

**Race Name:** Dorchasach

**Race Classification:** Humanoid

**Pantheon or Origin:** Original Concept with Irish Celtic Inspiration

**Life Span:** Up to 600 years

**Alignment:** Varies by individual

**Description/Forms:** Dorchasach (Irish for Sanguine if research is to be believed) are horned humanoids that are taller on average than humans. Women tend to be slightly taller than men as well, and with shapely and/or lithe, slender frames while the men are more broad, but generally do not hold wide frames. Universal among the species are the horns. The shape and color of the horns can vary widely from person to person, but are usually on the sides of the head.

Dorchasach typically have lighter skin tones ranging from pale peach to a pale gray. This - along with their strange sanguinous abilities and affinity for blood magic - can cause them to be confused with certain types of vampires, but this comparison is considered a grave insult by this noble race.

Hair and eye colors are much more varied - running the gamut of human colors, but with expanded eye colors such as violet and amethyst, crimson, amber, or even silver (exceptionally rare) and deeper shades of red and purple hair.

**Abilities, Magic, extra skill:**

\*Bloodletting - Dorchasach are capable of directly manipulating the blood within their bodies to create powerful and unsettling abilities. These are dangerous however, and a Dorchasach typically can not use more than one ability in a single instance without causing severe permanent damage to themselves.

- Blood Armor: A Bloodletter can release a significant amount of their blood to then shape it into an enveloping crimson armor that melds to the outside of their body. This causes some damage to themselves, but they gain some extra ability to take damage in return. There are three Specializations that one can choose to use with Blood Armor: Armor Spikes which grants extra damage on a charge or grappling attack, Deflective Ablation which returns half of the damage an enemy causes to them as magic damage, or Heavy Blood which simply increases the amount of damage the armor can take.
- Blood Arsenal: The Bloodletter is capable of forming pseudo-solid weaponry with their blood. There are three specializations that dictate the type of weapon - each with their own style. There are the Blades - quick single target weapons that can cause extra

bleeding damage. The Sweepers are generally pole-arms such as spears - balancing power and speed - capable of reach and area control. Finally, the Breakers encompass various slow, but powerful bludgeoning weapons capable of damaging armor and brutalizing targets.

\*Blood Sight - The Dorchasach are capable of focusing the lenses of their eyes to get a visual representation of another living individual's bloodstream and cardiovascular system. This is visually seen as the network of veins and arteries that spread throughout the body with a glowing red tinge. The blood itself is a dark red and can be seen as it pumps through the body. Using this ability requires great focus (represented by rolls) to use it for deliberate searches and perception such as finding camouflaged enemies in the dark or pinpointing a poison in someone's bloodstream. This does not allow someone to see others through walls, nor does it grant omniscient understanding of the bodies of others. Note: Using Blood Sight on NPCs or consenting PCs for a general casual glimpse does not require a roll.

\*Blood Sense: The Dorchasachians have something of a "sixth sense" that allows them to detect the presence of nearby living entities - sentient or otherwise. This ability is fairly limited in range and can not be used for extended periods - nor does it distinguish between friend or foe or give specifics on the species, but it is useful for hunting or avoiding confrontation. This could be compared to a special scenting ability, however, the smell of blood does not actually come into play. Instead, a warm and tingling sensation spreads throughout the body - being the most intense on the side of the body closest to the detected entities. This can not be used to pinpoint locations, and is more of an early warning system meant to help preparation.

\*False Death: A defense mechanism the Dorchasach people have developed that runs in tandem with their bloodletting ability in the sense that they can manipulate their cardiovascular system in such a way that it drastically slows down the flow of blood and causes the heart to beat at a rate very close to still. This gives the impression that the individual is dead, although it is not always successful. Furthermore, doing this for extended periods of time is extremely dangerous as slowing down the flow of blood to this degree for too long can quite possibly cause actual death. This ability is typically seen as a last resort used only in the greatest of desperate circumstances as the chance of death increases with every use.

**Lore:** The Dorchasach ancestrally hail from the far north and arctic climes. Originally, they were nomadic hunter-gatherers, but this is considered ancient history.

While they no longer inhabit arctic lands filled with little more than snow and ice, the Dorchasach still inhabit the northern lands - calling relatively mild tundra and alpine forests and flatlands home. Thanks to perfecting centuries old methods for cultivating resilient winter crops such as turnips and cabbage, the Dorchasach are quite adept at frosty survival. It helps that the majority of the lands they inhabit are a rich source of geothermal fissures and natural mineral hot springs. In these warmer areas, a wider variety of produce can be found, and these spots are also home to any cattle that may be ranches.

The Dorchasach society is a matriarchal hereditary monarchy, but men are not in any way considered lesser and share in many important positions and responsibilities. The Matron - the "queen" so to speak - is typically supported not-quite-equally in power by her husband whose title is simply "The Father King". The firstborn daughter is usually named heiress to the crown, although certain exceptional circumstances may prevent this.

Dorchasach architecture is rich in stone and sturdy hardwood intricately carved and shaped into unique shapes and patterns. Typically angular and sharp, the corners and sides of buildings are both beautiful and intimidating. The colors that the Dorchasachian people feel most closely attuned to are crimson and violet, and bloodstones, amethysts, and similar precious objects can be found commonly as inlays in accessories, tools, and weapons as well as certain parts of architecture.

Economically, Dorchasach society is driven by trade of their hardy produce and cattle, but not exclusively. Thanks to the geothermal fissures and springs, some amount of tourism can be seen as people come from all over to experience Dorchasachian hospitality. The mountainous regions are also rich in precious metals, so mining is a fairly lucrative industry as well. The Dorchasachian people are also fairly capable doctors and healers because of their ability to see into another's cardiovascular system, and thus there is a number of sought after medical practitioners among them.

Due to a genetic mutation - of which the nature is still not entirely certain - that occurred generations ago, the Dorchasach people is hypersensitive to hemoglobin - the oxygen-providing element found in blood. Their eyes also have an extra sensitive lens that grants them the strange and peculiar ability to "see" the cardiovascular system of another living being; more specifically, a member of this species can see the bloodstream and where it goes. Furthermore, Dorchasach people have a "sixth sense" through which they can feel the blood of nearby entities around them. This is not a perfect sense, but it can partially explain why these people have been successful hunters and defenders for years.

The hemo-mutation - as it has been called - also grants the Dorchasach people their exceptional affinity for blood magic, and they even have the unique ability to directly manipulate their own blood and create unsettling effects useful for myriad purposes - not least of which being combat. The intimidation factor alone of watching a Bloodletter cry pools of blood and then envelop themselves in their own crimson lifeforce is exceptional, but what truly can impress is the effectiveness of these abilities.

The nature of Bloodletting - the practice of blood manipulation - is a powerful, but dangerous one. If used improperly and/or abused, the Bloodletter will inevitably damage their vital systems if not outright die. Typically, a Bloodletter can gauge how much strain they can take by the intensity of the bloodlines that appear upon their body as they Bloodlet. These bloodlines appear as red lines - akin to, but not quite, tattoos. The deeper crimson and vibrant these

bloodlines are, the closer the Bloodletter is to reaching their limit. While it is not imminently lethal to bring these bloodlines to their highest potency, doing so causes irreversible damage to the cardiovascular system. This, too, can come with benefits, but most consider the risks too great.

Blood is considered sacred to the Dorchasach people. Despite some rumors and hearsay, this does not mean that they practice ritual sacrifices or drink blood like vampires (in fact, most vampires are generally universally hated by all Dorchasach - as they are considered to be thieves of that which they hold sacred, though there are exceptions), but rather, they consider blood to be what connects everyone to one another and their ancestors. When someone dies, their blood is drained and preserved in a beautifully crafted jar that is generally entombed with the body. It is believed that by preserving the blood in this way, the dead are not truly dead, but are always alive and with those who remain - supporting them and providing solace to their troubles.



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