D&D BEYOND

Nilga Moldfoot

CHARACTER NAME

Blood Hunter 15 [Order of the Profane Soul]

CLASS & LEVEL | PLAYER NAME

Goblin | Sage (Cobalt Scholar)

RACE | BACKGROUND | EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+4	18
CONSTITUTION	+2	14
INTELLIGENCE	+3	16
WISDOM	+1	12
CHARISMA	+0	10

○	+4	Strength
⊙	+13	Dexterity
○	+6	Constitution
⊙	+9	Intelligence
○	+2	Wisdom
○	+1	Charisma

Saving Throw Modifiers

+1 Bonus on saves
+3 Bonus on CON
+3 Bonus on DEX
+3 Bonus on STR
Advantage against being charmed and frightened.

SAVING THROWS

○	+4	Acrobatics	DEX
○	+1	Animal Handling	WIS
Ⓟ	+8	Arcana	INT
○	+0	Athletics	STR
○	+0	Deception	CHA
Ⓟ	+8	History	INT
Ⓟ	+6	Insight	WIS
○	+0	Intimidation	CHA
Ⓟ	+8	Investigation	INT
○	+1	Medicine	WIS
○	+3	Nature	INT
○	+1	Perception	WIS
○	+0	Performance	CHA
○	+0	Persuasion	CHA
Ⓟ	+8	Religion	INT
○	+4	Sleight of Hand	DEX
○	+4	Stealth	DEX
○	+1	Survival	WIS
○	___	_____	
○	___	_____	
○	___	_____	

SKILLS

+4
INITIATIVE

ARMOR
18
CLASS

DEFENSES

INSPIRATION

+5
PROFICIENCY BONUS

ABILITY SAVE DC

35 ft. (Walking)
SPEED

Max HP: 124
Current HP:
Temp HP: --
HIT POINTS

Total: 15d10
HIT DICE

SUCCESSES ○-○-○
FAILURES ○-○-○
DEATH SAVES

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

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

=== TOOLS ===
Alchemist's Supplies

=== LANGUAGES ===
Celestial, Common, Draconic, Goblin

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

=== BONUS ACTIONS ===
Blood Curse of Binding
You attempt to bind a creature you can see within 30 feet of you, that is no more than one size larger than you. The target must succeed on a Strength saving throw (DC 16) or have their speed be reduced to 0 and they can't use reactions until the end of your next turn.
Amplify. This curse lasts for 1 minute and can affect a creature regardless of their size. At the end of each of its turns, the cursed creature can make another Strength saving throw. On a success, this curse ends.

Blood Curse of the Marked
You can mark a creature that you can see within 30 feet of you. Until the end of your turn, whenever you deal rite damage to the target, you roll an additional hemocraft die of rite damage.
Amplify. The next attack roll you make against the target before the end of your turn has advantage.

Crimson Rite
As a bonus action, imbue a weapon to strike for

ACTIONS

11	PASSIVE WISDOM (PERCEPTION)
16	PASSIVE WISDOM (INSIGHT)
18	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+10	1d8+5 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Rapier, +1	+10	1d8+5 Piercing	Martial, Finesse, Booming Blade: 2d8 Thunder, 3d8 Thunder
Rapier, +1	+10	1d8+5 Piercing	Martial, Finesse, Booming Blade: 2d8 Thunder, 3d8 Thunder
Unarmed Strike	+5	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

D&D BEYOND

Nilga Moldfoot	Blood Hunter 15 [Order of the Profane Soul]
CHARACTER NAME	CLASS & LEVEL / PLAYER NAME
	Goblin / Sage (Cobalt Scholar)
	RACE / BACKGROUND / EXPERIENCE POINTS

=== 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, as well as on Intelligence ability checks to recall information about them.

* Blood Maledict • CR
You can invoke a blood curse a number of times per short rest based on your level. You can choose to amplify the curse, losing 1d8 hit points yourself. Creatures that do not have blood in their bodies are immune to blood curses, unless you have amplified the curse.

| 3 / Short Rest • No Action

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

| Blood Curse of Binding • CR
You attempt to bind a creature you can see within 30 feet of you, that is no more than one size larger than you. The target must succeed on a Strength saving throw (DC 16) or have their speed be reduced to 0 and they can't use reactions until the end of your next turn. Amplify. This curse lasts for 1 minute and can affect a creature regardless of their size. At the end of each of its turns, the cursed creature can make another Strength saving throw. On a success, this curse ends.

| Blood Curse of Binding : 1 Bonus Action

| Blood Curse of Exposure • CR
When a creature you can see within 30 feet is hit by an attack or spell, you can use your reaction to temporarily weaken their resilience against it. Until the end of the turn, the target loses resistance to the damage types of the triggering attack or spell. Amplify. The target instead loses invulnerability to the damage types of the triggering attack or spell, having resistance to them until the end of the turn.

| 1 Reaction

| Blood Curse of the Eyeless • CR
When a creature you can see within 30 feet of you makes an attack roll, you can use your reaction to roll one hemocraft die and subtract the number rolled 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 roll succeeds. The creature is immune if it is immune to blindness. Amplify. You apply this curse to all of the creature's attack rolls until the end of the turn. You roll a new hemocraft die for each affected attack.

| Blood Curse of the Eyeless : 1 Reaction

| Blood Curse of the Marked • CR
You can mark a creature that you can see within 30 feet of you. Until the end of your turn, whenever you deal rite damage to the target, you roll an additional hemocraft die of rite damage. Amplify. The next attack roll you make against the target before the end of your turn has advantage.

| 1 Bonus Action

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

| Two-Weapon Fighting • CR
When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

* Crimson Rite • CR
As a bonus action, imbue a weapon to strike for 1d8 extra damage of your chosen type. On activating the rite, you take 1d8 damage. Rite damage is magical and lasts while you hold the weapon or until you complete a short/long rest.

| Rite of the Flame • CR
Your rite damage is fire damage.

| Rite of the Roar • CR
Your rite damage is thunder damage.

| Rite of the Storm • CR
Your rite damage is lightning damage.

| 1 Bonus Action

* Blood Hunter Order • CR

| Order of the Profane Soul

* Otherworldly Patron • CR
You strike a bargain with an otherworldly being of your choice.

| The Hexblade • CR
You have chosen the Hexblade as your otherworldly patron.

* Pact Magic • CR
You can cast known warlock spells using INT as your spellcasting modifier (Spell DC 16, Spell Attack +8). All of your spell slots are of the same level.

* Rite Focus • CR
While you have an active Crimson Rite, you can use your weapon as a spellcasting focus.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	6
WEIGHT CARRIED	121.12 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT
Studded Leather, +1	1	13 lb.
Crossbow, Light, +1	1	5 lb.
Rapier, +1	1	2 lb.
Rapier, +1	1	2 lb.
Bag of Holding	1	15 lb.
Boots of Elvenkind	1	--
Cloak of Displacement	1	--
Ring of Protection	1	--
Decanter of Endless Water	1	2 lb.
Crossbow Bolts	20	1.5 lb.
Bedroll	1	7 lb.
Potion of Healing (Greater)	1	0.5 lb.
Pole of Collapsing	1	--
Heward's Handy Haversack	1	5 lb.
Alchemist's Supplies	1	8 lb.

NAME	QTY	WEIGHT
Case, Crossbow Bolt	1	1 lb.
Clothes, Traveler's	1	4 lb.
Flask or Tankard	1	1 lb.
Mess Kit	1	1 lb.
Pouch	2	2 lb.
Rations (1 day)	10	20 lb.
Sack	2	1 lb.
Tinderbox	1	1 lb.
Torch	5	5 lb.
Waterskin	1	5 lb.
Whetstone	1	1 lb.

ATTUNED MAGIC ITEMS	QTY	WEIGHT
Cloak of Displacement	1	--
Ring of Protection	1	--

EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

CHARACTER NAME	CLASS & LEVEL	PLAYER NAME
Nilga Moldfoot	Blood Hunter 15 [Order of the Profane Soul]	

RACE	BACKGROUND	EXPERIENCE POINTS
Goblin	Sage (Cobalt Scholar)	

| The Hexblade • CR
Whenever you target a creature with a blood curse, your next attack against the cursed creature deals an additional +5 damage.

| Rite Focus - The Hexblade: Special

* Ability Score Improvement • CR

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

| Special

* Brand of Castigation • CR
Whenever you damage a creature with your Crimson Rite feature, you can choose to sear an arcane brand of hemocraft magic into it. You always know the direction to the branded creature, and each time the branded creature deals damage to you or a creature you can see within 5 feet of you, the creature suffers 3 psychic damage.
Your brand lasts until you dismiss it, or you apply a brand to another creature.

| 1 / Short Rest • Special

* Mystic Frenzy • CR
When you use your action to cast a cantrip, you can immediately make one weapon attack as a bonus action.

| 1 Bonus Action

* Revealed Arcana • CR
Your dark patron grants you the rare use of a dangerous arcane spell based on your pact.

| The Hexblade • CR
You can cast branding smite once using a pact magic spell slot. You can't do so again until you finish a long rest.

* Grim Psychometry • CR
When making an Intelligence (History) check to recall information about a darker past surrounding an object you are touching, or a location you are present in, you have advantage on the roll.

* Dark Augmentation • CR
Your speed increases by 5 feet, and whenever you make a Strength, Dexterity, or Constitution saving throw, you gain a +3 bonus.

* Brand of the Sapping Scar • CR
Your Brand of Castigation feature now causes a creature branded by you to have disadvantage on their saving throws against your warlock spells.

| Brand of Castigation - Brand of the Sapping Scar: Special

* Brand of Tethering • CR
Your Brand of Castigation inflicts double damage and a branded creature can't take the Dash action, and if a creature branded by you attempts to teleport or leave their current plane via ability, spell, or portal, they take 4d6 psychic damage and must make a Wisdom saving throw. On a failure, the teleport or plane shift fails.

| Brand of Castigation - Brand of Tethering: Special

* Hardened Soul • CR
You have advantage on saving throws against being charmed and frightened.

* Unsealed Arcana • CR
Your patron grants you the rare use of an additional arcane spell based on your pact.

| The Hexblade • CR
You can cast blink once without expending a spell slot. You can't do so again until you finish a long rest.

=== GOBLIN RACIAL TRAITS ===

* Darkvision • VGtM
You can see in darkness (shades of gray) up to 60 ft.

* Fury of the Small • VGtM
Once per short rest, you can deal 15 extra damage to a creature with a size larger than yours.

| 1 / Short Rest • No Action

* Nimble Escape • VGtM
You can take the Disengage or Hide action as a bonus action on each of your turns.

| 1 Bonus Action

=== FEATS ===

* Dual Wielder • PHB 165
You add a +1 bonus to AC while you are wielding a separate melee weapon in each hand, can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light, and can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

ADDITIONAL FEATURES & TRAITS

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Blanket	1	3 lb.			
Crowbar	1	5 lb.			
Oil (flask)	5	5 lb.			
Rope, Silk (50 feet)	1	5 lb.			

ADDITIONAL EQUIPMENT

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Nilga Moldfoot

CHARACTER NAME

Female	20	Small	3' 11"	39
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral	Ioun	Green	Red	White
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I've read every book in the world's greatest libraries—or I like to boast that I have.
There's nothing I like more than a

PERSONALITY TRAITS

Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

IDEALS

I have an ancient text that holds terrible secrets that must not fall into the wrong hands.

BONDS

I am easily distracted by the promise of information.

FLAWS

Nilga Moldfoot's story began in a small, hidden village deep within the dense forests of the Wildlands. Born to a family of goblin scholars, she was raised in an environment where knowledge and the pursuit of wisdom were held in the highest regard. Her parents were members of the Cobalt Soul, a monastic order dedicated to the preservation and dissemination of knowledge. From a young age, Nilga showed an insatiable curiosity and an exceptional aptitude for learning. She spent her days devouring books and exploring the mysteries of the world around her.

As Nilga grew older, her thirst for knowledge only deepened. She became fascinated with the arcane arts and began studying the magical texts in her family's library. Her parents, recognizing her potential, decided to send her to the Cobalt Soul's main archive in Zadash to continue her education. It was there that Nilga truly flourished. She quickly became one of the most promising students, impressing her mentors with her sharp intellect and dedication.

However, Nilga's life took a tragic turn when her village was attacked by a group of ruthless bandits. The bandits, led by a cruel and powerful sorcerer named Krazar the Vile, sought the ancient texts and artifacts hidden within the village. Despite the valiant efforts of the villagers and the Cobalt Soul monks, the village was overrun. Nilga's parents were among those who perished in the attack, leaving her with a deep-seated hatred for Krazar and a burning desire for revenge.

Devastated by the loss of her family and home, Nilga vowed to become stronger and to protect the knowledge that her parents had died for. She delved deeper into her studies, focusing on the darker aspects of magic and the art of combat. It was during this time that she discovered her affinity for blood magic, a forbidden and dangerous practice that allowed her to draw power from her own life force. She became a Blood Hunter, a warrior who uses their own blood to fuel their arcane abilities.

Nilga's talents caught the attention of the Cobalt Soul's leadership, and she was initiated into the Order of the Profane Soul, a secretive sect within the order that specialized in combating arcane threats. As a member of this order, Nilga honed her skills in both magic and combat, becoming a formidable opponent to those who would misuse knowledge for their own ends.

Despite her achievements, Nilga could not shake the memory of Krazar and the destruction he had wrought. She spent years tracking him down, using her skills as a researcher and her connections within the Cobalt Soul to gather information on his whereabouts. She learned that Krazar was amassing an army, intent on conquering the lands and acquiring ancient artifacts to increase his power.

Determined to stop him and to avenge her family, Nilga set out on a quest to thwart Krazar's plans. Along the way, she encountered other adventurers who shared her goals, and together they formed a party to confront the sorcerer. The journey was fraught with danger, as they battled Krazar's minions and navigated treacherous landscapes.

Finally, after months of pursuit, Nilga and her companions faced Krazar in a climactic battle. The sorcerer was a formidable foe, wielding dark magic and commanding a legion of undead soldiers. However, Nilga's determination and the combined strength of her party proved to be too much for him. In a fierce confrontation, Nilga struck the final blow, ending Krazar's reign of terror and avenging her family.

With Krazar defeated, Nilga returned to the Cobalt Soul, where she was hailed as a hero. However, the loss of her family and the horrors she had witnessed on her journey left a lasting impact on her. She realized that the world was full of dangers that threatened the balance of knowledge and power, and she vowed to continue her work as a Blood Hunter, protecting the secrets of the past and ensuring that they were used for the betterment of all.

As Nilga embarked on her first-level adventuring career, she carried with her the lessons of her past, the resolve to face the challenges ahead, and the determination to honor the memory of her parents by safeguarding the world's knowledge from those who would seek to misuse it.

CHARACTER BACKSTORY

ADDITIONAL NOTES

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.

Blood Hunter

SPELLCASTING CLASS

INT	16	+8
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Booming Blade	Blood Hunter	+8	1A	Self/5 ft. Sphere	S,M	1 round	SCAG 142	D: 1Rnd, 5 ft. Sphere, S/M
O	Sword Burst	Blood Hunter	DEX 16	1A	Self/5 ft.	V	Instantaneous	SCAG 143	V
O	Blade Ward	Blood Hunter	--	1A	Self	V,S	1 round	PHB 218	D: 1Rnd, V/S
	=== 1st LEVEL ===								
O	Armor of Agathys	Blood Hunter	--	1A	Self	V,S,M	1 hour	PHB 215	D: 1h, V/S/M
O	Hex <C>	Blood Hunter	--	1BA	90 ft.	V,S,M	Concentration, up to 1 hour	PHB 251	D: 1h, V/S/M
O	Protection from Evil and Good <C>	Blood Hunter	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	PHB 270	D: 10m, V/S/M
	=== 2nd LEVEL ===								
O	Shadow Blade <C>	Blood Hunter	--	1BA	Self	V,S	Concentration, up to 1 minute	XGtE 164	D: 1m, V/S
O	Misty Step	Blood Hunter	--	1BA	Self	V	Instantaneous	PHB 260	V
O	Invisibility <C>	Blood Hunter	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 254	D: 1h, V/S/M
O	Branding Smite <C>	Revealed Arcana	--	1BA	Self	V	Concentration, up to 1 minute	PHB 219	1/LR, D: 1m, V
	=== 3rd LEVEL ===	2 Pact OO							
O	Vampiric Touch <C>	Blood Hunter	+8	1A	Self	V,S	Concentration, up to 1 minute	PHB 285	D: 1m, V/S
O	Hunger of Hadar <C>	Blood Hunter	DEX 16	1A	150 ft./20 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, 20 ft. Sphere, V/S/M
O	Blink	Unsealed Arcana	--	1A	Self	V,S	1 minute	PHB 219	1/LR, D: 1m, V/S

TM & © 2018 Wizards of the Coast LLC. ©2018 D&D Beyond | All Rights Reserved. Permission is granted to photo copy this document for personal use.