

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

--

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

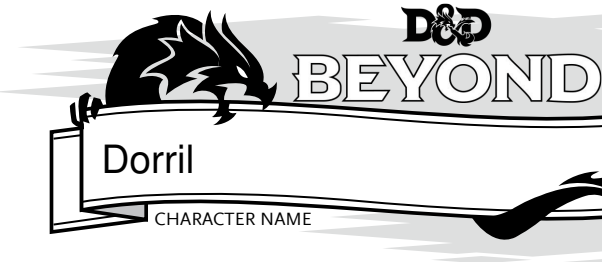
Martial, Heavy, Two-Handed

Unarmed Strike

+6

5 Bludgeoning

WEAPON ATTACKS & CANTRIPS



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=== 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 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 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.

| 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

CP0

Scale Mail

1

45 lb.

SP0

Greatsword, +1

1

6 lb.

SP0

Crossbow, Light

1

5 lb.

EP0

Greatsword

1

6 lb.

EP0

Crossbow Bolts

20

1.5 lb.

CP10

Backpack

1

5 lb.

CP10

Clothes, Common

1

3 lb.

PP0

Pot, Iron

1

10 lb.

PP0

Shovel

1

5 lb.

PP0

Glassblower's Tools

1

5 lb.

PP0

Bedroll

1

7 lb.

PP0

Mess Kit

1

1 lb.

PP0

Rations (1 day)

10

20 lb.

PP0

Rope, Hempen (50 feet)

1

10 lb.

PP0

Tinderbox

1

1 lb.

WEIGHT CARRIED

145.5 lb.

ENCUMBERED

270 lb.

PUSH/DRAG/LIFT

540 lb.

ATTUNED MAGIC ITEMS

Torch

10

10 lb.

Waterskin

1

5 lb.

EQUIPMENT

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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