

# Roguish Archetype: Countblood

**T**he guard ran with all of his might, tripping over his bent plate mail, dragging his mace on the floor behind him limply as his left hand staunched the flow of blood from his neck. He glanced up and saw the red eyes of his demise in front of him and swung wildly. With his weapon extended and his guard down, the glint of grinning fangs danced in the shadows before it rushed towards the guard, like the shadow of death passing through him. The guard collapsed, their neck torn asunder, as the Countblood stood a good 20 paces from his corpse, licking their claws and fangs of the blood of their prey, anxious for another hunt.

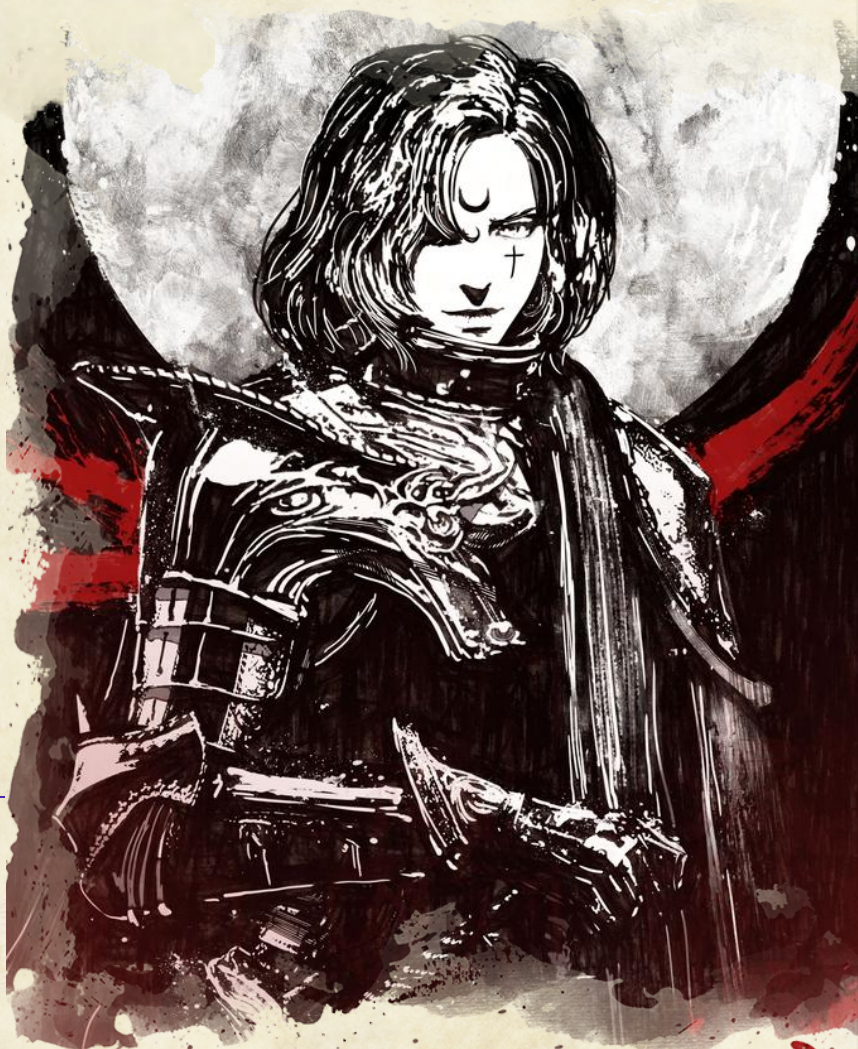
This was the prey of a Countblood. A rogue blessed or cursed by an ancient vampiric entity to hunt, Countbloods capitalize on their prey's panic, blood, and their mistakes to make deadly melee strikes and to continue hunting their prey until they are nothing but a meal. Sometimes they are chosen by high Counts, like Strahd or Dracula as unholy assassins, or other times they are the forgotten cattle of high vampires, with cursed blood flowing through their veins that grants them unnatural powers.

## Creature of the Night

Beginning at 3rd level, because of the altered blood that flows in your veins, you gain a climbing speed equal to your walking speed and you do not need to sleep, and instead gain the benefits of a long rest after 6 hours of light activity. At 6th level, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

## Hunt

At 3rd level, whenever you deal sneak attack damage to a creature, you can choose to imbibe in their essence, marking them as your prey where you gain a number of benefits against that creature. These benefits last until your prey is reduced to 0 hit points or until you use this feature again. You can add your sneak attack if you hit your prey with a melee attack, even if there is not an ally within 5 feet of the creature or you don't have advantage on the attack roll, provided you don't have disadvantage on the attack roll and you've hit your prey with an attack during your last turn, which includes any attacks you've made against them as a reaction. If your prey misses an attack roll and they are within your reach, you can use your reaction to make a melee attack against them. This attack cannot benefit from sneak attack.



## Unnatural Speed

Beginning at 9th level, the speed at which you strike your prey has increased dramatically. If your prey hits you with an attack and you use your Uncanny Dodge feature, you can also make a melee attack against them if they are within reach. This attack cannot benefit from sneak attack.

Furthermore, whenever you use your Cunning Action to dash, you can also make a melee weapon attack in addition to this, provided you moved at least 10 feet and the target is marked as your prey. If you hit with this attack, your prey cannot target you with an attack of opportunity. You can use this feature an amount of times equal to your proficiency bonus and you regain all expended uses at the end of a long rest.



## Drain

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Beginning at 13th level, whenever you critically strike your prey you can drain them of their essence, where you gain temporary hit points equal to half of the total damage dealt, and your prey suffers the following effects until the start of your next turn. Their speed is halved. They have disadvantage on Strength and Constitution saving throws. They have disadvantage on all ability checks and attack rolls.

Furthermore, while you have these temporary hit points your speed is doubled and you have advantage on all attack rolls made against your prey.

You can use this feature an amount of times equal to your proficiency bonus and you regain all expended uses at the end of a long rest.

## Death Incarnate

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Beginning at 17th level, your normally quick strikes and jabs meant to weaken your prey now hold the same killing power as your normal strikes, and you have learned to drain the very essence of your prey with each attack. You can now add your Sneak Attack damage to any attack you make granted from your Hunt and Unnatural Speed features, and whenever you hit your prey with a melee weapon attack, you can gain temporary hit points equal to your proficiency bonus.

Additionally, while you have these temporary hit points, your speed increases by 30 feet.

## Changelog

- Version 1.1
  - Reduced description paragraph
- Version 1.0
  - Initial release

## More!

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This homebrew was made by KoatheDM, and you can find more homebrew content on [Patreon!](#) I also have an [Instagram](#) account, [Reddit](#) account where I post and tease other homebrew content by the name of KoatheDM, and a [Twitter](#) where I also tease upcoming content! This document was made through GMBinder. Art by Warmtail.

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