

DHAMPIR: SCIONS OF THE NIGHT

A Pathfinder Roleplaying Game Compatible **PLAYER'S RESOURCE** by **Landon Bellavia**



Sample file

DHAMPIR: SCIONS OF THE NIGHT

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In the shadows of civilization, the offspring of the forbidden union between humans and vampires struggle to find their place in a hostile world. These scions of the night need every trick available to them if they are to survive the enmity and mistrust that awaits in the world beyond. The dhampir children of undead vampires and hapless or depraved humans survive through unique fusions of ingenuity and resiliency, and now these abilities can be yours!

Packed with variant racial abilities and class features designed to allow players to customize the feel and style of their dhampir characters just as thoroughly as any elf or dwarf, *Dhampir: Scions of the Night* offers everything you need to bring a dhampir adventurer to life. Complete with racial analysis and idea starters for character background and appearance, *Dhampir: Scions of the Night* is an advanced guide to playing a dhampir.



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This work is dedicated to Charlotte, Sheridan, Adriel and Baby Number Three. Thank you for enduring my insanity and supporting me in my love of writing, gaming and creating. I love you all.

CONTACT US

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BONUS MATERIAL

Thank you for purchasing *Dhampir: Scions of the Night* we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

ERRATA

We would like to think *Dhampir: Scions of the Night* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Landon is a writer and game designer with a penchant for detail and a devotion to the creative process. He enjoys crafting new worlds and balancing new game details within the framework of the d20 system and the spirit of the OGL. For over a decade, he has been crafting his own world, and plans to eventually publish the work as a campaign resource when it finishes playtesting.

While gaming and writing are two of Landon's favorite activities, they are very difficult to make a living at, and currently hold the status of "hobbies that he can hopefully afford to pursue full time some day." In the mean time, he is working towards a PhD in physics and supporting himself and his family as a research assistant. Landon lives in North Carolina with his beautiful and wonderfully supportive wife, two dice-loving daughters, and tailless cat. When not doting on the wonderful girls in his life, working in the lab, writing, or gaming, Landon also enjoys eating, breathing, and (time permitting) sleeping.

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This **PLAYER'S RESOURCE** presents enhanced information regarding the dhampir, a new race presented in *Bestiary 2*. You do not need *Bestiary 2* to make use of this supplement; *Dhampir: Scions of the Night* presents all the necessary information to create interesting and memorable dhampir PCs and NPCs.

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DHAMPIR

There is perhaps no fascination more forbidden, no lust more taboo, than a mortal obsessed with the nocturnal exploits of a vampire. Such fixation rarely ends in anything other than a vampire debating with itself the etiquette of playing with one's food. However, in certain rare, exceptional cases, a human may actually find that the union of the living with the undead is in fact possible. Whether this realization was ultimately reached willingly or pleasurably is another matter entirely.

DHAMPIR HERITAGE

The dhampir are born with the grave's taint. Though they may appear largely human, their inhuman combination of grace and charm give them a mystique akin to their vampiric progenitor.

The means by which a dhampir is created can vary widely. Sometimes, the birth is the ultimate culmination of love triumphing over evil in a union that not even death can thwart. Other times, the spawning is the ultimate act of sadistic spite wrought on a mortal who has been dominated or otherwise overwhelmed by a master of the night. Far more bizarre origins are also plausible: a vampire who imprisons a mortal believing that she is his lost love incarnate; an undead who decides to conduct "scientific" research on a human; a vampire seeking to breed a troupe of daytime bodyguards, any of these and more are possible origins of a dhampir.

Human mothers who willingly carry a dhampir child typically fall into one of two categories: those so infatuated with their consort that they cherish the "gift" of bearing his seed, and those so good natured as to try to bring the child into the world despite its obvious taint. Unwilling mothers fill a much broader spectrum, including the priestess who attempted to oppose a vampire and found herself his desperate prisoner, the thief who snuck into a haunted castle for lost treasure and a noble's daughter kidnapped for a ransom that was never paid in gold and was instead extracted from her flesh.

Human fathers of dhampir children are far rarer (or may even be impossible, depending on the GM's interpretation of biology and the nature of life-force). If such a union does occur, the father is almost always dead and drained by the time the infant arrives. Vampire mothers, however, are often surprisingly loving to a dhampir child, seeking in it the child that was never had (or was had and lost) while alive.

PHYSIOLOGY AND APPEARANCE

With one foot already in Death's realm, dhampir are generally frailer and less resilient than their human parent. The vampire's ability to bolster his physical resiliency with sheer force of personality is lost to those with a spark of life.

Despite having this spark of vitality, dhampirs often appear pale and colourless, their skin ranging in hue from albino white through various shades of grey, occasionally reaching a deep charcoal hue. Their hair is often similarly without colour; white, silver and black being common. Occasionally, freakishly bright hair colours manifest as indicator of the dhampir's nature.

Other than deathly or unnatural hair and skin tones, coupled with an often unnatural beauty, little separates dhampirs in appearance from their human kin. Occasionally, they may possess preternaturally sharp teeth or even fangs or strangely coloured or shaped eyes. Normally, however, dhampirs need little more than good makeup to blend in among humans.

PSYCHOLOGY AND PERSONALITY

Dhampir are creatures of extremes, born of passions or machinations seldom experienced by ordinary humans. As such, they tend towards intense emotions and inexorable opinions. Often given to bouts of ego and narcissism, many dhampir are nevertheless acutely aware of their own isolation.

To say that human civilization spurns them, even persecutes them, is often an understatement. Thus, dhampir in human lands tend to be shrewd survivalists. They may manipulate their way into positions of power through blackmail or ingratiation, or they may maintain the lowest possible profile, attempting to blend in with the farthest fringes of society. However, hiding on the outskirts of civilization seldom suits a dhampir's own sense of self worth and importance, nor satiates the lust for power and privilege that so often accompanies the taint passed on to the scions of the night.

AGE, HEIGHT & WEIGHT

DHAMPIR RANDOM HEIGHT AND WEIGHT

TITLE	BASE HEIGHT	BASE WEIGHT	MODIFIER	WEIGHT MODIFIER
Male	5 ft. 4 in.	100 lbs.	2d8	x3 lbs.
Female	5 ft. 4 in.	90 lbs.	2d6	x3 lbs.

DHAMPIR STARTING AGE

ADULTHOOD	BARBARIAN, ROGUE, SORCERER	BARD, FIGHTER, PALADIN, RANGER	CLERIC, DRUID, MONK, WIZARD
110	+4d6	+6d6	+10d6

DHAMPIR AGING EFFECTS

MIDDLE AGE	OLD	VENERABLE	MAX. AGE
175	263	350	350 + 4d%

A dhampir intentionally created by a vampire and kept in his sire's service often matures with a much different sense of self than one who finds himself adrift in human society. Such beings serve the cruellest and darkest souls of the night, and are sometimes even brainwashed into believing they are the children of a divine being with the right to rule his own personal slice of this puny, pathetic world. Whether a dhampir accepts or rejects his sire's manipulations is perhaps the most important factor in deciding the dhampir's ultimate fate.

The thirst for blood and darkness of soul inherited from their vampiric parent mark most dhampir as evil, though each control his own destiny. Those few following path of righteousness and suppress their vile nature are among the world's brightest beacons of hope and redemption.

DHAMPIR SOCIETY

Dhampir have no society of their own, as their numbers are few and good-aligned adventurers would likely hunt down a group of any significant size. Very rarely, a handful of the tainted form a group in which they are free to be themselves and see each other for what they are. Such clusters seldom number more than a dozen, and all too often serve to magnify the darkness inherent to the race. In some lands, rumours swirl of dhampir enclaves existing independent of human or vampire influence hidden deep within lost catacombs or subterranean ruins. The nature of such settlements – if they exist – can only be speculated upon.

Occasionally, a cult-like group of dhampir siblings or half-siblings form around their vampiric sire. Such cabals are often (relatively) short-lived, though, as many vampires establishing one have discovered. Dhampirs, like vampires, are often convinced of their own superiority to all other beings, and are likely to eventually turn on any creature who tells them otherwise.

RELIGION & ALIGNMENT

Born of blood and sin, evil flows through a dhampir's veins. Those not purely evil generally either dance a fine line close to it, or have foresworn the darkness to such an extent that it is repressed almost completely. Because a dhampir's nature is largely evil, one must generally work extraordinarily hard to suppress cruel inclinations; a dhampir who is "neutral with good tendencies" is virtually unheard of, while those with evil tendencies are relatively common among an uncommon race.

Evil dhampir, when drawn to a deity, worship gods of death and undeath. Despite being alive, dhampir have many of the undead's blessings (and curses). Such individuals are often drawn to necromancy and the dark arts, their natural force of personality lending credence to their claim on fell powers.

Regardless of the path a dhampir takes, whether a rare, shining beacon of truth and light, or a sinister hedonist bent on self-gratification, dhampir can be among the most stalwart defenders of a faith or the most ruthless opponents of an ideal. The freedom of choice common among humans is similarly strong among dhampirs, save for the shadows that tug on their hearts and the thirst that catches in their throats.



DHAMPIR ABILITIES

Dhampirs are defined by class levels—they don't possess racial Hit Dice. Most dhampirs have the following racial traits; alternatives to these traits appear on the following pages.

- **+2 Dexterity, +2 Charisma, –2 Constitution:** Dhampirs are fast and seductive, but closer to death than most mortals.
- **Senses:** Low-light vision and darkvision 60 feet.
- **Manipulative:** +2 racial bonus on Bluff and Perception.
- **Undead Resistance:** Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.
- **Light Sensitivity:** Dhampirs are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.
- **Negative Energy Affinity:** Dhampirs are alive, but react to positive and negative energy as if they were undead—positive energy harms them while negative energy heals them.
- **Spell-Like Ability:** A dhampir can use *detect undead* three times per day as a spell-like ability. The caster level for this ability equals the dhampir's class level.
- **Resist Level Drain:** A dhampir takes no penalties from energy draining effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.
- **Languages:** Dhampirs begin play speaking Common. Those with high Intelligence can choose any language as a bonus language (except Druidic and other secret languages).

ALTERNATE RACIAL TRAITS

Though most dhampir possess the traits described above, the following options may be used with GM approval to customize a dhampir character.

Variant racial traits are grouped into categories by the standard dhampir ability that they replace. If the GM is using this resource to create dhampir NPCs and wishes to use some of these abilities, he can randomly determine alternate abilities using the instructions presented in each category.

VARIANT ABILITY SCORES

While the majority of dhampir benefit from increased agility, no single ability is enhanced by vampirism more than brute strength. A small group of the scions of the night (roughly 10% of dhampirs) inherit some measure of this raw physical prowess, granting the following variant ability scores:

- **+2 Strength, +2 Charisma, –2 Constitution.**

MANIPULATIVE

While many dhampirs are inherently deceptive and alert, some choose to hone other skills or abilities. One of the following

abilities may be selected to replace the manipulative racial trait of the standard dhampir.

To generate a random dhampir character, roll a d12 and use the corresponding trait; on a 12, the dhampir retains the manipulative trait.

1. **Born of Two Worlds:** +2 racial bonus on Knowledge (religion) and Knowledge (local)
2. **Empathy of the Night:** You may use the Diplomacy skill to influence the attitudes of bats, rats and wolves (including dire creatures and swarms). Such creatures have a starting attitude of indifferent towards you.
3. **Energy Resistance:** You gain resistance to cold 2 and electricity 2. This improves by 1 for every three levels you possess beyond 1st.
4. **Evasive Target:** +2 racial bonus to CMD against grapple and trip attacks.
5. **Fangs:** While grappling, you gain a bite attack that deals 1d6 + your Strength modifier damage.
6. **Nimble:** +2 racial bonus on Acrobatics and Climb.
7. **Paranoid:** +2 racial bonus on Sense Motive and Initiative.
8. **Resilient:** Your Constitution score plus your Charisma modifier equal the negative hit point total at which you die.
9. **Shadowless:** You cast no shadow, granting you a +4 racial bonus on Stealth checks made in lit areas.
10. **Undead Skin:** You gain DR magic or silver/1. This improves by 1 for every 5 levels you possess. At 10th-level, this becomes DR magic and silver.
11. **Wakeful:** You require only two hours of rest per night.

UNDEAD RESISTANCE

Vampires are immune or resistant to a wide variety of conditions and effects. This legacy allows a dhampir to select two conditions or effects from the list below and receive a +2 racial bonus on saving throws against them.

To generate a random dhampir character, determine its immunities by rolling a d8 twice, ignoring any duplicate rolls.

1. Ability damage and drain
2. Death effects
3. Disease
4. Mind-affecting effects
5. Paralysis and sleep effects
6. Poison
7. Positive energy channelling (channel resistance 2)
8. Stunning

LIGHT SENSITIVITY

Not all dhampir are dazzled when in the area of bright light. Some are blinded, while others take no penalties but suffer greatly when exposed to other conditions. One of the following weaknesses may be selected to replace a dhampir's light sensitivity.

To generate a random dhampir character, determine its weakness by rolling a d4 and assigning the corresponding flaw in place of light sensitivity; on a roll of 4, the character retains the light sensitivity weakness.

1. **Light Blindness:** You suffer from light blindness rather than mere light sensitivity. However, this comes with a boon: you may select one additional spell-like ability, or one additional ability from the list of alternatives to Manipulative, or two additional resistances listed under Undead Resistance.
2. **Vulnerable Anatomy:** When you are targeted with a melee or ranged attack (but not a melee or ranged touch attack) and the attacker rolls a natural 20 on the attack roll, and confirms the critical hit, you take damage as if the weapon's critical hit modifier were one step higher. For instance, a weapon that normally does x2 damage on a critical hit would do x3 damage against you.
3. **Water Sensitivity:** You react to ordinary water as an undead reacts to holy water. Water burns your skin if exposed to it, and acts as a poison if swallowed, dealing 1d4 points of Constitution damage (no save). However, you can consume other liquids (such as ale, blood, milk, wine or even fruit juice safely). In a pinch, you may have to choose between drinking water or dying of dehydration.

SPELL-LIKE ABILITY

While many dhampirs possess the innate ability to detect nearby undead, some derive other supernatural talents from their heritage. These abilities may mimic powers possessed by vampires, or may serve to protect the dhampir from likely forms of attack. One of the following abilities may be selected to replace the dhampir's *detect undead* spell-like ability.

To generate a random dhampir character, determine its spell-like ability by rolling a d12 and replacing *detect undead* with the corresponding ability. On a roll of 12, the dhampir retains *detect undead*.

The dhampir's caster level for any of these abilities equals his character level and the dhampir uses its Charisma modifier to determine the saving throw of its spell-like abilities.

1. **Animalistic Form (Sp):** You can use *magic fang* once per day; at 10th level, you can use either *magic fang* or *beast shape II* (dire bat or wolf form only) once per day.
2. **Command Undead (Sp):** You can use *command undead* once per day.

3. **Detect Opposing Alignment (Sp):** You can use *detect evil* (if good-aligned) or *detect good* (if evil-aligned) three times per day. A character without a good or evil component to their alignment can choose which ability to take. Once made, this choice cannot be changed.
4. **Disrupt Undead (Sp):** You can use *disrupt undead* at will.
5. **Dominant Personality (Sp):** You can use *charm person* once per day; at 10th level, you may use either *charm person* or *dominate person* once per day.
6. **Draining Touch (Sp):** You can use *chill touch* once per day; at 10th level, you may use either *chill touch* or *vampiric touch* once per day.
7. **Gaseous Retreat (Su):** Once per day, when reduced to fewer than 0 hit points, but not killed outright, you immediately assume *gaseous form* as the spell. This effect lasts a number of rounds equal to your level. While in gaseous form, in addition to the normal effects of the spell, you remain conscious and can take one move action per round within the normal constraints of the spell. You can take damage and die in *gaseous form*; if you are killed, your body reforms. At the end of the effect's duration, you return to your normal form and automatically stabilise if your hit points are below 0. You may dismiss this ability as a move action.
8. **Protection from Opposing Alignment (Sp):** You can use *protection from evil* (if good-aligned) or *protection from good* (if evil-aligned) once per day; at 10th level, you may also use *magic circle against evil* (if good-aligned) or *magic circle against good* (if evil-aligned) once per day. A character without a good or evil component to their alignment can choose which ability to take. Once made, this choice cannot be changed.
9. **Quick Healer (Su):** You can use fast healing 1 for a number of rounds per day equal to your character level + your Charisma modifier. Activating or suppressing this ability is a swift action. This ability automatically activates if you fall below 0 hit points but are not killed (if you not used all your available rounds for the day). At 10th level, this improves to fast healing 2. At 20th level, this improves to fast healing 5. These rounds do not have to be consecutive.
10. **Summon the Night (Sp):** Once per day, you can summon one bat swarm or rat swarm (as *summon swarm*) or one wolf (as *summon nature's ally II*). At 10th level, you can also summon 1d3 dire bats or one dire wolf (as *summon nature's ally IV*).
11. **Wall Climber (Sp):** You can climb sheer surfaces as if using *spider climb* for a number of minutes per day equal to your character level. These minutes need not be consecutive, but the ability is used in 1 minute increments.

DHAMPIR ORIGINS

Presented here are several ideas for the origin of a dhampir character. Either choose an appropriate option or roll randomly to determine the dhampir's origin.

FATHER WAS A VAMPIRE

If the dhampir's father was a vampire, use this table to determine his birth circumstances:

D8 BIRTH CIRCUMSTANCE

- 1 Your father was a noble lord who became a vampire against his will. An evil priestess convinced him that he could rid himself of the curse by impregnating your mother. Your mother was: 1—The priestess's own daughter; 2—The daughter of the vampire who turned your father; 3—The widow of your father's first victim; 4—The orphan daughter of your father's first victim; 5—The evil priestess herself.
- 2 Your father was a sadistic hedonist who enjoyed playing with his food. Your mother was rescued by a great paladin before your father could finish her off.
- 3 Your mother's true love was dying of an incurable disease and she offered to carry the child of a vampire who she believed could save his life. Shortly thereafter, she fled from the unrecognizable evil that her beloved had become.
- 4 Evil is the natural state of the human spirit. To prove this, your father captured and mercilessly broke as many priestesses and female paladins of good deities as he could find. Your mother was one of the strongest...she endured over nine months of utter horror before finally succumbing and taking her own life, but not before she hid you in a basket and slipped you out the narrow sewer grate to be discovered by nearby villagers.
- 5 True love conquers all. Your father, despite being turned, still managed to care for and love your mother. However, realizing that it was only a matter of time before he turned on her as well, he sent the two of you away, never to see him again.
- 6 Your mother was a depraved priestess of a deity of death and hedonism. Your father gladly participated in the debauchery of the cult's rituals, right up until he found out that the rites of the deity required an undead sacrifice.
- 7 Your father is a feudal lord convinced that the lost love of his mortal days continues to be reincarnated generation after generation within his territory. Every few decades, he finds her once more, and every so often, this results in a new half-sibling joining the family.
- 8 Your mother was a rebel and a thrill seeker, pursuing the ultimate taboo. She barely escaped with her life.

MOTHER WAS A VAMPIRE

If the dhampir's mother was a vampire, use this table to determine his birth circumstances:

D8 BIRTH CIRCUMSTANCE

- 1 Your mother was pregnant with you when she was turned. The transformation amazingly did not result in miscarriage or premature birth, but rather, she somehow managed to carry you to term. As a consequence however, you are not fully human.
- 2 Your mother was the queen of a distant land. Turned to a vampire before she could conceive an heir, she spared no expense in hiring powerful priests to work the miracles that would allow her to have the family that she longed for. The rituals ended with the sacrifice of her husband to the dark powers that made your own life possible.
- 3 Your mother was an ancient vampire who slept for centuries before being awoken by the sublime song of a peerlessly talented bard. She dominated and enslaved him as her own personal entertainment for an unknown number of years before you were born.
- 4 The desire for a family can transcend any boundary, even death and undeath. Your mother sought to create her own version of a perfect family, a family in which the children respect and obey their mother as the goddess that she knows she is. The perfect family came complete with bloodthirsty children who would eventually turn on her, and you now wander the world searching for a family of your own.
- 5 Your father was a power-hungry sorcerer of the undead bloodline bent on testing his own ability to dominate a vampire. He captured and dominated your mother, using her for his unspeakable experiments with black magic and hedonistic sadism.
- 6 Your mother was a high priestess in a now-lost cult of female vampires devoted to the evil goddess of stillbirths and miscarriages. Following a series of perverse yet unsatisfying rituals to their goddess, those who usually worship death emerging from life took it upon themselves to facilitate life emerging from death.
- 7 You were born in a carnival, part of a wandering freak show and horror menagerie that showcased your mother as its prime attraction. The details of your conception are unknown, but the carnival ringmaster has always taken a particular interest in your state of being, if not necessarily in your well being.
- 8 All you know of the events surrounding your birth is that you were found as an infant by a group of adventurers who had just slain a vampire. They presumed you were kept as a light snack, and you were left at the nearest village. You were briefly raised among humans, though it did not take long for your inhuman heritage to manifest itself, compelling you to strike out on your own.

NEW CHARACTER TRAITS

Character traits are abilities that enhance your PC's skills, abilities or other statistics. Introduced in the *Advanced Player's Guide*, this optional rule provides mechanically significant ways of customizing a character's background. A PC receives two traits at 1st-level. Traits are generally considered to be equal to half a feat. They come in four basic types (combat, faith, magic and social), and may also include campaign, race, regional and religion traits. Traits marked as race traits are available only to dhampir; other basic traits may be used by any PC, but may be particularly useful to dhampir.

Commanding Insight (social): You have extensive experience watching others blend words with magic to attain the desired result. You may have observed one of your parents practice such enchantment frequently as a child, or you may have been the target of such effects personally. You gain a +2 trait bonus on opposed Charisma checks made to convince a creature affected by an effect such as *charm person* or *command undead* to take an action it would not normally take. You also gain a +2 trait bonus on opposed Charisma checks made to resist carrying out such orders.

Fake and Run (combat): You grew up surrounded by larger, stronger and far less pleasant individuals than yourself. As such, you mastered the art of delivering an unexpected blow and getting out of harm's reach. You gain a +1 trait bonus to Bluff checks made to feint in combat against humanoids and intelligent undead. When you successfully feint in combat against such a target, you gain a +5 trait bonus to your speed until the end of your turn.

My Father's Keeper (race, dhampir only): You were trained from an early age to serve as a bodyguard and protector. The one who trained you may have viewed you as expendable, but your skills now serve to protect your friends and allies. Whenever a creature provokes an attack of opportunity from you by moving to threaten an ally, you gain a +4 trait bonus on the attack of opportunity.

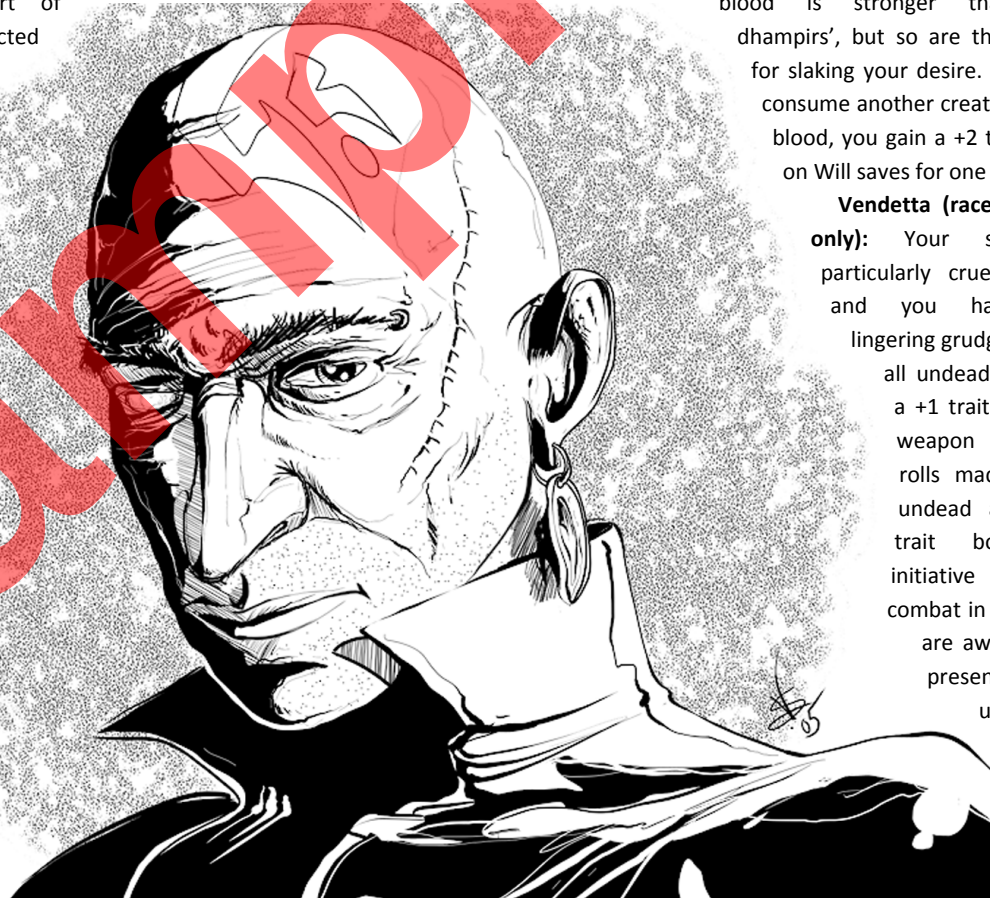
Practitioner of the Dark Arts (magic): Your paranormal training focussed heavily on black magic, and you have a true gift (or curse) when it comes to the dark arts. You gain a +1 trait bonus to your caster level when casting necromancy spells that target undead or have the evil descriptor.

Raised in the Light (faith): You were raised in a kind and benevolent environment such as the temple of a good-aligned deity. As long as you remain good-aligned, you gain a +2 trait bonus on saving throws against spells with the evil descriptor.

Scion of the Catacombs (race, dhampir only): You are at home underground and among cramped caves and claustrophobic caverns. You treat Escape Artist as a class skill and gain a +2 trait bonus to such checks made to squeeze through tight spaces.

Unquenchable Thirst (race, dhampir only): Your thirst for blood is stronger than most dhampirs', but so are the rewards for slaking your desire. When you consume another creature's fresh blood, you gain a +2 trait bonus on Will saves for one hour.

Vendetta (race, dhampir only): Your sire was particularly cruel to you, and you harbour a lingering grudge towards all undead. You gain a +1 trait bonus on weapon damage rolls made against undead and a +1 trait bonus on initiative in any combat in which you are aware of the presence of undead.



DHAMPIR ADVENTURERS

Dhampirs who choose to become adventurers tend towards classes where their force of personality compliments their finesse, while not placing their relatively delicate physique too close to harm. Though often quite exceptional with a blade, the most dangerous dhampirs are rarely seen drawing a weapon.

Antipaladin: Darkness nests in the hearts of most dhampirs, and those few who embrace direct martial combat are often found leading the charge against the light. Dhampirs who embrace the depravity of the antipaladin are strong of both body and spirit, often finding that they have inherited a measure of the physical strength possessed by their undead parent.

Barbarian: Prone as they may be to fits of temperamental rage and bloodlust, few dhampirs fully embrace, or are fully suited to, the barbarian lifestyle. However, those who do select this path often bring their force of will as well as their blade to bear against their enemies, spawning fear and intimidation in their victims.

Bard: Clever, cunning and often willing to use their charm to get others to do their bidding, many dhampirs are ideal bard material. Many dhampir bards find the abilities of the sandman and dirge bard archetypes particularly well suited to their talents and needs.

Cavalier: Dhampir cavaliers are rare in light of the race's overall inclination to avoid direct melee combat. The few dhampirs who have taken up the banner generally follow the self-serving Order of the Cockatrice or are sworn to protect their vampiric parent under the tenets of the Order of the Lion. Higher level dhampir cavaliers are generally found riding a dire wolf or dire bat rather than the mundane mounts of more common races.

Cleric: Though often impious and self serving, many dhampirs find devotion to a deity or cause can provide a centring focus to their lives that might otherwise be missing. Dhampir clerics tend to serve deities or follow philosophies related to death and undeath, whether as champions of the darkness or bringers of purifying light, and may go so far as to take up the undead lord archetype.

Druid: Few dhampirs feel the kinship with the natural world characteristic of a druid, born as they are of a dark, unnatural union. The few dhampir druids who flee civilization and guard the night are often allied with the wolves, bats and other nocturnal denizens of the wilderness, and frequently make use of the blight druid, cave druid, or urban druid archetypes.

ARCHETYPES

Class archetypes were introduced in *Advanced Player's Guide*. Class archetypes provide more flavour and mechanical depth to a character, by providing tailored abilities to suit a character's style.

Fighter: Dhampir fighters rarely find it advantageous to stand in front of enemies and trade blows, and only the most profoundly egotistical or foolhardy put themselves in such danger. Those dhampir who become fighters often utilize the archer, crossbowman or mobile fighter archetypes.

Inquisitor: Fervently rooting out their enemies wherever they may be, dhampir inquisitors are few but fearsome. These master infiltrators and executioners excel in the stealth and information gathering required by their vocation.

Magus: Dhampir magi blend martial talent with arcane arts well suited to their power-hungry dispositions. Striking foes with sword and spell, they confound and bedevil their victims, often toying with them before the final kill.

Monk: The introspective, contemplative path embraced by many monks can be surprisingly well suited to dhampirs, torn as they often are between their dual natures. With their natural coordination, dhampir monks often find themselves drawn to the Zen archer archetype, while evil ascetics are strongly drawn to the hungry ghost monk archetype.

Ninja: Dhampir ninjas are masters of infiltration and assassination. Often serving their own ends by manipulating the plans of others, dhampir ninjas strike swiftly and silently from the darkness.

Oracle: Many dhampirs are drawn to the mysteries of the oracle class and seek to harness the divine powers that it offers. Dhampir oracles, particularly those of the bones mystery, often find that the revelations provided by this class shed light on the nature of their own existence.

THE THIRST FOR BLOOD

Many different races have idiosyncrasies that open up roleplaying possibilities for players. Gnomes often have an innate verbose loquacity that befuddles outsiders. Dwarves are well known as gruff, thick-voiced ale-lovers. Elves often appear as serene, aloof, even self-aggrandized academics. However, playing a dhampir presents a new opportunity to roleplay the peculiarities of a race. Despite the fact that they can eat normal food and subsist perfectly well on a human diet, dhampir feel a diminished version of the burning thirst for blood that drives vampires to kill and feed. When playing a dhampir, you should consider how your character deals with this condition. Do you eat rare meat whenever the opportunity presents itself? Do you slip away from the party some nights to hunt animals? To hunt humanoids? How does your character respond to being called names like "leech" or "parasite"? All of these are very real concerns for dhampir characters, and considering the turmoil that the thirst causes within your character can help you gain a better sense of just who it is you are playing.