



# Special Edition Blood Hunter Class For D&D 5th Edition

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## BLOOD HUNTER

In a landscape tormented by all manner of beasts, devils, and abominations from beyond the veil, most live in fear of the dark, of superstition, and of the unknown. Some grow hardened by this experience, instead choosing to stand up and fight against the tide of shadow. These folk are called 'heroes'.

Some, however, are so fanatical and bent on destroying the anathema that plagues the countryside that they embrace dark, forbidden knowledge. They sacrifice some of their own vital force in dubious, forgotten blood rituals to better understand their enemies. Their methods sometimes blur the line between themselves and the evils they hunt, calling their own humanity into question.

These folk are called 'Blood Hunters'.

### BECOME THE ENEMY TO UNDERSTAND THE ENEMY

These warriors have chosen to merge the martial pursuit of deadly weapon play with elements of vicious blood magic to create impressively effective combat techniques. Their deep knowledge and unnatural connection with wicked creatures allows them an advantage in tracking, hunting, and destroying even the most resilient of abhorrent fiends. They surrender their own vitality to grant them insight into their foes, and the ability to manipulate them from the inside. Some brew crude, poisonous alchemical tonics from the harvested organs of felled monsters, mutating their blood and bodies to be even further in tune with their quarry, becoming something other than human themselves. Others go further, reaching out and making a pact with lesser dark entities in hopes of using their grim gifts against greater evils. Many blood hunters push too far for their goals, falling to their own hubris and becoming the monsters they've chosen to hunt. This is the greatest fear of a blood hunter, and of the societies at large that shun them.

### ALMOST AS FEARED AS THEIR PREY

The nature of their abilities and training has bred many rumors across the lands, some of which aren't too far from the truth. Common folk consider them cursed, often turning them away at the door. Nobles see them as occasionally convenient, but a generally reviled nuisance. Mages find them useful allies if kept at arm's length, while pious clerics and paladins keep their distance with a watchful eye. To be a blood hunter is to accept a life of solitude until proven trustworthy and dependable.



## The Blood Hunter

| Level | Proficiency Bonus | Crimson Rite Damage Die | Features                               | Blood Curses Known |
|-------|-------------------|-------------------------|--|--------------------|
| 1st   | +2                | 1d4                     | Hunter's Bane, Crimson Rite            | ----               |
| 2nd   | +2                | 1d4                     | Fighting Style                         | ----               |
| 3rd   | +2                | 1d4                     | Blood Hunter Order                     | ----               |
| 4th   | +2                | 1d4                     | Ability Score Improvement              | ----               |
| 5th   | +3                | 1d6                     | Extra Attack                           | ----               |
| 6th   | +3                | 1d6                     | Blood Maledict (2/rest), Primal Rite   | 2                  |
| 7th   | +3                | 1d6                     | Blood Hunter Order feature             | 2                  |
| 8th   | +3                | 1d6                     | Ability Score Improvement              | 2                  |
| 9th   | +4                | 1d8                     | Primal Rite, Grim Psychometry          | 2                  |
| 10th  | +4                | 1d8                     | Blood Hunter Order feature             | 3                  |
| 11th  | +4                | 1d8                     | Dark Velocity, Blood Maledict (3/rest) | 3                  |
| 12th  | +4                | 1d8                     | Ability Score Improvement              | 3                  |
| 13th  | +5                | 1d10                    | Esoteric Rite                          | 3                  |
| 14th  | +5                | 1d10                    | Hardened Soul                          | 4                  |
| 15th  | +5                | 1d10                    | Blood Hunter Order feature             | 4                  |
| 16th  | +5                | 1d10                    | Ability Score Improvement              | 4                  |
| 17th  | +6                | 1d12                    | Enduring Form, Blood Maledict (4/rest) | 4                  |
| 18th  | +6                | 1d12                    | Blood Hunter Order feature             | 5                  |
| 19th  | +6                | 1d12                    | Ability Score Improvement              | 5                  |
| 20th  | +6                | 1d12                    | Sanguine Mastery                       | 5                  |

## CREATING A BLOOD HUNTER

As you create your blood hunter, keep in mind how your character relates to society and why they have taken to a life of monster hunting. Do they wish to protect society and as such have paid the ultimate price? Do they have a family they wish to protect at all costs? Did they make a mistake that cost them greatly, and they wish to make amends for their folly? Or are they bent on vengeance for some past wound or loss that drove them to choose this dark warrior's path?

While a blood hunter begins their journey alone, they also acknowledge the strength in numbers and the benefits of trusted companions. Many blood hunters keep allies to both ensure that they succeed at their hunts, and to keep a watchful eye to prevent them from losing touch with their humanity. A blood hunter without conviction is lost, and often an honest friend is enough to keep them from straying.

### QUICK BUILD

You can make a blood hunter quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons,

or ranged and finesse weapons. Make Wisdom your next highest if you plan to focus on the potency of blood curses and mystical power. Choose a higher Constitution next if you wish to use Crimson Rite on multiple weapons or want to get the most out of your unspent hit die while resting.

## CLASS FEATURES

As a blood hunter, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d10 per blood hunter level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per blood hunter level after 1st.

### PROFICIENCIES

**Armor:** Light Armor, Medium Armor

**Weapons:** Simple Weapons, Martial Weapons

**Tools:** Alchemist's supplies

**Saving Throws:** Strength, Wisdom

**Skills:** Choose two from Athletics, Acrobatics, Arcana, Insight, Investigation, and Survival.

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon or (b) two simple weapons
- (a) a light crossbow or (b) hand crossbow
- (a) studded leather armor or (b) scale mail armor
- an explorer's pack

## HUNTER'S BANE

Beginning at 1st level, you have survived the imbibing of the Hunter's Bane, a poisonous alchemical concoction that alters your life's blood, forever binding you to the darkness and honing your senses against it.

You have advantage on Wisdom (Survival) checks to track Fey, Fiends, and Undead, as well as on Intelligence checks to recall information about them. If you are actively tracking one of these creature types, you cannot be surprised by any creatures of that type. You can only be tracking one type of creature at a time.

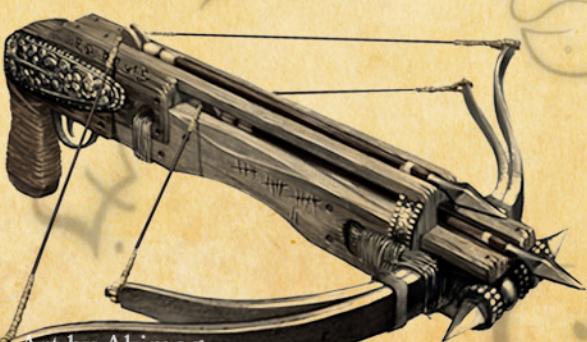
Upon reaching 11th level, you gain advantage on Wisdom (Insight) checks and Charisma (Intimidation) checks as your unsettling nature further develops, lending you an edge when testing the composure and will of others.

## CRIMSON RITE

At 1st level, you learn to invoke a rite of blood magic within your weapon at the cost of your own vitality. Choose to learn one rite from the Primal Rites list below. You cannot change this choice.

As a bonus action, you can imbue a single weapon you hold with your own life force, temporarily reducing your maximum hit points a number equal to your character level. These lost maximum hit points return once the rite fades and cannot be restored otherwise.

Until the rite fades, that weapon flares with your chosen elemental energy. Attacks from the weapon deal an additional 1d4 rite damage. Rite damage is considered magical. The rite damage die changes as



Art by Akimog

you gain blood hunter levels, as shown in the crimson rite damage die column of the blood hunter table. This damage is cumulative with weapon enchantments. Should your weapon leave your grip, the rite fades immediately. An active rite on a weapon thrown fades directly after the attack is complete.

Crimson rite can be used on multiple weapons, costing additional hit point loss. If used on a weapon already given an active crimson rite, the old rite immediately fades as the new one takes effect. When a crimson rite fades, it restores your lost hit point maximum, but not the lost hit points. A crimson rite can be allowed to fade at any time (no action required).

You gain access to an additional Primal Rite at 6th level and 9th level. You can choose to learn one Esoteric Rite from the list below at 13th level.

## PRIMAL RITES

Choose from the following:

**Rite of the Flame.** Your rite damage is fire type.

**Rite of the Frozen.** Your rite damage is cold type.

**Rite of the Storm.** Your rite damage is lightning type.

**Rite of the Ruined.** Your rite damage is acid type.

## ESOTERIC RITES

Choose from the following:

**Rite of the Roar.** Your rite damage is thunder type.

**Rite of the Oracle.** Your rite damage is psychic type.

**Rite of the Dead** – Your rite damage is necrotic type.

## FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

### ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

### DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

### GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

### TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.



## BLOOD HUNTER ORDER

At 3rd level, you commit to an order of blood hunter martial focus. Choose Order of the Mutant, Order of the Ghostslayer, or Order of the Profane Soul, all detailed at the end of the class description. The order you choose grants you features at 3rd level, and again at 7th, 10th, 15th, and 18th level.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## BLOOD MALEDICT

At 6th level, you gain the knowledge to further spill, channel, and sacrifice a part of your vital essence to curse and manipulate your enemies. You gain two blood curses of your choice, detailed in the "blood curses" section below. You learn one additional blood curse of your choice at 10th, 14th, and 18th level.

When you use your Blood Maledict, you choose which curse to invoke. While invoking a blood curse, but before it affects the target, you may spend some of your remaining hit dice to *amplify* the curse, as detailed in the curse's description. No healing occurs as part of this expenditure. Creatures that do not have blood are immune to blood curses (DM's discretion). Certain undead may still have blood in their bodies and can be cursed. A creature can only be affected by one curse at a time, and a new curse supersedes the old one.

After you use this feature to invoke two blood curses, you must then finish a short or long rest to use your Blood Maledict to invoke your two blood curses again.

Beginning at 11th level, you can use your Blood Maledict to invoke three blood curses between rests, and beginning at 17th level, you can use it four times between rests. When you finish a short or long rest, you regain your expended uses.

## BLOOD CURSES

The blood curses are presented in alphabetical order.

**Blood Curse of Binding.** As a bonus action, you can attempt to bind an enemy no more than one size larger than you within 30 feet. The target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or have their speed be reduced to 0 until the beginning of your next turn.

*Amplify.* When this curse is invoked, you may spend one hit die to have this curse be ongoing, and be able to affect creatures of any size. At the end of each of its turns, the target can make another Strength saving throw. On a success, this curse ends. You can end the curse whenever you like (no action required).

**Blood Curse of the Eyeless.** As a bonus action, you can cloud the vision of a creature within 30 feet, imposing a penalty to their next attack roll equal to your Wisdom modifier (minimum 1). This curse lasts until the beginning of your next turn.

*Amplify.* When this curse is invoked, you may spend one hit die to have this penalty apply to all of the target's attack rolls until the beginning of your next turn.

**Blood Curse of the Fallen Puppet.** The moment a creature falls unconscious or dies within 30 feet of you, you can use your reaction to give that creature a final act of aggression. That creature can immediately make a single weapon attack against a target of your choice within its attack range. After the attack, the creature returns to being unconscious or dead.

*Amplify.* When this curse is invoked, you may spend one hit die to grant a bonus to the attack roll and damage of the cursed creature's attack equal to your Wisdom modifier (minimum of 1).

**Blood Curse of the Fending Rite.** When an enemy casts a spell, you can use your reaction to deflect the spell with your crimson rite. You gain a bonus to the initial saving throw against that spell equal to your Wisdom Modifier (minimum of 1). This curse is invoked before the saving throw is made.

*Amplify.* When this curse is invoked, you may spend one hit die to allow all allies within 10 feet of you to also gain this bonus to their saving throw against the triggering spell.

**Blood Curse of the Marked.** As a bonus action, you can mark an enemy within 30 feet. Until the end of your turn, all crimson rite damage you deal to the target is doubled.

*Amplify.* When this curse is invoked, you may spend one hit die to cause the marked target to also lose resistance to your rite damage type until the beginning of your next turn.

**Blood Curse of Mutual Suffering.** As a bonus action, you can link to a creature within 30 feet, forcing them to share in any pain they inflict upon you. Each time the cursed creature damages you, this curse deals necrotic damage to the cursed creature, equal to half of the damage you suffered. This curse lasts for a number of rounds equal to your Wisdom modifier (minimum 1).

**Amplify.** When this curse is invoked, you may spend one hit dice to increase the duration of the curse to 1 minute, and this curse's damage ignores Necrotic resistance.

**Blood Curse of Spell Sunder.** When an enemy casts a spell within 30 feet that requires a spell attack roll and targets you, you can use your reaction to to rend the spell from the air, imposing disadvantage on the spell attack roll.

**Amplify.** When this curse is invoked, you may spend two hit dice to make a Wisdom ability check. The DC equals  $10 +$  the spell's level. On a success, the creature's spell is dispelled entirely. On a failure, the spell attack roll is still made with disadvantage.

**Blood Curse of the Transfusion.** As a bonus action, you can curse your own vitality, tearing some of it forth and transferring it to an ally in need. You take  $2d6$  points of damage, and a living creature you choose within 30 feet regains a number of hit points equal to that amount. This damage increases as you gain levels:  $3d6$  at 11th level, and  $4d6$  at 17th level.

**Amplify.** When this curse is invoked, you may spend one hit die to add twice your Wisdom modifier (minimum 2) to the amount of hit points regained.

## GRIM PSYCHOMETRY

When you reach 9th level, you can take 10 minutes to meditate on an object to discern vague details regarding any lingering evil or wicked past surrounding it. Make a Wisdom ability check. Based on the result, the DM may reveal obscure information about dark events that may have previously surrounded the object, or hints toward a sinister purpose. This feature has no effect on objects untouched by evil.

## DARK VELOCITY

Upon reaching 11th level, you beckon the surrounding shadows to grant you unnatural swiftness on the battlefield. Your speed increases by 10 feet, and attacks of opportunity made against you have disadvantage.

## HARDENED SOUL

When you reach 14th level, you can no longer become Frightened, and you have advantage on saving throws against magical Charm effects.

## ENDURING FORM

When you reach 17th level, while you are unconscious, you can spend two hit dice to reroll a death saving throw once per turn.

## SANGUINE MASTERY

Upon becoming 20th level, you've become so attuned to your weapons that your crimson rite is perfected, no longer requiring visceral sacrifice. When you invoke a crimson rite, you no longer reduce your maximum hit points. In addition, when you are below one fourth of your current maximum hit points and conscious, all of your crimson rite damage dice are maximized.

## BLOOD HUNTER ORDERS

There are a handful of secretive orders of blood hunters that guard their cryptic techniques and blasphemous rituals. One must adhere to one of these orders to even be granted access to the Hunter's Bane rite that starts their journey, and only once they've proven their ability will the secrets of the order begin to be revealed. Some even wait a few years before they are sure they want to continue down this cursed path. Either or, it's within these small, enigmatic sects that the real power of a blood hunter is learned.

### ORDER OF THE GHOSTSLAYER

The Order of the Ghostslayer is the oldest and most driven of the orders, having rediscovered the secrets of blood magic and refined them for combat against the scourge of undeath. Ghostslayers seek out and study the moment of death, obsessing over the mysteries of the transition. Some will sit with the terminally diseased to closely witness their passing, while others go so far as to deliberately have a near-death experience, allowing them to tune their body and senses to the ethereal realms beyond.

### CLEANSING RITE

When you join this order at 3rd level, you learn to imbue your crimson rite with the vigorous spark of your spiritual vengeance. Whenever you deal damage with your crimson rite die, you also deal additional radiant damage equal to your Wisdom modifier. This damage is part of your crimson rite.

### HALLOWED VEINS

Beginning at 7th level, your blood curses become honed to the fabric of a creature's essence. Your blood curses can now affect any creature, regardless of their form or lack of blood.

## SUPERNAL FLURRY

At 10th level, you can spend a bonus action to ignite your blood with a spectral hunger lasting a number of rounds equal to your Wisdom modifier (minimum 1). While this hunger lasts, you gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only) action.

In addition, for the duration of this hunger, when you reduce a creature to 0 hit points with an attack, you regain hit points equal to your crimson rite damage die.

Once you use this feature, you must finish a long rest before you can use it again. Beginning when you reach 15th level, you regain the use of this feature when you finish a short or long rest.

## GRAVEVISION

When you become 15th level, your vision has been so tuned to the ethereal curtain between worlds that even the unseeable cannot escape your view. You can see in normal darkness, as well as see invisible creatures and objects, up to 60 feet.

## VENGEFUL SPIRIT

Upon reaching 18th level, you learn to project your spirit to fight on while on the edge of death. Whenever your hit points drop to 0, you can choose to let your soul emerge from your body to fight on. Your body remains unconscious and subject to death saving throws per normal. At the beginning of your next turn, you manifest a spirit form in your space that picks up your weapons and continues fighting on, acting on your turn and every one of your subsequent turns under your control. Your spirit form has your physical attributes and abilities, but none of your equipment other than your weapons and ammunition. This form is immune to all non-magical damage and non-magical weapon damage, and can only make the Move, Attack, Bonus (offhand attack), and Bonus (Crimson Rite) actions on your turn.

If your spirit form vanishes, it drops your weapons in its space. If your spirit form takes any damage, it immediately vanishes. If your body dies, your spirit form vanishes. If you regain any hit points, your spirit form vanishes.

## ORDER OF THE PROFANE SOUL

The magics adopted by the wayward blood hunter prove formidable against many an evil across the realm. However, the darkest of abominations draw from an ancient well of cruel, unfathomable power. These terrors can control shadows to do their bidding, hide in plain sight among the noblest of nobles, and bend the minds

## Profane Soul Spellcasting

| Blood Hunter Level | Cantrips Known | Spells Known | Spell Slots | Slot Level |
|--------------------|----------------|--------------|-------------|------------|
| 3rd                | 2              | 2            | 1           | 1st        |
| 4th                | 2              | 2            | 1           | 1st        |
| 5th                | 2              | 3            | 2           | 1st        |
| 6th                | 2              | 3            | 2           | 1st        |
| 7th                | 2              | 4            | 2           | 2nd        |
| 8th                | 2              | 4            | 2           | 2nd        |
| 9th                | 2              | 5            | 2           | 2nd        |
| 10th               | 3              | 5            | 2           | 2nd        |
| 11th               | 3              | 6            | 2           | 3rd        |
| 12th               | 3              | 6            | 2           | 3rd        |
| 13th               | 3              | 7            | 2           | 3rd        |
| 14th               | 3              | 7            | 2           | 3rd        |
| 15th               | 3              | 8            | 3           | 3rd        |
| 16th               | 3              | 8            | 3           | 3rd        |
| 17th               | 3              | 9            | 3           | 3rd        |
| 18th               | 3              | 10           | 3           | 4th        |
| 19th               | 3              | 10           | 3           | 4th        |
| 20th               | 3              | 11           | 3           | 4th        |

of the most stalwart warrior with but a glance. These fiends were far trickier to hunt, and many lost their lives in pursuit of such wickedness.

A small sect of blood hunters had finally had enough and delved into this same well of corrupting arcane knowledge, making pacts with lesser evils to better combat the greater. While they may have lost a part of themselves, the power gained far outweighed the price, for even devils now quake when they know they've the attention of the Order of the Profane Soul.

## PACT MAGIC

When you reach 3rd level, you can augment your combat techniques with the ability to cast Warlock spells. See chapter 10 (phb) for the general rules of spellcasting and chapter 11 (phb) for the Warlock spell list.

**Cantrips.** You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

**Spell Slots.** The Profane Soul Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 8th level, you have two 2nd-level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 2nd-level spell.

**Spells Known of 1st Level and Higher.** At 3rd level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Profane Soul table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 11th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class and Order, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your warlock spells, so you use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

**Spell save DC = 8 + your proficiency bonus + your Wisdom modifier**

**Spell attack modifier = your proficiency bonus + your Wisdom modifier**

#### LETHAL FOCUS

Beginning at 3rd level, your weapon becomes a core to your pact with your chosen dark patron. You can use your weapon as a spellcasting focus (found in chapter 5, player's handbook) for your warlock spells.

#### MYSTIC FRENZY

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

#### DIABOLIC CHANNEL

At 10th level, you can temporarily infuse your weapon with the seed of a powerful spell. As an action, you can imbue your weapon or a piece of ammunition with one spell you can cast, then make a single attack with that weapon. If that attack hits, the target takes weapon damage and is subject to the effects of the spell, expending a spell slot accordingly. If the attack misses, the spell misses as well. If the attack hits, all spell attack rolls for the imbued spell against the target hit automatically. If the attack has advantage, the target's initial saving throw against the spell has disadvantage.

The spell must be of 1st level or higher, and have a casting time of 1 action, or require an action to activate an already active concentration spell.

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Blood Hunter 1.2



#### RITE BOND

Beginning at 10th level, whenever you have an active crimson rite on one of your weapons, you gain resistance to the damage type you chose for your rite damage die. If you have two active rites with different damage types chosen, you gain resistance for both.

#### ARCANE IMPULSE

Upon reaching 15th level, you learn to utilize a foe's error as an opportunity to retaliate with vicious magic. If an enemy attack misses you, you can use your reaction to immediately cast a spell at that creature. The spell must have a casting time of 1 action and must target only that creature.

Once you use this feature, you must finish a short or long rest before you can use it again.

#### SOUL SYPHON

When you reach 18th level, you learn to sacrifice the souls of powerful foes to your dark patron in exchange for immediate power. When you reduce a creature to 0 hit points with an attack, kill the creature, and they have a challenge rating of 15 or above, you recover an expended spell slot.

#### ORDER OF THE MUTANT

The process of consuming the Hunter's Bane is a painful, scarring, and often fatal experience. Those that survive find themselves irrevocably changed, enhanced. Some found this experience exalting, embracing the ability to alter one's own physiology through corrupted alchemy.

Over generations of experimentation, a splinter order of blood hunters began to emerge, one that focused on brewing toxic elixirs to modify their capabilities in battle, altering their blood and, over time become something beyond human. They called themselves the Order of the Mutant.

#### FORMULAS

You begin to uncover forbidden alchemical formulas that temporarily alter your mental and physical abilities.

Design by Matthew Mercer

Beginning at 3rd level, you choose to learn three mutagen formulas. Your formula options are detailed at the end of this order description. You gain an additional formula at 7th level, 10th level, 15th level, and 18th level.

Additionally, when you gain a new mutagen formula, you can choose one of the formulas you already know and replace it with another mutagen formula.

### MUTAGEN CRAFT

At 3rd level, you can take a short rest to concoct a single mutagen. Consuming a single mutagen requires a bonus action, and the effects (including side effects) last until you take a short or long rest to meditate and flush the toxins from your system.

Mutagens are designed for your biology. They have no effect on large or larger creatures, and only impart the side effects on other medium or smaller creatures that drink the entire mutagen. They are also unstable by nature, losing their potency over time and becoming inert if not swallowed before you finish your next short or long rest.

Your body will begin to better utilize the toxins you instill it with as you grow in power and experience. These advancing mutations may be signified by a Mutation score.

**Mutation Score** = your blood hunter level divided by 4, rounded up.

### ADVANCED MUTAGEN CRAFT

Upon reaching 7th level, when you take a short rest to concoct a mutagen, you can now create two. Mutagens must be different formulas, and can be ingested with overlapping effects that last until you finish your next short or long rest. Each mutagen still takes a separate bonus action to imbibe.

Once you reach 15th level, you can now create three mutagens during a short rest.

### ROBUST PHYSIOLOGY

At 10th level, your body has begun to adapt to toxins and venoms, ignoring their corroding effects. You gain immunity to poison damage and the *poisoned* condition.

### STRANGE METABOLISM

Beginning at 15th level, you've become resistant to the negative effects of some your own mutagens. Upon imbibing a mutagen, you can choose to ignore the side effect of that mutagen for its duration.

Once you use this feature, you must finish a short or long rest before you can use it again.

### EXALTED MUTATION

At 18th level, your body has begun producing one of your toxins naturally. Choose one of your known mutagen formulas. You gain the benefits and side effects of this mutagen permanently, at all times. This effect cannot be altered or ignored by your strange metabolism feature. You cannot change this choice of formula after this feature is acquired.

### MUTAGENS

These mutagens are presented in alphabetical order. You can learn a mutagen at the same time you meet its prerequisites.

**Aether.** *Prerequisite: 10th level.* You gain a flying speed of 20 feet. *Side effect:* You have disadvantage on all Strength and Dexterity ability checks.

**Celerity.** Your Dexterity score increases by an amount equal to your mutation score, as does your Dexterity maximum. *Side effect:* Your Wisdom score decreases by amount equal to your mutation score.

**Conversant.** You gain advantage on Intelligence ability checks. *Side effect:* You have disadvantage on Charisma ability checks.

**Cruelty.** *Prerequisite: 10th level.* You gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only) action. *Side effect:* You have disadvantage on all saving throws.

**Impermeable.** You gain resistance to piercing damage. *Side effect:* You gain vulnerability to slashing damage.

**Mobility.** You gain immunity to the grappled and restrained conditions. At 10th level, you also are immune to the paralyzed condition. *Side effect:* You gain a penalty to initiative equal to 2 times your mutation score.

**Nighteye.** You gain darkvision for up to 60 feet. If you already have darkvision, this increases its range by 60 additional feet. *Side effect:* You gain sunlight sensitivity (phb pg. 24)

**Potency.** Your Strength score increases by an amount equal to your mutation score, as does your Strength maximum. *Side effect:* Your Dexterity score decreases by an amount equal to your mutation score

**Precision.** *Prerequisite: 7th level.* Your weapon attacks score a critical hit on a roll of 19-20. At 15th level, you score a critical hit on an 18-20. *Side effect:* All healing you receive is halved.

**Rapidity.** Your speed increases by 10 feet. At 15th level, your speed increases by 15 feet instead. *Side effect:* Attack rolls made against you are considered a critical hit on a natural roll of 19-20.

**Reconstruction.** Prerequisite: 7th level. You regenerate hit points equal to 2 times your mutation score (rounded up) at the start of your turn as long as you are above 0 hit points. Side effect: Your speed decreases by 10 ft.

**Sagacity.** Your Wisdom score increases by an amount equal to your mutation score, as does your Wisdom maximum. Side effect: Your armor class is reduced by an amount equal to your mutation score.

**Shielded.** You gain resistance to slashing damage. Side effect: You gain vulnerability to bludgeoning damage.

**Unbreakable.** You gain resistance to bludgeoning damage. Side effect: You gain vulnerability to piercing damage.

**Wariness.** You gain a bonus to initiative equal to 2 times your mutation score. Side effect: You have disadvantage on Wisdom (Perception) checks.

## BLOOD HUNTER MULTICLASSING

Should you wish to multiclass into a blood hunter, the prerequisites and proficiencies gained are listed below.

### Blood Hunter Multiclassing Prerequisites

#### Ability Score Minimum

Strength 13 or Dexterity 13, and Wisdom 13

### Blood Hunter Multiclassing Proficiencies

#### Proficiencies Gained

Light armor, medium armor, simple weapons, martial weapons, alchemical supplies



## Critical Role:

Prominent voice actor Matthew Mercer plays Dungeon Master to a group of fellow voice actors, bringing epic D&D adventures to life in front of a live audience on Twitch of up to 250,000 unique viewers every week. These talented artists from favorite video games and television shows effortlessly weave together action, drama and comedy to create a unique experience that embodies what every gamer loves about role playing games. In addition, the live platform of Twitch offers an opportunity for the audience to immerse themselves in the campaign, going so far as to help choose enemies, and make critical choices for the players on screen.

Critical Role is more than just a regular pen and paper RPG. It is truly an immersive, global experience for players and fans alike, one that highlights the humor and adrenaline-pumping action that roleplaying games can offer.



## Geek & Sundry:

Geek & Sundry is a digital entertainment company recognized for providing the best in award-winning Internet television content featuring leading voices in geek culture and lifestyle, with the best community on the internet!

Founded in 2012 by Felicia Day, the company offers a diverse lineup of compelling content and events that have cultivated a thriving community and social media presence for fans of gaming, comics, music, comedy and literature around the world. Geek & Sundry is spearheaded by prominent geek figureheads including Felicia Day (The Guild, Supernatural, Dr. Horrible) and Wil Wheaton (The Big Bang Theory, Star Trek: The Next Generation), and has launched fan-favorite shows such as TableTop, Critical Role, Co-Optitude, Spellslingers, The Flog and Written By A Kid.

The network has also launched Geek & Sundry Live on Twitch.tv, where you can find Critical Role live on Thursdays, that received over 5 million minutes viewed within its first week of going live to further connect with the online community. Geek & Sundry has won multiple accolades and nomination votes from the Annual Streamys, IAWTV, Origins, Davey, Diana Jones and Producers Guild awards since launch. [www.geekandsundry.com](http://www.geekandsundry.com).

