



DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

| | |
|--------------|---|
| STRENGTH | PROFICIENCY BONUS |
| DEXTERITY | Strength ○ Dexterity ○ Constitution ○ Intelligence ○ Wisdom ○ Charisma <small>CONDITIONAL</small> |
| CONSTITUTION | SAVING THROWS |
| INTELLIGENCE | Acrobatics (Dex) Animal Handling (Wis) Arcana (Int) Athletics (Str) Deception (Cha) History (Int) Insight (Wis) Intimidation (Cha) Investigation (Int) Medicine (Wis) Nature (Int) Perception (Wis) Performance (Cha) Persuasion (Cha) Religion (Int) Sleight of Hand (Dex) Stealth (Dex) Survival (Wis) |
| WISDOM | SKILLS |
| CHARISMA | PASSIVE PERCEPTION |
| INITIATIVE | ADVANTAGE |

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|-----------------------------|----------------------|------------|------|
| ARMOR | STEALTH DISADVANTAGE | | |
| SHIELD | AC | | |
| ARMOR CLASS | | | |
| MAXIMUM | HIT DICE | TEMPORARY | |
| CURRENT HIT POINTS | | | |
| SPEED | FLY | CLIMB | SWIM |
| VISION | INSPIRATION | EXHAUSTION | |
| SPEED, SENSES, & CONDITIONS | | | |
| RACIAL TRAITS | | | |

Gunner. You ignore the loading property of firearms. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Gun-Parry. A trick of the Hunters of old, you stumbled across this old technique. If a creature's attack misses you while you have a one-handed firearm in your hand, you can expend a piece of ammunition to fire point-blank. If the attack hits, it counts as a critical from the firearm and is Stunned until the end of your next turn.

Hunter's Bane. You have advantage on Survival checks to track fey, fiends, or undead, as well as on Intelligence ability checks to recall information about them. Your Hemocraft DC is 15.

Blood Maledict (1/Short Rest). While invoking a blood curse, but before it affects the target, you can choose to amplify the curse by losing a number of hp equal to one roll of your hemocraft die (d4). Creatures that do not have blood in their bodies are immune to blood curses, unless you have amplified the curse.

Blood Curse of Binding (Bonus Action). You target 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 save 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 category. At the end of each of its turns, the cursed creature can make another Strength save. On a success, this curse ends.

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

Crimson Rite (Bonus Action). You activate a crimson rite on a single weapon of your choice that lasts until you finish a rest, or if you aren't holding the weapon at the end of your turn. When you activate a rite, you lose 1d4 hp. While active, attacks from this weapon deal an additional 1d4 magical damage of the chosen rite's type. A weapon can only hold a single active rite at a time.

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

The Great Old One. Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality.

Rite Focus. While you have an active Crimson Rite, you can use your weapon as a spellcasting focus for your warlock spells.

Rite Focus, The Great Old One. When you score a critical hit against a creature while using the weapon, that creature is frightened of you until the end of your next turn.

| | | | |
|------------------------|-------|--------|---------------|
| NAME | RANGE | ATTACK | DAMAGE / TYPE |
| | | | |
| | | | |
| | | | |
| | | | |
| ATTACKS & SPELLCASTING | | | |

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Firearms, Simple Weapons, Martial Weapons

Tool Proficiencies. Vehicles land, Tinker's tools, Alchemist's supplies

Languages. Common, Deep Speech

PROFICIENCIES & LANGUAGES

| |
|--|
| FEATURES & TRAITS |
| Armor Proficiencies. Light Armor, Medium Armor, Shields |
| Weapon Proficiencies. Firearms, Simple Weapons, Martial Weapons |
| Tool Proficiencies. Vehicles land, Tinker's tools, Alchemist's supplies |
| Languages. Common, Deep Speech |



| | | | | |
|----------------|--------|------|--------|--------|
| CHARACTER NAME | GENDER | AGE | HEIGHT | WEIGHT |
| | EYES | SKIN | | HAIR |

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

I judge people by their actions, not their words.
If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

Sincerity. There's no good in pretending to be something I'm not. (Neutral)

IDEAL

I have a family, but I have no idea where they are.
One day, I hope to see them again.

BOND

The people who knew me when I was young know my shameful secret, so I can never go home again.

FLAW

BACKGROUND STORY

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

BACKGROUND FEATURE

A coin with the Yharnam hunter's emblem engraved onto it

TRINKET

ADDITIONAL FEATURES

ADVENTURING GEAR

lb.

MAGIC ITEMS

lb.

ATTUNED MAGIC ITEMS

/

VALUABLES — GEMS, ART OBJECTS, TRADE GOODS

lb.

COPPER SILVER ELECTRUM GOLD PLATINUM

ENCUMBRANCE — LIFTING AND CARRYING

WEIGHT CARRIED

CARRY CAPACITY

PUSH, DRAG, LIFT

/

INVENTORY — ADVENTURING GEAR, ARMS, ARMOR, AND OTHER EQUIPMENT

ADDITIONAL TREASURE

STORED ITEM

lb.

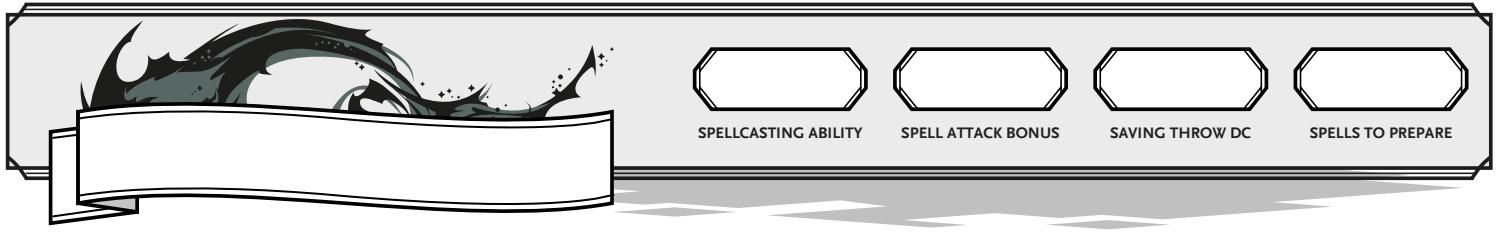
STORED ITEM

lb.

STORED ITEMS

INVENTORY — ITEM DESCRIPTIONS & NOTES

QUEST ITEMS & TRINKETS



SPELLCASTING ABILITY

SPELL ATTACK BONUS

SAVING THROW DC

SPELLS TO PREPARE



Jinx Shot

Enchantment Cantrip

| | |
|--------------|-------------------------------|
| CASTING TIME | 1 action |
| RANGE | 60 feet |
| DURATION | Concentration, up to 1 minute |
| COMPONENTS | V, M (a ranged weapon) |

As part of the action used to cast this spell, you must make a ranged weapon attack against a creature within range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and your enchanted shot renders your foe unaccountably clumsy. It has disadvantage on the next attack roll it makes before the start of your next turn. If that attack misses, it falls prone and the spell ends.

At Higher Levels. This spell's damage increases when you reach higher levels. At 5th level, the attack deals an extra 1d4 psychic damage to the target. This extra damage increases to 2d4 at 11th level and 3d4 at 17th level.

Pact Magic (Blood Hunter)

The Blackstaff's Codex

Umbraturgy

Transmutation Cantrip

| | |
|--------------|--------------|
| CASTING TIME | 1 action |
| RANGE | Touch |
| DURATION | Up to 1 hour |
| COMPONENTS | V, S |

You compel shadows to create one of the following effects at a point you can see within range:

- The shadow of a creature or object changes size or shape, up to a maximum of double or half its normal size. This effect lasts for up to 1 minute, or until it moves.
- You cause shadows to conceal a creature in dim light or darkness, giving them advantage on their next Dexterity (Stealth) check within the next minute as long as they remain in the dim light or darkness.
- A creature or object's shape becomes either harder or softer, making its form either easier or harder to discern from the shape of the shadow. This effect lasts for up to 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Pact Magic (Blood Hunter)

Dark Arts Player's Companion

Cause Fear

1st-level necromancy

| | |
|--------------|-------------------------------|
| CASTING TIME | 1 action |
| RANGE | 60 feet |
| DURATION | Concentration, up to 1 minute |
| COMPONENTS | V |

You awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Pact Magic (Blood Hunter)

Xanathar's Guide to Everything

Hex

1st-level enchantment

| | |
|--------------|---------------------------------------|
| CASTING TIME | 1 bonus action |
| RANGE | 90 feet |
| DURATION | Concentration, up to 1 hour |
| COMPONENTS | V, S, M (the petrified eye of a newt) |

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature. A remove curse cast on the target ends this spell early.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Pact Magic (Blood Hunter)

Player's Handbook

RANGE

ATTACK

DAMAGE

RANGE

ATTACK

DAMAGE

You have a quick hand and keen eye when employing firearms, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with firearms (see “Firearms” in the Dungeon Master’s Guide).
- You ignore the loading property of firearms.
- Being within 5 feet of a hostile creature doesn’t impose disadvantage on your ranged attack rolls.

A trick of the Hunters of old, you stumbled across this old technique.

- If a creature’s attack misses you while you have a one-handed firearm in your hand, you can expend a piece of ammunition to fire point-blank.
- If the attack hits, it counts as a critical from the firearm and is Stunned until the end of your next turn.

Beginning at 1st level, you have survived the Hunter’s Bane, a dangerous, long-guarded ritual 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, or undead, as well as on Intelligence ability checks to recall information about them.

The Hunter’s Bane also empowers your body to control and shape hemocraft magic, using your own blood and life essence to fuel your abilities. Some of your features require your target to make a saving throw to resist the feature’s effects. The saving throw DC is calculated as follows:

Hemocraft save DC = 8 + your proficiency bonus + your Intelligence modifier

At 1st level, you gain the ability to channel, and sometimes sacrifice, a part of your vital essence to curse and manipulate creatures through hemocraft magic. You gain one blood curse of your choice, detailed in the “Blood Curses” section at the end of the class description. You learn one additional blood curse of your choice, and you can choose one of the blood curses you know and replace it with another blood curse, at 6th, 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 can choose to amplify the curse by losing a number of hit points equal to one roll of your hemocraft die, as shown in the Hemocraft Die column of the Blood Hunter table. An amplified curse gains an additional effect, noted in the curse’s description. Creatures that do not have blood in their bodies are immune to blood curses, unless you have amplified the curse.

You can use this feature once. Beginning at 6th level, you can use your Blood Maledict feature twice, at 13th level you can use it three times between rests, and at 17th level, you can use it four times between rests. You regain all expended uses when you finish a short or long rest.

As a bonus action, you can 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 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 category. At the end of each of its turns, the cursed creature can make another Strength saving throw. On a success, this curse ends.

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

At 2nd level, you learn to invoke a rite of hemocraft within your weapon at the cost of your own vitality. Choose one rite from the Primal Rites list below to learn.

As a bonus action, you activate a crimson rite on a single weapon with the elemental energy of a known rite of your choice that lasts until you finish a short or long rest, or if you aren’t holding the weapon at the end of your turn. When you activate a rite, you lose a number of hit points equal to one roll of your hemocraft die, as shown in the Hemocraft Die column of the Blood Hunter table.

While active, attacks from this weapon deal an additional 1d4 damage of the chosen rite’s type. This damage is magical, and increases as you gain levels as a blood hunter, as shown in the Hemocraft Die column of the Blood Hunter table. A weapon can only hold a single active rite at a time.

You learn an additional Primal Rite of your choice at 7th level, and choose an Esoteric Rite to learn at 14th level.

PRIMAL RITES

Choose from the following:

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

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

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

ESOTERIC RITES

Choose from the following:

Rite of the Dead. Your rite damage is necrotic damage.

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

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

Your rite damage is lightning damage.

Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality. It might come from the Far Realm, the space beyond reality, or it could be one of the elder gods known only in legends. Its motives are incomprehensible to mortals, and its knowledge so immense and ancient that even the greatest libraries pale in comparison to the vast secrets it holds. The Great Old One might be unaware of your existence or entirely indifferent to you, but the secrets you have learned allow you to draw your magic from it.

Entities of this type include Ghaunder, called That Which Lurks; Tharizdun, the Chained God; Dendar, the Night Serpent; Zargon, the Returner; Great Cthulhu; and other unfathomable beings.

Beginning at 3rd level, your weapon becomes a core to your pact with your chosen dark patron. While you have an active Crimson Rite, you can use your weapon as a spellcasting focus (found in chapter 5 of the Player's Handbook) for your warlock spells, and you gain a specific benefit based on your chosen pact (outlined below).

The Archfey. When you deal rite damage to a creature, it glows with faint light until the end of your next turn. For the duration, the creature can't benefit from half cover, three-quarters cover, or being invisible.

The Fiend. When you hit a creature with your Rite of the Flame, if you roll a 1 or 2 on your hemocraft die, you can reroll the die. If you do so, you must use the new roll.

The Great Old One. When you score a critical hit against a creature while using the weapon, that creature is frightened of you until the end of your next turn.

The Undying. Whenever you reduce a hostile creature to 0 hit points using a weapon, you regain a number of hit points equal to one roll of your hemocraft die.

The Celestial. You can expend a use of your Blood Maledict feature as a bonus action to heal one creature that you can see within 60 feet of you. They regain a number of hit points equal to one roll of your hemocraft die + your Intelligence modifier (minimum of 1).

The Hexblade. Whenever you target a creature with a blood curse, your next attack against the cursed creature deals additional damage equal to your proficiency modifier.

When you score a critical hit against a creature while using the weapon, that creature is frightened of you until the end of your next turn.