



BLOOD KIND

Elves have a natural tolerance against undead effects. However, there are times when elves are bitten by undead creatures—particularly vampires—when, instead of turning, they contract a passive infection in their blood stream. If a female elf contracts this virus, there is a chance that they can pass it on to their young. Almost immediately, the child is seen for what it is, a blood kind. Blood kind are neither living nor undead, but instead something in between. They are mortal as their elven parents are, but also possess incredible abilities tied to their innate blood magic.

Unlike other creatures that possess monstrous bloodlines, blood kind nature is usually seen as a boon instead of a curse. Blood kind excel as warriors, politicians, and sages within elven communities. They are prized for their connection to sorcerous magic and their innate dark powers.

BLOOD KIND TRAITS

Your blood kind character has an assortment of natural (and supernatural) abilities, most of which are derived from your vampiric nature.

Ability Score Increase. Your Dexterity score increases by 1, your Constitution score increases by 1, and your Charisma score increases by 1.

Age. Blood kind mature at the same rate as elves but age much slower overall. A Blood Kind that doesn't succumb to The Desire can live for 500 years or longer.

Alignment. Blood kind are almost always chaotic and live hedonistic, nihilistic lifestyles. Because of their nature, it's rare they are good, but there are those who break the mold.

Size. Blood kind look very similar to pale elves and have the same tall and slim build. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your vampiric nature grants you the ability to see in darkness. 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.

Keen Senses. You have proficiency in the Perception skill.

Bite. You can use your vampiric fangs to make a natural bite attack that replaces your unarmed strike. Your bite attack is considered a finesse attack, and you can use your Strength or Dexterity modifier when making attack rolls. On a hit, you deal damage equal to 1d4 + your Strength or Dexterity modifier (your choice).

Sunlight Sensitivity. You have disadvantage on attack rolls and on 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.

Blood Drain. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points equal to your Constitution modifier (minimum of 1). You can't use this trait again until you finish a short or long rest.

Blood Magic. As an action, you can transform the temporary hit points you gain from your Blood Drain ability into spells. At 1st level, you can exchange 1 temporary hit point to cast a cantrip of your choice from the sorcerer spell list. At 3rd level, you can exchange 2 temporary hit points to cast a 1st-level spell, and at 5th level you can exchange 3 temporary hit points to cast a 2nd-level spell. The 1st and 2nd-level spells you cast using this trait must be from the transmutation or enchantment arcane schools and must be on the sorcerer spell list. If you cast a transmutation spell using this trait, it can only target yourself. Charisma is your spellcasting ability for these spells.

Necrotic Threshold. You have immunity to all necrotic damage unless you take an amount of necrotic damage greater than your current level, in which case you take damage as normal. Any damage that fails to meet or exceed your necrotic threshold is considered superficial and doesn't reduce your hit points.

Undead Nature. You don't need to eat, drink, or breathe. However, you must drink the blood of living creatures using your Blood Drain ability. You can go without draining blood for a number of days equal to 3 + your Wisdom modifier (minimum of 1). At the end of each day beyond that limit, you automatically suffer one level of exhaustion. Once you use your Blood Drain again, the count of days without blood resets to zero.

Languages. You can speak, read, and write Common and Elvish.

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