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rivan the hag hunter

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Rivan the Hag Hunter

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older adult Hexblood

Lawful Neutral

Level 7 Blood Hunter Order of the Profane Soul

Pronouns -

he/him

Occupations -

Monster Hunter

Armor Class -

14

Hit Points -

79 (TODO Hitdice)

Speed -

30.

STR

19 (+5)

DEX

12 (+1)

CON

17 (+4)

INT

18 (+4)

WIS

13 (+2)

CHA

9 (0)

Saving Throws -

Skills -

{ "Hexblood Abilities" => [{ "Darkvision" => "You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light.", "Fey Resilience" => "You have advantage on saving throws you make to avoid or end the charmed condition on yourself.", "Hex Magic" => "You can cast the Disguise Self and Hex spells with this trait. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells (choose when you gain this lineage). Once you cast either of these spells with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast these spells using any spells slots you have.", "Magic Token" => "As an action, you can harmlessly pull out one of your nails, a tooth, or a lock of hair. This token is imbued with magic until you finish a long rest. While the token is imbued in this way, you can use an action to send a telepathic message to the creature holding or carrying the token, as long as you are on the same plane of existence and are within 10 miles of it. The message can contain up to twenty-five words. In addition, while you are within 10 miles of the token, you can use an action to enter a trance for 1 minute, during which you can see and hear from the token as if you were located where it is. While you are using your senses at the token's location, you are blinded and deafened in regard to your own surroundings. Afterward, the token is harmlessly destroyed. Once you create a token using this feature, you can't do so again until you finish a long rest, at which point your missing part regrows" }], "Blood Hunter Abilities" => [{ "Hunters Bane" => [{ "Description" => "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. The Hunter's Bane also empowers your body to control and shape hemocraft magic, using your own blood and life essence to fuel your abilities. Some of your features require your target to make a saving throw to resist the feature's effects.", "Hemocraft Save" => "DC 14" }], "Blood Maledict" => [{ "Description" => "you gain the ability to channel, and sometimes sacrifice, a part

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Proficiencies -

Proficiency Mod -

+3

Languages -

Common Sylvan Undercommon Abyssal Infernal {"id"=>"cult_of_blood_hunters", "name"=>"Cult of Blood Hunters"}

Adjectives -

Stoic, Haunted, Desperate,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

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Roleplaying

Introduction

Out of the mist of the swamp, a tall man with wild hair, pale blue skin and an Eldercross walks confidently towards you

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Be ye witches?

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Secrets

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Adjectives -

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Special Abilities

-

Special Equipment

-

Combat Tactics

He wont hesitate to fight any monster but will go out of his way not to fight normal people

Actions

-

Factions

Roleplaying



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Secrets

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Background Story

Rivan's parents were cursed by a hag while his mother was pregnant with him and he was born a Hexblood, part human, part Fey. Because of his curse, he grew up as an outcast with his family traveling from town to town. When he turned 16 he was approached by the hag that cursed his parents who invited him to join her to be converted to a full Fey Hag. He refused and escaped. At that point he left his family and began finding ways to fight against his curse. Trying holy marks and sorcery, he finally stumbled across a cult of blood hunters who taught him their ways. He has been hunting Hags ever since, knowing that one day, if he doesn't destroy them all (which just isn't possible), he will become what he hates.