

Playable Race

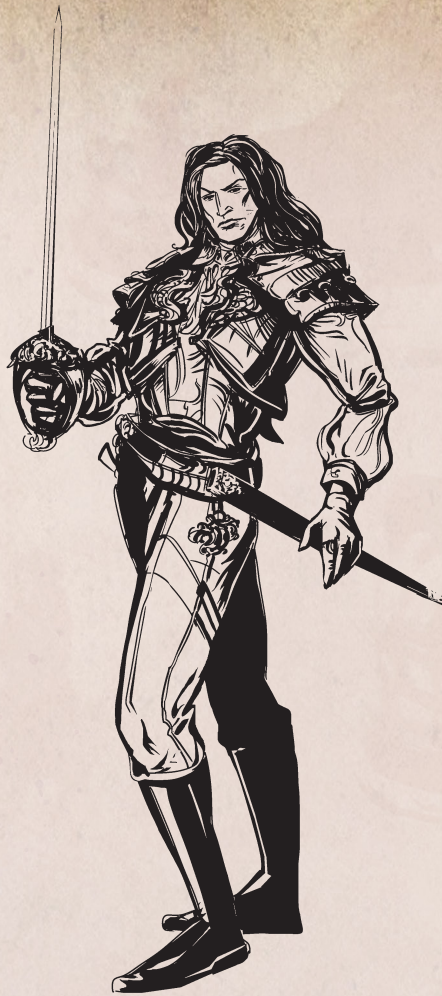


The Dampir

Half-Vampires for 5th Edition



Thiago Shinken



THE DHAMPIR

Playable for 5h Edition

Supplement for players and dungeon masters of the world's most famous RPG containing rules for a new player race.

Illustration by Matt Morrow

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written by Thiago Shinken

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HALF-VAMPIRES: THE DHAMPIR

Children of darkness, dhampirs are the offspring a mortal and a vampire. Frequently born out of horror and tragedy, the circumstances of a dhampir's conception are incredibly hard to understand. Since few mortals can survive the painful and gory birth of such a creature, it is often theorized that most dhampirs are born of male mortals and female vampires.

However, dhampirs are frequently abandoned immediately after birth, without ever knowing their parents. This makes such theories hard to prove. Some rare dhampirs are even born out of mortal females bit by vampires while pregnant.

CHARMING PRINCES OF UNDEATH

Walking the line between life and death, dhampirs are exquisitely beautiful. Tall, elegant and slender, dhampirs look like statuesque members of their mortal parent race. Even their unnatural paleness does not detract from their beauty.

Their facial features resemble the static beauty of marble statues, attracting gazes due to the unearthly perfection they represent. This supernatural beauty is both a boon and a curse for any dhampir who dares to live among mortals.

THE TAIN OF DARKNESS

Even though dhampirs don't need blood to survive, they can drink it from mortals if they so wish. After dhampirs drink blood, they look less pale, more alive. They also experience a burst of energy and power. Some dhampirs grow addicted to this hideous practice, growing more and more like their monstrous ancestors.

The taint of undeath ironically gives a dhampir longevity on par with elves. Most grow up as orphans, and despite their exquisite features and innate charm, they face a lifetime of prejudice, mistrust, fear, and persecution. Humans who witness the seemingly sinister nature of a dhampir

child's supernatural powers or sensitivity to daylight display an array of reactions ranging from awe to terror to outright hatred. Eventually, a dhampir must learn to cope with these difficulties in order to find his place in the world.

While most dhampirs succumb to the innate evil of their undead heritage and devolve into the monstrous fiends depicted by society, a few reject their unholy conceptions, instead vowing to avenge their mothers by hunting the very creatures that sired them. Dhampirs keep few, if any, close companions.

Ultimately, the majority of evil dhampirs regard their allies as little more than tools or fodder. Those whom they deem useful are judged by their merits as individuals, not by their race.

However, even with those they feel attached to, most dhampirs are sullen and reserved. Some fear the persecution heaped upon them may be transferred to their companions, whereas others worry their own bloodlust will one day overwhelm them and they'll inadvertently turn upon their friends. In any case, an alliance with a dhampir almost always leads to an ill-fated conclusion.

DHAMPIR NAMES

Since dhampirs don't have their own culture nor a common community, they usually borrow names from their mortal parent's language and culture.

However, since dhampirs are so frequently abandoned, they sometimes make do only with (often cruel) nicknames received on the streets, such as Daywalker, Darkspawn or Nosferatu.

DHAMPIR TRAITS

Dhampirs share certain racial traits as a result of their vampiric descent.

Ability Score Increase. Your Charisma score increases by 2.

Age. Dhampirs mature at the same rate as their mortal parent, but they can live to be over 700 years old.

Alignment. The taint of darkness is strong. Most dhampir tend towards both chaos and evil. However, good-aligned dhampir are not rare.

Darkvision. Thanks to your vampiric heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fangs. Dhampirs inherit the deadly fangs from their ancestors. They can be used as unarmed strikes, dealing 1d4 points of piercing damage (plus your Strength modifier). You can drink blood from a grappled, incapacitated or restrained victim as an action. If you do so, you gain temporary hit points equal to your Charisma modifier.

Necrotic Resistance. You are resistant to necrotic damage.

Languages. You can speak, read, and write Common.

Mortal Ancestry. The race of your mortal parent influences what kind of dhampir you become. Choose one from the list of subraces below.

DWARF DHAMPIR

Your mortal parent was a dwarf, a hardy creature with a knack for stonework.

Ability Score Increase. Your Constitution score increases by 1.

Size. You are taller and slender than most dwarves; some could mistake you for a burly human. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.



Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

ELF DHAMPIR

Your mortal parent was an elf, a creature of fey ancestry and grace.

Ability Score Increase. Your Dexterity score increases by 1.

Size. You are taller than most elves but as slender as they are. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

HALFLING DHAMPIR

Your mortal parent was a halfling, a practical and lucky small creature.

Ability Score Increase. Your Dexterity score increases by 1.

Size. Unlike most dhampirs, you are exactly the same size as a Halfling, around 3 feet tall. Your size is Small.

Speed. Your base walking speed is 25 feet.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

HUMAN DHAMPIR

Your mortal parent was a human, an adaptable and ambitious creature.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Size. You are tall and slender, around 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

GNOME DHAMPIR

Your mortal parent was a gnome, a curious and inventive small creature.

Ability Score Increase. Your Intelligence score increases by 1.

Size. You are slightly taller than most gnomes, maybe reaching 4 feet. Your size is Small.

Speed. Your base walking speed is 25 feet.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

ORC DHAMPIR

Your mortal parent was an orc, a vicious and brutal creature.

Ability Score Increase. Your Strength score increases by 1.

Size. You are taller than orcs, maybe even 8 feet tall, but somewhat more slender than an average orc. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Orc Ferocity. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

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