



DHAMPIR

Born from the union of mortal and vampire, dhampirs come into the world infused with undead power but alive. Dhampirs typically cannot sire or bear children themselves although there are rare exceptions to this, typically aided by powerful magic. Although dhampirs share much in common they do vary based on the supernatural nature of their vampiric parent.

ONE FOOT IN THE GRAVE

Dhampirs straddle the line between life and death. Their mystical relation to undeath gives them resilience against poison and necromantic energies but they still feel the blush of life as keenly as any other mortal race. Dhampirs tend to be fascinated with mortality. In some cases this compels a dampir to take up the life of an adventurer, risking her life on a nightly basis just for the thrill. In other cases it causes a dhampir to cloister himself away from the world studiously working to conquer his own mortality.

THE LIFE NOCTURNAL

While the sun is not as offensive to dhampirs as it is to their vampiric parent, dhampirs nevertheless prefer the dim light and darkness of night to the harsh sunlight. Their aversion to sunlight is so typical that the highly superstitious or untrusting might assume that a dhampir is a vampire itself. Unlike their vampiric parents, dhampirs do not need to use the cover of darkness to carry out predation on the mortal population so instead many dhampirs are acquaint themselves with the local nightlife and criminal organizations that operate largely in the evenings and wee hours of the morning.

BY BLOODLINE BROKEN

When a vampire passes down his blood to a dhampir child he passes along the curse that runs through his veins as well. Although more obscure curses certainly exist the three main curses that afflict vampires are the Curse of Nobility, the Curse of the Feral, and the Curse of Dread. Amongst dhampirs these translate to the Dreadblood, Feralblood, and Nobleblood.

Dreadblood dhampirs inspire terror and creeping melancholy in those around them and so tend to take up lives of study where they can hide away from others. Feralblood dhampirs connect the bestial side of vampirism and are born warriors and feel most alive when taking a life. Nobleblood dhampirs possess an unnatural charisma and hypnotic presence that they employ to build small communities and cults to their name and live off the hard work of others.

DHAMPIR TRAITS

All dhampirs share the following features.

Ability Score Increase. Your Constitution score increases by 2.

Age. Dhampirs mature at the same rate as humans but live to be into their 300s.

Alignment. Dhampirs are given to dark appetites by their nature pushing many dhampirs towards evil or neutral alignments. Dhampirs are as likely to be lawful as they are chaotic.

Size. Dhampirs stand between 5 and 6 feet tall and weigh on average 140 pounds. Your size is Medium.

Speed. Your basic walking speed is 30.

Darkvision. Given their aversion to sunlight and comfort with the darkness, it is lucky for dhampirs they are blessed with natural darkvision. You can see in dim light within 60 feet 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.

Hard to Kill. You have advantage on death saving throws.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Unnatural Resilience. You gain advantage on poison saving throws and have resistance against necrotic

damage.

Daywalker. You can use a bonus action and expend a Hit Dice to ignore your Sunlight Sensitivity feature for 10 minutes.

Languages. You begin with Common and one other language.

Subraces. Choose a subrace based on the bloodline of your vampiric parent.

DREADBLOOD TRAITS

Your vampiric parent was a mad monster who inspired mortals to unholy terror.

Ability Score Increase. Your Intelligence score increases by 1.

Broken Mind Insight. After you make a saving throw against a charmed or frightened effect but before the DM declares whether you succeeded or failed you may spend a Hit Dice to roll a die of that type and add it to the result.

Friend to Fear. You gain proficiency in your choice of one of the following: Intimidation, Perception, or Stealth

NOBLEBLOOD TRAITS

Your vampiric parent was a predator who hunted amongst socialites and nobles.

Ability Score Increase. Your Charisma score increases by 1.

Inspired Compliance. You can use a bonus action to direct one of your companions or a creature charmed by you to strike or perform a simple task. When you do so, choose a friendly creature who can see or hear you and expend one Hit Die. That creature may make a Wisdom saving throw. If it chooses not to make or fails the saving throw, it uses its reaction to make one weapon attack or ability check, adding the expended Hit Die to the attack roll or ability check.

Natural Grace. You gain proficiency in your choice of one of the following: Deception, Insight, or Persuasion.

FERALBLOOD TRAITS

Your vampiric parent was a creature red in tooth and claw.

Ability Score Increase. Your Strength score increases by 1.

Beast Shape. You can use an action and expend a Hit Dice to turn into a bat or wolf and roll a die of the same type as the Hit Dice expended. This feature follows all the rules of the druid's Wild Shape feature save that it ends only when you choose to return to your normal form as a bonus action, a number of hours pass equal to the result of the die roll + 1, or when the sun rises.

Primal Nature. You gain proficiency in your choice of one of the following: Animal Handling, Athletics, or Survival

Dhampir to Vampire

Once they meet the ability score and level requirements, dhampirs can become level 1 vampires. To gain additional levels in the vampire prestige class they must commit diablerie.

Dhampir Race by

/u/coolgamertagbro

Art Credits in Order of Appearance

"Vampire Tower" by Faxtar

"Vampire" by Child-of-Winter