



DAMPPIRES

THE ADORABLE NECK-BITERS OF THE DIAPER SCHOOL REALM

HOMEBREWED IN DIAPERS

What's a little blood between friends?!

PAMPIRE



AMPires are beings touched by the ancient curse of vampirism, yet their existence is uniquely intertwined with an unexpected and persistent reliance on childish comforts, much like the fabled Crinklehearts. They possess an inherent, often formidable strength and resilience, but this power is tethered to their need to consume blood or a suitable blood allegory. Many Pampires, particularly those associated with institutions like the Diaper School, have access to specially prepared blood allegories “on tap.” Some even cultivate a refined palate for raw meats, such as steak tartare, as a substitute.

A defining characteristic of Pampires is their physiological and magical incontinence, a trait shared with Crinklehearts, which necessitates the constant use of diapers. This often creates a stark contrast between their formidable vampiric capabilities and their seemingly juvenile dependency.

PAMPIRE TRAITS

Your Pampire character has the following racial traits:

Creature Type. You are a *Humanoid Undead*.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Pampires reach physical maturity at a rate similar to humans but can live for several centuries, often maintaining a youthful appearance as long as they are regularly fed.

Alignment. Pampires can be of any alignment. Their inherent needs might push them towards pragmatic or selfish choices, but individuals vary greatly. Those raised in structured environments like the Diaper School might adopt the alignments prevalent there.

Size. Pampires are typically *Medium*, though some can be *Small*. You choose the size when you select this race.

Speed. Your base walking speed is 30 feet.

Darkvision Accustomed to the night, you have superior vision in dark and dim conditions. You can see in dim light within 60 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.

Languages. You can speak, read, and write Common and one other language of your choice.

PADDED EXISTENCE

Your vampiric nature has been uniquely altered. Pampires are physiologically and magically incontinent, requiring the use of diapers. You cannot be potty-trained by normal or magical means. Due to this, you

qualify to take the **Diaper Mastery** feat at character creation (if available in your campaign) as you are considered Incontinent.

BLOOD THIRST

You must consume at least one ration of fresh blood or a suitable blood allegory (such as those provided by the Diaper School, or equivalent amounts of very rare raw meat like steak tartare) every 24 hours to avoid suffering ill effects. If you go 24 hours without feeding, you gain one level of the **Unfed** condition. Successfully feeding removes all current levels of the **Unfed** condition and any associated penalties. The DM will track your feeding.

UNLIVING FORTITUDE (WHEN FED)

As long as you are not suffering from any levels of the **Unfed** condition, you do not need to sleep and are unaffected by magical sleep. Instead of sleeping, you can spend 4 hours in a state of inactive, conscious reverie to gain the benefits of a long rest. While in this state, you remain aware of your surroundings. Additionally, while fed, you do not need to breathe.

BAT FORM

Once per long rest, you can use your action to *polymorph* into a *Tiny bat*. This transformation lasts for 1 hour, or until you use a bonus action to revert to your true form, or until you drop to 0 hit points or die. While in bat form, your game statistics, including your mental ability scores, are replaced by the statistics of a standard *bat*, though you retain your alignment, personality, Hit Points, and current hit point total. You also retain your **Padded Existence** trait (your padding magically resizes with you for safety and comfort). You gain a flying speed of 30 feet. You cannot speak in bat form.

While in bat form, you can use your action to make a special bite attack. This attack uses your Strength or Dexterity modifier (your choice) for the attack roll and deals 1 piercing damage. If the target is a willing creature, or a creature that is grappled, *incapacitated*, or restrained, you can feed from it as part of this attack. Feeding in this manner counts towards sating your **Blood Thirst** for the day. If you are reduced to 0 hit points in bat form, you revert to your true form, and any excess damage carries over.

UNFED CONDITION

If you fail to meet your **Blood Thirst** requirement, you gain levels of the **Unfed** condition. These levels are cumulative. All levels of **Unfed** and their effects are removed once you consume one ration of blood or blood allegory.

Unfed Level	Effect
1	You gain one level of <i>exhaustion</i> . You have <i>disadvantage</i> on attack rolls. The DC for your Pampire racial abilities is reduced by 2.
2	You gain a second level of <i>exhaustion</i> . Your speed is reduced by 10 feet. You cannot use your Bat Form trait or other racial transformation abilities granted by your subrace. Your maximum hit points are reduced by your character level.
3	You gain a third level of <i>exhaustion</i> . You lose access to all active Pampire racial traits (including subrace abilities that require activation, but not passive benefits like Darkvision or ability score increases). Your maximum hit points are reduced by an amount equal to twice your character level. You have <i>disadvantage</i> on all ability checks and saving throws.
4	You gain a fourth level of <i>exhaustion</i> . Your hit point maximum is reduced to 1. You are <i>incapacitated</i> and can only take an action to attempt to feed if a source is within reach. If you do not feed within the next 24 hours, you perish.

Note: Exhaustion levels gained from the **Unfed** condition are separate from normal *exhaustion* and are only removed by feeding.

PAMPIRE SUBRACES

The touch of vampirism manifests differently among Pampires, leading to distinct subraces.

DAMPPIRE

Dampires are the most adaptable of their kind, often able to blend more seamlessly into mortal societies. They possess a diluted form of the vampiric curse, granting them resilience without some of the more debilitating weaknesses.

Ability Score Increase. Your Charisma score increases by 1, and one other ability score of your choice increases by 1.

Daywalker. You suffer no ill effects from direct sunlight.

Resilient Undeath. You have *advantage* on saving throws against effects that specifically target or detect

living creatures (such as a *Detect Evil and Good* spell used to find undead, or effects that state “a living creature must...”). You still count as a *Humanoid* for all other purposes. You retain the **Unliving Fortitude (When Fed)** trait benefits.



CRINKLE COUNT/COUNTESS

These Pampires embody the classic, aristocratic vampire archetype, albeit with the unique Pampire twist. They are powerful and charismatic but bear the traditional vampiric aversion to sunlight and radiant energy.

Ability Score Increase. Your Strength score increases by an additional 1 (for a total of +3 from the base race), and your Charisma score increases by 2.

Increased Speed. Your base walking speed increases to 35 feet.

Sunlight Hypersensitivity. You have *disadvantage* on attack rolls and 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. If you start your turn in direct sunlight, you take 1d4 radiant damage. This damage ignores resistance and immunity.

Radiant Vulnerability. You have *vulnerability* to radiant damage.

Sunlight Mitigation. The damage from **Sunlight Hypersensitivity** can be prevented by taking extensive precautions. This might include wearing thick, completely obscuring clothing, using a specially treated, expensive parasol (costing at least 50 gp), or regular application of a potent, magically infused sunscreen (costing 10 gp per application, lasting 1 hour, often referred to as SPF 200). Spells like *Resist Elements* (if the DM rules it applies to this specific environmental damage) can also negate the damage for their duration. However, your **Radiant Vulnerability** cannot be negated by such mundane or low-level magical means.

Nocturne Magic. You know two *cantrips* of your choice from the wizard spell list. Additionally, you can cast one *1st-level spell* of your choice from the wizard spell list once with this trait and regain the ability to do so when you finish a long rest. Neither the *cantrips* nor the *1st-level spell* can produce effects that create sunlight (like the *Daylight* spell) or primarily deal radiant damage. Charisma is your spellcasting ability for these spells.

Satiated Power. If you consume a ration of blood or blood allegory when you are not suffering from any levels of the **Unfed** condition, you can choose to become Satiated. For the next hour, you gain a +2 bonus to your attack and damage rolls. You can only benefit from being Satiated once per long rest.

PAMPIRE-BAT

Pampire-Bats have a deeper connection to the transformative aspects of vampirism, focusing their abilities on shapeshifting and stealth.

Ability Score Increase. Your Charisma score increases by 2. Choose either your Dexterity or Strength

score to increase by 2.

Master of Forms. Your **Bat Form** trait improves. You can use it a number of times equal to your proficiency bonus per long rest. Additionally, when you use your **Bat Form**, you can choose to transform into any *Small* or *Medium humanoid* creature you have seen before, instead of a bat. Your game statistics, including mental ability scores, are replaced by the statistics of the chosen *humanoid* (the DM has the creature's game statistics), but you retain your alignment, personality, Hit Points, and current hit point total. You also retain your **Padded Existence** trait (your padding magically resizes). You do not gain any class features or special abilities of the form you take. Your equipment does not merge into your new form; it either falls to the ground in your space, is worn by it if the new form can wear it, or is carried by it if the new form can carry it. While in *humanoid* form, you can feed via a bite if the target is willing, grappled, *incapacitated*, or restrained, similar to your bat form's feeding. This transformation also lasts for 1 hour or until you use a bonus action to revert, drop to 0 HP, or die.



PADDED PREDATORS OF THE NIGHT!

Step into a world where ancient curses and childish needs collide, and a thirst for blood is matched only by a constant, humbling dependency. Navigate the challenges of a life where formidable vampiric strength is bound to a physiological and magical incontinence, creating a unique and complex existence. Your choices will define whether you are a creature of the night to be feared or an unexpected hero.

Discover a hidden society where beings like you grapple with their dual nature. Ally with institutions that provide sustenance and support, or forge your own path in a world that may not understand your peculiar condition. Your journey will be one of managing immense power while tending to a continuous, vulnerable need.

Embrace the dichotomy of the Pampire, a being of unliving fortitude and padded existence. Whether you choose to stalk the night as a classic count, blend into society as a resilient daywalker, or master the arts of transformation, your destiny is a tapestry woven with power, thirst, and the ever-present crinkle of a diaper. The world awaits to see what you will become.

MORE FROM LULU

See more of my D&D&D (bet you can guess what the third "D" stands for....) content, including the illustrious Diaper School handbook and materials!

CRINKLEHEART

Perfect, pretty, padded succubi and incubi with a charming demeanor and an enthralling kiss- but cursed with a constant hunger for affection and physiological compulsion to wear diapers.

AEGISKNIGHT

A modular armor-based class that can replace almost all base and even hybrid D&D5e classes. Includes character creator and numerous helpful functions. Creates level 5 characters, which means you are pre-qualified to join DIAPER SCHOOL!

CARCHARODONIANS

(Adult) Baby SHARKS! Nibbles and nips aren't reserved for Pampires alone!

WADDLEHOOVES

With a winny and a neigh, these cuties are trotting with a crinkle into your setting.

