

# Necronomicon: Dark Origins, Dhampir

This is Supplemental Material

## Dhampir

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Dhampirs are the half-living offspring of a male vampire and a mortal female. Dhampirs are not loved by the world they are born into for there is no place for them. The living distrust and hate them for their undead heritage while the undead hate them for being alive. It's a good thing that their ancestry has given them an enhanced ability to hide in the shadows, control mist, walk up walls, or to charm others to get out of dangerous situations.

## Racial Traits

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Your Dhampir character has the following characteristics from its undead heritage.

**Ability Score Increase.** Your Charisma score increases by 1, and you can choose two stats to increase by 1 from Strength, Dexterity, or Constitution.

**Age.** Dhampirs reach maturity at half the rate of their mother's race, but their lifespan is significantly increased. They live up to 7 times the lifespan of their mother's race.

**Size.** Dhampirs are as tall as their mother's race but are slimmer of build. Your size is Medium.

**Speed.** Your base walking speed is 30 feet

**Superior Darkvision.** Due to your undead ancestry, you have superior vision in dark and dim conditions. You can see in dim light within 120 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.

**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.

**Bite.** Your fanged mouth is a natural finesse weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength or Dexterity modifier. Once per long rest if you hit you can drain blood from the target, you deal an extra necrotic damage equal to your level and regain hit points equal to the necrotic damage.

**Languages.** You can speak, read, and write Common.

**Undead Fortitude.** you have resistance to necrotic damage.

**Vampiric Heritage.** Dhampirs inherit different powers from their father. Choose one of the options below.

- **Vampiric Charm.** When you reach 3<sup>rd</sup> level, you can cast the *charm person* spell as a 2<sup>nd</sup> level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5<sup>th</sup> level, you can cast the *Suggestion* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.
- **Vampiric Stride.** When you reach 3<sup>rd</sup> level, you can cast the *Jump* spell as a 1<sup>st</sup> level spell once with this trait and regain the ability to do so when you finish a short or long rest. When you reach 5<sup>th</sup> level, you can cast the *Spider Climb* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.
- **Child of the Mist.** When you reach 3<sup>rd</sup> level, you can cast the *Fog Cloud* spell as a 2<sup>nd</sup> level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5<sup>th</sup> level, you can cast the *Misty Step* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.
- **Child of the Night.** You have proficiency in the *Stealth* skill . When you reach 5<sup>th</sup> level, you can cast the *invisibility* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.