

# D&D Character info - Senyah Rundranel

## Racial Traits

### **Darkvision**

Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

### **Keensenses**

You have proficiency in the Perception skill.

### **Fey ancestry**

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

### **Trance**

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

### **Elf Weapon Training**

You have proficiency with the longsword, shortsword, shortbow, and longbow.

## Special Class Features - Blood Hunter

### **Fighting style**

#### Two-Weapon Fighting (dual wielding)

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

## **Blood Hunter Order**

### Order of the Profane Souls

- Blood hunters belonging to the Order of the Profane Soul have pushed the limits of hemocraft for use against some of the most terrifying creatures corrupting the world. Ancient fiends and cruel magic-users have long counted on their ability to meld into the background and escape those who hunt them, vanishing into noble courts without a trace, or bending the minds of the most stalwart warriors with but a glance. So the blood hunters who founded this order trusted to their resilience as they delved into the same well of corrupting arcane knowledge, making pacts with lesser evils to better combat the greater threats. And though they might have traded a part of themselves for their power, the members of this order know the benefits of that power far outweigh the price.

## **Otherworldly Patron**

The Great Old One

## **Background**

### **Urban Bounty Hunter**

- Before you became an adventurer, your life was already full of conflict and excitement, because you made a living tracking down people for pay. Unlike some people you aren't involved in a lucrative trade that much. You also collect bounties, sometimes the quarry into or through the wilderness. Even if it has to be done savagely. This routinely tests your skills and survival instincts. What's more, you are mostly alone, as a bounty hunter and a Blood Hunter in the wild. You routinely interact with both the criminal subculture and other bounty hunters, maintaining contacts in both areas to help you succeed.
- You might be a cunning thief-catcher, prowling the rooftops to catch one of the myriad burglars of the city. Perhaps you are someone who has your ear to the street, aware of the doings of thieves' guilds and street gangs. You might be a "velvet mask" bounty hunter, one who blends in with high society and noble circles in order to catch the criminals that prey on the rich, whether pickpockets or con artists. The community where you plied your trade might have been one of Faerûn's great metropolises, such as Waterdeep or Baldur's Gate, or a less populous location, perhaps Luskan or Yartar — any place that's large enough to have a steady supply of potential quarries.

## **Advantages**

### Being charmed

- You have advantage on saving throws against being charmed, and magic can't put you to sleep.

### Survival checks & recalling information

- You have advantage on Wisdom (Survival) checks to track fey, fiends, or undead, as well as on Intelligence checks to recall information about such creatures.

## **Skill Proficiencies**

- Perception
- Athletics
- Arcana
- Investigation
- Stealth
- Insight

## **Tool Proficiencies**

- Alchemist's supplies
- Thieves' tools
- Playingcards sets

## **Weapon Proficiencies**

- Simple weapons
- Martial weapons
- (Longsword)
- (Shortsword)
- (Shortbow)
- (Longbow)

## **Armor Proficiencies**

- Light armor
- Medium armor
- Shields

## Spoken Languages

- Common
- Elvish
- Draconic

## Physical Characteristics

A high elf with long brown hair and brown eyes (don't mind the green).



## Race

- High Elf

## Hair

- Long and brown

## Skin

- Fair skin

## Eyes

- Brown eyes

## Height

- 5 foot 6  $\approx$  167,6 cm

## Weight

- 155 lbs  $\approx$  75 kg

## Age

- 177 years old

Child	Young Adult	Mature	Middle Aged	Old	Venerable
0-99	100-175	176-550	551-875	876-1200	1201-1600

## Gender

- Woman (AFAB)

## Backstory

## Family

- Parents alive, no siblings

## Other relations

- No significant other

## Life experience

- Became a blood hunter

## How I became what I am

- As a High Elf, your character was born into a world of elegance and arcane knowledge, yet always felt a strong connection to the shadows and the mysteries they hold. Feeling a sense of wanderlust and a desire to explore the darker side of magic, your character sought out the Order of the Profane Souls, a secretive group of Blood Hunters known for their proficiency in blood magic and their relentless pursuit of supernatural threats. Intrigued by the forbidden powers and the opportunity to protect the innocent from malevolent creatures, your character willingly embraced the path of the Blood Hunter.

But also pushing the boundaries of their own understanding and abilities. But also get the skills and knowledge needed to safeguard their family, the ones they hold dear and people who cannot do themselves.

### **Why I started adventuring/traveling**

- Wanted to explore the world. And utilizing their elven heritage and their blood magic to track down and eliminate the very creatures that threaten the realms and the ones they hold dear. Also to unravel the secrets of their own lineage, discovering hidden truths about their heritage and the ties that bind them to the shadows.

