

NYCTER

A 5E PLAYER RACE BY DM TUZ



NYCTER

At the beginning, these bat-like beings existed only as fleeting shadows, seen on torchlit nights. They became the subject of many tales from those who caught a half glimpse of a silhouette gliding above moonlit forests or vanishing into yawning caverns. That was until one of these shadows approached, not out of curiosity, but on an errand for the denizens of the underground. This tale played out in many places—one way or another—and thus the Nycter gradually entered the world's stage.

Nycter originated from the threshold between the underground and the overworld, where neither fully meet. This liminal existence defines them: neither wholly of either world, they nevertheless navigate both and, inevitably, became trusted intermediaries of light and dark. This was possible in large part through their unique adaptations. Nycter sport elongated arms, with two fingers of each hand stretched to frame webbed wings, equally adept at gliding long distances and executing swift aerial maneuvers in tight spaces. Versatile eyes, able to shift from light to pitch-black, and large, sensitive ears tuned to the faintest sound, work in tandem to grant effortless navigation in both light and darkness. The claws on their feet, dainty yet powerful, allow them to find easy hold, even where purchase seems impossible. Every one of their movements—graceful yet deliberate—can only belong to a people shaped by life in the shadowy border between worlds.

Despite their adaptability, Nycter are truly at home in neither the surface nor the underground. Even as masters of both realms, they find themselves most comfortable in the liminal spaces between—shadowed groves covering cavern mouths, deep-running ravines, and abandoned fortifications against the dark. With no true homeland but the threshold itself, the Nycter's history became not one of conquest or expansion, but one of existence between worlds. Inadvertently, they settled into the role of couriers, guides, and intermediaries. Over generations, they adopted a practical, task-focused mentality that values dependability and efficiency above all else, leaving little room for shallow diversions or fickle allegiances. A mindset the Nycter take great pride in, reflected in their oral storytelling that celebrates individuals who accomplish deeds in the face of difficulty, all in the name of a task well performed. As a result, their society has been shaped to resist strong attachments outside of their people, to maintain focus and neutrality.



Ecco
Artwork by
Qewie

BEINGS BETWIXT

Nycter keep most outsiders at arm's length—not out of indifference, but because their culture values the delicate balance their people depend on. Getting too close to either world risks being caught up in ambitions, grudges, and all manner of complications. To keep their place as trusted intermediaries, Nycter avoid strong attachments beyond their own kind. In return, they offer reliability and goodwill. This restraint is a conscious choice, ensuring that their neutrality—the cornerstone of Nycter prosperity—remains firm, and their role as the silent hinge between realms is secure. Yet for all their efforts to remain impartial, there are those who view their distance with suspicion, mistaking their neutrality for unspoken approval.

NYCTER TRAITS

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Creature Type. Your creature type is humanoid.

Size. Your size is Medium (Small if you are a Cotton Crest).

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, Undercommon, and another language of your choice.

Darkvision. 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.

Bat Wings. Your wings are capable of carrying you. You have a flying speed of 40 feet. To use your wings you must not hold any objects in your hands and wear no medium or heavy armor. Due to the effort your flight takes, any turn you begin airborne using this trait to fly, you must use an action to maintain your flight or fall at the end of your turn. As part of the same Action when you maintain your flight, you can also take the Dash or Disengage action. When you take damage while you fly and it is not your turn, you must succeed a Constitution saving throw or fall. The DC equals 10 or half the damage you take, whichever number is higher.

Sharp Ears. You are proficient in the Perception skill and have advantage on Wisdom (Perception) checks that rely on hearing.

Subraces. Choose one of the following subraces: Ecco, Sanguine, Cotton Crest.

Ecco

Ecco are the exemplary Nycter that most outsiders picture when thinking of these bat-people. Exceptionally nimble, they excel at delving in and out of the treacherous depths and tightest passages that others would not dare to. Their lithe build and strong claws let them scale sheer walls and squeeze through narrow gaps where wings would fail them. But above all, Ecco possess an extraordinary sense for their surroundings, emitting inaudible sounds to navigate and mentally map out even the most bewildering labyrinths. This natural echolocation allows them to escape danger and navigate in places where neither light nor daredevil would reach.

Climbing Claws. Your claws

are natural weapons with the finesse property which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Additionally, your claws allow you to climb, giving you a climbing speed equal to your walking speed.

Ecco-Location. As an action you can emit an inaudible noise you can use for navigation and gain a blindsight of 60 feet until the end of your turn or until you are deafened. You can use this Action as part of the same action you use to maintain your flight.

Deft. You are proficient in Acrobatics or Sleight of Hands.



Sanguine
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SANGUINE

Sooner or later, the Nycter's impartial service drew them into the employ of darker powers—none other than vampires, many of whom were fond of the Nycter not just for their reliability, but also for their resemblance to the vampires' bat familiars. Over centuries of direct service—likely by vampiric charms and thralls—professional lines began to blur, and many Nycter broke the ancestral rule of neutrality to align with their undead lords. These became known as Sanguine, adopting many vampiric traits and, most notably, a unique mutation: their arms and wings are fully separated, granting them an exceedingly human-like form. Having chosen a side, Sanguine are no longer counted among their own; most Nycter now interact with them as they would any outsider—with the same practical distance they are known for.

Separate Wings. You can hold objects and still use your wings (see **Bat Wings** trait).

Bite. Your fangs are natural weapons with the finesse property which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Feed. When you deal damage to a creature (that is neither a construct, elemental, or undead) with your fangs you can deal an additional 1d4 necrotic damage to the target and gain one Blood Charge. You can do so an amount of times equal to your proficiency bonus before you have to finish a Long Rest. You can have an amount of blood Charges equal to your Charisma modifier and you lose any Blood Charges after you finish a Long rest.

Sanguine Surge. As a bonus action you can expend one Blood Charge to create one of the following effects:

Blood Focus. You add a bonus equal to your Charisma modifier to the next ability check or attack roll you make before the end of your turn.

Blood Quickening. You can move a distance equal to half your movement speed without provoking opportunity attacks. If you are airborne you can fly a distance equal to half your flight speed instead.

Blood Vitality. You gain an amount of temporary hit points equal to 1d6 plus your Charisma modifier.

Duplicidous. You are proficient in Deception or Stealth.

Simplified (but stronger) Flight Rules:

As an alternative variant to the Nycter's **Bat Wings**, choose this if your Dungeon Master is amicable with flying player races:

Bat Wings (Variant). Your wings are capable of carrying you. You have a flying speed equal to your walking speed. To use your wings you must not hold any objects in your hands and wear no medium or heavy armor. When you take damage while you fly using this trait and it is not your turn, you must succeed a Constitution saving throw or fall. The DC equals 10 or half the damage you take, whichever number is higher.



Cotton Crest
Artwork by
Qewie

COTTON CREST

Descended from Nycter who favored the canopies over caverns, Cotton Crest adapted to life among the trees and the complexities of surface societies. Forsaking cave-diving, they became renowned as emissaries and negotiators. Their smaller, non-threatening frames and sharp social instincts help them navigate negotiations as intricate as any cave. A distinctive ruff of fur around their necks makes them instantly recognizable. Most notable is their innate magical ability to calm heightened emotions, a talent that proves invaluable for defusing tensions and opening dialogue in the first place.

Sedating Aura. You know the *Calm Emotions* spell and can cast it once without expending a spell slot before you have to finish a Long Rest to do so again. You can cast this spell as part of the same action you use to take flight or maintain flying. When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

Thick Fur. Your thick fur grants you a surprising amount of protection. You have a +1 bonus to your AC as long as you are not wearing any armor.

Unassuming. When you roll for initiative and are within 30 feet of another allied creature that is one Size larger than yourself, attacks targeting you have disadvantage until the end of your next turn.

Empath. You are proficient in Insight or Persuasion.

NYCTER UNIQUE FEATS

MARK OF CAMAZOTZ

Prerequisite: Nycter, Level 4+

Ability Score Improvement. Increase your one Ability scores by 1 (to a maximum of 20).

Wings of Camazotz. You can now fly if you are wearing medium armor and taking damage when it is not your turn does not cause you to fall.

Cross-World Messenger. You learn the *Speak with Dead* and *Sending* spells. You can cast one of these spells once without expending a spell slot, and you only need verbal components when you cast it this way. Once you cast a spell with this feature, you can't cast either spell with it again until you finish a Long rest. When you cast *Sending* this way, the target must be on a different plane of existence and the answer you receive is delivered to you by a spectral bat that arrives at the following dusk, which then recites the message. After delivering the response the bat disappears.

ECCO BLAST

Prerequisite: Nycter (Ecco), Level 4+

Increase your Dexterity or Constitution score by 1 (to a maximum of 20).

Ecco Blast. As an Action, or as part of the same action to use your **Ecco-Location** trait, you can emit a supersonic shriek in a 15-foot-cone. Each creature in the area must make a Constitution saving throw or take 2d6 thunder damage. The DC is equal to 8 + your Constitution modifier + your Proficiency Bonus. Additionally, any creature in the cone becomes sonic-marked by you until the end of your next turn. You are always aware of a sonic-marked creature within 120 ft. of yourself as if by blindsight as long as you are not deaf. When you use this action you can expend one additional use of it to increase the size of your cone to 30 feet.

You can use this trait a number of times equal to your proficiency bonus before you have to finish a Long rest to use it again.

VAMPIRIC GIFTS

Prerequisite: Nycter (Sanguine), Level 4+

Ability Score Improvement. Increase your Intelligence or Charisma score by 1 (to a maximum of 20).

Vampiric Power. Your Sanguine heritage grants you supernatural abilities that resemble spellcasting but are not spells. They require no material components, and when a spell would normally require concentration,

you must maintain concentration to sustain it. When you activate this feature, choose one of the following powers:

Charming Gaze. You exert a supernatural influence over a creature. This functions as the *Suggestion* spell.

Conjure Familiars. You summon a swarm of spectral bats. This functions as *Cloud of Daggers*, dealing magical piercing damage instead of slashing damage.

Turn to Mist. As an action, you dissolve into red-tinged vapor and reappear elsewhere. This functions as *Misty Step*.

You can use this feature once, and you regain the ability to do so when you finish a Long rest. When you gain this feat you must choose whether Intelligence, Wisdom, or Charisma is your spellcasting ability for these powers.

Blood-Fueled Power. As a bonus action, you can expend 2 Blood Charges (see **Feed**) to gain an additional use of your Vampiric Power until the end of your turn.

BORN ENVOY

Prerequisite: Nycter (Cotton Crest), Level 4+

Ability Score Improvement. Increase your Wisdom or Charisma score by 1 (to a maximum of 20).

Greater Unassuming. The effect of your **Unassuming** trait lasts until you deal damage or perform a hostile action, such as attacking (for example for the purpose of grappling), casting a harmful spell, or perform an ability check that directly results in a harming effect (such as purposefully activating a trap). It is at the Dungeon Master's discretion to decide what constitutes as a harmful action.

Emotional Intuition. You can use your Wisdom or Charisma modifier interchangeably for any Insight or Persuasion check you make.

Empathic Sense. As a bonus action, you can sharpen your senses to read emotional currents at a supernatural level. For 10 minutes you gain:

- You sense the strongest emotion any creature currently has within 60 ft. of yourself.
- You have advantage on Wisdom (Insight) checks made to read or interpret creatures within 60 feet of you.
- Whenever you succeed on an Insight check against a creature, you have advantage on Persuasion checks you make against that creature for the remaining duration of Empathic Sense.

You can use this trait an amount of times equal to your proficiency bonus before you have to finish a Long rest to do so again.



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