

# BLOOD HUNTER



BLADE & BLOOD

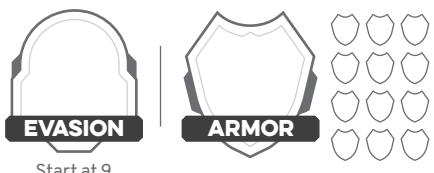
NAME

PRONOUNS

HERITAGE

SUBCLASS

LEVEL



AGILITY

Sprint  
Leap  
Maneuver

STRENGTH

Lift  
Smash  
Grapple

FINESSE

Control  
Hide  
Tinker

INSTINCT

Perceive  
Sense  
Navigate

PRESENCE

Charm  
Perform  
Deceive

KNOWLEDGE

Recall  
Analyze  
Comprehend

## DAMAGE & HEALTH

Add your current level to your damage thresholds.

MINOR  
DAMAGE

Mark 1 HP

MAJOR  
DAMAGE

Mark 2 HP

SEVERE  
DAMAGE

Mark 3 HP

HP 

STRESS 

## HOPE

Spend a Hope to use an experience or help an ally.



**Blood Maledict.** Spend 3 Hope to target a creature within Far range or in a vision from your Grim Psychometry. Until you finish a rest, take Severe damage, or use this feature again, you have advantage on all action rolls against the target.

## EXPERIENCE



## GOLD



HANDFULS



BAGS



## CLASS FEATURE

### CRIMSON RITE

You can enchant your strikes with bloodthirsty power at the cost of your vitality. **Mark a Hit Point** to enchant one of your active weapons. Until you finish your next rest, that weapon deals physical or magic damage (choose when you use this feature) and an extra **1d6** damage when you hit with it. This extra damage increases to **2d6** at level 5 and **3d6** at level 8.

### GRIM PSYCHOMETRY

While inspecting a creature, a location, or an object within Very Close range, make a **Spellcast Roll (12)**. On a success, **mark a Stress** to have a vision of the most recent violence involving the target, and until you finish a rest, you have advantage on any action roll to recall lore about things in the vision.

## ACTIVE WEAPONS

PROFICIENCY 

### PRIMARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

### SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

## ACTIVE ARMOR

NAME	BASE THRESHOLDS	BASE SCORE

## INVENTORY


### INVENTORY WEAPON

 PRIMARY  SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

### INVENTORY WEAPON

 PRIMARY  SECONDARY

NAME	TRAIT & RANGE	DAMAGE DICE & TYPE

# BLOOD HUNTER

## CHARACTER GUIDE

### SUGGESTED TRAITS

+1 Instinct, 0 Presense, 0 Knowledge

**Ghost Slayer / Mutant:** +2 Agility, -1 Strength,  
+1 Finesse

**Lycan:** +1 Agility, +2 Strength, -1 Finesse

### SUGGESTED PRIMARY WEAPON

**Ghost Slayer / Mutant:** Longsword (Agility Melee, d8 + 3 phy, Two-Handed)

**Lycan:** Battleaxe (Strength Melee, d10 + 3 phy, Two-Handed)

### SUGGESTED ARMOR

Leather (Thresholds 6/13, Score 3)

As a blood hunter, you harness the power of hemocraft—that is, blood magic—in your relentless pursuit of evil creatures.

### INVENTORY

#### TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

#### THEN CHOOSE BETWEEN:

a Minor Health Potion OR  
a Minor Stamina Potion

#### AND EITHER:

a steel needle OR  
a vial holding a foe's blood

### CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

**Clothes that are:** bloodstained, crimson, distressed, patched, rune-patterned, snug, spiky

**Eyes like:** carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

**Body that's:** broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

**Skin the color of:** ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

**Attitude like:** a stern mentor, a dashing vampire, a starving wolf, a surgeon, a thundercloud, a trapdoor spider

### BACKGROUND QUESTIONS

Answer any of the following background questions.  
You can also create your own questions.

Are you descended from blood hunters, or are you the first in your bloodline to practice hemocraft?

Which blood relative taught you an important lesson, and how has that lesson kept you alive?

Who or what was your first kill?

Then work with the GM to generate two starting Experiences for your character.

### CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What have you heard about blood magic that makes you afraid of me or concerned for my well-being?

What act of bloodshed brought us together?

How does my determination to rid the Mortal Realms of evildoers align with your beliefs?

### TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

### TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

### TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- Gain a +1 bonus to two unmarked character traits and mark them.
- Permanently gain one Hit Point slot.
- Permanently gain one Stress slot.
- Permanently gain a +1 bonus to two Experiences.
- Choose an additional domain card of your level or lower from a domain you have access to.
- Permanently gain a +1 bonus to your Evasion.
- Take an upgraded subclass card. Then cross out the multiclass option for this tier.

Increase your Proficiency by +1.

Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



# BLOOD HUNTER SUBLASS

## BLOOD HUNTER

### ORDER OF THE GHOST SLAYER

Foundation

#### SPELLCAST TRAIT: AGILITY

**Chasing Death.** While you have 1–3 unmarked Hit Points, you can use your Crimson Rite feature without paying the Hit Point cost. If you have only 1 unmarked Hit Point, you roll d8s instead of d6s for the extra damage of your Crimson Rite.

**Shadowed Grit.** When the GM gains a Fear from a Duality Dice roll, you can **mark a Stress** to gain a Hope.

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## BLOOD HUNTER

### ORDER OF THE GHOST SLAYER

Specialization

#### SPELLCAST TRAIT: AGILITY

**Veilwalker.** You can briefly slip into the realm between the living and the dead. **Spend 2 Hope** to disappear and then reappear next to a creature or a corpse within Far range. You then have advantage on the next attack roll you make in this scene.

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## BLOOD HUNTER

### ORDER OF THE GHOST SLAYER

Mastery

#### SPELLCAST TRAIT: AGILITY

**Spectral Form.** You have another death move option: Spectral Form. When you choose this option, you clear a Hit Point, your body becomes spectral, you have resistance to physical damage, and you can pass through objects. This form ends if you clear any more Hit Points. It also ends if you mark your last Hit Point, which forces you to take a different death move. You're shunted to the nearest open space if you're inside an object when the form ends.

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## BLOOD HUNTER

### ORDER OF THE MUTANT

Foundation

#### SPELLCAST TRAIT: AGILITY

**Mutagens.** You employ mutagenic toxins created to enhance your abilities. When you finish a rest, you can drink one such toxin to gain its effects, which last until you finish your next rest. These effects include a +1 bonus to one trait of your choice, a –1 penalty to a different trait of your choice, and your choice of one of the following benefits:

- **Celerity.** If you are Restrained or Vulnerable, you can **mark a Stress** to end the condition on yourself.
- **Durable.** Your Armor Score increases by 2.
- **Hunter's Senses.** You have advantage on any action roll you make to track a creature, and you can see in complete darkness.

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## BLOOD HUNTER

### ORDER OF THE MUTANT

Specialization

#### SPELLCAST TRAIT: AGILITY

**Improved Mutagens.** When you choose a mutagen benefit, your options also include the following:

- **Nerves of Steel.** Whenever you must **mark a Stress**, you can **spend 2 Hope** instead.
- **Rapidity.** Your Evasion increases by 1.
- **Ironskin.** Your Severe damage threshold increases by a number equal to your Proficiency.

**Volatile Toxins.** You can choose two mutagen benefits instead of one. If you do, **mark a Hit Point** that can't be cleared until you finish your next rest.

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## BLOOD HUNTER

### ORDER OF THE MUTANT

Mastery

#### SPELLCAST TRAIT: AGILITY

**Mastered Mutagens.** The trait bonus and penalty you get from your Mutagens feature changes to +2 and –2, respectively. When you choose a mutagen benefit, your options also include the following:

- **Aetherblood.** Within your line of sight, you can see creatures and objects that are invisible, and visual illusions appear transparent to you. If a creature or an object within your line of sight has been transformed by magic, you can see its true form.
- **Fury.** When you make an attack roll, you can **mark a Stress** to gain a bonus to the roll equal to your Proficiency.
- **Steelflesh.** Your Major damage threshold increases by a number equal to your Proficiency.

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## BLOOD HUNTER

### ORDER OF THE LYCAN

Foundation

#### SPELLCAST TRAIT: STRENGTH

**Werewolf.** You gain the Werewolf Transformation card. Your rolls to perceive via hearing and scent have advantage.

**Control the Beast.** While in your Wolf Form, you can apply that form's bonus die to your Agility and Strength Action Rolls.

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## BLOOD HUNTER

### ORDER OF THE LYCAN

Specialization

#### SPELLCAST TRAIT: STRENGTH

**Feral Hide.** While in your Wolf Form, you gain a bonus to your Damage Thresholds equal to your Tier.

**Lycan Regeneration.** While in your Wolf Form with all your Hit Points marked, you can **mark a Stress** to clear a Hit Point. You can do this while unconscious.

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## BLOOD HUNTER

### ORDER OF THE LYCAN

Mastery

#### SPELLCAST TRAIT: STRENGTH

**Master the Beast.** When you are in your Wolf Form and would mark your last Stress, you can instead put one of your Domain cards from your Loadout into your Vault; you can't Recall that Domain card until you finish a long rest.

When you Frenzy from marking your last Stress while in Wolf Form, you gain 2 Hope.

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**SPELL****BLOOD SPIKE**

Make a **Spellcast Roll** against a target within Far range. On a success, **mark a Stress** to deal **d10** magic damage to the target using your Proficiency. On a success with Hope, the target also marks a Stress. On a roll with Fear, **mark a Stress**.

**SPELL****LIFEBLOOD TALISMAN**

**Mark a Hit Point** to conjure a talisman infused with your life essence. The talisman appears in your hand, and whoever carries the talisman gains its benefit: Whenever the talisman's bearer marks 2 or more Hit Points, they can **spend a Hope** to reduce the number of Hit Points marked by 1. The talisman disappears if you have no Hit Points marked or you use this spell again.

**ABILITY****POWER THROUGH PAIN**

If you have at least one Hit Point marked, you gain a bonus to your damage rolls. The bonus equals twice your number of marked Hit Points.

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**SPELL****BRAND OF CASTIGATION**

When you deal damage to a creature, **mark a Stress** to sear a red, magical mark on them. Until this mark disappears, you always know the direction of the marked creature relative to you, and that creature marks a Stress each time it deals damage to you or an ally of yours within Very Close range of you. The mark disappears when you use this spell again.

**SPELL****VITALITY MANIPULATION**

Make a **Spellcast Roll** against a target within Very Close range. If you cast this on an ally, make the roll with advantage. On a success, **mark a Stress**, and choose one of the following effects:

- The target grows calmer and clears a Stress. On a success with Hope, they clear 2 Stress.
- The target grows more anxious and marks a Stress. On a success with Hope, they mark 2 Stress.

**SPELL****BLOOD PUPPET**

Make a **Spellcast Roll** against a creature (living or dead) within Far range. On a success, **spend a Hope** to control the target by causing them to move, attack, or both. If you do both, you choose the order. If you cause the creature to move, they move to a location you choose that's within Close range of them. If you cause the creature to attack, make a **Spellcast Roll** against a target within Melee range of them. On a success, deal **d10** physical damage using your Proficiency.

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**SPELL****BURNING BLOOD**

Make a **Spellcast Roll** (12). On a success, **mark a Hit Point** as you conjure a bead of blood, which you lob at a point within Far range. A wave of heat fills the area within Very Close range of that point, igniting the internal vitals of those caught within. Each target within the area marks 1 Hit Point. On a success with Hope, each target within the area instead marks 2 Hit Points.

**SPELL****GRISLY HARPOON**

You launch a harpoon of blood at a location or creature within Far range. If the target is a location, make a **Spellcast Roll** (13). On a success, **mark a Stress** to pull yourself to a position within Melee range of it.

If the target is a creature, make a **Spellcast Roll** against it. On a success, **mark a Stress** to deal **3d8** magic damage to the target. You then pull the target straight toward yourself or pull yourself straight toward the target, ending within Melee range of each other.

**SPELL****WEAVE THE FLESH**

Once per rest, **mark a Hit Point** to allow each ally within Close range to clear a Hit Point or a Stress. You can **mark a Stress** to allow those allies to clear one of each.

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**MUTUAL SUFFERING**

When an attack from a creature causes you to mark one or more Hit Points, you can make a **Reaction Roll** using your Spellcast trait against the creature. On a success, the creature marks the same number of Hit Points as you did, and you can't use this spell again until you finish a rest.

**PARASITE OF THE WILL**

Make a **Spellcast Roll** against a creature within Very Far range. On a success, **mark a Hit Point** to conjure a tiny magical bloodworm that burrows into the target. On a success with Hope, the target isn't aware of the worm within.

You have advantage on any Presence roll against the target, and whenever they make a roll, you can **spend a Hope** to give the roll disadvantage. You can destroy the bloodworm to cause the target to mark a Hit Point.

**BLOOD BIND**

Make a **Spellcast Roll** against a target within Far range. On a success, **mark a Stress** as you slow the target's vitality. The target is temporarily *Restrained* and temporarily *Vulnerable*. Each time the target is spotlighted while either of these conditions persists on them, the target takes **d10** magic damage using your Proficiency. The spell ends early on the target if you use it again.

**VITAL WARD**

**Mark a Hit Point** to trace a circle of blood around yourself at Very Close range. While in the circle, you have resistance to your choice of physical or magic damage (choose when you cast the spell). Allies also gain this benefit while in the circle. The circle disappears if you move out of it, mark 2 or more Hit Point, or cast this spell again.

**BLOOD-TOUCHED**

While 4 or more of the domain cards in your loadout are from the Blood domain, gain the following benefits:

- When you take enough damage to mark 2 or more Hit Points, gain a Hope.
- For every 3 Hit Points you have marked, gain a +1 bonus to your Evasion.

**VAMPIRIC STRIKE**

When you make a successful attack roll against an adversary and cause them to mark 2 or more Hit Points, you can **spend a Hope** to clear a Hit Point or Stress.

**LIFE LEASH**

**Spend a Hope** to allow yourself and a willing ally within Far range to redistribute marked Hit Points between the two of you. You then can't target that ally again with Life Leash until you finish a rest.

**RUNIC ADRENALINE**

Your practice of blood magic has seeped into your bloodstream, enhancing your vitals in moments of urgency. When you roll with advantage, use a **d8** instead of a **d6** as your advantage die if you have 1 or more Hit Points marked.

After you make a Strength, an Agility, or a Finesse roll, you can **mark a Hit Point** to roll 1d8 and add it to the result.

**BLOODBATH**

Once per rest, **spend a Hope** to unleash waves of blood around yourself. Make a single **Spellcast Roll** against each adversary within Close range. On a success, a target marks a Hit Point and a Stress. On a failure, a target marks a Stress.

Each ally within Close range marks a Stress but clears a Hit Point.

**SPELL****GLYPH OF HEMORRHAGING**

Make a **Spellcast Roll** against a creature within Far range. On a success, **mark a Hit Point** to sear the target with a magical glyph that lasts until the GM spends 2 Fear to remove it or you take Severe damage. Whenever the target marks any Hit Points while the glyph remains, you can **mark a Stress** to make them mark an additional Hit Point.

**ABILITY****CRIMSON ADAMANCE**

When you would mark your last Hit Point, **spend a Hope** to mark a Stress instead.

**SPELL****SANGUINE FEAST**

Make a **Spellcast Roll** against an adversary within Close range. On a success, **spend 2 Hope** to mark 1-3 Hit Points, and the target marks twice the number of the Hit Points you marked. If this causes the target to mark their last Hit Point, you can clear the Hit Points you marked to cast this spell.