



Fighter - Vampire Knight

As the product of failed conversion to vampirism, these fighters represent one of the worst threats that a vampire can face. Using their own powers against them, these living beings lay waste to the monsters, with their swift movements, resistance to mind control and unrelenting strikes. They bring back the fear of the night into the hearts of vampires.

Supernatural Wile

Your words contain the vampiric power that you embody. Starting at 3rd level you can add your Constitution modifier to any charisma check that you make, and you gain proficiency in your choice of persuasion or deception.

Army of the Night

Also at 3rd level, you gain control over your own minions of darkness, allowing you to send ethereal bats to distract your foes. As a bonus action, choose a creature that you can see within 30 feet of you, the bats will start swarming around it until the start of your next turn, giving them disadvantage on attack rolls against creatures further away than 10 feet from them. You can use this ability a number of times equal to your Constitution modifier and regain all expended uses when you use your Second Wind ability.

Vampiric Constitution

The vampiric powers that you've been bestowed grow stronger. Starting at 7th level you have advantage on saving throws against charms and can see in dim light within 90 feet of you as if it were bright light, and in darkness as if it were dim light. You can discern color in darkness.

Wings of Darkness

The night beckons. Starting at 10th level you can use your bonus action to grow wings of shadows. The wings last for 10 minutes and give you a flying speed of 30 feet, during which you can hover. You can use this bonus action a number of times equal to your Constitution modifier, and you regain all expended uses when you finish a long rest. These wings dissipate early if you enter bright light or sunlight.

Ghastly Step

At 15th level, you can take the dash action as a bonus action, and if you do so, you turn into a swarm of bats until the end of your turn. While in that form you can perform any action as normal but are immune to bludgeoning, piercing and slashing damage and you don't trigger attacks of opportunity.

Face of Fear

You can unleash the vampiric madness held inside you. At 18th level, you can, as an action, release a blood curling scream. Each hostile creature in a 60 feet radius centered on you that can hear you must succeed on a Wisdom saving throw (DC= 8+ your Proficiency Bonus + your Constitution Modifier). On a failed save a creature becomes stunned in fear for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature that can't be frightened is immune to this effect. Once you've used this ability you can't use it again until you complete a long rest.