

D&D BEYOND

Dorril

CHARACTER NAME

Blood Hunter 4

CLASS & LEVEL

Half-Elf

RACE

Folk Hero

BACKGROUND

GreatHam

PLAYER NAME

2,700

EXPERIENCE POINTS

STRENGTH

+4

18

DEXTERITY

+1

13

CONSTITUTION

+3

17

INTELLIGENCE

+2

14

WISDOM

+1

13

CHARISMA

+3

17

- ☐ +4 Strength
- ☒ +3 Dexterity
- ☐ +3 Constitution
- ☒ +4 Intelligence
- ☐ +1 Wisdom
- ☐ +3 Charisma

Saving Throw Modifiers
Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

- ☐ +1 Acrobatics DEX
- ☒ +3 Animal Handling WIS
- ☐ +2 Arcana INT
- ☐ +4 Athletics STR
- ☐ +3 Deception CHA
- ☒ +4 History INT
- ☐ +1 Insight WIS
- ☒ +5 Intimidation CHA
- ☒ +4 Investigation INT
- ☒ +3 Medicine WIS
- ☐ +2 Nature INT
- ☐ +1 Perception WIS
- ☐ +3 Performance CHA
- ☐ +3 Persuasion CHA
- ☒ +4 Religion INT
- ☐ +1 Sleight of Hand DEX
- ☐ +1 Stealth DEX
- ☒ +3 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+1

INITIATIVE

ARMOR

15

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

40

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HIT POINTS

Total 4d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

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

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

=== TOOLS ===
Alchemist's Supplies, Painter's Supplies, Vehicles (Land)

=== LANGUAGES ===
Common, Elvish, Giant

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 12) 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.

Crimson Rite

As a bonus action, imbue a weapon to strike for 1d4 extra damage of your chosen type. On activating the rite, you take 1d4 damage. Rite damage is magical and lasts while you hold the weapon or until you complete a short/long rest.

=== SPECIAL ===

Rite Focus - The Great Old One

When you score a critical hit against a creature while using the weapon, that creature is frightened of

ACTIONS

11

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

14

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Greatsword, +1

+7

2d6+5 Slashing

Martial, Heavy, Two-Handed

Unarmed Strike

+6

5 Bludgeoning

WEAPON ATTACKS & CANTRIPS



Dorril

CHARACTER NAME

Male	38	Medium	6,7	229
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Neutral		Black	Bright Green	Black Corn rol
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

Blood Hunter

SPELLCASTING
CLASS

INT

SPELLCASTING
ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK
BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS