws)* Creature Traits. A Necrarch Young Blood adds the *Night Vision* and *Suffused with Dhar* Talents to the Talent list of any career they are in, and gain the *Fear 1* Creature Trait.

Corruption & Mutation

No-one is left unscathed by exposure to the Ruinous Powers, even the mighty Vampires. Despite being creatures of darkness, Vampires do not obey the Dark Gods. Vampires gain no benefit from watching their herd vanish under a sea of Chaos, and the unholy symbols of Dark Gods pain them as much as any such holy symbols. They have sided with humanity, often secretly, in the war against Chaos. Strange as it may seem from the point of view of Humans, who see only monsters on both sides, the forces of Chaos and Vampires are naturally opposed.

Vampires are subject to the same rules for Corruption and Mutation as other species (*WHFRP 4e Core Book*, pages 182-185). However, Vampires only roll on the **Mental Corruption Table**, or **Expanded Mental Mutation Table** found in the *Enemy in Shadows Companion*, if they have gained a Mutation.

Additionally, Vampires suffer unique corrupting influences when they gorge too often on blood. If a Vampire drinks blood more than twelve times in one day, they risk gaining a Corruption Point. For each drink beyond twelve, the Test to resist the Corrupting Influence becomes harder by one step up to a maximum of Very Hard (-30). Vampires gain a +20 bonus when Testing against a corrupting influence related to Dhar and Dark Magic. If a Vampire suffers more mental corruptions than their Willpower Bonus, it has been twisted and broken by Chaos. It loses all traces of its refinement, personality and intelligence, and becomes a mindless beast gaining the *Beastial* and *Skittish* Traits—eventually transforming into a Varghulf given enough time. At this point, it's time to create a new character.

Vampire Careers Tables

A Young Blood Vampire assumes the Career they had during their mortal life, rolling on the Class and Career Table depending on their species. If the Young Blood Vampire is a willing recipient of the Blood Kiss and wishes to follow in the footsteps of their dark master, that Character can then enter the Blood Knight (must be a Blood Dragon), Dread Pirate, Necromancer or Vampire Count Career for 0 XP at Career Level 1 after Character Creation. The Character must immediately choose to either enter one of these Careers for free or stay in their current Careers. If using the experienced Vampire presented on Page 3, roll on the Vampire Careers Table below (**Blood Dragons** who roll the **Knight Career** take the **Blood Knight Career** instead):

Blood Dragons, Lahmians and Von Carstein Bloodlines Table

Academics:

Apothecary	01
Engineer	02
Lawyer	03
Physician	04
Scholar	05
Wizard	06-10

Burghers:

Artisan	11-15
Investigator	16-17
Merchant	18-22
Rat Catcher	23-26
Townsmen	27-28
Watchman	29-30

Courtiers:

Advisor	31-32
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Artist	33
Duelist	34-35
Envoy	36
Noble	37-42
Servant	43-44
Spy	45
Vampire Count	46-55
Warden	56

Peasants:

Bailiff	57
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Rangers:

Bounty Hunter	58
Coachman	59
Entertainer	60-61
Road Warden	62
Scout	63

Riverfolk:

Dread Pirate	64-65
Riverwarden	66
Seaman	67
Smuggler	68
Stevedore	69-70
Wrecker	71

Rogues:

Bawd	72-73
Charlatan	74
Fence	75
Grave Robber	76-78
Necromancer	79-83
Outlaw	84-86
Racketeer	87
Thief	88-90

Warriors:

Guard	91-92
Knight	93-96
Pit Fighter	97
Protagonist	98
Soldier	99-100

Necrarch and Strigoi Bloodlines Table

Academics:

Apothecary	01-03
Scholar	04-05
Wizard	06-15

Burghers:

Rat Catcher	16-20
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Courtiers:

Noble	21-25
Vampire Count	26-35

Peasants:

Herbalist	36-37
Hunter	38-40
Scout	41-45

Rogues:

Grave Robber	46-50
Necromancer	51-70
Outlaw	71-75
Racketeer	76
Thief	77
Witch	78-83

Warriors:

Guard	84-87
Pit Fighter	88-92
Protagonist	93-95
Soldier	96-100

New Trait: Blood Gifts

The blood of Vampires contains more than just strength and hunger. The skills and powers of the First Children are passed down into each generation, giving great strength and ancient magical ability in all of their descendants. Blood Gifts encompass the various powers a mortal gains upon transforming into a Vampire. Vampires of particular bloodlines are more likely to gain some Blood Gifts over others, but the lines have been muddled since the time of the first seven Vampires, and thus, traits of different lines have a tendency to manifest in unexpected places. As a Vampire grows more powerful they acquire new Blood Gifts.

At the start of character creation, you may select one Blood Gift from your Bloodline, excluding *Pass for Human* if you play a Blood Dragon, Lahmian or Von Carstein Vampire as they automatically start with this Blood Gift. Once you enter a Vampire Career, you evolve, gaining one Blood Gift of your choice from your bloodline or the Blood Gift of another bloodline by rolling using the Blood Gifts Tables below. You gain an additional Blood Gift when gaining a new level in your Vampire Career, up to a maximum of five Blood Gifts in total.

Example:

Character Creation: One Blood Gift

Vampire Career Level 1: One Blood Gift

Vampire Career Level 2: One Blood Gift

Vampire Career Level 3: One Blood Gift

Vampire Career Level 4: One Blood Gift

Viable Vampire Careers: Blood Dragon, Dread Pirate, Necromancer and Vampire Count

Note: You cannot exceed the four Blood Gifts provided by your Vampire Career across all four Career Levels. Only the Vampire Career you initially chose grants you these Blood Gifts. Switching to another Vampire Career and advancing through it does not grant additional Blood Gifts.

Blood Dragons:

Blademaster	01-10
Furious Charge	11-20
Iron Sinews	21-30
Piercing Strike	31-40
Quickblood	41-50
Terrible Blows	51-60
Unhallowed Soul	61-70
Unholy Regeneration	71-80
Waterwalker	81-90
Wolf Form	91-100

Lahmians:

Aethyric Cipher	01-10
Corrupted Innocence	11-20
Defy the Dawn	21-30
Domination	31-40
Ethereal Mist	41-50
Familiar Form	51-60
Noble Blood	61-70
Quickblood	71-80
Transfixing Gaze	81-90
Unhallowed Soul	91-100

Necrarchs:

Blood-Sated	01-10
Dark Majesty	11-20
Deathsight	21-30
Defy the Dawn	31-40
Mastery Over Flesh	41-50
Nehekharan Scrolls	51-60
Noble Blood	61-70
Silvered Blood	71-80
Summon Ancients	81-90
Wellspring of Dhar	91-100

Strigoi:

Bat Form	01-10
Blood-Sated	11-20
Curse of the Revenant	21-30
Iron Sinews	31-40
Monstrous Mass	41-50
Summon Ghouls	51-60
Summon Vermin	61-70
Unhallowed Soul	71-80
Walking Death	81-90
Waterwalker	91-100

Von Carsteins:

Call Fourth Thunder	01-10
Dark Majesty	11-20
Defy the Dawn	21-30
Ethereal Mist	31-40
Persistent Image	41-50
Silvered Blood	51-60
Summon Wolves	61-70
Transfixing Gaze	71-80
Walking Death	81-90
Wolf Form	91-100

Lost & Independent Bloodlines:

Blood Burst	01-10
Carrier	11-20
Host	21-30
Malformed	31-40
Psychic Drain	41-50
Ravenous	51-60
Scent Blood	61-70
Stench	71-80
Swarm	81-90
Wings	91-100

Aethyric Cipher

Your natural mastery over the Winds of Magic allows you to cloak and dissipate the Aethyric distortions around you. Those with the *Magical Sense* Talent observing you must first succeed an **Opposed Willpower Test**. If successful, the Character may use *Magical Sense* as normal. Additionally, you are immune to Daemonsroot, Witchbane, and any other similar wards.

Bat Form

You may transform into a Vampire Bat. You must spend two Actions to shift from one form to another. Gain all the Traits of the Vampire Bat below or add its Optional Trait if you wish. Further, replace your **S**, **T**, **Agi**, and **Dex** with those of the bat, then recalculate your Wounds. 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. You may use this ability as often as you wish.

Vampire Bat Form

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
2	*	*	20	20	*	35	--	*	*	*	*

Traits: Bite +4, Dark Vision, Fly 100, Size (Small), Track, Undead, Vampiric

Optional Trait: Size (Average)

Blademaster

You are a master of every style and variation of hand-to-hand combat, enabling you to predict every action your opponent will take. As a Free Action, you may prevent one opponent from using Talents that grant them multiple attacks for 1 Round, such as *Dual Wielder*, *Frenzy* and *Furious Assault*. If the target is using *Frenzy*, you merely prevent them from gaining an additional attack while all other benefits remain the same. In addition, your target doesn't count towards any Difficulty Modifiers gained from outnumbering you. Deathblows are unaffected.

Blood Burst

Whilst you need blood to survive, your body does not process the fluid. Once you draw forth the nutrients from it, the excess fluid collects in pockets formed of your Undead flesh. Whenever you lose Wounds from an attack, one or more of these sacs burst, spraying gobs of old, boiling, tar-like blood at all adjacent creatures. You gain the *Corrosive Blood* Trait.

Blood-Sated

You may abstain from drinking blood for twice the standard period. If you continue to not feed, you need only make a Willpower Test to resist every second interval, doubling the amount of time between Willpower Tests.

Call Forth Thunder

Once per day, as an Action, you may call forth a huge and terrible storm, even from a completely blue and quiet sky. The storm appears immediately. Flying becomes nearly impossible and all Ballistic Skill Tests suffer a -20 penalty. Creatures with the *Flight* Trait still in the air must attempt an **Average (+20) Agility Test** to land safely or come crashing to the ground inflicting Falling Damage. The storm protects all Vampires within a mile of you from sun damage. If you are killed, or gain the *Unconscious* or *Stunned* Condition, the storm quiets immediately. Otherwise, it lasts for a number of hours equal to your Willpower Bonus.

Carrier

Your indiscretions about feeding have infected you with a horrid contagion. Whenever you use your *Vampiric* Creature Trait, your victim must succeed a **Challenging (+0) Endurance Test** or contract a Festering Wound. The effects are immediate and do not require an incubation period. At your GM's discretion, other diseases can be substituted.

Corrupted Innocence

You are either so exquisitely beautiful or so obviously vulnerable it is absolutely unconscionable to harm you, physically or socially. All opponents suffer -1 SL on all Tests made against you.

Curse of the Revenant

You have such a terrible burning desire to keep living that you can defy death. You gain the *Die Hard* Trait.

Dark Majesty

You are such a powerful figure that you can command mighty armies of the Undead. You may maintain control of up to 30+Willpower Bonus Undead indefinitely after they have been

summoned through Necromancy, using spells such as *Raise Dead* or *Reanimate*, ignoring the spell's duration.

Deathsight

You can see spirits and souls that are normally invisible, as per the Lore of Death spell of the same name. You have a limited form of the *Second Sight* Talent. You can sense *Shyish*, but not other Winds of Magic. Additionally, you can see departed spirits normally invisible to those without special senses.

Defy the Dawn

Your will is so strong, you can overcome even the terrible power of the sun. If you pass a **Challenging (+0) Endurance Test**, you can walk in the sun without suffering any Damage or penalties from the *Sunlight* Weakness. You must pass another test after each hour of exposure, with a cumulative -10 penalty per hour spent in the sun up to a maximum penalty of -30. If failed, you suffer the effects of *Sunlight* as normal. If you succeed a Test with 6 SL or more, you obtain complete immunity to Damage and penalties from the sun for the entire day.

This Blood Gift may be taken twice. If this power is chosen or rolled a second time, you gain complete immunity from the *Sunlight* Weakness and may walk in the sun without any consequence.

Domination

You can force weak-willed mortals to obey your every command. As an Action, you may take an **Opposed Charm/Willpower Test** with a target. If successful, you hypnotize the target into doing your bidding for 1d10 Rounds +1 Round per SL by which they lose. On its next turn, you may decide what actions the target takes, and it will do as you say without question. The affected target does whatever you say short of actively harming itself or others. *Dominate* only affects humanoid creatures; however, creatures with the *Daemonic* or *Undead* Creature Traits are unaffected by this Blood Gift. Examples of humanoid creatures include: Beastmen, Dwarfs, Elves, Goblins, Halflings, Humans, Ogres and Orcs.

Enhanced Senses

You can see in complete darkness, using a form of echolocation very similar to that used by ordinary bats. This ability grants you the *Dark Vision* Creature Trait but is not silent when used. A creature within 30 yards of you may attempt an **Average (+20) Perception Test** to hear your high-pitched squeaks.

Ethereal Mist

Once per day, as an Action, you can reduce your body (including all carried and worn items) to vapor. The mist is entirely magical, under your control, and does not behave according to nature. Whilst in this state, you gain the *Ethereal* and *Flight (Movement)* Creature Trait. To coalesce back into your true form requires you may make an **Average (+20) Willpower Test**. If the test fails, you must wait another 1d10 hours before trying again. Whilst in mist form, you do not truly exist in the world and cannot affect it in any way physically, including attacking or casting magic. Physical barriers are no impediment to you, and you may walk through non-magical obstacles at will. You will be almost invisible to anyone without the *Second Sight* Talent. Those with that Talent can see the mist and an unnatural glow around it.

Vampires often use this power to fake their deaths, allowing them time to regroup and return for their vengeance.

Familiar Form

As an Action, you may transform into any Size (Small) animal of your choice, such as a cat, dog, giant rat or giant spider. When used, select a new form from any of the Beasts of the Reikland section of the Bestiary, or any animals from additional Warhammer Fantasy 4E content so long as you have seen that creature. Gain all the standard Traits of the creature, except the Bestial Trait. Replace your **S**, **T**, **Agi**, and **Dex** with those of the creature, then recalculate your Wounds. All weapons, armor, 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 requires another Action. You may use this ability as often as you wish.

Furious Charge

Whilst charging, you attack swiftly at the precise moment to produce the most devastating effect, driving your weapon through your target's defenses. If you succeed on a melee attack that's made as part of a Charge, your Damage ignores your opponent's AP.

Host

Your body is host to a colony of vile insects and worms. They crawl through the rotten flesh of your body, feasting on the blood you ingest and the slippery flesh of your innards. Whenever you are reduced to half or less of your Wounds during combat, your body hemorrhages a stream of biting beetles, scurrying roaches, and undulating worms. You gain the *Infestation* Creature Trait once this occurs.

Witnessing this unexpected development is enough to drive right-thinking people mad. The first time your opponents witness such a terrifying display, they must succeed on a **Hard (-20) Cool Test** or be subject to *Fear*. If they fail with -3 SL or more, they gain +1 *Broken* Condition.

Iron Sinews

You grow to huge proportions, gaining an ungodly strength. Add +1 to Strength Bonus for the purposes of calculating Damage on all melee attacks and +2 SL on all Strength Tests for lifting and Opposed Strength Tests. Vampires using their Claws, such as Strigoi, gain the *Hack* Weapon Quality with this Blood Gift.

Malformed

Your body is twisted and grotesque, an abomination to behold. Worse, the ill-advised structure of your transformed body allows unsightly bulges to form, pressing out against the flesh until the skin thins so that it pops with a sickening wet splatter. Just as soon as the bubo explodes, the flesh knits back together again as another bulge begins to form elsewhere. You gain the *Distracting* and *Fear* (2) Creature Traits. However, you may never appear normal again, even with the *Pass for Human* Blood Gift, and you suffer a permanent penalty of -20 to your Fellowship Characteristic.

Mastery Over Flesh

You are naturally gifted at manipulating and controlling the flesh of the dead. When calculating Success Levels for *Reanimate*, *Raise Dead*, *Summon Wight*, *Vanhel's Call*, or *Vanhel's Invitation to the Dance Macabre* (*Deadly Dispatch*, page 11) you may reverse the dice used for the Casting Test if this result would be better. However, if you reverse the dice in this manner you may not use Overcasting.

Monstrous Mass

Over the ages, you have grown to huge proportions, flesh and sinew building over and over itself. As a result, blows that would fell a normal creature are often nothing but a scratch to you. When an opponent inflicts a Critical Wound on you, they roll twice and take the lower result. Additionally, you gain +1 AP on all locations as your hide thickens.

Natural Necromancer

You can control the Undead just as the greatest necromancers do. You do not suffer a Corrupting Influence or Miscast if you roll an 8 on a successful Channel or Casting Test with Dhar. (*Enemy in Shadows Companion*, page 84).

Nehekhara Scrolls

You have preserved some of the ancient lore of the Land of the Dead. You may skip the prerequisites and select one additional Lore of Magic from Death, Light or Shadows, as if you purchased the *Arcane Magic* Talent. You also add its associated *Channeling* (Colour) Skill to any Career you enter.

Noble Blood

You can trace your legacy directly back to the warrior-priests and nobility of Nehekhara. Your Social Status among other Vampires increases exponentially, granting you an advantage over those of lesser Status in Vampire society. Add the *Language* (*Nehakaran*) and *Lore* (*Nehakara*) Skills to any Career you enter. You do not suffer any penalties when dealing with Vampires of a higher Status than you. Additionally, Vampires of a higher Status gain no bonuses against you, unless they also have the *Noble Blood* Blood Gift.

Pass for Human

You can retract your claws and fangs and soften your features, enabling you to appear Human. In this form, you lose the *Fear* or *Terror* Trait if you have it. Switching back and forth between appearing Human and Vampiric is a Free Action. If you are of a different species, the same effect still applies but to your own species.

Persistent Image

The light of the sun has not rejected you. Your image is reflected in mirrors and any other reflective surface. You also cast a normal shadow from the sun or any other light source, negating the *No Reflection* Weakness.

Piercing Strike

Whenever you attack with a weapon, you put the full force of your might behind the swing, delivering gruesome injuries. Whenever you inflict a Critical Wound with a melee attack, roll twice and choose the best result.

Psychic Drain

It is not enough to sip the blood of your victims; your Undead form requires far more energy to sustain itself. You become an emotional sink, draining the will and emotion from living creatures around you. All living creatures within Willpower Bonus Yards of you must succeed an **Average (+20) Willpower Test** at the end of each Round or suffer a cumulative penalty of -10 to all Tests up to a maximum of -30. These penalties fade at a rate of 10 each hour the Character is removed from you.

Quickblood

You are so fast you can dodge a shot fired from a pistol or an arrow from a longbow. Ranged attacks in your Line of Sight can be opposed with the Dodge Skill from any range, not just at Point Blank range. Additionally, you gain +1 SL on all Dodge Tests.

Ravenous

The scent of blood is enough to drive you into an unstoppable rage. The *Frenzy* Talent is added to the Talent list of any career you are in. If you are within 16 yards of a creature with the *Bleeding* Condition, you may enter Frenzy immediately without testing. You may not Frenzy in this manner if you or an ally are the one with the *Bleeding* Condition.

Scent Blood

You have the uncanny ability to smell the blood of living creatures within 10+Initiative Bonus yards. Stealth Tests made to hide from you automatically fail while the creature is within range of *Scent Blood*, as you smell their blood and are fully aware of their presence, even if you cannot see them. Spells that obscure a mortal's presence from sight, such as *Illusion* or *Shroud of Invisibility*, also fail to hide the creature from your senses. With a successful **Perception Test**, you can pinpoint the exact location of any living creature within range of this Blood Gift.

Silvered Blood

Through some twist of magic, the argent metal already courses in your veins. Rather than weakening your flesh, the presence of silver in your body makes you immune to its dreadful effects. Silvered weapons, missiles and other trappings behave as normal when used on you, negating the *Silver* Weakness.

Stench

You exude the particularly loathsome stench of a charnel house. You gain the *Distracting* Creature Trait.

Summon Ancients

You can sense the remains of long-dead warriors and call them to fight on your behalf. When casting *Raise Dead*, you now summon Skeletons with the *Elite* Creature Trait. If you Overcast *Raise Dead* with +4 SL or more, you may add the *Champion* Creature Trait to the Skeletons summoned.

Summon Ghouls

Once per day you may summon Ghouls to attack your enemies. As an Action, you may roll an **Average (+20) Leadership Test**. If successful, you summon +1 Ghoul per SL. The GM rolls 1d10 to determine the time it takes for the Ghouls to arrive in Rounds. While subject to your rule they will follow your instructions, understanding and performing simple commands. The Ghouls wander off after a number of hours equal to your Fellowship Bonus (minimum of 1 hour) unless an additional Leadership Test is made for them to stay. This power assumes there are Ghouls nearby. If it is impossible for Ghouls to be anywhere in the vicinity, then you may not use this Blood Gift.

Summon Vermin

Once per day you may call forth a tide of bats, rats, snakes or spiders to attack your enemies. As an Action, you may roll an **Challenging (+0) Charm Animal Test**. If successful, you summon a swarm of creatures that appear next to you and move as you direct, attacking any creature (except you) they encounter. You do not need to spend your Action directing the swarm—it responds to any command readily. However, after Willpower Bonus rounds have elapsed, you lose control of the swarm.

Thereafter, it moves about at random, attacking any creature it encounters. Regaining control of the swarm requires an additional Willpower Test.

Refer to the *WFRP 4e Core Book* Bestiary or other released material for statistics and creatures with the *Swarm* Creature Trait. These creatures are real, not summoned from the Aethyr, and must be found naturally in the environment where this power is used. The creatures disperse after a number of hours equal to your Fellowship Bonus (minimum of 1 hour) or until destroyed.

Summon Wolves

Once per day you may summon Wolves or Dire Wolves to do your bidding. As an Action, you may roll an **Average (+20) Charm Animal Test**. If successful, you summon +1 Wolf per SL or +1 Dire Wolf per 3 SL. The GM rolls 1d10 to determine the time it takes for the wolves to arrive in Rounds. While subject to your mastery they will follow your instructions, understanding and performing simple commands. Refer to the *WFRP 4e Core Book* Bestiary for statistics. The wolves wander off after a number of hours equal to your Willpower Bonus (minimum of 1 hour) unless an additional Charm Animal Test is made for them to stay. This power assumes there are wolves nearby. If it is impossible for wolves to be anywhere in the vicinity, then you may not use this Blood Gift.

Swarm Form

As an Action, you may assume the form of a swarm of tiny vermin, such as beetles, flies, ravens or cockroaches. Whilst in this form, you can be harmed by any area of effect attack, but are immune to regular attacks—a sword blow or stomped boot will kill a tiny creature or two, which is definitely uncomfortable, even painful, but not lethal as you are Undead after all. Additionally, you may not attack while in this form.

Your swarm form can move through any space that one of your constituent creatures could fit through. If taking the form of a flock of flying creatures, like bats or birds, you gain the *Flight (100)* Creature Trait. You may remain in this form for a number of minutes equal to your Willpower Bonus. Once you revert to your normal form, you may not use this Blood Gift until the next sunset.

Terrible Blows

Your great strength and incredible speed allows you to rain blows of terrifying force on your enemies. When you Charge, you gain +1 Damage to all Melee attacks. Additionally, you may take a Free Action Melee Test on a Round you Charge.

Transfixing Gaze

You can immobilize your opponents with nothing more than a gaze. You gain the *Petrifying Gaze* Creature Trait. However, instead of permanently turning your victims to stone, you paralyze them indefinitely until you decide to free them from your grasps as an Action. They retain no memory of what has happened during their time being paralyzed.

Unhallowed Soul

You are truly cognizant of your freedom from the spiritual realm, and thus, you fear no God or Daemon. You are immune to the repulsing powers of places or objects of faith, including those of different faiths, such as the Chaos, Skaven and Greenskin Gods. This Blood Gift negates the *Religious Symbols* Weakness.

Unholy Regeneration

Your wounds heal at a startling rate. You gain the *Regenerate* Creature Trait. If Damaged by one of your Weaknesses, your *Regenerate* Trait is suspended for the Round, such as *Gromril*, *Ithilmar*, *Silver* or *Sunlight*. Additionally, Wounds lost due to abstaining from drinking blood are also not recovered by this Trait.

Walking Death

Your presence is so terrifying that your opponents flee before you. You bear your fangs and show the true horror of facing a vampire. You gain the *Terror (1)* Creature Trait. However, if you have the *Pass for Human Blood* Gift you must appear Vampiric and not like your native species in order to gain the effect of this Blood Gift.

Waterwalker

Your will is so strong you may overrule the curse in your blood. If you make a successful **Challenging (+0) Willpower Test**, you may cross running water without taking any Damage or penalty. You must re-roll for each new body of water or for every hundred yards of travel. If you succeed a Test with 6 SL or more, you obtain complete immunity to Damage and penalties from running water for the entire day.

This Blood Gift may be taken twice. If this power is chosen or rolled a second time, you gain complete immunity from the *Running Water* Weakness and may cross any body of water of any size without any negative effects.

Wellspring of Dhar

Your soul is so corrupted with dark magic that it has become a natural pool of Dhar. You count as a Source of Dhar (*Enemy in Shadows Companion*, page 78) affecting all spellcasters within 24 yards of you and providing a bonus of +1 SL to all *Channelling (Dhar)* Tests in the vicinity—including yourself. Further, you count as a Corrupting Influence (*Core Book*, page 236).

Spellcasters may be affected by multiple instances of this Blood Gift at a time. If three Vampires with *Wellspring of Dhar* are within range of each other, each grants a bonus +1 SL to *Channelling (Dhar)* Tests totaling a bonus of +3 SL. This is one reason Necrarch Vampires take apprentices. You may suppress or reactivate this ability as a Free Action.

Wings

A pair of leathery wings tears free from your back. Riddled with crimson veins, they are impossible to conceal. You gain the *Flight (60)* Creature Trait.

Wolf Form

You may transform into a Doom Wolf, the pack leader of Dire Wolves. You must spend two Actions to shift from one form to another. Gain all the Traits of a Dire Wolf adding the *Big* Creature Trait and one additional Optional Trait of your choice. Further, replace your **S**, **T**, **Agi**, and **Dex** with those of the Dire Wolf, then recalculate your Wounds. 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. You may use this ability as often as you wish.

New Trait: Weaknesses

All Vampire's suffer from the Blood Curse placed upon them by Nagash. The most common involve the inability to cross running water, the inability to cast a reflection or shadow, vulnerability to sunlight, weakness to certain herbs and a weakness towards silver. However, as the bloodlines have crossed and become muddled, not all Vampires share the exact same Weaknesses and may have others instead. Roll five Weaknesses from the table below and apply them to the Vampire; if the same Weakness is rolled, roll again until the Vampire gains a Weakness they don't already have:

Weaknesses Table

Barriers	01-05
Counting	06-10
Daemonsroot & Witchbane	11-20
Fire	21-25
Garlic	26-30
Gromril	31-35
Ithilmar	36-40
No Reflection	41-50
Religious Symbol	51-55
Running Water	56-65
Sawdust	66-70
Silver	71-75
Stakes	76-80
Sunlight	81-90
Tears	91-95
Warystone	96-100

Barriers

This Vampire cannot enter any other structure not owned by them unless they're first invited. Once the Vampire is invited, they may enter and exit freely. If a Vampire enters a structure without an invitation, they are violently thrown out 1d10 yards away from the Structure.

Counting

These Vampires have a curious obsession with counting. Whenever confronted with a number of small objects, such as poppy seeds, coins, or pieces of string, the Vampire must succeed on a **Difficult (-10) Cool Test** or count the objects—an act that usually takes 1d10 minutes unless stated otherwise. If the Vampire succeeds on the test, they take a -10 penalty to all Tests whilst the uncounted objects remain in view. **Note:** Objects such as dirt, grass, sand and similar found on terrain while traveling or indoors do not apply to this Weakness.

Daemonsroot & Witchbane

Some Vampires are repelled by Daemonsroot and Witchbane. A Vampire with this Weakness must succeed on a **Very Hard (-30) Cool Test** to come within 2 yards of either of these herbs. If someone approaches a Vampire with Daemonsroot or Witchbane and the Vampire fails their Test, the Vampire is forced to back away on their turn for 2 yards plus 1 yard for each SL by which the Vampire failed.

Fire

A few Vampires are vulnerable to purifying flame. When these Vampires suffer Wounds caused by fire (magical or otherwise), including *Ablaze* Conditions, their Toughness Bonus is ignored.

Garlic

Many Vampires have an unusual weakness for rare roots and plants, as can be seen with Daemonsroot and Witchbane. A few are saddled with vulnerabilities to more common plants such as garlic. Such Vampires suffer a penalty of -20 to all tests whilst within 6 yards of this substance. If ingested, garlic inflicts 3 *Poisoned* Conditions on the Vampire. Resisted with a **Difficult (-10) Endurance Test**.

Gromril

The touch of Dwarfen Gromril is anathema to some Vampires. Whenever the Vampire is injured by a Gromril weapon, their Toughness Bonus is ignored.

Ithilmar

The silvery steel of the Elves is said to hold uncanny magical power. Whilst much of this material is used for armor and decorative items, the Elves are famed for their potent weapons wrought from this ore. Should the Vampire lose at least 1 Wound from an attack made with a weapon forged from Ithilmar, the Vampire catches fire, gaining +1 *Ablaze* Condition.

No Reflection

Many Vampires are cursed to never behold their visage in the surface of a mirror or in a shadow cast by the moonlight. Mirrors or other reflective surfaces do not show the appearance of the Vampire.

Religious Symbols

The power of belief is quite strong in the Old World, and mortals who present icons and symbols of their Gods can sometimes repel Vampires. A Vampire with this Weakness must succeed on a **Challenging (+0) Cool Test** to move closer to a creature presenting a religious symbol. This test is modified depending on the strength of the faith of the icon's wielder, such as a Human priest, Greenskin shaman, Ogre butcher or chaos cult magus, increasing the difficulty to a **Hard (-20) Cool Test**. Entering a temple or grasping a religious symbol requires a **Very Hard (-30) Cool Test**. Grasping a religious symbol inflicts 1d10 Wounds modified by Toughness Bonus to a minimum of 1 Wound per Round it is held and leaves a burn mark in the shape of the symbol.

Running Water

Some Vampires are unable to cross running water, receiving grievous Damage if they attempt it. For the purpose of this curse, the water must be at least 1 yard across, 1 foot deep, and have a current. Attempting to cross such a body inflicts 1d10 Wounds of Damage per round spent in or on the water, ignoring armor and Toughness Bonus. Each Round you spend in running water, you suffer an additional 1d10 Wounds, ignoring armor and Toughness Bonus. If the Vampire is reduced to 0 Wounds in this manner, the Vampire gains the *Unconscious* Condition. While Unconscious, if the Vampire is not removed from the water within a number of Rounds equal to their Toughness Bonus, they die horribly. Flying (at least 10 yards from the water's surface), riding a mount, using a vehicle or vessel, or using a bridge to cross negates these penalties. Simply splashing a Vampire with water is not enough, nor is rain, or dumping a bucket of water on a Vampire's head.

Sawdust

A few Vampires can be repelled by the accoutrements of those who handle corpses, such as sawdust or embalming fluid. A Vampire with this Weakness must attempt a **Difficult (-10) Cool Test** when they come in contact with these substances or gain +1 *Broken* Condition.

Silver

The mere touch of silver burns the flesh of Vampires with this Weakness. If the Vampire is struck by a silvered weapon or missile, they take an additional +1 Damage from the attack. Additionally, the Vampire suffers 1 Wound anytime they touch silver unprotected, including Silver Shillings, and suffer 1 Wound at the end of each turn they continue to hold or wear a silver item.

Stakes

Plunging a stake through the heart of any creature is traumatic enough, but when used against Vampires with this Weakness, any attack with a stake is enough to drive these creatures away. The stake must be fashioned from a special wood, such as ash, hawthorn, or rosewood. If the Vampire is struck on the Body Hit Location by such a stake, the Vampire's Movement is reduced to 0 and it gains +1 *Stunned* Condition that cannot be removed until the stake is pulled out. This requires a **Very Hard (-30) Endurance Test** from the Vampire at the end of the Round or an **Average (+20) Strength Test** from another as an Action. You remove one stake per SL.

Sunlight

A Vampire with this Weakness in direct sunlight suffers a penalty of -20 to all Characteristics and loses 1 Wound per minute of exposure, ignoring Toughness Bonus and AP. If a Vampire is reduced to 0 Wounds in this way, they die immediately as their skin and organs sizzle into dust leaving nothing but bones behind. This penalty does not occur if the day is sufficiently cloudy, covering at least 80% of the sunlight. Every 10 minutes a Vampire remains in direct sunlight, they must succeed on a **Challenging (+0) Toughness Test** or burst into flames taking +1 *Ablaze* Condition that cannot be removed while in sunlight.

Tears

A rare few Vampires cannot suffer the tears of a virtuous mortal, and therefore, they never feed on innocents, preferring instead to feed on the corrupt, the vicious, or criminal. A Vampire with this Weakness often poses a number of questions to their victims to assess the quality of their morals before attacking. The Vampire may still receive controlled feeding from a willing Character; however, the willing Character cannot be manipulated, dominated or lied to by the Vampire into offering their blood.

Warpstone

Warpstone is particularly loathsome to these Vampires. They cannot tolerate its presence, and if they come into contact with the substance, they experience dreadful changes. A Vampire that comes within 6 yards of Warpstone must make a **Challenging (+0) Endurance Test** after each minute of contact or suffer +2 *Poisoned* Conditions that cannot be removed until the Warpstone is removed from the Vampire's presence. Further, all tests to resist Corrupting Influences brought on by Warpstone suffer a penalty of -20.

New Talent

Suffused with Dhar

Max: 1

You are suffused with Dark Magic, which those with Second Sight perceive as a greenish-purple aura wreathed about your body. You can use your Channelling (Dhar) Skill in place of the Intimidate Skill for all relevant Tests. Further, any successful attempts to cast spells using Dhar within 8 yards of you gain +1 SL. This bonus may only be claimed once, no matter how many Characters are Suffused with Dhar in a spellcaster's vicinity.

Blood Knight

Vampire Blood Dragon

“Blood Knights are among the most fearsome cavalry in all of the Old World, first created by the mightiest Vampire, Abhorash. Their training and discipline in life is enhanced by the unnatural speed and strength of the vampiric curse. Blood Knights are nigh indestructible, riding with fangs bared through storms of arrow and shot. Such is their honor that they can refuse no martial challenge and will fight at the forefront of an Undead army without question. It is said that even the fabled Grail Knights of Bretonnia cannot match the Blood Knights lance for lance upon the field. Nevertheless, such beings are a deadly anathema to the creatures of the night, and simply being near them can induce great pain and weakness.

A Blood Knight's armor is encrusted with images of death and slaughter. Their blades are fell weapons inscribed with dark runes, chased with precious metals and fashioned in the likenesses of evil beasts. The knights do not ride mortal steeds, but charge across the field upon evil Nightmares that are clad in thick barding painted with disturbing icons of necromantic power.

To Blood Knights, every Human in the world can be broken down into two categories: a worthy opponent or a training dummy. The only time a Knight might show mercy is if he encountered an opponent who has great potential to one day be a worthy opponent; it may be better to let such a mortal become something interesting rather than snuff him out with the rest of the vermin. Despite their aloof nature and singular obsession, they sometimes attract followers. If a Blood Knight finds fame with his particular approach to the quest or a devastating new combat style, others may flock to imitate and learn. So it is that new orders spring up or take root in already existing orders or organizations. The infamous Red Duke of Aquitaine was such a creature, beginning as a lone knight but ending up with an entire army at his command, both mortal and immortal, as word of his martial skill spread across Bretonnia.

And there are many more such groups, small and large. The rest are lone hunters, renegades and vagabond knights who roam the Old World alone and unaided. Sometimes they are found guarding remote bridges or fords, testing all who would cross in mortal combat. Others live an austere existence in high mountain fortresses or secret caves, perhaps training those who have the tenacity to seek them out or perhaps just killing them for food. Alternately, they may hide amongst Humans, mixing with the noble classes or slipping amongst the ranks of knightly or monastic orders. A Blood Knight will be anyone as long as it allows him to practice his swordplay and feed when needed.”
—Warhammer Wiki

“In Bretonnia, there is a breed of Vampire that shares many of the characteristics of the aristocratic breed, though by no means are they contained by the borders of that foolish land. They are warriors, dedicated to perfecting their craft and exulting in the power Vampirism affords. Single-minded in their intensity, they are bold, arrogant, and thoroughly vicious.”
—Maximillian Sommers, Knight of the Empire

“Let your blade be your only truth, let death be your only answer, and let your quest be for naught but to become more than what you are.”
—The Blood Dragon Oath

Blood Knight Advance Scheme

Starting Characteristics: Strength, Initiative and Agility

Career Rank 2 Characteristic: Weapon Skill

Career Rank 3 Characteristic: Willpower

Career Rank 4 Characteristic: Fellowship

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel

✦ Blood Squire—Silver 3

Skills: Athletics, Animal Care, Charm Animal, Heal, Lore (Heraldry), *Melee (Cavalry)*, Ride (Horse), Trade (Farrier)

Talents: Etiquette (Knights), Roughrider, Sturdy, Warrior Born

Trappings: Leather Jack, Mail Shirt, Riding Horse with Saddle and Tack, Shield, Trade Tools (Farrier)

✦ Blood Knight—Silver 5

Skills: Cool, Dodge, Endurance, Intimidate, Language (Battle), *Melee (Any)*

Talents: Menacing, Seasoned Traveller, Shieldsman, Strike Mighty Blow

Trappings: Blood-Forged Plate Armor and Helm, Lance, *Melee Weapon (Any)*, Nightmare with Saddle and Tack

⚔ Kastellan—Gold 2

Skills: Charm, Consume Alcohol, Leadership, Lore (Warfare)

Talents: Fearless (The Living), Reaction Strike, Stout-hearted, War Leader

Trappings: Barding, Magic *Melee Weapon (Any)*, Small Unit of Blood Knights

♥ Blood Knight of the Inner Circle—Gold 4

Skills: Lore (Bretonnia or Empire), Secret Signs (Knightly Order)

Talents: Combat Master, Disarm, Iron Will, Strike to Injure

Trappings: Blood Squire, Unit of Blood Knights



Dread Pirate

Vampire

“The Vampire Pirates of the Vampire Coast are one of the biggest persistent threats faced by the Lizardmen Empire of Lustria to this day. Vampire Lord Luthor Harkon has plagued the eastern regions of the continent for centuries, and his sacking of the temple-city of Axotl has made the eradication of his realm of utmost importance to the Slann Mage-Priests. With the coming of the new races to Lustria, Harkon has hatched a scheme, no matter the consequences of invasion. He has dispatched emissaries to the more black-hearted invaders, messengers bearing gifts—gilded, ebony skulls containing the power to call forth Harkon’s servants. With these allies the invaders further Harkon’s power with every battle.

The pirates of the Vampire Coast carry a large assortment of black powder weapons, ranging from pistols to Great Cannon—not a normal sight in the retinues of more traditionally minded (and less clinically insane) Vampire Counts.

Vampire Fleet Captains, or simply Vampire Captains, are not only formidable fighters armed with the finest equipment aboard their vessels but are also powerful Vampires who use dark forms of magic to hurt their enemies or regenerate their Undead minions. Like their Vampire Admiral counterparts, some trace their origins back to Sylvania or were once seafaring swashbucklers who now fight in service of the Undead. Although typically associated with a Vampire Admiral, Fleet Captains are subordinate to no-one and are driven by the same base instincts as all other Vampires.

Their immortality means they have had extensive time to hone their skills, making them feared combatants. In the swirling melee of battle, they are first into the fray, often seeking out opponents to duel in single combat. As mayhem rages all around, the clank of their cursed cutlasses chimes out as they surge forward—after all, to a bloodthirsty Vampire, there is no surer way to cripple the morale of an opposing crew than to leave their master dead and bleeding.

Vampire Fleet Admirals, or simply Vampire Admirals, are the deadly leaders of Zombie Pirate fleets. The Vampires that lead the ranks of Undead mariners typically have centuries of experience. As long-living Admirals, they can become a warship’s heart and soul—being Undead, however, those are two things they themselves lack.

With the help of their Necromancy they are capable of impressive and sinister feats, driving their reanimated hordes forth in any confrontation, whether on land or at sea. The hiss of their orders can spur a crew to scramble and shamble to enact their master’s will and change the course of the warship – and perhaps, if the fates will it, the course of history. The first few Vampire Admirals were likely Sylvanian outcasts banished for one reason or another, or simply left Sylvania by their own accord after growing tired of the von Carsteins, enticed to take to the seas by the notorious successes of great Vampire Admirals such as Count Noctilus and Luthor Harkon.”—Warhammer Wiki

“With this power syphoned from the ocean’s Winds, I will drown the mortal world in a tide of death. The Great Ocean is my domain, my watery empire of the dead. Mannfred can keep his pitiful domain. I have far greater ambitions.”

—Count Noctilus, Vampire Admiral of the Dreadfleet

Dread Pirate Advance Scheme

Starting Characteristics: Weapon Skill, Strength and Dexterity

Career Rank 2 Characteristic: Ballistic Skill

Career Rank 3 Characteristic: Intelligence

Career Rank 4 Characteristic: Willpower

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✦	✦	✦				✦	☠	☠	

✦ Scallywag—Silver 1

Skills: Consume Alcohol, Gamble, Gossip, Intimidate, Melee (Brawling), Row, *Sail (Brigantine)*, Swim

Talents: Break and Enter, Criminal, Strider (Coastal), Strong Swimmer

Trappings: Bucket, Brush, Cutlass (Hand Weapon), Mop

✦ Dread Pirate—Silver 3

Skills: Endurance, Entertain (Singing), Melee (Basic), Pick Lock, Play (Accordion or Harmonica), Ranged (Blackpowder)

Talents: Dual Wielder, Gunner, Orientation, Sea Legs

Trappings: Eyepatch, Leather Jerkin, Pair of Pistols, Tricorn Hat

☠ Vampire Captain—Gold 2

Skills: Channelling (Dhar), Language (Magick), Leadership, Melee (Fencing)

Talents: Arcane Magic (Necromancy), Instinctive Diction, Old Salt, Pilot

Trappings: Doubloons (Worth 100 GC), Sailing Ship and Zombie Crew, Sextant, Shipping Charts, Small Fleet of Ships with Zombie Crews, Spyglass, Treasure Map

♥ Vampire Admiral—Gold 3

Skills: Navigation, *Sail (Man O War)*

Talents: Frightening, Iron Will, Luck, Wealthy

Trappings: First Mate, Flag Ship (Man O War), Large Fleet of Ships and Zombie Crew, Pirate Lair, Plundered Loot (10d100 GC)



Drudge

Human

Drudges are mortal “slaves” and agents of Vampires, mostly Humans. They are uniquely chosen from the Bondservants of a Vampire Count, often for their competence over their coworkers and better willingness to serve their masters. When a Vampire discovers an interesting mortal worthy of being taken under their wing as a trustworthy servant for their schemes, it is usually to test them and see if they’re worth grooming into accepting the Blood Kiss.

The general purpose of a Drudge is to watch over their Vampire masters as they sleep, recommend possible food sources, run errands and serve as information gatherers in the local area—often by working a local job while tending their master’s needs at night. Additionally, they serve as a food source for their masters when required, allowing the Vampire to drink from their wrists in case a more suitable food source cannot be found. A Drudge’s purpose isn’t as a bodyguard to protect a Vampire in a fight, a Vampire can do that themselves, but to keep them informed and warned in case of any possible dangers. In fact, Drudge’s should avoid conflict involving their masters or risk losing their cover, only involving themselves to give the Vampire a proper warning. A Vampire watches their Drudge’s actions closely, taking mental notes to see if they’re worthy of becoming Familiars in their name. Drudges often have no intention to resist their masters due to their fierce loyalty, only disobeying orders in the most extreme circumstances. Most Vampires never tolerate such insolence and such Drudge’s are quickly replaced. There isn’t an abundance of Drudges because most mortals don’t survive a feeding Vampire’s bite for long if they can’t find them an alternative source of fresh blood. If they do survive and prove themselves to their master through their service, they are made into Familiars.

Familiars are mortals who willingly serve Vampires in exchange for wealth, protection, and the possibility of one day being rewarded for their services with the Blood Kiss. They are far better treated and held in higher regard by their masters than Drudges and often lead and organize with the other servants in secrecy. Familiars usually have tattoos of vampire heraldry located somewhere on their body (e.g. the back, neck, or base of the wrist), which is much like a cattle-brand. This glyph warns other Vampires that if they attempt to feed or harm this mortal, they will have to answer to the mortal’s Vampire master. Familiars can function in daylight and may occupy crucial positions in society which aid the Vampires’ infiltration across the Old World. Witch Hunters have discovered through their investigations that watchmen, soldiers, lawyers, scholars, lesser nobles and many other positions in the military, academia and ruling elite have been compromised and known to secretly collude with Vampires. The greatest and most successful Familiars go on to become Dark Vassals. These mortals have served a Vampire’s schemes so successfully and for so long they have earned the honor of being given the Blood Kiss by their immortal master once the time is right.

“Those von Carsteins are very handsome! I don’t think I’d mind being bitten by one of them. Did you see the one with the black hair and the scowl?”

—Elke Rabe, a camp follower attached to a baggage trade of Imperial Stirlander Guards

Drudge Advance Scheme

Starting Characteristics: Toughness, Intelligence and Fellowship

Career Rank 2 Characteristic: Agility

Career Rank 3 Characteristic: Initiative

Career Rank 4 Characteristic: Dexterity

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
			✠	☠	✠	☠	✠		✠

✠ Bondservant—Brass 1 (Courtier)

Skills: Climb, Drive, *Endurance*, Gossip, Intuition, Lore (Vampires), Perception, Stealth (Any)

Talents: Beneath Notice, Strong Back, Strong-minded, Sturdy

Trappings: Cloak, Leather Gloves

✠ Drudge—Silver 1

Skills: Charm, Cool, Dodge, Entertain (Acting), Melee (Basic), Sleight of Hand

Talents: Double Life, Etiquette (Servants), Secret Identity, Shadow

Trappings: Hand Weapon, Livery

☠ Familiar—Gold 1

Skills: Entertain (Storytelling), Intimidate, Language (Classical), Lore (Etiquette)

Talents: Cat-tongued, Master of Disguise, Read/Write, Supportive

Trappings: Quality Clothes, Secret Tattoo, Writing Kit

♥ Dark Vassal—Gold 2

Skills: Language (Any), Lore (Any)

Talents: Commanding Presence, Impassioned Zeal, Public Speaking, Savant (Vampires)

Trappings: Aide, Courtly Garb, Scepter, Signet Ring (Vampire Heraldry)

Double Life Talent can be found in the *Enemy in Shadows Companion* on page 75.



Necromancer

Human, Vampire

"Necromancers are amongst the most cursed of all those who practice the magical arts, for they have damned their souls and exchanged their humanity for the ability to raise the dead and command them to wage war upon the living. Such willingness to damn one's soul is often a sign of desperation, for at the heart of each Necromancer's morbid obsession is the need to escape the inevitability of death and to subjugate and punish those who have persecuted them in the past, regardless of the cost.

Once these men and women go upon this dark road, there is no going back, for although they may extend their lives beyond the mortal limit, death is still an inevitability, and the Death God shows little mercy for those who would transgress his will and deathly domain. It is usually humans, rather than the longer-lived races, that delve into the study of necromancy. These few individuals are not necessarily evil to begin with. Some may desire knowledge for its own sake; others may seek immortality, or to prolong the life of a loved one. Regardless, something about their unnatural pursuit invariably turns them to a darker path. Perhaps it is the horror and revulsion their fellows feel for them, or perhaps the pulsing energy of Dark Magic that warps their minds. Either way, when men take to the path of necromancy, madness is just as much an inevitability as death itself.

To learn the dark art, an aspirant must find either a Necromancer or a Vampire and become their apprentice. It is from this need to learn the dark arts that often drives Necromancers to become servants of the Vampire Counts, hoping to learn firsthand from the masters of undeath themselves. However, such servitude often comes at a steep price, for once a Vampire takes in an apprentice, they are bound to the Vampire for all eternity. In order to avoid such a fate, some have gone the path of studying the forbidden lore by reading through unholy books. Seeking out books of forbidden lore has its own perils altogether. Many are copies of older texts from long-forgotten times, and there is no guarantee that any of the rituals found in them are correctly transcribed. Some simply do not work at all, and others may go disastrously wrong. Even with all the danger, these individuals still persist to accomplish their goals.

As a person follows the dark path of a Necromancer, they become ever more detached from their mortal roots. Morbidly questing after the secrets of death, a Necromancer who is deeply steeped in the lore of the dead stands on the threshold between worlds, neither wholly alive, nor one of the Undead. Their body twisted with unholy power, their mind seared by the horrors they have witnessed, a Necromancer often has more in common with their lurching, moaning minions than with the living they seek to slay.

Master Necromancers are those few individuals whom have dedicated their entire existence to the learning and practicing of Necromancy and Dark Magic. Extending their lifespan beyond their mortal limits, these evil mages are truly powerful sorcerers that have the ability to conjure up an entire army of Undead all by themselves. Ancient and malevolent beings, they have since lost all touch with their former humanity."—Warhammer Wiki

"And they will rise from their graves to march upon the world of the living. Each and every mortal that falls will swell their numbers until only a world of darkness remains. Only then will the world know of the eternal order that lies within the peace of Undeath."

—Grimoire Necronium, Chapter XII, from the Book of W'soran

Necromancer Advance Scheme

Starting Characteristics: Weapon Skill, Toughness, and Willpower

Career Rank 2 Characteristic: Intelligence

Career Rank 3 Characteristic: Initiative

Career Rank 4 Characteristic: Agility

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✂			✂	☠	🛡		🔪	✂	

✂ Cursed Aspirant—Brass 1 (Rogue)

Skills: Channelling (Dhar), Cool, Endurance, Entertain (Acting), Intimidate, Language (Magick), Lore (Undead), Stealth (Any)

Talents: Instinctive Diction, Petty Magic, Read/Write, Secret Identity or Beneath Notice

Trappings: Candles, Grimoire

✂ Necromancer—Brass 2

Skills: Dodge, Intuition, Melee (Basic or Brawling), Melee (Polearm), Perception, Research

Talents: Arcane Magic (Necromancy), Night Vision, Resistance (Disease), Second Sight

Trappings: Backpack, Robes, Pointed Hat, Quarterstaff or Scythe

☠ Deathmaster—Brass 3

Skills: Channelling (Shyish), Language (Any), Lore (Dark Magic), Ride (Horse)

Talents: Arcane Magic (Death), Fast Hands, Frightening, Magical Sense

Trappings: Bone Charms, Magical Item, Skull

🛡 Master Necromancer—Brass 5

Skills: Language (Nehekharan), Lore (Magic)

Talents: Aethyric Attunement, Iron Will, Strong-minded, War Wizard

Trappings: Apprentice, Disdain for the Living, Lair



Vampire Count

Vampire

“A Vampire Count is a powerful Vampire who has risen above their kin as a leader and champion, whilst being not quite as powerful or influential as a Vampire Lord. 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. A Vampire count is nothing like the wild, bestial creature they started out as; instead, they’re a patient and meticulous hunter of men.

Similar to the Imperial nobility, the Vampire Count is nonetheless also the liege to a host of lesser families of Vampires or Human Nobles. The Von Carsteins have links to the majority of the ruling nobility within the lands of Sylvania, and as such, their aims are like any noble house—to remain powerful and wealthy and to find ways to increase their status even further. They go about achieving such goals in much the same way as any other province of the Empire and often through the same political system.

Vampire Lords are the eldest and greatest of their dark kind, standing above even Vampire Counts in terms of power and influence. A Vampire who has reached the level of Vampire Lord is incredibly powerful in both their own abilities and their temporal domain. The world shakes at their will, and the bravest heroes tremble to hear their 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 their strength to the utmost effect. The Vampires have no Gods; the Vampire Lords are close enough to suffice.

Since the end of the Vampire Wars, the position for the title has since fallen out of favor amongst the remaining Vampiric Lords and Ladies, for it attracts too much unwanted attention from the Empire’s many agents. As such, the remaining Lords of Sylvania are simply content to live out their unliving lives in luxury. Each feudal lord is therefore free to do whatever they wish within the lands they own, with the only consequence for doing such actions being a possible shift in their social or political status within Sylvanian nobility. Gifted with a cowed and terrified populace, the individual Vampire Lords are free to inflict anything upon their subjects as they well please for the sake of pure cruelty and simple curiosity.

The Blood Tax is the only tax paid by the peasant population under the rule of a Vampire Lord, a tradition dating back generations since the time the Vampires first ruled Sylvania. This tax is generally paid by giving up a member of a family or community to their local Vampiric liege so that they can be used for the absorption of blood. The amount of host to be paid differs from place to place, depending on the Vampire who controls the land.”—Warhammer Wiki

“I do not care what our prey think of us. Do you consider what opinion meat has of you?”

—Constantin von Carstein

Vampire Count Advance Scheme

Starting Characteristics: Weapon Skill, Initiative and Strength

Career Rank 2 Characteristic: Fellowship

Career Rank 3 Characteristic: Intelligence

Career Rank 4 Characteristic: Willpower

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
✦		✦		✦			☠	🛡	☠

✦ Thrall—Gold 1

Skills: Bribery, Consume Alcohol, Gamble, Intimidate, *Leadership*, Language (Magick), Lore (Heraldry), Melee (Basic)

Talents: Alley Cat, Petty Magic, Read/Write, Shadow

Trappings: Courtly Garb, Hand Weapon, Thirst for Blood

✦ Vampire Count—Gold 3

Skills: Channelling (Any), Charm, Gossip, Language (Classical), Ride (Horse), Melee (Any)

Talents: Aethyric Attunement, Arcane Magic (Lore), Etiquette (Nobles), Noble Blood

Trappings: Coach or Nightmare with Saddle and Harness, Jewelry (Worth 50 GC), Quality Cloak, Quality Courtly Garb, Sinister Laugh, Sizeable Lair (Keep, Manor House, Large Crypt, Citadel, Spire or similar), 4 Drudges

☠ Dark Master—Gold 5

Skills: Language (Any), Intuition, Lore (Politics), Perception

Talents: Instinctive Diction, Luck, Public Speaker, Schemer

Trappings: Blood-Forged Armor (Bracers, Breastplate & Leggings), Fiefdom, Jewelry (Worth 200 GC), Magic Item, Signet Ring, Subordinate Familiar, Thrall, 200 GC, 2 Sets of Quality Courtly Garb

♥ Vampire Lord—Gold 7

Skills: Lore (Any), Ride (Hellsteed)

Talents: Commanding Presence, Iron Will, War Leader, Wealthy

Trappings: Army of Undead, Enormous Lair (Palace, Castle, Labyrinth, Stronghold, Tower, or similar), Hellsteed, Subordinate Vampires, 1000 GC, 4 Sets of Best Quality Courtly Garb



New Spells

Necromancy

Banish Undead

CN: 6

Range: Willpower Yards

Target: 1

Duration: Willpower Bonus Rounds

Description: Your spell disrupts the Dhar holding a target Undead together, and draws it back to you. A target with the *Undead* Creature Trait and a lower Willpower than you loses Wounds equal to your Willpower Bonus, ignoring Toughness Bonus or Armor Points. If the spell targets a foe with the *Undead* and *Construct* Creature Traits, it will be destroyed instantly.

Bloody Mist

CN: 4

Range: Willpower Yards

Target: AoE (Intelligence Bonus Yards)

Duration: Willpower Bonus Rounds

Description: You conjure forth a mass of magical black mist, which swirls and flows with Dhar energy. Anyone within the mist who does not possess the *Arcane Magic (Necromancy)* Talent or *Undead* Creature Trait begins to bleed more freely than before, gaining +1 *Bleeding* Condition—as if their lifeblood is eager to weep from their eyes and ears. For the duration, all living creatures within the mist that takes Damage and loses at least 1 Wound gains a *Bleeding* Condition.

Bone Armor

CN: 7

Range: You

Target: You

Duration: Willpower Bonus Rounds

Description: You encase yourself in armor made of Dhar infused bones from the skeletal remains of deceased mortals. For the spell's duration, gain the +1 *Hardy* Talent and +2 Armor Points to all locations that count as having the *Impenetrable* Quality and *Weakpoints* Flaw. For every +2 SL add +1 AP to *Bone Armor*. If struck by weapons without the *Pummel* Quality, you impose a penalty of -1 Damage to Wounds inflicted to a minimum of 1.

Control Undead

CN: 6

Range: Willpower Yards

Target: 1

Duration: Until Sunrise

Description: You bend one of the ethereal Undead to your will, such as a Banshee, Cairn Wrath or Ghost. If the spell targets a creature with the *Ethereal* and *Undead* Creature Traits, perform an **Opposed Channel (Dhar)/Willpower** Test with the Undead. If successful, the Undead will respond to commands issued by you for the duration.

Gaze of Nagash

CN: 10

Range: Willpower Yards

Target: Special

Duration: Instant

Description: Your eyes glow a deathly greenish-purple as bolts of Dhar fly out from your eyes. *Gaze of Nagash* fires a number of bolts equal to your Willpower Bonus, targeting a single creature.

These bolts count as *magic missiles* with Damage +3 for each. For every +2 SL, you may increase the number of bolts by +1, or cause an extra +2 Damage to any living target without the *Undead* Creature Trait. If you successfully hit a target with 0 wounds remaining and at least 2 Critical Wounds, their flesh blackens and withers, peeling away completely to reveal bleached white bone beneath—leaving behind a perfectly preserved skeleton, ripe for resurrecting.

Hand of Dust

CN: 7

Range: Touch

Target: 1

Duration: Instant

Description: As you reach out your hand, your withered finger glows green with Dhar as your touch destroys the flesh of the living. This counts as a *magic missile* with a Damage of +6 that ignores Toughness Bonus and Armor Points. The target must pass a **Challenging (+0) Cool** Test or scream in agony and receive +1 *Broken* Condition. If Failed by -6 or more SL, the target gains the *Unconscious* Condition. If you successfully touch a target with 0 wounds remaining and at least 2 Critical Wounds, their body crumbles to dust leaving only their soul behind. After 1d10 hours the victim returns as an ethereal Undead, doomed to wander and haunt the world unless put to rest by a Priest of Morr. Creatures with the *Daemonic* or *Undead* Traits are immune to *Hand of Dust*.

Shadowblood

CN: 4

Range: Willpower Yards

Target: AoE (Willpower Bonus Yards)

Duration: Instant

Description: As Dhar flows through your arm the palm of your hand is sliced open in a bloody display. Boiling blood leaps from your hand and scalds your targets. This is a *magic missile* with Damage +3 that targets everyone in the Area of Effect. You may empower *Shadowblood* further by sacrificing more of your blood in Wounds to strengthen the spell's Damage. For every 2 Wounds you contribute to the spell you may increase the Damage by +2. If you contribute 10 Wounds or more, the spell's Area of Effect may be doubled without Overcasting.

Skeletal Steed

CN: 6

Range: Willpower Bonus Yards

Target: Special

Duration: Until Sunrise

Description: You summon forth an Undead steed. The creature rises from the earth, and can be summoned as either solid bone or an insubstantial ghost by adding the *Ethereal* Creature Trait (does not require Overcasting). Use the rules for a riding horse. Even when insubstantial, Skeleton Horses may be ridden. Riders with the *Arcane Magic (Necromancy)* Talent do so without issue and negate the *Unstable* Creature Trait the Skeleton Horse receives so long as it is being ridden by the caster. Those without cannot ride the Skeleton Horse at all and will merely fall to the ground, even passengers. Solid Skeleton Horses still require the *Arcane Magic (Necromancy)* Talent to be ridden but can accept passengers without issues. For every +3 SL you may also add 1 Creature Trait from the Optional Creature Traits for the Skeleton Horse, while the spell is in effect.

Skeleton Horse

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	20	--	45	35	10	25	--	--	--	--	28

Traits: Armor 2, Construct, Dark Vision, Fear 2, Magical, Painless, Undead, Unstable, Size (Large), Stride, Weapon +7 (Hooves)

Optional: Big, Champion, Elite, Ethereal, Fast, Infected, Territorial, Tough

If still being ridden when the spell ends, or when dispelled, the rider will suffer Falling Damage (*WHFRP 4e Core Book*, page 166).

Skull Face

CN: 9

Range: You

Target: You

Duration: Willpower Bonus Rounds

Description: Imbuing yourself with Dhar, your eyes glow green and your skin tightens around your head as your face appears like a leering skull, the very symbol of death. Gain the *Painless* and *Fear* Creature Traits with a *Fear* Rating equal to your Willpower Bonus.

Soulblade

CN: 6

Range: Touch

Target: Special

Duration: Willpower Bonus Rounds

Description: You imbue a non-magical sword with the trapped soul of an unfortunate victim. For the duration of the spell the sword counts as Magical, gains a bonus to Damage equal to your Willpower Bonus, and ignores the Toughness Bonus of living creatures—as the sword damages the very souls of those struck by it. Enemies without the *Arcane Magic (Necromancy)* Talent or *Undead* Creature Trait do not receive Advantage when Engaged in combat with you. If wielders do not possess the *Arcane Magic (Necromancy)* Talent or *Undead* Creature Trait, the *Soulblade* will siphon the life out of the wielder, taking a number of Wounds equal to the weapon's Damage ignoring Toughness Bonus.

Summon Wight

CN: 16

Range: Willpower Yards

Target: Special

Duration: Until Sunrise

Description: You channel worming strands of thick Dhar before you, sinking it into the corpse of a once great champion, reanimating that which was once dead. Reanimate one dead body within range, that has not been properly prepared and sanctified for burial, as a Wight. Wights can be the skeletal remains of a long dead champion or a freshly deceased corpse. It starts with the *Prone* Condition. The summoned Wight is entirely under your control and can perform simple and complex orders as you command. Unlike Skeletons or Zombies, Wights maintain most of their intelligence, retaining their mastery of the art of combat and their lust for slaughter. Not just anybody can become a Wight. As such, it is typically only done for those whose mortal existences marked them as worthy of such immortality. If you die or gain an *Unconscious* Condition, the spell comes to an end and the Wight breaks free of your control, wandering as it wills. Once the duration ends, the Wight returns to its rest until it is risen again by its master. For every +2 SL, you may extend your control further into the future: +2 SL allows you to maintain control into the following week, +4 SL for the following month, and at +6 you control your Wight for your Willpower Bonus in Months.

Wight

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	65	35	45	45	30	30	30	25	55	20	17

Traits: Armor 2, Champion, Dark Vision, Fear 2, Immunity to Psychology, Painless, Undead

Optional: Clever, Corruption (Minor), Diseased, Distracting, Elite, Fast, Infected, Infestation, Spellcaster, Stealthy, Territorial

The stats listed are ones you can expect from a standard Wight with Optional Creature Traits as dictated by the GM.

The corpses of uniquely stated Characters (NPCs or PCs) may also be resurrected as a Wight. Characters who have entered Career 3 or higher in the Warrior Class, or similar martial Careers (Duelist, Flagellant, Witch Hunter, Wizard, etc.), may be chosen to be summoned as a Wight. The Character retains their Characteristics, Skills and Talent Advances from life, and gain the *Dark Vision*, *Fear 2*, *Immunity to Psychology*, *Painless* and *Undead* Creature Traits as a Wight. The Character must obey the caster to the best of its ability, though the Character is cognizant of their situation despite having no free will of their own. Some Wights embrace their masters and are rewarded with some level of autonomy, while others resent their state in private and are kept under constant watch by their masters. Recently deceased Characters with little decomposition will have their skin well preserved when bound in heavy clothing and will not appear to age or decompose while powered by the caster's foul magic. During the day they may pass for one of the living. However, their voice will be reduced to a heavy rasp. Also, the Character's blood will turn to dust after a few years of service and any wound they suffer immediately reveals their true nature. Repeated wounds cannot appear healed, and lost limbs and body parts will only expose the Wight further unless well concealed. At night or areas with little to no light source, the Wight's eyes will burn with a pale eldritch light.

Victim's Vitae

CN: 2

Range: Touch

Target: Special

Duration: Instant

Description: Your teeth sharpen, and your eyes redden. Overwhelmed with an intense hunger for the flesh of the deceased, you consume a fresh corpse. Drinking its blood and devouring the flesh from its bones, for every 2 Wounds of the corpse's total Wounds, you may recover 1 Wound. Further, you remove all *Fatigued* Conditions you currently suffer. The corpse must be from a Size (Small) or larger creature, have died within the past 1 hour of discovery and still maintain most of its flesh to be edible. If the corpse had the *Corruption* Creature Trait, once consumed the caster suffers a Corrupting Influence based on the strength of the exposure (*WHFRP 4e Core Book*, page 182).

Withering Wave

CN: 10

Range: Willpower Yards

Target: AoE (Willpower Bonus Yards)

Duration: Instant

Description: With a wave of your hand you unleash devastating necromantic forces that drain the life from your opponents, shrivelling their skin, turning their blood to dust, and shattering their bones. Against targets without the *Undead* Creature Trait, *Withering Wave* is a *magic missile* with a Damage of +10 that ignores Toughness Bonus and Armor Points. Living creatures within the Area of Effect gain +2 *Fatigued* Conditions and suffer a penalty of -10 to their Strength and Toughness for 1d10 hours.

Players as Vampires

Despite a Vampire's greater power compared to other Playable Species, this does not mean that a game featuring a Vampire Character or group of Vampires could not be a lot of fun and produce some great adventures. The many stories about Genevieve Dieudonne are proof enough of that, and a GM wishing to run such a game can learn much from their example. Notably, she saved the Emperor Karl Franz from an assassination attempt, and is generally accepted by Imperial society for that deed. She lives in Altdorf with her husband, playwright Detlef Sierck of Nuln. For over six centuries, Genevieve travelled the world as, among others, an outlaw, a slave, a student, a spy, a bodyguard and an adventurer. She even ventured as far as Nippon and Cathay, where she studied under one "Master Po" for 30 years, learning some minor magic, and many facets of Cathayan culture. Genevieve once met Emperor Magnus the Pious, who she claims tried to put his hand up her dress. For about a century before fighting Drachenfels, who slaughtered her family in Parravon in 1842 IC, she worked in the Crescent Moon tavern in Altdorf.

Another positive example would be Gashnag, The Black Prince: a Strigoi Vampire who rules over a small kingdom in the Border Princes and protects its people. Resisting his brethren's taste for being worshipped as a God, he has instead recast himself as a romantic hero. Gashnag saves all his violence for the enemies of his tiny kingdom, and the only time he does appear in public, his hideous form is hidden beneath a huge and heavy cloak as he swiftly rides to mete out justice or defend his borders.

Ulrika Magdova Straghov of Kislev was a noblewoman and daughter to a March Boyar who guarded the borders of that snowy land against the depredations of Chaos. She accompanied the legendary duo Gotrek & Felix on many adventures until she was kidnapped and turned by a Vampire named Adolphus Krieger from Sylvania. Even after her transformation she continued on many adventures, saving many lives and fighting against the evils that plagued her country and its people, even reuniting with Gotrek & Felix years after her transformation.

However, one clear constant of Genevieve's adventures is that although she often joins groups or has companions for a while, she always ends up travelling alone. Most people feel distinctly uncomfortable around her, and she is unwilling to form deep bonds with her prey. GMs should be cautious about allowing a mixture of Vampires and mortals in the same party. Players playing other species may take a dim view if other members of the party view them as a food source. What's more, there will likely be a large power difference, with the Vampire's Attributes and Blood Gifts far outstripping their mortal allies, leaving those Players feeling useless and excluded. This is not always the case, as Weaknesses and the inability for Vampires to have Fate Points is critical in balancing them out due to their higher stats. It is recommended a Player make a Young Blood Vampire if balance is a concern, since their benefits are half that of the Vampire listed on Page 3 while maintaining all the Weaknesses and issues that come with it.

Having a party composed solely of Vampires has its problems. The natural arrogance and selfishness of Vampires does not predispose them towards teamwork or cooperation. Although not as naturally as divisive as the Skaven, Vampire parties may need a stronger reason to work together than any mortal group. They are also unlikely to be motivated by the kinds of things that lead mortal groups to adventure. Vampires typically have little need for

money; they are rarely moved by the plight of others, and they follow no credo or ethics beyond self-preservation. But as stated prior, this is not always the case.

The thing motivating most Vampires beyond saving their own skin is power. Domination is like a drug, and for most Vampires, they can never get enough of it. This is true both on a personal level and a worldwide one. Vampires will sometimes put aside their differences to achieve a goal that promises to increase the power or dominion of all Vampire kind. This may be something they have discovered or conceived, or the plan of a great superior, such as Mannfred or Neferata. In the latter case, success in their goal will not only make the world better for Vampires but also raise the Vampires in question higher in the esteem of their order's elders. For example, the Lahmian Sisterhood secretly protected Genevieve throughout her many adventures without her knowledge, as they value her ability to influence the minds of mortals into softening opinions towards Vampires, so they will be all the more pliant and willing slaves when Neferata makes them hers. An order or request from such a powerful elder Vampire would be plenty of incitement to get Vampires motivated and working together, at least temporarily.

The Blood Dragons who are members of an order, of course, follow commands without question as their duty, and the dangerous hierarchies of the Von Carstein and the Lahmians provide much the same effect with fear and the promise of power. The lonely Strigoi and the reclusive Necrarchs are a more difficult proposition, however. Yet they too are obsessed with power. The Strigoi will wake from their repose if a quest promises a chance of revenge or the possibility of a return to glory. The Necrarchs, meanwhile, crave knowledge and magical power and would go to the ends of the earth to gain a lost tome or powerful artefact.

Humanity in Vampires

Many have wondered if the Vampires' need to feed on mortals makes them irredeemable monsters and undeniable enemies of all humanity. Could a Vampire ever truly care for a mortal, despite their predatory nature? Vampires are free of any fetter of morality; they serve their desires only and know no constraint upon their actions, so the question of good or evil is meaningless to them. They see nothing good or noble in protecting others, just as they see nothing wrong or evil in raising the dead or drinking blood. This isn't universal, as many Vampires do look favorably upon mortals, and many come to enjoy their company and their ways, even desiring to protect them. However, Vampires are incapable of seeing their mortal counterparts as anything approaching their level. A Vampire may indeed care for lesser mortals, but in the end, they're simply prey—another source of food for the Vampire to further its own survival.

Despite their grim view of the world and the mortal species that live in it, Vampires are typically extremely romantic and dramatic creatures, so it is unavoidable that their everyday deeds create poetry, plays, and operas. A Vampire never does anything by halves. So, when they do fall in love, it is not unknown for it to be with a mortal, despite their superiority over them. The inevitable conclusion of these affairs is with the mortal being given the Blood Kiss, for what lover could do more for their paramour than give them eternity? And what lover could refuse the chance to be more like they're beloved? Similarly, great friends or close family may be made Vampires as well, for to deny them power and immortality would be selfish and cruel.

Example Vampires

The Count

In his mortal life, Aleksei was a successful merchant in the Empire of Kislevite nobility being the youngest son of a Boyar. Due to his background, he was often excluded from many partnerships and lucrative trade deals, but that soon changed once he started accepting shady contracts to deliver supplies and weaponry into Sylvania. Using his clever wits and some bribery he managed to enter through Sylvania with little issue, save for the odd mutant bandit. His dealings in Sylvania lasted nearly a decade and made him fabulously wealthy. Everything changed after his last visit to Castle Drakenhof. Hands were shaken and the deal of a lifetime was struck that transformed Aleksei into a true child of darkness.

Now, Aleksei Von Carstein is everything a coldblooded businessman represents: wealth, status, competitiveness and brutal efficiency. He may be a Vampire, but he still maintains a thirst for high profits, implementing wicked business strategies that leave lesser competitors in the weapon's trade beaten and penniless. Once they've lost everything, Aleksei has a knack for scooping up his former competition, buying them out and incorporating them into his merchant Empire to further the plans of all Vampires. Aleksei is that variety of devil who is easily as motivated by greed as his thirst for blood, willing to kill, steal, bribe, butcher and betray to gain any upper hand he can over his competition, burying them both figuratively and literally if need be—even learning magic to improve his skills in espionage. A shrewd merchant and skilled wizard, Aleksei Von Carstein has slowly been cornering the market for weapon's dealers in Nuln. With the other guild unable to stop him, let alone know his true nature, Aleksei has now set his eyes on a new prize for a hostile takeover: Jaeger & Sons.

Aleksei Von Carstein—Vampire Count (Gold 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	74	43	54	46	57	69	43	40	57	52	18

Talents: Aethyric Attunement 2, Alley Cat, Arcane Magic (Shadow), Artistic, Briber, Dealmaker, Etiquette (Nobles), Night Vision, Noble Blood, Petty Magic, Read/Write, Savvy, Second Sight, Shadow

Skills: Bribery 57, Channelling (Ulgu) 72, Charm 62, Consume Alcohol 51, Gamble 55, Gossip 57, Haggle 77, Intimidate 59, Language (Classical) 45, Language (Magick) 60, Leadership 67, Lore (Heraldry) 50, Melee (Basic) 79, Melee (Brawling) 75, Ride (Horse) 74

Traits: Bite +8, Blood Gifts (Ethereal Mist, Pass for Human, Summon Wolves, Transfixing Gaze), Immunity (Disease), Undead, Vampiric, Weaknesses (Counting, Daemonsroot & Witchbane, Gromril, Silver, Sunlight), Weapon +9 (Sword)
Trappings: Coach, Courtyl Garb, Gold Necklace (Worth 20 GC), Quality Cloak (Black & Red), Quality Sword, Sinister Laugh, 3 Golden Rings (Worth 10 GC Each)

Arcane Spells: Bolt, Choking Shadows, Entangle, Shadowsteed, Shadowstep

Petty Spells: Careful Step, Dart, Eavesdrop, Open Lock, Sleep

The Knight

Formerly a Knight of Morr hailing from Averland, Steiner Von Kuhn was a pious and gifted swordsman of minor nobility who swore his service to Morr to protect the sacred burial grounds of the Empire from the Undead. He proved to be too good at his job. Once word spread of Steiner's combat prowess he received a challenge from a mysterious knight in red. The fight did not last

long, as Steiner was beaten by none other than a member of the Order of the Blood Dragons. When he realized his mortal body would never be able to match the abilities of but one Vampire who had bested him at the temple he guarded, he made a very easy choice. His skin burned as the holy symbols of Morr he once decorated himself in seared his flesh in his new unholy form. Since then, Steiner abandoned Morr and has followed in the footsteps of Abhorash, wandering the Empire and seeking great martial challenges and other Blood Dragons to best in a "fair" fight.

He sees no point fighting common mortals when monsters, Chaos Warriors and other Vampires are so much more brutal and terrible killers. Steiner has a unique relationship to Humans. While much of his humanity has been lost, Steiner still respects some of the vows he once made in life and protects the innocent from harm when he can. He may therefore be merciful if a Human does not pose a great challenge to him, such as peasants, burghers, merchants and the like. On the other hand, he is likely to challenge well skilled mortals in a duel if he thinks they will offer him a decent fight—not often to the death, but enough to see if anyone can truly test his mettle. He was last seen accompanying a group of mortal adventurers in Middenheim while passing himself off as a knight of an obscure knightly order from Averland. His motivations for joining such a group are unclear and even other Vampires of the Order of the Blood Dragons aren't sure what he has to gain by allying himself with such inferiors.

Steiner Von Kuhn—Blood Knight (Silver 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	78	34	60	39	56	77	43	37	64	49	18

Talents: Etiquette (Knights), Menacing, Night Vision, Noble Blood, Relentless, Resolute, Roughrider, Seasoned Traveller, Shieldsman 2, Strike Mighty Blow 2, Strong-Minded, Sturdy 2, Warrior Born

Skills: Athletics 87, Animal Care 42, Charm Animal 69, Cool 79, Dodge 83, Endurance 54, Heal 42, Intimidate 65, Language (Battle) 42, Lore (Heraldry) 47, Melee (Basic) 83, Melee (Cavalry) 83, Melee (Two-handed) 88, Ride (Horse) 82, Trade (Farrier) 48

Traits: Bite +9, Blood Gifts (Furious Charge, Iron Sinews, Pass for Human, Unhallowed Soul), Immunity (Disease), Undead, Vampiric, Weaknesses (Barriers, Daemonsroot & Witchbane, Fire, Religious Symbol, Tears), Weapon +14 (Lance), Weapon +12 (Sword & Shield), Weapon +13 (Zweihander)

Trappings: Blood-Forged Plate Armor and Helm, Lance, Leather Jack, Mail Shirt, Nightmare with Saddle and Tack, Shield, Sword, Trade Tools (Farrier), Zweihander

The Pirate

The Free City of Sartosa has more than its fair share of eccentric and bizarre inhabitants, but few are stranger than the likes of Vasilisa Heidenreich. The daughter of a former Imperial Navy Captain from Nordland, Heidenreich always had a knack for seafaring and hoped one day to inherit her father's prized ship, the "*Trident of Manann*," along with its crew. Fate had other plans. During a routine raid off the coast of Tilea, the crew of the ship turned on Vasilisa's father in a long planned mutiny. With her father dead and her family's fortunes stolen, Vasilisa had no choice but to take up the most demeaning jobs Sartosa could offer her. For five years she worked at The Hole In By The Hill—a notoriously dangerous tavern that caters to the pirates of Sartosa—as a tavern wench, suffering all the indignities that come along with serving a bunch of rowdy, drunken pirates, thieves and other criminals. One quiet night while cleaning up the glasses Vasilisa noticed a strange woman sitting in the corner of the tavern; feet raised, she was wearing an expensive doublet and was practically dripping with

jewelry. When asked to leave for the night, the mysterious woman responded to Vasilisa with a proposal, “do you want revenge? Well, I can give it to you, for a price.” Vasilisa seemed to know exactly who the mysterious woman was referring to, and after a long night exchanging words and having more than a few drinks she agreed to join the “crew” of the woman in exchange for the location of the mutinous crew they slew her father years prior. The dark deal was struck, and the next she awoke, Vasilisa had become an Undead servant of the night.

Not quite understanding what she had become, Vasilisa wasted no time in searching for the men who wronged her family. She was confronted by the mysterious woman who revealed herself to be a Lahmian Vampire and fleet captain from northern Tilea named Marzia Palo. With Marzia’s guidance Vasilisa learned to control her feedings and master her new gifts as a Vampire, and once they were ready they hunted down the *Trident of Manann* and slaughtered its crew to a man, only for Marzia to resurrect their corpses soon after to serve as Heidenreich’s crew. Vasilisa renamed the ship to the “*The Beautiful Death*” in honor of her new queen, Neferata. Vasilisa now serves as a lieutenant in Marzia’s small but growing fleet of Undead, pillaging the coasts of Tilea, Estalia, the Border Princes and Araby for gold and artifacts. Strangely, Heidenreich removed her crew of zombies in favor of mortal crewmen from Sartosa. Her reasons for doing so are unknown, even to Marzia, but some rumors amongst the Tilean branch of the Lahmian Sisterhood believe she has been smitten by a dashing swashbuckler back in Sartosa and that her change in crew is somehow related. Others speculate she simply has them on board as a convenient food source instead of waiting to arrive on the mainland for a meal.

Vasilisa Heidenreich—Dread Pirate (Silver 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	60	50	55	41	45	78	52	41	68	50	19

Talents: Attractive, Break and Enter 2, Criminal 2, Dual Wielder, Menacing 2, Night Vision, Orientation, Perfect Pitch, Read/Write, Sea Legs, Second Sight, Strider (Coastal), Strong Swimmer
Skills: Consume Alcohol 56, Endurance 51, Entertain (Singing) 60, Gamble 46, Gossip 55, Intimidate 65, Melee (Basic) 70, Melee (Brawling) 70, Pick Lock 57, Play (Harmonica) 57, Ranged (Blackpowder) 65, Row 60, Sail (Brigantine) 83, Swim 65
Traits: Bite +8, Blood Gifts (Defy the Dawn, Pass for Human, Transfixing Gaze, Unhallowed Soul), Immunity (Disease), Ranged +9 (Pistol), Undead, Vampiric, Weaknesses (Garlic, Religious Symbol, Running Water, Sawdust, Sunlight), Weapon +9 (Cutlass)
Trappings: Brigantine (*The Beautiful Death*), Cutlass, Leather Jerkin, Pair of Pistols, Tricorn Hat, 3d10 GC

The Necromancer

Even before her transformation, Fiorenza Porrazzo’s sanity was long lost. In the Republic of Remas, Porrazzo was a brilliant scholar obsessed with the occult and all thing relating to the Undead. Time and time again she was warned by her peers not to continue her studies, for the knowledge she sought could lead down a dark path that none could return from. Risking excommunication and disgrace from all of Tilean academia, she pursued uncaring until she inevitable entered into the realm of necromancy. Cast out of the Republic of Remas, Fiorenza was hunted relentlessly by Myrmidian priestesses until she found shelter in a nearby elven ruin. It was thick with the Winds of Magic, and with her newfound gifts of necromancy she immediately went to work to build it into a stronghold to settle as her new home from which to hold off her pursuers. She revived the recently deceased corpses of Tilean mercenaries from a nearby

battlefield from which they fought and died for two rivaling city-states. Soon she had the protection of a small undead army by her side and she easily cut down the priestesses hunting her. For nearly a decade she managed to live in the elven ruins, killing and resurrecting any trespassers who happened to stumble by.

However, all her necromantic activity did not go unnoticed, as a stranger approached her in the dead of night offering her sweet promises of greater power over the Undead. After accepting the offer, Fiorenza was rewarded with the Blood Kiss by her new master, Igino the Blighted. Fiorenza abandoned her old name and entered into the Empire as a changed woman. Now calling herself Yegor, Igino taught her the techniques mastered by the Necrarch Vampires over the millennia. She slowly mastered them bit by bit until she could comfortable command Undead in much greater numbers than she ever could have as a mortal. However, her relationship with her master was only a temporary one, and once Yegor learned all she could from Igino she made careful steps to poison his wine with garlic juice, weakening him enough for a final killing blow. With Igino dead, all his possessions and his lair hidden in the Grey Mountains just outside Ubersreik were now Yegor’s at last. Rumor has it Yegor is building a massive army of the Undead for which to march back to the Republic of Remas to exact her revenge on the academic institutions that casted her out nearly a century prior. The turmoil in Ubersreik caused by the sudden occupation of the Altdorf State Army has produced many fresh corpses for the taking, easily enough to further her plans into completion.

Yegor, The Princess of Bones—Necromancer (Brass 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	66	40	45	49	53	78	44	56	63	35	18

Talents: Arcane Magic (Necromancy), Beneath Notice 2, Instinctive Diction 2, Night Vision 2, Petty Magic, Read/Write, Relentless, Second Sight 2, Strong-Minded, Suffused with Dhar
Skills: Channelling (Dhar) 78, Cool 68, Dodge 83, Endurance 54, Entertain (Acting) 45, Intimidate 55, Intuition 58, Language (Magick) 71, Lore (Undead) 66, Melee (Basic) 71, Melee (Polearm) 76, Perception 58, Research 66, Stealth (Rural) 83
Traits: Bite +7, Blood Gifts (Dark Majesty, Mastery Over Flesh, Summon Ancients), Fear 1, Immunity (Disease), Undead, Vampiric, Weaknesses (Daemonsroot & Witchbane, Garlic, Ithilmar, No Reflection, Silver), Weapon +9 (Scythe)
Trappings: Backpack, Candles, Grimoire, Robes, Scythe
Arcane Spells: Bone Armor, Control Undead, Raise Dead, Reanimate, Screaming Skull, Vanhel’s Call
Petty Spells: Drain, Gust, Marsh Lights, Murmured Whisper, Protection from Rain, Rot

The Outlaw

The story of Grigoriy Steiner is a tragic one. Born into poverty, Grigoriy along with his two brothers were forced into banditry out of necessity. The farm they were raised in suffered a terrible blight that wiped its crops, killed most of its stock and took the lives their loving parents, leaving the brothers with nothing. The Steiners primarily targeted wealthier caravans or noble wagons, but when times were tough (as they often are in the Empire) the brothers often had no choice but to target the less fortunate just to make it by. One dreadful night, on their way back to their cave hideout, they discovered an unexpected new resident. When Grigoriy awoke he found both of his brothers lying dead and feasted upon by ravenous Ghouls commanded by a much taller and imposing figure, a Strigoi Vampire named Varrag Black Fang. Grigoriy had been changed however, now hunched over with long, dagger-like claws he was shocked to discover he had been transformed into a

bestly Vampire. Varrag had seemingly taken a liking to Grigoriy's exploits and found him worthy of joining him as one of his Vampire Lieutenants to lead his Ghouls. However, the sight of his dead brothers unleashed a primal fury in Grigoriy, as he lunged at the Ghouls tearing them limb from limb. Unfortunately, Grigoriy was no match for the mighty Varrag and was swiftly beaten. Left to feast on the remains of his brother's corpses to survive, Grigoriy swore vengeance on Varrag.

Grigoriy continues to survive as an outlaw throughout the Reikwald, feasting solely on animals and other bandits or corrupt road wardens due to his Blood Curse. He covers his deformed body in a thick cloak with an oversized hood and mask hiding his face, lying to his fellow brigands that he suffers from a mere mutation—something a group of vagabonds could easily ignore. Grigoriy has amassed a small army of mortal brigands, camped in the mountains north of Helmgart. His men are spreading throughout the forests of Reikland, recruiting fellow brigands and hiring mercenaries to follow them back to his great staging ground. Each day, his crew grows larger, and Grigoriy drills his men relentlessly each evening. He hopes to hunt down and crush Varrag in his Ghoul infested fortress in the mountains outside Drackenburg. His exploits with his crew have earned him the title Grigoriy the Unpunished, as him and his crew have sent more than a few road wardens and bounty hunters back home—beaten and bruised, or in a coffin.

Grigoriy the Unpunished—Outlaw Chief (Brass 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	62	47	65	57	52	76	48	37	59	34	21

Talents: Combat Aware, Criminal, Dirty Fighting 2, Flee!, Frenzy, Marksman, Menacing 2, Night Vision, Relentless, Rover 2, Strike to Stun, Strong-Minded, Trapper 2, Very Resilient, Very Strong

Skills: Athletics 81, Consume Alcohol 57, Cool 64, Dodge 81, Endurance 62, Gamble 42, Heal 42, Intimidate 75, Leadership 44, Lore (Ubersreik) 47, Melee (Basic) 67, Outdoor Survival 42, Perception 52, Ranged (Bow) 57, Stealth (Rural) 86

Traits: Armor 3 (Hide), Bite +9, Blood Gifts (Monstrous Mass), Immunity (Disease), Undead, Vampiric, Weaknesses (Daemonsroot & Witchbane, Running Water, Silver, Stakes, Tears), Weapon +10 (Axe), Weapon +9 (Claws)

Trappings: Axe, Bedroll, Bow, Cloak, Hood, Leather Jerkin, Mask, Shield, Tent, Tinderbox, 2d10 Arrows

New Trapping

Blood-Forged Armor

This armor is forged by Vampiric artisans and enchanted by powerful necromancers. Each set is soaked in the blood of deceased champions, or other Vampires, and infused with copious amounts of Dhar. It is normal Plate Armor in all respects, but it counts as Magical and a Character wearing Blood-Forged Armor can Channel and Cast spells without penalty (*WHFRP 4E Core Book*, page 237), even adding +1 SL to any Casting or Channeling Tests with Dhar (this effect requires at least one piece of armor to be worn, but does not stack with multiple armor pieces). The wearer of a full set is immune to any Critical Wounds inflicted on them caused by a Critical Cast.

Additionally, Blood-Forged Armor AP cannot be Damaged by non-magical attacks and is self-repairing and maintaining. Should a piece receive Damage, it will naturally recover 1 AP for every hour it soaks in fresh blood. If a creature without the Undead Creature Trait wears this armor, it suffers 1 Wound per minute it is worn, as the armor attempts to drink the wearers warm blood.

New Endeavour

Dinner Time

Between adventures, all Vampires characters must undertake one Endeavour maintaining their health by feeding on fresh, warm blood, seeing to that they satiate their endless thirst. Vampires commonly seek out fresh blood by sneaking into people's homes and feasting on them while they're none the wiser, taking great care not to alert local authorities or leave any trace of their presence in case a local Witch Hunter catches wind of their activities. Livestock is also commonly used by Vampires, especially in rural areas with plenty of farmsteads.

During this process, the Vampire must attempt a **Challenging (+0) Stealth Test** relative to the environment during the feeding (Rural, Underground, Urban). If successful, the Vampire satisfies their thirst during this time between adventures. If failed, the Vampire still feeds, but causes a commotion that alerts other mortals in the area to their presence. Perhaps one of the victims woke up and the ensuing conflict left multiple people dead and the Vampire on the run as a wanted serial killer? Either way, if the authorities are involved it's only a matter of time before the Witch Hunters and Priests of Morr come knocking. Consecutive feeding endeavours are made more difficult by one step (up to a penalty of -30) per failed Test if conducted in the same local area, such as Bögenhafen, Carroburg, Helmgart or Ubersreik. This penalty is removed from the area after 1d10 months so long as the Vampire doesn't attract anymore unwanted attention.

If this Endeavour fails again in the same area by -3 SL or more, the Vampire is immediately ambushed, gaining the *Surprised* Condition, in an Encounter. Roll 1d10 on the table below three times, with an additional roll per SL by which you fail beyond -3 SL, for the Encounter result:

Bounty Hunter	01
Guards (1d10)	02
Knight	03
Road Wardens (1d10)	04
Slayer	05
Villagers (2d10)	06
Warrior Priest	07
Watchmen (1d10)	08
Witch Hunter	09
Wizard	10

Bounty Hunter—Silver 3

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	45	30	40	30	40	30	30	30	35	14

Talents: Break and Enter 2, Marksman, Relentless 2, Seasoned

Skills: Athletics 50, Bribery 45, Charm 45, Endurance 50, Gossip 45, Haggle 45, Intimidate 40, Intuition 40, Melee (Basic) 50, Outdoor Survival 40, Perception 40, Ranged (Crossbow) 60, Ranged (Entangling) 55, Track 40

Traits: Armor 1 (Leathers), Ranged +9 (Crossbow, 60), Weapon +7 (Sword)

Guard—Silver 2

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	30	30	40	40	40	30	30	30	30	14

Talents: Diceman, Etiquette (Servants), Relentless, Reversal, Shieldsman, Strike Mighty Blow, Strike to Stun, Tenacious

Skills: Athletics 50, Consume Alcohol 50, Cool 40, Dodge 50, Endurance 50, Entertain (Storytelling) 40, Gamble 40, Gossip 40, Intimidate 40, Intuition 50, Melee (Basic) 50, Melee (Polearm) 50, Perception 50

Traits: Armor 2 (Chain), Weapon +8 (Spear), Weapon +8 (Sword & Shield)

Knight of Morr—Silver 5

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	30	40	30	40	40	30	30	30	30	13

Talents: Etiquette (Cultists), Fearless (Undead), Menacing 2, Roughrider 2, Seasoned Traveler, Shieldsman 2, Strike Mighty Blow 2, Warrior Born

Skills: Athletics 50, Animal Care 45, Charm Animal 45, Cool 45, Dodge 50, Endurance 40, Heal 40, Intimidate 50, Language (Battle) 40, Lore (Heraldry) 45, Lore (Empire) 40, Melee (Basic) 65, Melee (Polearms) 65, Ride (Horse) 50, Trade (Farrier) 40

Traits: Armor 4 (Plate), Champion, Weapon +10 (Halberd), Weapon +10 (Sword & Shield)

Road Warden—Silver 2

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	45	30	40	40	30	30	30	35	30	14

Talents: Coolheaded, Crack the Whip, Marksman, Numismatics, Roughrider

Skills: Animal Care 40, Bribery 40, Consume Alcohol 50, Endurance 50, Gamble 40, Gossip 40, Haggle 40, Intimidate 40, Intuition 50, Melee (Basic) 50, Outdoor Survival 40, Perception 50, Ranged (Crossbow) 55, Ride (Horse) 40

Traits: Armor 1 (Leathers), Ranged +9 (Crossbow, 60), Weapon +7 (Sword)

Slayer—Brass 2

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	50	30	40	50	30	20	40	30	60	20	24

Talents: Dual Wielder 2, Fearless (Everything), Frenzy, Hardy, Implacable 2, Menacing 2, Reversal, Slayer

Skills: Consume Alcohol 60, Cool 70, Dodge 30, Endurance 60, Evaluate 40, Gamble 40, Heal 40, Intimidate 50, Language (Battle) 40, Lore (Giants) 40, Lore (Trolls) 40, Melee (Basic) 70, Melee (Two-handed) 70, Outdoor Survival 40

Traits: Hatred (Greenskins), Magic Resistance 4, Night Vision, Prejudice (Elves), Weapon +8 (Dual Axes), Weapon +10 (Great Axe)

Villager—Brass 3

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	30	45	40	30	40	30	30	30	30	19

Talents: Hardy, Rover, Strong Back, Strong-minded, Stone Soup, Tenacious, Very Strong

Skills: Animal Care 40, Athletics 50, Consume Alcohol 50, Dodge 50, Drive 50, Endurance 50, Entertain (Storytelling) 40, Gossip 40, Haggle 40, Melee (Basic) 45, Melee (Brawling) 45, Outdoor Survival 40, Trade (Farmer) 40

Traits: Weapon +5 (Pitchfork), Weapon +5 (Torch)

Warrior Priest of Morr—Silver 2

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	60	50	40	50	30	30	30	30	70	35	21

Talents: Bless (Morr), Etiquette (Cultists) 2, Inspiring 2, Invoke (Morr), Read/Write, Seasoned Traveler 2, Strong-Minded 2, Suave

Skills: Charm 45, Cool 80, Dodge 40, Endurance 60, Entertain (Speeches) 45, Heal 40, Intimidate 50, Language (Battle) 40, Leadership 40, Lore (Empire) 40, Lore (Local) 40, Lore (Theology) 50, Melee (Basic) 70, Melee (Polearm) 70, Pray 55

Traits: Armor 3 (Half-plate), Elite, Hatred (Undead), Tough, Weapon +8 (Scythe)

Blessings: Breath, Courage, Fortune, Righteousness, Tenacity, Wisdom

Miracles: Death Mask, Destroy Undead, Portal's Threshold

Watchman—Silver 1

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	30	40	30	30	30	30	30	40	40	17

Talents: Break and Enter, Drilled, Hardy, Night Vision, Sprinter, Strike to Stun, Tenacious

Skills: Athletics 40, Charm 50, Climb 50, Consume Alcohol 40, Cool 50, Dodge 40, Endurance 40, Gamble 40, Gossip 50, Intimidate 50, Intuition 40, Melee (Polearm) 50, Perception 40

Traits: Armor 1 (Leathers), Weapon +8 (Polearm)

Witch Hunter—Silver 3

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	60	65	30	40	30	30	30	30	65	30	17

Talents: Coolheaded, Dual Wielder 2, Marksman, Menacing 3, Read/Write, Resolute 2, Seasoned Traveler 2, Shadow 2

Skills: Charm 40, Consume Alcohol 50, Cool 80, Gossip 40, Heal 40, Intimidate 60, Intuition 50, Lore (Empire) 45, Lore (Torture) 45, Lore (Witches) 50, Melee (Basic) 70, Melee (Brawling) 65, Perception 45, Ranged (Blackpowder) 75, Ride (Horse) 40

Traits: Armor 3 (Leathers & Mail), Elite, Hatred (Undead), Hatred (Heretics), Ranged +9 (Dual Pistols, 20), Weapon +7 (Silvered Sword)

Amethyst Wizard—Silver 3

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	40	30	30	40	40	40	30	60	50	30	16

Talents: Aethyric Attunement 3, Arcane Magic (Death), Detect Artefact 2, Fast Hands 2, Perfect Pitch 2, Petty Magic, Read/Write, Second Sight 3, Sixth Sense 2

Skills: Channeling (Shyish) 70, Charm 40, Cool 60, Dodge 50, Gossip 40, Intimidate 40, Intuition 40, Language (Battle) 70, Language (Magick) 80, Lore (Magic) 75, Melee (Basic) 50, Melee (Polearm) 60, Perception 50

Traits: Clever, Tough, Weapon +7 (Quarterstaff), Weapon +7 (Sword)

Arcane Spells: Bolt, Entangle, Sanctify, Scythe of Shyish, Soul Vortex

Petty Spells: Dazzle, Drain, Gust, Marsh Lights, Murmured Whisper, Protection from Rain

Vampire Psychologies

Vampires follow the same rules for Psychology as all other Characters. This table includes some new Psychologies peculiar to Vampires and their twisted minds and habits. Vampires may gain any Psychology from *Warhammer Fantasy Roleplay 4e*, though these often become crueler or more dangerous when suffered by a Vampire. A Vampire with *Love* (Core Book, page 191) might give their paramour the Blood Kiss, certain they will eventually love them for the gift. A Vampire with *Camaraderie* is more likely to brutally kill in order to protect the group they have an affinity towards, even treating members of that group more akin to pets than people.

Vampires are typically permitted to be as eccentric as they like. Consequently, many Vampires acquire two, four, or even more Psychologies over their long lives. Some Vampires even welcome their insanity as a sign that they are reaching a kind of immortal perfection—embracing their Animosity, Hatred and Prejudice of “lesser” species. This hostility, whilst accepted by most Vampires, can be seen as a sign of weakness, and many Vampires destroy those creatures that have slipped so far into the grip of insanity that it begins to affect their own plans. Few things frustrate Vampires more than encountering another Vampire with an even larger ego than their own.

Vampires have a chance to gain a Psychology for every century they live after being given the Blood Kiss. For each passing century, the Vampire attempts a **Challenging (+0) Willpower Test** with the difficulty increased one step every century up to a maximum of **Very Hard (-30)**. If they fail, roll on the table below. Time spent in hibernation does not count towards gaining a Psychology. If the same Psychology is rolled twice roll again until you achieve a different result.

Animosity (Any)	01-10
Exquisite Agonies	11-20
Godly Conviction	21-30
Hatred (Any)	31-40
Heart of Melancholy	41-50
Phobia (Any)	51-60
Prejudice (Any)	61-80
Pursued Perfection	81-90
Steeped in Death	91-100

Exquisite Agonies

Your existence is extremely long and prone to melancholy and languor. The only reliable defense against boredom and despair is to strive for more exotic and intense sensations. You have come to understand that there is no sensation more exotic or intense than pain and have dedicated your life to drinking deep from this well. You are happy stripping and tearing the flesh from the bones of unwilling victims. Your victims, thus, are easily spotted, as their flesh is typically scarred, pierced, or mutilated from where they have been the subject of your experiments.

You must make a **Hard (-20) Cool Test** whenever you have a mortal captive under your control. Failure means you spend at least 1d10 hours torturing the victim, during which the victim loses 1d10 Wounds per hour they are tortured, modified by Toughness Bonus to a minimum of 1. After this time, you may make another **Cool Test** with a cumulative +10 bonus for each failed Test. If failed, you continue torturing for another 1d10 hours. You only

stop if attacked or if your captive reaches 0 Wounds and dies. Additionally, you gain a bonus +1 SL to all interrogation Tests.

Godly Conviction

Arrogance is inherent to a Vampire, as well as delusions of Godhood. You take your arrogance to a whole new level, however. You’ve become convinced, unshakably, in your own supremacy and dominion, not just over mortals, but your own kind, your own weaknesses, and the entire world. For one who feeds upon the souls of the living, it is easy to conclude you are the ultimate arbiter of life and death. You are even keener to conquer the world than your fellow Vampires and destroy all those who persist in denying your divinity. Far more dangerous, however, is your assumption of inviolate invulnerability; what fear, after all, has a God of a mortal, or even another Vampire? What danger can the sun hold for the master of the heavens? Adamant in your omnipotence, you refuse to take precautions, thus opening the door to your own destruction.

You suffer a penalty of -20 to all Fellowship Tests towards mortals and a penalty of -10 towards other Vampires. You are immune to *Fear* and *Intimidation* while fighting mortals. However, in battle against mortals, you suffer a penalty of -1 SL to all Tests when defending but gain +1 SL bonus to all Tests when attacking. You must attempt a **Very Hard (-30) Cool Test** at the beginning of your turn to Disengage a creature, retreat, or surrender, no matter what the odds or how temporarily.

Heart of Melancholy

Death cannot claim you, and time is of no consequence. All art, all music, all sport, all combat, all achievements, all learning, the wonder of nature, the paragon of animals—none of these can truly continue to excite your intellect as the centuries roll on. And so, you often fall victim to great melancholy. Since nothing brings you pleasure, you soon simply stop looking for it. You remain in your dwelling, unwilling or unable to go anywhere or do anything. Of course, your indolence only increases your crushing ennui and boredom and causes whatever interests you may have had to fall away. Eventually, you lose even the will to feed and begin wasting away or slipping into lengthy sleeps.

You suffer -1 SL on all Fellowship Tests and speak in a neutral or monotone manner when addressing others, due to your sheer lack of caring or interest. You must also pass a **Difficulty (-10) Willpower Test** to actively seek out mortal blood for feeding. If you have gone beyond the period without blood (page 5), you need not roll to resist feeding—you succeed automatically. However, you still suffer the negative effects for each interval. As a creature of will and passion, this is a terrible death of spirit for you and the closest you’ll come to suicide. Other Psychologies, such as *Exquisite Agonies* or *Love* may alleviate the effects of *Heart of Melancholy* as determined by the GM.

Pursued Perfection

Vampires are frequently obsessive, as they have the time, the power, and typically the wealth sufficient to devote their lives to trivialities. However, your devotion has become fanatical and all consuming, focusing all your will on one single aspect of your life. You may not change your Career, ever. Whatever Career you are apart of when you receive this Psychology is now permanent and cannot be changed. You may still Advance in Characteristics, Skills and Talents outside of your Career through *Training* and *Unusual Learning* but only from Characters in the same Class as you. *Pursued Perfection* does not affect leveling your Career.

Steeped in Death

In a life as long as a Vampire's, there are countless battles and endless wars. The tide of blood never seems to stem or slow. As the corpses and skulls pile higher, your heart grows blacker. You have become so acquainted with death that you cannot do anything but kill. You're insensible to almost all other sensations except the thrill of brutal combat and the crushing of bodies beneath your furious blows. When not fighting, your heart becomes empty and your mind weak, like a Weirdroot addict suffering withdrawal. What is more, with each passing battle the joy fades faster, and you crave even greater slaughter in the next instance.

You gain the *Belligerent* Creature Trait. Every day without combat requires a **Difficult (-10) Willpower Test**. For each Test you fail, you suffer a -10 penalty to I, Ag, Dex, Int, WP and Fel, to a maximum of -30 per Characteristic until you shed blood. If you encounter any physical conflict you must make a **Hard (-20) Willpower Test** to avoid immediately joining the fray. If you have allies, once all enemies are defeated, you must then immediately succeed a **Challenging (+0) Willpower Test** to push back your bloodlust or attack them. You may make a **Willpower Test** each round to cease your attacks, but this test takes a -10 penalty for each combatant you had already slain in the combat prior to attacking your allies.

New Vampire Mounts

Hellsteed

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	30	--	65	45	30	45	--	--	--	--	40

Traits: Armor 2 (Hide), Bite +8, Construct, Dark Vision, Fear 3, Flight 100, Size (Large), Stride, Trained (Broken, Drive, Magic, Mount, War), Undead, Vampiric, Weapon +9 (Hooves)

Optional: Champion, Corruption (Minor), Diseased, Distracting, Elite, Hardy, Infected, Infestation, Rear, Territorial, Tough

Nightmare

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	20	--	50	50	20	20	--	--	--	--	40

Traits: Construct, Dark Vision, Fear 2, Size (Large), Painless, Skittish, Stride, Trained (Broken, Mount, War), Undead, Weapon +8 (Hooves)

Optional: Champion, Corruption (Minor), Diseased, Distracting, Elite, Hardy, Infected, Infestation, Rear, Territorial, Tough

Skeleton Horse

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	20	--	45	35	10	25	--	--	--	--	28

Traits: Armor 2, Construct, Dark Vision, Fear 2, Magical, Painless, Undead, Unstable, Size (Large), Stride, Weapon +7 (Hooves)

Optional: Big, Champion, Elite, Ethereal, Fast, Infected, Territorial, Tough

Zombie Dragon

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	65	60	65	65	60	25	15	--	--	--	96

Traits: Armor 5 (Hide), Breath +15 (Poison), Construct, Dark Vision, Fear 4, Infestation, Painless, Undead, Unstable, Size (Enormous), Tail +9, Weapon +10 (Claws)

Optional: Corruption (Minor), Disease, Infected, Size (Monstrous), Trained (Mount), Venom (Hard)

Terrorgeist

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
7	55	--	65	50	20	45	20	10	65	--	88

Traits: Armor 2 (Hide), Bestial, Bite +10, Dark Vision, Distracting, Fear 5, Flight 100, Hatred (Living), Hungry, Regeneration, Size (Enormous), Terror 4, Undead, Vampiric, Weapon +10 (Claws)

Optional: Corruption (Minor), Frenzy, Fury, Territorial, Tracker