

Necronomicon:

Rogue

This is Supplemental Material

Roguish Archetype

At 3rd level, a rogue gains the Roguish Archetype feature. This is an option written by Odvaskar for that feature: The Blood Charmer

Blood Charmer

For Rogues that find themselves under the employment of a vampire or even rogues that are descendants from a vampire can become Blood Charmers. Blood Charmers have some vampiric abilities which make them perfectly suited to be hired killers, spies, courtiers, and schemers. You can use these abilities to become the center of attention, charm the living, hide in the shadows, and the strongest Blood Charmers can even have their own undead thrall.

Blood Charmer Features

Rogue Level	Features
3rd	<i>Vampiric Nature, Blood Charm</i>
9th	<i>Nocturnal Stalker</i>
13th	<i>Child of the Night</i>
17th	<i>Thrall from the Grave</i>

Vampiric Nature

3rd-level Blood Charmer feature

At 3rd level, you can transform your mouth and hands into lethal weapons. As a bonus action you grow fangs and claws that are natural weapons, which you can use to make unarmed strikes with until you use your bonus action again to retract them. You can use your Dexterity for the attack, if you hit with it, you deal piercing damage equal to 1d6 + your Dexterity modifier. If you choose to bite a creature and use your sneak attack, your sneak

attack damage with this attack deals necrotic damage instead of piercing damage. Additionally, you can regain a number of hit points equal to the half necrotic damage from the sneak attack.

Blood Charm

3rd-level Blood Charmer feature

Starting at 3rd level, As an action you can target one humanoid you can see within 30 feet. The target must succeed on a Wisdom (DC equal to 8 + your proficiency bonus + your Charisma modifier) saving throw against this magic or be charmed by you. The charmed creature regards you as a trusted friend to be heeded and protected. The charmed target takes your requests or actions in the most favorable way it can, and it is willing target for your bite attack. Each time you or your allies do anything harmful to the target, it can repeat the saving throw. Otherwise, the charm lasts a number of hours equal to half your rogue level (minimum of 1) or until you are incapacitated or die, or you use your bonus action to end the charm.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Nocturnal Stalker

9th-level Blood Charmer feature

At 9th level, Your vampiric powers allow you to take the form of a bat. You can use your action to polymorph a bat with 1 hit point. Your mental statistics are unchanged, and anything you are wearing transforms with you. You revert back to your true form if your bat form takes 1 damage or use your action to revert back. Additionally, you're natural weapons from Vampiric Nature count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Child of the Night

13th-level Blood Charmer feature

You gain the ability to become one with darkness. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You have advantage on the first melee attack you make after you teleport.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Thrall from the Grave

17th-level Blood Charmer feature

At 17th level when you kill a humanoid with your bite attack, it comes back to life as a Vampire Spawn. The spawn is under your control and it lives for a number of hours equal to half of your rogue level (rounded down).

Once you use this feature you can't use it again until you finish a long rest.