

DHAMPIR

A UNIQUE RACE OPTION FOR D&D 5E





DHAMPIR

Born from the union of mortal and vampire, the dhampir come into the world infused with undead power but alive. Dhampir typically cannot sire or bear children themselves although there are rare exceptions to this, typically aided by powerful magic. While the dhampir share many traits as a whole, they also differ from one another based on the cursed nature of their vampiric parent.

ONE FOOT IN THE GRAVE

Dhampir straddle the line between life and death. Their mystical relation to undeath gives them resilience against poison and necromantic energies but they feel the blush of life as keenly as any other mortal race. Dhampir tend to be fascinated with mortality. In some cases this compels a dhampir 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 does not harm a dhampir as it does their vampiric parent, the dhampir nevertheless prefer the dim light and darkness of night to the harsh sunlight. Their aversion to sunlight might cause the highly superstitious or untrusting to assume that a dhampir is a vampire. This aversion to sunlight, and consequently the daytime, leads many dhampir to acquaint themselves with the nightlife and criminal organizations that operate largely in the evenings and wee hours of the morning.

BY BLOODLINE BROKEN

When vampires pass down their blood to a dhampir child they pass along the curse that runs through their veins as well. Although more obscure curses exist, the three most common curses that afflict vampires are the Curse of Nobility, the Curse of the Feral, and the Curse of Dread. Amongst the dhampir these translate to the Dreadblood, Feralblood, and Nobleblood. Dreadblood dhampir 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 dhampir are most connected to the bestial side of vampirism and feel most alive when hunting another or taking a life. Nobleblood dhampir possess an unnatural charisma and hypnotic presence that they employ to build small communities or cults to their name and live off the hard work of others.

DHAMPIR TRAITS

All dhampir share the following features.

Ability Score Increase. Your Constitution score increases by 2.

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

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

Size. Dhampir 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 the dhampir 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 Die 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 use your reaction and spend a Hit Die 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 and expend a Hit Die to direct a friendly creature within 60 feet of you to strike or perform a simple task. That creature may make a Wisdom saving throw (DC = 8 + your proficiency modifier + your charisma modifier) to ignore your command. If the creature chooses not to make or fails the saving throw, it uses its reaction to make a weapon attack or ability check of your choice, 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 Die to turn into a bat or wolf. When you do, roll a die of the same type as the Hit Die 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 an action or a number of minutes pass equal to the result of the die roll + 1.

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

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