

Half-Vampire Invented by Yotam

Half-Vampires are known as disasters and mistakes of the human kind. As excommunicated creatures of society, they make their own small communities.

Personality:

Half-Vampires love heights and are considerably agile.

Physical Description:

Half-Vampires typically stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds with men noticeably taller and heavier than women. Half-Vampires are known as bad makers and even once ordered a constitution of terror in lands.

Relations:

Half-Vampires are one of the most excommunicated races ever. They have tall (or small) relationships with demons sometimes even finishing in partnership in a descendant.

Alignment:

Half-Vampires tend towards the evil order alignments. You can find good half-vampires and they can be rarely found working as vampire slayers.

Vampire Lands:

Vampires do not have any lands. If they are also half-human, they blend into the society (of the humans).

Religion:

Half-Vampires commonly worship Fist, god of plagues and battle. Fist is the symbol of bad for them and they say that he will once be the ruler of all things bad. Half-Vampires worship Fist because it is said that he is a slayed vampire himself

Language:

Half-Vampires speak their own language, vampirion. They typically learn other languages, especially abyssal. Half-Vampires have a disgusting language and evil foes love speaking it.

Names:

Half-Vampires usually use human or other names (depending on their cross breeding parents) in their society so they can hide their identity. The half-vampire regular names come mostly from abyssal phrases.

Male Names: Barovamor, Govbatar, Madesopweq, Olfcopxz, Xzvp, Cavxz-bengaf, Hoxdrewm, Jalabell, Uzasetr, and Fulpadwer.

Female Names: Yuf, Gupbmer, Falbodyem, Tolacng, Holknav, Rumigat, Keletrayam, Opasa, Qualistdxz, Xzx-matz

Adventures:

Half-Vampires commonly go on adventures to get blood for their friends. The good half-vampires often go on adventures for the purpose of slaying vampires.

HALF-VAMPIRE RACIAL TRAITS

- +2 Dexterity, -2 Charisma: Vampires have great agility in reaction. They can fly up to 1 mile in air and use flight to avoid some blows. The DC for avoiding blows with flight is 20-25 depending on the DM.
- Medium-size: As Medium-size creatures, half-vampires have no special bonuses or penalties due to their size.
- Half-vampire base speed is 40 feet.
- *Blood Drain:* As vampires, these creatures can drain blood, although this blood drain results just in temporary constitution damage. See page 221 in the monster manual for more information about this special ability.
- *Gaseous Form:* This ability is similar to the one that the vampires have, although, flying time is reduced to 20 minutes only per day. See page 221 in the monster manual for more information about this special ability.
- *Fly:* Vampires can fly 2 hours a day in their base speed unless having an armor that reduces the speed.
- +2 racial bonus on escape artist checks: Because they are very agile.
- +1 racial bonus on grapple checks: Because they learn techniques how to apply blood to themselves.
- Automatic Languages: Vampirion and Common. Bonus Languages: Centel, Draconic, Dwarven, Elven, Giant, Goblin, Orc, Abyssal. Half-Vampires deal with bad makers such as demons so they learn their language. They also learn their enemy's languages (Pegasus, Tritons).
- Favored Class: Monk. Half-Vampires prefer this class because they are violent. A multiclass vampires monk class does not count when determining whether he suffers an XP penalty.