D&D BEYOND

Kael Thorneheart

CHARACTER NAME

Blood Hunter 6		
CLASS & LEVEL		PLAYER NAME
Aasimar	Acolyte (Luxonborn)	
RACE	BACKGROUND	EXPERIENCE POINTS

STRENGTH	+3 (17)
DEXTERITY	+1 (12)
CONSTITUTION	+2 (14)
INTELLIGENCE	-1 (8)
WISDOM	+3 (17)
CHARISMA	-1 (8)

○	+3	Strength
⊙	+4	Dexterity
○	+2	Constitution
⊙	+2	Intelligence
○	+3	Wisdom
○	-1	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+1	Acrobatics	DEX
○	+3	Animal Handling	WIS
Ⓟ	+2	Arcana	INT
Ⓟ	+6	Athletics	STR
○	-1	Deception	CHA
○	-1	History	INT
Ⓟ	+6	Insight	WIS
○	-1	Intimidation	CHA
Ⓟ	+2	Investigation	INT
○	+3	Medicine	WIS
○	-1	Nature	INT
○	+3	Perception	WIS
○	-1	Performance	CHA
○	-1	Persuasion	CHA
Ⓟ	+2	Religion	INT
○	+1	Sleight of Hand	DEX
○	+1	Stealth	DEX
○	+3	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+1
INITIATIVE

ARMOR
17
CLASS

Resistances - Necrotic, Radiant
DEFENSES

INSPIRATION

+3
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)
SPEED

Max HP	Current HP	Temp HP
52		--

HIT POINTS

Total 6d10
HIT DICE

SUCCESSES ○○○
FAILURES ○○○
DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Martial Weapons, Simple Weapons

=== TOOLS ===
Alchemist's Supplies

=== LANGUAGES ===
Celestial, Common, Infernal, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Healing Hands • 1 / Long Rest
As an action, you can touch a creature and heal it for 3d4 hit points.

=== BONUS ACTIONS ===
Blood Curse of Binding
As a bonus action, you can attempt to bind a Large or smaller creature you see within 30 ft. of you. It must succeed on a STR Saving Throw (DC 14) or the cursed creature's speed reduced to 0 and it cannot take reactions until the end of your next turn.

Amplify. The curse lasts for 1 minute and affects creatures of any size. The cursed creature can repeat the saving throw at the end of each of its turns to end the curse.

Celestial Revelation • 1 / Long Rest
Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

Celestial Revelation (Radiant Soul)
While transformed, you have a flying speed equal to your walking speed. In addition, once on each of

ACTIONS

13	PASSIVE WISDOM (PERCEPTION)
16	PASSIVE WISDOM (INSIGHT)
12	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Longsword, +1	+7	1d8+6 Slashing	Martial, Versatile
Unarmed Strike	+6	4 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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CLASS & LEVEL		PLAYER NAME
Aasimar	Acolyte (Luxonborn)	
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=== BLOOD HUNTER FEATURES ===

* Hit Points • CR

* Proficiencies • CR

* Hunter’s Bane • CR
You have advantage on Wisdom (Survival) checks to track fey, fiends, or undead, and you have advantage on Intelligence ability checks to recall information about them.

| Hemocraft Modifier: Wisdom • CR
Your Hemocraft DC is 14.

* Blood Maledict • CR
You can invoke a blood curse a number of times per short rest based on your level. Before it affects the target, you can choose to amplify the curse. An amplified curse gains an additional effect noted in the curse's description. Amplifying a curse causes you to take 1d6 points of necrotic damage that cannot be reduced in any way.

Creatures that don't have blood in their bodies are immune to blood curses, unless the curse has been amplified.

| 2 / Short Rest • No Action

* Blood Curses • CR
Your chosen Blood Curses for use with the Blood Maledict feature.

| Blood Curse of Binding • CR
As a bonus action, you can attempt to bind a Large or smaller creature you see within 30 ft. of you. It must succeed on a STR Saving Throw (DC 14) or the cursed creature’s speed reduced to 0 and it cannot take reactions until the end of your next turn.

Amplify. The curse lasts for 1 minute and affects creatures of any size. The cursed creature can repeat the saving throw at the end of each of its turns to end the curse.

| 1 Bonus Action

| Blood Curse of the Eyeless • CR
When a creature you see within 30 ft. of you makes an attack, you can use your reaction to roll 1d6 and subtract the result from the creature's attack roll. You can choose to use this feature after the creature's roll but before the DM determines whether the attack hits or misses. Creatures immune to the Blinded condition are immune to this curse.

Amplify. You apply this curse to all of the creature's attacks until the end of its turn, rolling separately for each attack.

| Blood Curse of the Eyeless : 1 Reaction

* Fighting Style • CR
You adopt a fighting style specialty.

| Dueling • CR
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.

* Crimson Rite • CR
As a bonus action, you can activate any rite you know on a weapon you're holding. A weapon can only hold one active rite at a time. When activated, you take 1d6 necrotic damage which can't be reduced in any way.

While your rite is in effect, attacks made with this weapon are magical and you deal an additional 1d6 damage of the type determined by the chosen rite. The rite’s effect lasts until you finish a short/long rest and other creatures cannot gain the benefit of your rite.

| Rite of the Storm • CR
The extra damage dealt by your rite is lightning damage.

| 1 Bonus Action

* Blood Hunter Order • CR

| Order of the Ghostslayer

* Rite of the Dawn • CR
You learn the Rite of Dawn as part of your Crimson Rite feature. While the Rite of the Dawn is active, the extra damage dealt by your rite is radiant. While active you gain the following benefits:
- Your weapon sheds bright light out to 20 ft.
- You have resistance to necrotic damage.
- When you hit an undead creature with a weapon that has this rite active, you deal an additional 1d6 points of damage.

| Crimson Rite - Rite of the Dawn: 1 Bonus Action

* Curse Specialist • CR
You gain an additional use of your Blood Maledict feature. In addition, your blood curses can target any creature, whether it has blood or not.

| Hemocraft Modifier: Wisdom • CR
Your chosen Hemocraft modifier is Wisdom.

| Blood Maledict - Curse Specialist: 1 / Short Rest • Special

* Ability Score Improvement • CR

* Extra Attack • CR
Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your

FEATURES & TRAITS

CP	10
SP	14
EP	5
GP	30
PP	0

WEIGHT CARRIED
171.68 lb.
ENCUMBERED
255 lb.
PUSH/DRAG/LIFT
510 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Longsword, +1	1	3 lb.	Hammer	1	3 lb.
Mithral Scale Mail	1	45 lb.	Manacles	1	6 lb.
Shield	1	6 lb.	Mirror, Steel	1	0.5 lb.
Backpack	1	5 lb.	Oil (flask)	5	5 lb.
Chest	1	25 lb.	Alchemist's Supplies	1	8 lb.
Clothes, Traveler's	1	4 lb.	Stake (Wooden)	9	--
Pouch	1	1 lb.	Holy Symbol	1	--
Bedroll	1	7 lb.			
Mess Kit	1	1 lb.			
Rations (1 day)	10	20 lb.			
Rope, Hempen (50 feet)	1	10 lb.			
Tinderbox	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Torch	10	10 lb.			
Waterskin	1	5 lb.			
Crowbar	1	5 lb.			

EQUIPMENT

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Kael Thorneheart

CHARACTER NAME

Blood Hunter 6

CLASS & LEVEL

PLAYER NAME

Aasimar

RACE

Acolyte (Luxonborn)

BACKGROUND

EXPERIENCE POINTS

turn.

| Special

* Brand of Castigation • CR

| Brand of Castigation • CR
Once per short/long rest, whenever you damage a creature with a weapon that has an active rite, you can sear an arcane brand into that creature. Your brand has the following effects:
- You always know the direction to the branded creature as long as it's on the same plane as you.
- Each time the branded creature deals damage to you or another creature you can see within 5 ft. of you, the branded creature takes 3 psychic damage.
Your brand lasts until you dismiss it or until you apply a brand to another creature. Your brand can be dispelled with dispel magic and is treated as a level 3 spell.

| 1 / Short Rest • Special

=== AASIMAR RACIAL TRAITS ===

* Ability Score Increases • MotM 5
When determining your character's ability scores, increase one score by 2 and increase a different score by 1, or increase three different scores by 1.

| Increase two scores (+2 / +1) •
Increase one of these scores by 2 and a different score by 1.

* Languages • MotM 5
Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character.

* Creature Type • MotM 7
You are a Humanoid.

* Size • MotM 7
You are Medium or Small. You choose the size when you select this race.

* Speed • MotM 7
Your walking speed is 30 ft.

* Celestial Resistance • MotM 7
You have resistance to necrotic damage and radiant damage.

* Darkvision • MotM 7
You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

* Healing Hands • MotM 7
As an action, you can touch a creature and heal it for 3d4 hit points.

| 1 / Long Rest • 1 Action

* Light Bearer • MotM 7
You learn the light cantrip. Charisma is your spellcasting ability for it.

* Celestial Revelation • MotM 7
You choose between one of three revelation options: Necrotic Shroud, Radiant Consumption, or Radiant Soul.

Once per long rest, you can use a bonus action to transform using your revelation which lasts for one minute or until you end it as a bonus action.

| Radiant Soul •
While transformed:
- You have a flying speed equal to your walking speed.
- Once on each of your turns, you can deal an extra 3 radiant damage to one target when you deal damage to it with an attack or spell.

| Celestial Revelation (Radiant Soul): 1 Bonus Action

| 1 / Long Rest • 1 Bonus Action

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT

ADDITIONAL EQUIPMENT

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Kael Thorneheart

CHARACTER NAME

Male	28	Medium	6' 2"	180
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	The Luxon	Fair	Bright blue	Silver
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I see omens in every event and action. The gods try to speak to us, we just need to listen.
I am tolerant (or intolerant) of other

PERSONALITY TRAITS

Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)

IDEALS

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

BONDS

I judge others harshly, and myself even more severely.

FLAWS

Kael Thorneheart's story begins in the celestial realms, where he was born to an Aasimar mother and a human father. His early years were filled with the warmth of his mother's divine light and the strength of his father's earthly resolve. As a child, Kael was fascinated by the tales of heroes and legends, dreaming of one day becoming a champion of justice like those in the stories.

However, his idyllic life was shattered when his village was attacked by a horde of undead creatures. Kael's parents fought valiantly to protect their home, but they were ultimately overwhelmed. In the chaos, Kael's mother used her celestial powers to shield him from harm, sacrificing herself to ensure his survival. His father, grievously wounded, managed to escape with Kael into the wilderness.

They found refuge in a secluded monastery dedicated to the Luxon, a deity of light and potential. The monks took them in, and Kael's father, in his final days, entrusted his son to their care. The loss of his parents at such a young age left a deep scar on Kael's heart, fueling a burning desire for vengeance against the dark forces that had torn his family apart.

As he grew, Kael trained under the guidance of the monks, learning the ways of the Luxon and honing his combat skills. He was a natural warrior, quick and agile, with a keen strategic mind. But it was his connection to the Luxon that truly set him apart. He showed an innate ability to channel celestial energy, a rare gift even among Aasimar.

When he came of age, Kael left the monastery to seek out the Order of the Ghostslayer, a group of elite Blood Hunters dedicated to eradicating supernatural threats. The Order was impressed by his skills and his unwavering commitment to their cause. They welcomed him into their ranks, and Kael quickly proved himself to be a formidable Blood Hunter.

CHARACTER BACKSTORY

He embraced the Order's teachings, mastering the art of hemocraft and learning to harness his own life force to empower his abilities. He chose the Blood Curse of the Eyeless, a powerful tool in his battle against the undead, allowing him to blind his foes and turn the tide of battle in his favor.

Kael's journey as a Blood Hunter was fraught with danger and hardship. He faced countless horrors, from vengeful spirits to demonic entities. But with each victory, his resolve grew stronger, and his reputation spread throughout the land.

Despite his successes, Kael was haunted by the memory of his parents' deaths. He delved into ancient texts and sought out sages, searching for a way to bring justice to the creatures that had destroyed his family. His quest led him to discover a sacred text, rumored to hold the key to vanquishing the undead scourge once and for all.

However, the text was considered heretical by many, and Kael found himself pursued by enemies who sought to destroy it. He became a guardian of the forbidden knowledge, vowing to protect it at all costs.

Kael's path was a lonely one. His dedication to his mission left little room for personal connections. Yet, deep down, he longed for companionship, for someone to share in his struggles and triumphs. His encounters with fellow adventurers were fleeting, but they offered a glimpse of the camaraderie he craved.

As he continued his relentless pursuit of justice, Kael's abilities grew ever more potent. He became a beacon of hope for those plagued by supernatural threats, a symbol of the enduring fight against darkness. Yet, the weight of his responsibilities and the isolation of his path took their toll.

Kael often found solace in the quiet moments, gazing up at the stars and feeling the presence of the Luxon. He knew that his journey was part of a larger tapestry, woven by the divine hand of potentiality.

And though he faced each day with the knowledge that it could be his last, Kael Thorneheart pressed on, driven by the unwavering belief that even in the darkest of nights, the light of justice would prevail.

ADDITIONAL NOTES

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SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
P	Light	Light Bearer (Always Prepared)	DEX 10	1A	Touch/20 ft. Sphere	V,M	1 hour	PHB 255	D: 1h, 20 ft. Sphere, V/M

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