

Jared

CHARACTER NAME

Bloodhunter [Order of the Lycan] (6)

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human/Tethyrian

Lawful Good

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
+2
14

DEXTERITY
+1
12

CONSTITUTION
+2
14

INTELLIGENCE
+1
12

WISDOM
0
11

CHARISMA
+1
13

INSPIRATION

+3 PROFICIENCY BONUS

SAVING THROWS

- +2 Strength
- +4 Dexterity
- +2 Constitution
- +4 Intelligence
- 0 Wisdom
- +1 Charisma

SKILLS

- +4 Acrobatics (Dex)
- 0 Animal Handling (Wis)
- +4 Arcana (Int)
- +5 Athletics (Str)
- +1 Deception (Cha)
- +1 History (Int)
- 0 Insight (Wis)
- +1 Intimidation (Cha)
- +1 Investigation (Int)
- +3 Medicine (Wis)
- +1 Nature (Int)
- +3 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- +1 Religion (Int)
- +1 Sleight of Hand (Dex)
- +1 Stealth (Dex)
- 0 Survival (Wis)

15 ARMOR CLASS

+1 INITIATIVE

30 SPEED

Hit Point Maximum **53**

52 CURRENT HIT POINTS

TEMPORARY HIT POINTS

6x(1d10+2) HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Glaive	+5	1d10+2 slashing

Number of Attacks: 2

ATTACKS & SPELLCASTING

Scale mail

EQUIPMENT

13 PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Carpenter's Tools

Weapon Proficiencies: Martial; Simple

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Halfling; Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

TREASURE



Jared

CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

TREASURE

CHARACTER BACKSTORY

FEATURES & TRAITS

-----Bonus Actions-----

Crimson Rite. Crimson Rite

At 2nd level, you learn to invoke a rite of hemocraft within your weapon at the cost of your own vitality. Choose one rite from the Primal Rites list below to learn.

As a bonus action, you activate a crimson rite on a single weapon with the elemental energy of a known rite of your choice that lasts until you finish a short or long rest, or if you aren't holding the weapon at the end of your turn. When you activate a rite, you lose a number of hit points equal to one roll of your hemocraft die, as shown in the Hemocraft Die column of the Blood Hunter table.

While active, attacks from this weapon deal an additional 1d4 damage of the chosen rite's type. This damage is magical, and increases as you gain levels as a blood hunter, as shown in the Hemocraft Die column of the Blood Hunter table. A weapon can only hold a single active rite at a time.

You learn an additional Primal Rite of your choice at 7th level, and choose an Esoteric Rite to learn at 14th level.

Primal Rites

Rite of the Flame. Your rite damage is fire damage.
Rite of the Frozen. Your rite damage is cold damage.
Rite of the Storm. Your rite damage is lightning damage.

Esoteric Rites

Rite of the Dead. Your rite damage is necrotic damage.
Rite of the Oracle. Your rite damage is psychic damage.
Rite of the Roar. Your rite damage is thunder damage.

Hybrid Transformation

Upon choosing this archetype at 3rd level, you begin to learn to control the lycanthropic curse that now lives in your blood. As a bonus action, you can transform into your hybrid form for up to 1 hour. You can speak, use equipment, and wear armor in this form. You can revert to your normal form earlier as a bonus action. You automatically revert to your normal form if you fall unconscious, drop to 0 hit points, or die. This feature replaces the rules for Lycanthropy within the Monster's Manual.

Once you use this feature, you must finish a short or long rest before you can use it again. While you are transformed, you gain the following features:

Feral Might. You gain a +1 to melee damage rolls. This bonus increases by 1 at 11th level (+2) and 18th level (+3). You also have advantage on Strength checks and Strength saving throws.

Resilient Hide. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silver weapons. While you are not wearing heavy armor, you gain a +1 bonus to your AC.

Predatory Strikes. You can apply your Crimson Rite feature to your unarmed strikes as single weapon. You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes. When you use the Attack action with an unarmed strike, you can make one unarmed strike as a bonus action.

Your unarmed strikes deal 1d6 slashing damage. The damage increases to 1d8 at 11th level.

Bloodlust. If you begin your turn with no more than half of your maximum hit points, you must succeed on a DC 8 Wisdom saving throw or move directly towards the nearest creature to you and use the Attack action against that creature. You can choose whether or not to use your Extra Attack feature for this frenzied attack. If there is more than one possible target, roll to randomly determine the target. You then regain control for the remainder of your turn.

If you are under an effect that prevents you from concentrating (like the barbarian's Rage feature), you automatically fail this saving throw.

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-----Other Traits-----

Blood Maledict

At 1st level, you gain the ability to channel, and sometimes sacrifice, a part of your vital essence to curse and manipulate creatures through hemocraft magic. You gain one Blood Curse of your choice. You learn one additional blood curse of your choice, and you can choose one of the blood curses you know and replace it with another blood curse, at 6th, 10th, 14th, and 18th level.

When you use your Blood Maledict, you choose which curse to invoke. While invoking a blood curse, but before it affects the target, you can choose to amplify the curse by losing a number of hit points equal to one roll of your hemocraft die, as shown in the Hemocraft Die column of the Blood Hunter table. An amplified curse gains an additional effect, noted in the curse's description. Creatures that do not have blood in their bodies are immune to blood curses, unless you have amplified the curse.

You can use this feature once. Beginning at 6th level, you can use your Blood Maledict feature twice, at 13th level you can use it three times between rests, and at 17th level, you can use it four times between rests. You regain all expended uses when you finish a short or long rest.

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Brand of Castigation

At 6th level, whenever you damage a creature with your Crimson Rite feature, you can choose to sear an arcane brand of hemocraft magic into it (requires no action). You always know the direction to the branded creature, and each time the branded creature deals damage to you or a creature you can see within 5 feet of you, the branded creature suffers psychic damage equal to your Intelligence modifier (minimum of 1 damage).

Your brand lasts until you dismiss it, or you apply a brand to another creature. Your brand counts as a spell for the purposes of dispel magic, and the spell level is equal to half of your blood hunter level (maximum of 9th level spell).

Once you use this feature, you can't use it again until you finish a short or long rest.

Brand of Tethering

Starting at 13th level, the psychic damage from your Brand of Castigation feature increases to twice your Intelligence modifier (minimum of 2).

In addition, a branded creature can't take the Dash action, and if a creature branded by you attempts to teleport or leave their current plane via ability, spell, or portal, they take 4d6 psychic damage and must make a Wisdom saving throw. On a failure, the teleport or plane shift fails.

Brand of the Voracious

At 15th level, you have advantage on your Wisdom saving throws to maintain control of your bloodlust in hybrid form. In addition, your Brand of Castigation now binds your foe to your hunter's thirst for savagery. While in your hybrid form, your attacks have advantage against a creature branded by you.

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Dark Augmentation

Upon reaching 10th level, arcane blood magic suffuses your body, permanently reinforcing your resilience. Your speed increases by 5 feet, and whenever you make a Strength, Dexterity, or Constitution saving throw, you gain a bonus to the saving throw equal to your Intelligence modifier (minimum of one).

Fighting Style. At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll a 1 or 2 on a non-rite damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

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Hardened Soul

When you reach 14th level, you have advantage on saving throws against being charmed and frightened.

Heightened Senses

Starting when you choose this archetype at 3rd level, you begin to adopt the improved abilities of a natural predator. You gain advantage on Wisdom (Perception) checks that rely on hearing or smell.

Hunter's Bane

Beginning at 1st level, you have survived the Hunter's Bane, a dangerous, long-guarded ritual that alters your life's blood, forever binding you to the darkness and honing your senses against it. 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. The saving throw DC is calculated as follows:

Hemocraft save DC = 8 + your proficiency bonus + your Intelligence modifier.

Hybrid Transformation Mastery

At 18th level, you have wrestled your inner predator and mastered it. You can use your Hybrid Transformation feature an unlimited number of times, and your hybrid form can now last indefinitely.

You also gain the Blood Curse of the Howl for your Blood Maledict feature. This does not count against your number of blood curses known.

Polearm Master. While you are wielding a glaive, halberd, pike, or quarterstaff, other creatures provoke an opportunity attack from you when they enter your reach.

Sanguine Mastery

Upon becoming 20th level, you honed your control over blood magic, mitigating your sacrifice and empowering your capability. Once per turn, whenever a blood hunter feature requires you to roll a hemocraft die, you can choose to reroll the die and choose which result to use.

In addition, whenever you score a critical hit with a weapon attack empowered by your Crimson Rite, you regain one expended use of your Blood Maledict feature.

Tunnel fighter. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5ft while within your reach.