

DHAMPIR



Heirs of a fiendish bloodline who live and thrive in the shadows of human society.

RACIAL TRAITS

Average Height: 5' 7" - 6' 4"

Average Weight: 145 - 225 lb.

Ability Scores: +2 Strength, +2 Dexterity

Size: Medium

Speed: 7 squares

Vision: Low-Light

Languages: By Background

Skill Bonuses: +2 Bluff, +2 Stealth

Bloodlust: You take a -2 penalty to attack rolls for any attack that doesn't include the nearest bloodied creature. If there are no bloodied creatures within 10 squares, you suffer no penalty to attack rolls. However, you gain a +1 racial bonus to attack and damage rolls against bloodied foes.

Dhampir Regeneration: You can use *dhampir regeneration* as an encounter power.

Resilient: You gain a +1 bonus to all saving throws.

Dhampir Regeneration

Dhampir Racial Power

You call upon your fiendish nature to shrug off fatigue and damage.

Encounter ♦ Healing, Stance

Minor Action

Personal

Special: You must be bloodied to use this power.

Effect: Until the end of the encounter or until rendered unconscious, you gain a +1 bonus to attack rolls. In addition, for as long as you are bloodied, you gain regeneration 2 (regeneration 4 at 11th level, regeneration 6 at 21st level).

Dhampir, also commonly referred to as half-vampires, are heirs to a fiendish Otherworld vampire bloodline. They are descended, either directly or distantly, from of the union between a white or red vampire and a mortal human. Dhampir are left to live with the mark of their heritage among human civilizations, where they are often feared and resented.

Play a dhampir if you want...

- ♦ To be a hero with a dark side to overcome.
- ♦ To be fast, stealthy and resilient.
- ♦ To be a member of a race that favors the paladin, rogue, and warlock classes.

PHYSICAL QUALITIES

Dhampirs usually pass for human at cursory inspection by those who are not knowledgeable in the supernatural or not paying close attention to details. Dhampir appear as attractive human with finely chiseled features, slightly pointed bat-like ears, and pale skin tones ranging from pallid to porcelain to pure albino white. They always have black, midnight blue or deep auburn hair and ice-blue eyes that glow slightly with an inner fire when highly emotional. Dhampir also possess small fangs that can be generally be concealed but still betray their nature to the careful observer.

PLAYING A DHAMPIR

Dhampirs have no lands or true racial culture of their own, being most often raised in their human parent's culture but they can be raised by either or both parent. When raised in human society, they oft times are forced to the fringes due to the fear inherent in their obvious parentage, resulting in many being outcasts. More often than not though, Dhampir learn at an early stage in life to disguise their more obvious traits so as to better blend in.

In all other ways the dhampir acts as a normal member of their human culture. Dhampirs are very social by nature and are always drawn to others and thus prefer large communities. However, they also tend toward vanity, for they can tell at an early age that they are different from others, being stronger and often more attractive. Many even go so far as to take on the opinion that non-dhampir are beneath them, becoming proud of their heritage. Other dhampir hate their heritage, depending mostly on their exposure to vampire culture or what they are taught about vampires in their youth.

The life of a dhampir is usually hard, being torn between their mortal natural and supernatural heritage having to contend with the dark curse passed to them by their vampiric progenitors. Likewise, dhampirs often retain some of their vampiric heritage, being driven, social yet often mysterious, power hungry, prone to mood swings of darkness and brooding and even a tendency and penchant for violence.

Dhampir do not tend to be religious or spiritual, having a more grounded base in the supernatural. Some however, choose to follow faiths that can either aid them to become more like their vampire heritage or to destroy those that created them. Those who have no particular feelings toward vampires but that are spiritual often follow the path of the Moon Mother.

Many dhampirs turn to the life of adventure, allowing them to use their skills and strength in a way that is generally found acceptable by their new allies. Many do so to hunt vampires if they are raised to despise their heritage, while others do so simple to strengthen themselves, or for the thrill.

Dhampir Characteristics: Adaptive, confident, devious, mysterious, quick, sinister, stealthy, strong, unsettling.

Names: Dhampirs are named based on the culture in which they are raised, which is primarily human.

Male Names: Armand, Blake, Cain, Dirk, Jonn, Kirk, Luc, Mikael, Poul, Reygar, Sirus, Thorn, Virgil, Wil

Female Names: Anada, Bella, Cassi, Dawn, Eleria, Faith, Gabriel, Jezephine, Kira, Lilly, Malena, Nicole, Ruby, Sonja

Some young dhampirs choose a name that signifies their fiendish nature rather than choosing to blend into human society.

Vampire Names: Bellarix, Caligari, Damanar, Heracul, Ignacio, Nicorelli, Romanus, Selenia, Valecroix

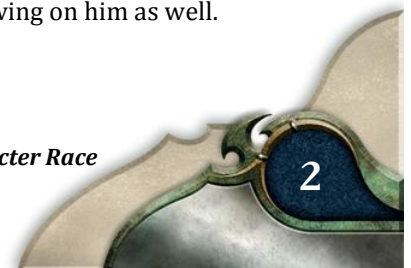
DHAMPIR ADVENTURERS

Three sample dhampir adventurers are described below.

Kerys is a dhampir warlock torn between good and evil. He longs to fit into the human society in which he lives and would like to call himself genuinely good. At the same time, he fears that his soul is irretrievably tainted by the touch of evil – both the evil in his blood and the sinister nature of his infernal pact. He feels as if he is on a tightrope between good and evil and might eventually fall either way. His companions recognize the good in his heart and trust him, and that trust has been enough on some days to keep him from sliding into evil. His life is tormented, and though he believes he is called to a great destiny, he is not sure whether he will become a hero or a villain.

Myarra is a dhampir paladin who prays daily that Pelor will help her keep her commitment to live justly and honorably. She has no love for Pelor's priests and temples, but she feels a personal connection to the sun God – the antithesis to all the evil in her heritage. She leads a group of adventurers in strikes against evil outsiders and undead but dreams of one day leading an army into the abyss under Pelor's banner. In his name, she struggles to keep her dark nature under tight control.

Tadogar is a dhampir rogue, a native of the streets and alleys of a human city and no stranger to the dark side of human nature. As far as he's concerned, good and evil are matters for philosophers to discuss in their universities. The reality of life on the street is survival, and he's willing to do what's necessary to survive. As part of an adventuring group, he uses his natural talents to aid in the dirtier jobs that must be handled and that some, like the paladin, are above doing. However, he has had his first real taste of trust and friendship, which are growing on him as well.



DHAMPIR FEATS

HEROIC TIER FEATS

Name	Prerequisites	Benefit
Celerity	Dex13, Dhampir	Ignore difficult terrain when shifting
Dhampir Resistance	Con13, Dhampir	+5 to saving throws vs. disease and poison
Frenzied Bloodlust	Dhampir	+2 damage when using <i>bloodlust</i>

PARAGON TIER FEATS

Name	Prerequisites	Benefit
Dhampir Health	Con15, Dhampir, Dhampir Resistance	You gain immunity to disease
Quick Healer	Con17, Dhampir, Frenzied Bloodlust	Increase your healing surge and <i>bloodlust</i> regen rate
Improved Celerity	Dex15, Dhampir, Celerity	+1 square when shifting

HEROIC TIER DHAMPIR FEATS

These feats are available to any dhampir character who meets the prerequisites. Heroic tier feats are the only feats you can take if you are 10th level or lower.

CELERITY [DHAMPIR]

Prerequisites: Dex 13, Dhampir

Benefit: You ignore difficult terrain when you shift.

DHAMPIR RESISTANCE [DHAMPIR]

Prerequisites: Con 13, Dhampir

Benefit: You gain a +5 racial bonus to saving throws against disease and poison.

FRENZIED BLOODLUST [DHAMPIR]

Prerequisites: Dhampir

Benefit: When using your bloodlust power, you also gain a +2 bonus to damage.

PARAGON TIER DHAMPIR FEATS

These feats are available to any dhampir character of 11th level or higher who meets the prerequisites.

DHAMPIR HEALTH [DHAMPIR]

Prerequisites: Con 15, Dhampir, Dhampir Resistance

Benefit: You are immune to disease.

QUICK HEALER [DHAMPIR]

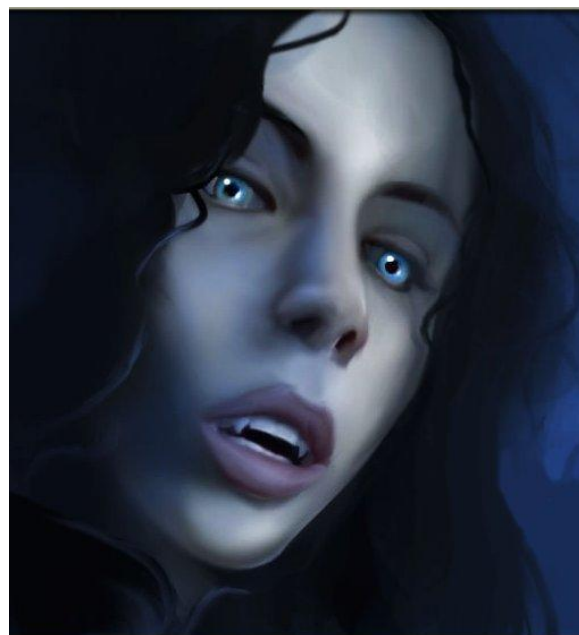
Prerequisites: Con 17, Dhampir, Frenzied Bloodlust

Benefit: Increase your healing surge value by your Constitution modifier, and increase your regeneration rating when using *bloodlust* by 1.

IMPROVED CELERITY [DHAMPIR]

Prerequisites: Dex 15, Dhampir, Celerity

Benefit: You may add 1 extra square of movement each time you shift.



DHAMPIR PARAGON PATHS

Although not restricted from other paragon paths, dhampir can choose paths unique to their kind.

DHAMPIR SHADOWWALKER

"Pray you never need fear the shadow for I am the hunter in the shadows and you will be my prey."

Prerequisites: Dhampir, striker role

You embrace the shadowy nature of your heritage, learning to excel at speed and stealth. Your mastery of speed and stealth go so far as to cause speed unmatched by any, and allowing you to move so fast as not to be seen by your prey.

DHAMPIR SHADOWWALKER PATH FEATURES

Shadowwalker Action (11th level): When you spend an action point to take an extra action, you also gain a move action.

Shadowwalker's Evasion (11th level): When you leave a square by shifting, you become invisible until the end of your next turn.

Shadowwalker Infiltrator (16th level): When you drop a target that is your level or higher to 0 hit points or fewer, or when you score a critical hit against a target that is your level or higher, you become invisible until the end of your next turn.

DHAMPIR SHADOWWALKER POWERS

Despite their mystic nature, each of these powers has the same power source as that provided by the class that qualified you to enter this paragon path.

Faster Than Thou

Shadowwalker Attack 11

Your speed catches an enemy by surprise, allowing you to strike with a sudden paralyzing thrust.

Encounter ♦ Weapon

Immediate Interrupt **Melee or Ranged weapon**

Trigger: An adjacent enemy shifts or moves

Target: The enemy

Attack: Strength vs. AC (Dexterity vs. AC if Ranged)

Hit: 1[W] + Strength modifier damage (+Dexterity modifier damage if Ranged), and the target is immobilized until the end of your next turn.

Shadow Escape

Shadowwalker Utility 12

With your heightened celerity, you escape when others would not be able to.

Encounter

Immediate Interrupt **Personal**

Trigger: You become immobilized, restrained, or slowed

Effect: You end any of the above conditions that currently afflict you. Then you can shift 2 squares.

Shadow Strike

Shadowwalker Attack 20

Your speed and stealth allow you to strike powerfully at a wounded foe to finish them off.

Daily ♦ Weapon

Standard Action

Melee or Ranged weapon

Target: One bloodied creature

Attack: Strength vs. Reflex (Dexterity vs. Reflex if Ranged)

Hit: 5[W] + Strength modifier damage (+Dexterity modifier damage if Ranged), and you shift a number of squares equal to your Charisma modifier. You must end this movement adjacent to an enemy.

Miss: Half damage, and no shift.

VAMPIRETOUCHED

"Your life is mine to take, in more ways than one."

Prerequisites: Dhampir

You embrace the necrotic nature of your fiendish heritage, becoming a living vampire in many ways, able to feed off the life energy of those you slay, providing you with new opportunities to achieve your goals and defeat your enemies. You relish in your nature and can control it, but those you unleash it upon can do nothing but falter in the face of your power.

VAMPIRETOUCHED PATH FEATURES

Vampireouched Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, that hit deals ongoing 5 necrotic damage (save ends).

Life Drain (11th level): When a creature you drop a creature to 0 hit points or fewer, you take a portion of its life energy. As a minor action, you can expend this life energy to regain hit points equal to one-half your level. At the end of the encounter, any life energies you have not expended fade away.

Necrotic Bloodlust (16th level): When you are bloodied, you gain a +2 power bonus to attack rolls when you use a power with the necrotic keyword.

VAMPIRETOUCHED POWERS

Despite their mystic nature, each of these powers has the same power source as that provided by the class that qualified you to enter this paragon path.

Necrotic Feedback

Vampiretouched Attack 11

You form a necrotic link with your enemy that punishes the target whenever you take damage.

Encounter ♦ Necrotic

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier necrotic damage. Until the end of your next turn, when you take damage, the target takes half that amount of necrotic damage.

Vampiric Resilience

Vampiretouched Utility 12

The first time an enemy attacks you, your vampiric heritage and necrotic power protect you and lash out at the enemy.

Daily ♦ Necrotic

Immediate Interrupt Personal

Trigger: An adjacent enemy makes a melee attack against you for the first time during this encounter

Special: If you are granting combat advantage, you cannot use this power.

Effect: Gain +10 power bonus to all defenses against the enemy's attack. If the attack misses, the enemy takes double your Charisma modifier necrotic damage.

Fiendish Strike

Vampiretouched Attack 20

Your focus your fiendish nature into a powerful necrotic strike against multiple foes.

Daily ♦ Healing, Necrotic, Weapon

Standard Action Melee weapon

Special: You can spend a healing surge before attacking.

Primary Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: The target is marked until the end of the encounter. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier necrotic damage.

Effect: The target is marked until the end of the encounter.

