Blood Hunter

CHARACTER NAME

RACE | BACKGROUND

ALIGNMENT | EXPERIENCE POINTS

BLOOD HUNTER ORDER

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR | SIMPLE WEAPONS

MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used | Total

d10

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

HEMOCRAFT DIE

HEMOCRAFT SAVE DC

BLOOD MALEDICT

Used | Total

HUNTER'S BANE — LEVEL 1

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. The Hunter's Bane also empowers your body to control and shape hemocraft magic. Some of your features require your target to make a saving throw vs your Hemocraft Save DC.

BLOOD MALEDICT — LEVEL 1

You know one blood curse of your choice. You learn one additional blood curse at 6th, 10th, 14th, and 18th level. While invoking a blood curse, but before it affects the target, you can choose to amplify the curse by taking necrotic damage equal to one roll of your hemocraft die. Once you use this feature, you must finish a short or long rest before you can use it again. You can use Blood Maledict twice between rests at 6th level, three times starting at 13th level, and four times starting at 17th level.

Level	Curses Known
1st	
6TH	
10TH	
14TH	
18TH	

CRIMSON RITE — LEVEL 2

As a bonus action, you can activate any rite you know on a weapon you're holding. The effect lasts until you finish a short or long rest. When you activate a rite, you take necrotic damage equal to one roll of your hemocraft die. Attacks you make with this weapon are magical, and deal extra damage equal to your hemocraft die. A weapon can hold only one active rite at a time.
You know one crimson rite. You learn an additional crimson rite at 7th level, and again at 14th level.

Level	Rites Known
2nd	
7TH	
14TH	

FIGHTING STYLE — LEVEL 2

BLOOD HUNTER ORDER FEATURE — LEVEL 3

EXTRA ATTACK — LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Brand of Castigation — LEVEL 6

When you damage a creature with a weapon imbued with your crimson rite, you can brand that creature (no action). You always know the direction to the creature as long as it's on the same plane as you. Each time the creature deals damage to you or a creature you can see within 5 feet of you, the branded creature takes psychic damage equal to your Hemocraft modifier (minimum of 1). Your brand lasts until you dismiss it or til you brand another creature. You can't use it again until you finish a short or long rest.

At 13th level, the psychic damage from your Brand of Castigation increases to twice your Hemocraft modifier (minimum of 2). Additionally, a branded creature can't take the Dash action, and if it attempts to teleport or leave its current plane, it takes 4d6 psychic damage and must make a Wisdom saving throw. On a failure, the attempt to teleport or leave the plane fails.

BLOOD HUNTER ORDER FEATURE — LEVEL 7

GRIM PSYCHOMETRY — LEVEL 9

When you make an Intelligence (History) check to recall information about the sinister or tragic history of an object you are touching or your current location, you roll with advantage.

DARK AUGMENTATION — LEVEL 10

Your speed increases by 5 feet, and you have a bonus to Strength, Dexterity, and Constitution saving throws equal to your Hemocraft modifier (minimum of +1).

BLOOD HUNTER ORDER FEATURE — LEVEL 11

HARDENED SOUL — LEVEL 14

You have advantage on saving throws against being charmed and frightened.

BLOOD HUNTER ORDER FEATURE — LEVEL 15

BLOOD HUNTER ORDER FEATURE — LEVEL 18

SANGUINE MASTERY — LEVEL 20

Once per turn, whenever you roll a hemocraft die, you can reroll the die and use either roll. Additionally, whenever you get a critical hit with a weapon for which you have an active crimson rite, you regain one expended use of your Blood Maledict feature.

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PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

SKILLS

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)

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MEDIUM ARMOUR | MARTIAL WEAPONS

HEAVY ARMOUR | SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

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HIT DICE

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CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		○
AMULET		○
CLOAK		○
ARMOUR		○
HANDS/ARMS		○
RING		○
RING		○
BELT		○
BOOTS		○

CP	SP	EP	GP	PP

MAGIC ITEMS

Name	Attuned
	○
	○
	○
	○
	○

BACKPACK/STORAGE

CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING FEATURES
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

SIDEKICK NAME

Hit Points | AC | Initiative | Speed

STR | DEX | CON | INT | WIS | CHA

Skills

Senses

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

		Attuned
HEAD		
AMULET		
CLOAK		
ARMOUR		
HANDS/ARMS		
RING		
RING		
BELT		
BOOTS		

CP SP EP GP PP

MAGIC ITEMS

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

Name _____ Attuned

BACKPACK/STORAGE

ADDITIONAL FEATURES

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

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RECOVERS

EFFECT

LEVEL

Class

RANGE | ACTION | SAVE

DURATION | USES (Used / Total) | VALUE

RECOVERS

EFFECT

MAGIC ITEMS

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
RECOVERS
EFFECT

TYPE | RARITY | REQUIREMENTS
ATTUNEMENT | USES (Used / Total) | DURATION
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