

Vampire

While these particular necromancers do not experience the hunger of a vampire, they do enjoy power that originates from a necrotic taint that entered their bloodline sometime in the past. They have mastered the art of treading so close to undeath—particularly the children of the night—that they nearly have become one of the cursed themselves.

The vampire is an archetype of the necromancer class.

Armor Proficiency: A vampire becomes proficient with light armor, but no shields. A vampire still suffers from spell failure chance while wearing light armor, however.

This ability modifies the necromancer's starting armor proficiencies.

Martial Prowess: A vampire's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases vampire's hit dice from d6 to d8.

This ability replaces bone commander.

Vampiric Touch (Su): At 1st level, a vampire gains a slam attack that deals 1d6 points of damage, and his successful slam causes mortal creatures to bleed, (taking 1 damage per round) even if they are not currently dying. He also gains darkvision (30 feet).

In addition, at 5th level, a vampire gains the ability to drain health with his slam attack. By making a slam attack as a standard action, if he hits, he deals normal slam damage plus 1d6 points of shadow damage plus an additional 1d6 points of shadow damage for every two necromancer levels after 5th. The vampire gains temporary hit points equal to the shadow damage of this ability that he deals. He can't gain more than the target's current hit points + the target's Constitution score (which is enough to kill the subject). These temporary hit points last for a maximum of 1 hour.

This ability replaces bolster, fear aura, and miasma.

Armored Mage (Ex): At 2nd level, normally, armor heavier than light armor interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A vampire's limited focus and specialized training, however, allows him to avoid spell failure so long as he sticks to light armor. This ability does not apply to spells gained from a different spell-casting class.

This ability replaces a necromancy talent gained at 2nd level.

Vampiric Power (Su): At 2nd level, a vampire gains DR 5/ silver, resist ice and lightning 10, and he no longer has a reflection in a mirror or casts a shadow. In addition, the vampire gains the ability to turn himself into a dire rat, dire bat, or wolf. A vampire loses his ability to speak while in this form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with other animals of the same general grouping as his new form. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. He can use this ability a number of times per day equal to 3 + his Charisma modifier.

- If the form the vampire assumes has any of the following abilities, he gains the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.
- *Medium animal:* If the form he takes is that of a Medium animal, he gains a +2 size bonus to his Strength and a +2 natural armor bonus.

This ability replaces undead body and unholy protection.

Vampiric Swarm (Su): At 3rd level, a vampire can summon rats, bats, or wolves, as per the children of the night special attack in the vampire's stats in the Pathfinder Bestiary. In addition, his darkvision increases to 60 feet.

This ability replaces harm touch.

Vampiric Mist (Su): At 7th level, a vampire gains the ability to assume a gaseous form, at will, as a standard action. The vampire and all his gear becomes insubstantial, misty, and translucent. His material armor (including natural armor) becomes worthless, though his size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. He gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. He can't attack or cast spells while in gaseous form. The vampire also loses supernatural abilities while in gaseous form. If he has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A vampire can't run, but he can fly at a speed of 20 feet with perfect maneuverability and automatically succeeds on all Fly skill checks. He can pass through small holes or narrow openings, even mere cracks, with all he was wearing or holding in his hands, as long as he remains in this form. He is subject to the effects of wind, and he can't enter water or other liquid. He also can't manipulate objects or activate items, even those carried along with his gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

This ability replaces cheat death and master of undeath.

Master Vampire (Su): At 20th level, a vampire's vampiric nature becomes complete. He no longer has a pulse or a body temperature. He no longer ages and no longer needs to eat or drink but can if he wants. He gains DR 10/silver, immunity to poison, paralysis, and sleep sleeps and effects, as well as fast healing 2. Undead creatures consider him one of their own unless he attacks them. He also gains the slam, blood drain, and domination attacks of a true vampire. In addition, his Charisma and Strength scores increase by 2.

This ability replaces lich transformation.