

# Character Crucible: Dhampirs

*Half-Vampire Race for D&D*

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**CrossPlanes.Com**

**Dedicated to Priscilla**



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# DHAMPIR

Sometimes the hungering darkness will seduce a mortal. Their passion bringing a hybrid of life and death, light and darkness into the world.

Dhampirs, or half-vampires, are the children of humans and vampires and in most ways a mockery of both, neither truly alive, nor truly undead. A dhampir does their best to find a place to call home, to find someone to love them.

Often, they set out after adventure because finding those things are far too daunting.

## LEGACY OF DEATH

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Dhampirs learn early in their lives to be wary, as few understand them and fewer still feel comfortable around them. If they do not take care and guard their origin closely, they may face certain doom.

Their survival relies upon caution, perception, and cleverness at all times. They know their territory and the best ways to make a hasty escape. The darkness calls to them, a siren song set to the beat of their own hearts. A half-vampire is marked as predators no matter how much they try to bury it.

## LEGACY OF LIFE

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Dhampirs are blessed with natural coordination, strength, and toughness. They may easily walk the warrior or rogue's path, and often find martial training a natural outlet for their darker nature.

## CHILDREN OF THE NIGHT

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A society of dhampirs is virtually unknown. They often find themselves in the company of only one side of their heritage, generally to exclusion.

If amongst humans or other mortals, it is common for them to hunt the undead. Their unnatural gifts are perfect for stalking the darkness that lies within their own souls.

However, they may also become powerful agents for undead, especially their vampiric forebears. They may move about in daylight, facilitating any number of tasks, profound and mundane. Plus, their physical gifts make them potent guardians and their own hunger for blood gives them much in common with those they might call master.

In short, a dhampir's existence is the personification of the cosmic battle between light and darkness.

## DHAMPIR NAMES

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Dhampirs have names appropriate to the culture in which they were born.

**Male Names:** Abraham, Alucard, Johan, Kurst, Nox, Vlad, Zanos.

**Female Names:** Anna, Lilith, Nyx, Persephone, Rose, Shakti, Wilhemena.

## DHAMPIR TRAITS

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Your dhampir character has certain traits deriving from your vampiric ancestry.

**Ability Score Increase.** Your Constitution score increases by 1, your Dexterity score increases by 1, and your Strength score increases by 1.

**Age.** Dhampirs mature at the same rate as humans but live about twice as long.

**Alignment.** Due the conflicting nature of their heritage, they are often neutral.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** Thanks to your undead heritage, your darkvision has a radius of 60 feet.

**Fangs.** You are proficient with your bite (melee attack, reach 5 ft., one target) which deals 1d4 piercing damage on a hit.

**Blood Drinker.** On the same turn you deal damage with your bite, you may use a bonus action to expend a hit die. Roll that die and add your Constitution modifier. You regain hit points and your target takes necrotic damage equal to the total. You may not use this trait again until you complete a short or long rest.

**Night Stalker.** You gain proficiency in the Stealth skill.

**Vampiric Resistance.** You have resistance to necrotic damage.

**Languages.** You can speak, read, and write Common and one extra language of your choice.