







=== ARMOR ===
Light Armor, Medium Armor, Shields
=== WEAPONS ===
Martial Weapons, Simple Weapons
=== TOOLS ===
Alchemist's Supplies, Painter's Supplies, Vehicles (Land)
=== LANGUAGES ===
Common, Elvish, Giant

=== 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.

<em>Amplify.</em> 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	
	WE	APON ATTACKS & CANTRIF	os

=== 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 1d4 hit points yourself. Creatures that do not have blood in their bodies are immune to blood curses, unless you have amplified the curse.

| 1 / Short Rest • No Action

\* Blood Curses • CR

Your chosen Blood Curses for use with the <em>Blood Maledict</em> 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 12) or have their speed be reduced to 0 and they can't use reactions until the end of your next turn. <em>Amplify.</em> 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

\* Fighting Style • CR You adopt a fighting style specialty. | Great Weapon Fighting • CR

You can reroll a 1 or 2 on damage dice with melee weapons wielded with two hands.

\* Crimson Rite • CR

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.

| Rite of the Frozen • CR Your rite damage is cold 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 Great Old One • CR

You have chosen the Great Old One as your otherworldly patron.

\* Pact Magic • CR

You can cast known warlock spells using INT as your spellcasting modifier (Spell DC 12, Spell Attack +4). 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.

| The Great Old One • CR

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.

| Rite Focus - The Great Old One: Special

\* Ability Score Improvement • CR

=== HALF-ELF RACIAL TRAITS ===

\* Darkvision • BR 39

You can see in darkness (shades of gray) up to 60 ft.

\* Fey Ancestry • BR 39

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

\* Skill Versatility • BR 39

You gain proficiency in two skills of your choice.

## FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Greatsword, +1	1	6 lb.	Torch	10	10 lb.
		Scale Mail	1	45 lb.	Waterskin	1	5 lb.
P (	0	Crossbow, Light	1	5 lb.			
		Greatsword	1	6 lb.			
	0	Crossbow Bolts	20	1.5 lb.			
		Backpack	1	5 lb.			
	10	Clothes, Common	1	3 lb.			
		Pot, Iron	1	10 lb.			
	0	Shovel	1	5 lb.			
"	WEIGHT CARRIED	Glassblower's Tools	1	5 lb.			
	145.5 lb.	Bedroll	1	7 lb.			
	ENCUMBERED	Mess Kit	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	270 lb.	Rations (1 day)	10	20 lb.			
	PUSH/DRAG/LIFT	Rope, Hempen (50 feet)	1	10 lb.			
	540 lb.	Tinderbox	1	1 lb.			
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