



UNHALLOWED

METROPOLIS

Blood Legacy: The Dhampir Revisited



Blood Legacy: The Dhampir Revisited

Unhallowed Metropolis Created by: Jason Soles & Nicole Vega

Written by: Jason Soles

Additional Contributions: Marc17 and Nicole Vega

Graphic Designer: Jefferson Dunlap

Editor: Jennifer Shaiman

Illustrations: Melissa Uran

Photography: Angel Ceballos

Models: DekenAngel and Revel

Photo Manipulation: Angel Ceballos

Hallows Eve Designs: Aron Tarbuck and Kate Lynch

Special Thanks: NyarghoDirge, whose persistence insured the Dhampir would take his rightful place in the Unhallowed pantheon. Katie Mineke & Dark Industry Clothing and everyone that turned out for the F-Stop photo shoot.



This book is printed under the copyright of the United States of America. Contents copyright © 2009, Jason Soles and Nicole Vega. All rights reserved. This book is a work of fiction; any resemblance to organizations, places, events, or actual people—living or dead—is purely coincidental. Copies of materials herein are intended solely for your personal, noncommercial use, and only if you preserve any associated copyrights, trademarks, or other notices. You may not distribute copies to others for a charge or other consideration without prior written consent of the owner of the materials except for review purposes only.

Unhallowed Metropolis, Unhallowed Necropolis, the Unhallowed Metropolis logo, the New Dark Age logo, the Neo-Victorian World, and all related character names, places, and things are trademark and copyright © 2009, Jason Soles and Nicole Vega. Hallows Eve Designs logo is trademark and copyright © 2009, Hallows Eve Designs.

www.hallowsevedesigns.com

The Dhampir Revisited

In the interest of refining the Dhampir's role as the premiere vampire hunter of the Neo-Victorian World, the authors have added the following Feature to the Dhampir Calling.

Blood Legacy, New Dhampir Calling Feature

With acceptance of his dark fate, experience, and the sheer force of will, a Dhampir can master his unnatural form by overcoming his passions rather than allowing them to rule him. Though he is not a true vampire, a Dhampir may learn to manifest a fraction of the power of the living dead. For each level of the Concentration skill the Dhampir possesses, he may take one of the following stunts instead of a standard Concentration stunt:

- *Casanova* – The character has a natural gift for seduction. He may reroll failed Charm – Seduction rolls. A failed roll may only be rerolled once due to Casanova. After consummating a love affair, his paramour will be permanently enthralled with him, unable to relieve herself of thoughts of the character. The Casanova gains a +1 bonus on contested Charm rolls versus any character he has previously seduced.
- *Dustman* – The Dhampir is an expert vampire hunter. He has become accustomed to going for the heart. He now suffers a –3 penalty, rather than a –5, when targeting the heart.
- *Immortal* – The Dhampir's longevity has been greatly increased as a result of the potency of his blood. Unlike other Dhampir who continue to age, albeit at an exceptionally slow rate, this character's aging process has been completely arrested. Though he can still be destroyed through violent means, the character is effectively immortal.
- *Lingering Vitality* – The character's body draws much greater sustenance from blood than others of his kind. When the character drinks blood from a living human, the +1 Vitality and Coordination bonus gained from Blood Drinker (see UM, page 126) lasts for eight hours.
- *Noctuary Agent* – The Dhampir is an established member of the Noctuary (see UM, pages 274–275), the

premiere Neo-Victorian secret society for vampire hunters. A member in good standing, the character has taken part in a number of missions and is highly regarded. In addition to beginning with the Noctuary Membership Quality, the character gains +1 on Charm – Credibility rolls when dealing with other members of the organization. This stunt must be taken at the time the character is created.

- *Paragon of Inhumanity* – Graceful, beautiful, and beguiling, the Dhampir is a true product of his supernormal condition. His every movement exudes preternatural confidence and predatory exuberance. His eyes glisten with a feral sheen, and his hair and flesh take on the lustre of perpetual health. If he was once greying, he is now restored to the appearance of youth.

The character gains the Quiet and Haunting Beauty Qualities (see UM, pages 178 and 180, respectively). If this stunt is taken after character creation, it represents a sudden change in the character's physiognomy brought about by his tainted blood.

- *Secrets of Blood* – The Dhampir has learned to extract secrets from the blood he drinks. With a taste of an individual's blood, the Dhampir can determine the donor's species, his rough age, diet, and present health. The character instantly knows whether the blood was taken from a living or dead source, the donor's present mental stability, and any diseases or ailments from which he may be suffering. Additionally, the character gains a visual image of the individual that may be used to identify him later.

If the Dhampir drinks the blood of a vampire, he will know if the vampire is sentient or feral, how long it has been a vampire, and, if he has tasted the blood of others belonging to that vampire's legacy, and the details of that vampire's lineage. For example, if he tastes the blood of Lord Crowstaff, he will know if he has tasted the blood of Lord Crowstaff's creator or the blood of any vampire created by Lord Crowstaff.

The character does not need to draw the blood personally, and he can sample any amount of blood, whether fresh or dry.

- *Social Predator* – The character's carefully cultivated demeanour is charming at the best of times and frightful in its intensity at the worst. The character is clearly a man to avoid crossing. With a glance, the character can silence an offending speaker or rout an angry mob. The character can reroll failed Wit – Interrogation and Charm – Intimidation rolls. Each failed roll may be rerolled once due to Social Predator.

- *Sol Invictus* – Through the sheer will to survive, the character has altered his supernatural make up. Unlike vampires who grow weak in daylight, the Dhampir is actually invigorated by the rays of the sun. During the day, the character gains +1 Vitality. On those rare days during which the sun shines on the metropolis, this bonus is increased to +2. The character does not receive any bonus at night or during Lost Days (see UM, page 115).

- *Tempered Passions* – The Dhampir has gained a measure of control over his hatred of vampires. Though he still loathes the creatures and desires their destruction with every fibre of his being, the character can now reroll failed Hatred of Vampires Will rolls (see UM, page 127). Each failed roll may be rerolled once due to Tempered Passions.

- *Transfixing Gaze* – Though true mind control is beyond his capabilities, the Dhampir has developed the ability to transfix a human with his stare. The character gains the vampire Transfix ability (see UM, page 270).

- *Vigil of the Damned* – Sustained by the unnatural potency of his blood, the Dhampir no longer requires sleep. Though his sanity may eventually pay a terrible price, the character can stay awake constantly. He can sleep for short durations if he succeeds in a Will roll (DR 14). Even then, however, his sleep will be restless, and he will be awakened by the slightest sound or the presence of an undead creature (see Sense Undead, UM, page 127).

The Power of the Blood

Unarmed Combat Stunts for Vampires and Dhampiri

Vampires and Dhampiri are creatures of exceptional strength and agility. However, they only reach their true potential after feeding, when they are capable of supernatural feats of physical prowess. With practice, such a creature can move at blinding speed.

Vampire and Dhampir characters can take the following Unarmed Combat stunts in place of standard Unarmed Combat stunts. These stunts are available to any Dhampir character, not just those with the Dhampir Calling.

Power of Blood stunts can only be used after the character has fed on a living human. A vampire can use these stunts for eight hours after feeding. A Dhampir can

generally use these stunts for one hour after feeding, though a Dhampir with the Blood Legacy stunt Lingered Vitality can use these stunts for eight hours after feeding.

- *Death Dealer* – For each action the character spends to make an unarmed combat or melee attack, he can make one attack against every opponent within striking range. For example, if the character had three potential targets in his reach and spends two actions to make attacks, he could attack each opponent twice. The character can only make these additional attacks if the form of the attacks is suitable. The character could only grapple one opponent, for instance, while he could stab any number with a knife.

- *Preternatural Speed* – When the character intentionally moves during combat, double the distance he can move. Additionally, the character can dodge and parry ranged attacks as well as melee attacks. To parry a ranged attack, the character must be holding an object strong enough to stop or reflect the projectile. Bullets may pass through soft objects or ricochet off hard objects.

- *Sudden Death* – When rolling initiative, the character can choose to reroll his result. Each roll may be rerolled once due to Sudden Death. If the character makes a Sudden Death reroll, he cannot choose to hold his actions during the first round of combat.

