

Ulther's Report of Dhampirs



Community content for adding the player
character Dhampir race to your campaign



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Ulther's Report of Dhampirs
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Design by Ulther



Dhampir

"We didn't know Drana's nature when we first met, but by the time word got around and the townsfolk were gathering torches and pitchforks, we were already firm companions. Were we alarmed when we saw her ferocity? Of course! But with what we were up against, it would have been foolish to argue with the results!"

-Captain Ace Marley, Ulther's Treatise on Pirates

To the casual observer, Dhampir are almost indistinguishable from Humans, however when scrutinised closely by someone familiar with their kind, their true nature can be revealed. If this knowledge becomes known locally, it could cause create problems with the locals, who would almost certainly have some concerns regarding a Dhampir's Vampiric heritage.

Vampiric Bloodline

A Dhampir is the result of a union between a Vampire and a Human. They inherit some measure of the powers of their Vampire parent, but avoid the worst of their inherent weaknesses. Whilst sunlight may not harm or destroy a Dhampir, they still may find it less comfortable than the shadows. A flowing river may likewise cause discomfort, and entering someone's house uninvited is likely to be an unpleasant experience.

Appearance

Whilst their build and appearance is that of a regular human, Dhampirs often have very pale skin and a unearthly grace to them, similarly to Elves. All Dhampir have elongated incisors, which whilst are not true fangs, are sharp enough to draw blood.

Dhampir Traits

Your Dhampir character has the following traits.

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

Age. Dhampirs reach adulthood in their late teens and mature at the same rate as humans, however due to their Vampire heritage they have a lifespan comparable to Elves, able to live to be 750 years old.

Alignment. Dhampirs usually have an independent nature and therefore have a tendency towards a chaotic alignment. However as with Humans, the best and worst can be found among them.

Size. Dhampirs vary in size and build just as Humans do, from barely 5 feet to well over 6 feet tall. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. From your Vampire 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.

Vampiric Resistance. You have resistance to necrotic damage.

Spider Climb. You have advantage on Strength (Athletics) checks you make to climb.

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

Dhampir's Bite. As an action, you can bite a willing creature, a creature that you have charmed, or a creature that is incapacitated or restrained, if that creature is within 5 feet of you.

A creature that you bite takes 2d6 necrotic damage. The damage increases to 3d6 at 6th level, 4d6 at 11th level and 5d6 at 15th level. You gain temporary hit points equal to the damage dealt.

After you use your bite, you cannot use it again until you complete a short or long rest.

