Pathfinder Hemo Warrior

Hemo Warriors excel at causing their enemies to bleed out

Alignment: any

Hit die: d10

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Level | Bab | Fort | Ref | Will | Special |
| 1 | 1 | 2 | 0 | 2 | Hemorrhage, Free Flow |
| 2 | 2 | 3 | 0 | 3 | Bloody Skill |
| 3 | 3 | 3 | 1 | 3 |  |
| 4 | 4 | 4 | 1 | 4 | Bloody Skill |
| 5 | 5 | 4 | 1 | 4 |  |
| 6 | 6 | 5 | 2 | 5 | Bloody Skill |
| 7 | 7 | 5 | 2 | 5 |  |
| 8 | 8 | 6 | 2 | 6 | Bloody Skill |
| 9 | 9 | 6 | 3 | 6 |  |
| 10 | 10 | 7 | 3 | 7 | Bloody Skill |
| 11 | 11 | 7 | 3 | 7 |  |
| 12 | 12 | 8 | 4 | 8 | Bloody Skill |
| 13 | 13 | 8 | 4 | 8 |  |
| 14 | 14 | 9 | 4 | 9 | Bloody Skill |
| 15 | 15 | 9 | 5 | 9 |  |
| 16 | 16 | 10 | 5 | 10 | Bloody Skill |
| 17 | 17 | 10 | 5 | 10 |  |
| 18 | 18 | 11 | 6 | 11 | Bloody Skill |
| 19 | 19 | 11 | 6 | 11 |  |
| 20 | 20 | 12 | 6 | 12 | Bloody Skill |

Skill points 2 + int

Proficiencies: hemo warriors are proficient with simple and marital weapons and light and medium armor

**Hemorrhage**

At first level the hemo warrior knows how to keep the blood flowing; whenever a hemo warrior inflicts bleed damage to a target, that bleed stacks with any bleed the target already has

**Free Flow**

When making an attack with a melee weapon, the hemo warrior may take a -2 penalty on the attack roll to change the damage type to bleed

**Bloody Skill**

At second level and every 2 levels after, the hemo-warrior learns a bloody skill off the following list, unless expressly stated in the skill, each bloody skill may only be taken once

Blood Absorption

When someone within 10 ft of you takes bleed damage, you recover an equal amount of hp

Blood Bath

When an adjacent target takes bleed damage, you get coated in part of it, this grants you a +1 bonus to intimidate, attack and damage for 2 rounds. This effect can stack up to 5 times, gaining a new stack refreshes the duration of all stacks

Blood Convergence

As a full round action, you can absorb the bleed damage from everyone within 60 ft and make a melee attack that does bonus bleed damage equal to the bleed damage you absorbed

Blood Drive

When you take bleed damage, you may make a melee attack against an enemy within your reach as a free action

Blood Exchange

When you take physical damage, you can spend an immediate action to reduce it by half and change it to bleed damage

Blood Flick

After you inflict bleed damage with a melee weapon, you can flick the blood off your weapon at 1 target within 30 ft as a free action, that target takes 1 bleed damage

Blood Geyser

When you kill an enemy with bleed damage, blood erupts from their body all around them, this grants you a +2 bonus to intimidate per hit die the dead target had for 3 rounds

Blood Instability

When you take bleed damage, or recover hp from blood absorption, you can remove 1 status effect currently affecting you

Blood Jet

When you take or deal bleed damage, you gain +5ft move for 2 rounds, this effect can stack up to 5 times, gaining a new stack refreshes the duration of all stacks

Blood Opportunity

When you make an attack of opportunity against a bleeding target, roll the attack and damage 3 times and take the best result

Blood Piledriver

When you inflict bleed damage to a target, each adjacent target takes half as much bleed damage(round down)

Blood Reversal

If an enemy is flanking you while you are bleeding, you gain double their flanking bonus against them, if they are also bleeding, you gain that bonus to damage as well

Blood Shield

If you are bleeding, or are attacked by a bleeding target, you gain AC equal to the bleed value, if both you and the attacker are bleeding, combine the values to determine the AC bonus

Blood Slip

When an enemy within your reach takes bleed damage, you can make a trip CMB check against them as a free action. If a bleeding enemy falls prone, they provoke an attack of opportunity from you

Blood Splat

When inflicting bleed damage you can fling some of the blood at an adjacent enemy to blind them for 1 round and cause them to provoke an attack of opportunity

Blood Thirst

When attacking a target affected by bleed, increase your attack and damage by your strength mod