

BLOODWEAVER: BASIC

Snarling, the orc stalked through the refugees' clearing intent on a scrawny human girl—easy prey. A malevolent monstrous grin overcomes his face as he imagines the cruelties soon to be visited upon her but as he tries take another step forward, he finds his body unable to move. The girl tilts her head and smiles, her eyes becoming pools of crimson. Without warning the orc cries out as something inside of him tears. Pain explodes in his chest, a red haze fills his vision, blood spatters across the girl's face, and the last thing the orc sees is her licking a sanguine droplet from her lips.



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Bloodweavers use the primal power coursing through their veins to enhance their own abilities, heal or bolster allies, and debilitate or kill their foes. Many fear them for their control over the substance of life but those that can see past this superstitious dread often find powerful allies.

SANGUINE PATHS

A bloodweaver's power flows from their vitality and the strength of that exceptionally potent life force—the means by which they fuel disciplines, the teachings of sanguine traditions. These focuses are to the masters of blood as schools of magic are to a wizard, their area of expertise defining themselves as much as anything else. Through blood cursing they alter destiny, blood puppetry takes control over other living things, blood shaping turns flowing crimson to clay in their hands, consumption takes what knitting restores, sanguine alacrity makes them supernaturally quick, sanguine body incredibly tough, and the techniques of vitriolic conversion the ability to corrode.

QUICK BUILD

Bloodweavers are uniquely different from other classes but you can quickly build one using these suggestions. First, Constitution should be your highest ability score. Your next highest ability score should be Dexterity. When selecting equipment, choose two daggers, an explorer's pack, and shortbow. For skills, choose Athletics and Perception. Choose Bloodbinder as your tradition, learning the Mystical Stanching minor discipline; for your other two minor disciplines, choose Blood Hex and Stop Flow. For your lesser disciplines, choose Aqueous Corruption, Knit Wounds, and Taint Blood.

CLASS FEATURES

Hit Points

- **Hit Dice:** 1d8 per bloodweaver level
- **Hit Points at 1st Level:** 8 + your Constitution bonus
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per bloodweaver level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: Healer's Kit

Saving Throws: Constitution, Charisma

Skills: Choose two from Athletics, Insight, Medicine, Nature, Perception, or Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- Studded leather armor
- (a) two daggers or (b) a quarterstaff
- (a) an explorer's pack or (b) a scholar's pack
- (a) a shortbow and a quiver of 20 arrows or (b) a light crossbow and a quiver of 20 bolts.



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Table: The Bloodweaver

Level	Proficiency Bonus	Features	Sanguine Reservoir	Maximum Reservoir Per Use	Minor Disciplines Known	Disciplines Known	Mastery Level
1	+2	Sanguine Reservoir, Sanguine Mastery, Tradition	2	1	2	3	Lesser
2	+2	Sanguine Fortification	3	1	2	3	Lesser
3	+2	Hydraulic Control	4	2	2	4	Lesser
4	+2	Ability Score Improvement	6	2	3	4	Lesser
5	+3	Path Feature	7	3	3	5	Intermediate
6	+3	Life Sense	8	3	3	5	Intermediate
7	+3	—	10	4	3	6	Intermediate
8	+3	Ability Score Improvement	11	4	3	6	Intermediate
9	+4	Path Feature	12	5	3	7	Greater
10	+4	Blood Purification	14	5	4	7	Greater
11	+4	Vitalicrux	15	6	4	8	Greater
12	+5	Ability Score Improvement	16	6	4	8	Greater
13	+5	Improved Vital Restoration	18	7	4	9	Master
14	+5	Path Feature	19	7	4	10	Master
15	+5	Improved Sanguine Endurance	20	8	4	10	Master
16	+6	Ability Score Improvement	22	8	5	11	Master
17	+6	Improved Life Sense	23	9	5	11	Ascendant
18	+6	Path Feature	24	9	5	12	Ascendant
19	+6	Ability Score Improvement	26	10	5	12	Ascendant
20	+6	Sanguine Rejuvenation	27	10	5	12	Ascendant

*Multiclassing Prerequisite Constitution 13
Proficiencies Gained Light armor, healer's kit*

Sanguine Mastery

Bloodweavers are masters of the source of life, filling their sanguine reservoirs with fell crimson energies used to implement deadly, potent, and incredible disciplines.

Sanguine Paths. These are each a different type of control over blood: blood cursing, blood puppetry, blood shaping, consumption, knitting, sanguine alacrity, sanguine body, and vitriolic conversion.

Disciplines. These are a bloodweaver's mystical talents, the powers they work upon others and themselves. You know 3 lesser disciplines of your choice. The Disciplines Known column of Table: The Bloodweaver shows when you learn more disciplines of your choice. Each of these disciplines must be within your Mastery Level (also on Table: The Bloodweaver). Additionally, when you learn a new minor discipline at 4th, 10th, and 16th level, you can choose one of the minor disciplines you know and replace it with another minor discipline.

When you do so, you also replace any disciplines that use that minor discipline as a prerequisite.

Minor Disciplines. Minor disciplines are the fundamental powers that all bloodweavers study until they are ingrained. You begin play with two minor disciplines in addition to those granted to you by your path.

Lesser, Intermediate, Greater, and Master Disciplines. Once a bloodweaver has gained the use of a minor discipline, they acquire the necessary knowledge to perform the techniques of more potent disciplines.

Ascendant Disciplines. These are the most powerful techniques known to a bloodweaver and extremely taxing. After using any ascendant discipline, you must finish a long rest before you can use an ascendant discipline again.

Bloodweaving and Magic. Though it comes from a different source, bloodweaving is still a form of magic and is subject to dispel and antimagic affects. Treat a discipline's spell level as equal to the number of reservoir points spent to activate it. Because disciplines are not spells they cannot typically be counterspelled.

Concentration. Also unlike spells, unless noted otherwise a discipline does not require concentration. However, you are unable to simultaneously activate or use disciplines of the same mastery level.

Noticing Disciplines. Disciplines require no overt casting or gestures in order to work. The primal power that flows through bloodweavers still often manifests in a variety of ways however and is typically noticeable. Attempting to activate disciplines without being noticed requires a Dexterity (Sleight of Hand) or Charisma (Deception) check, usually opposed by Wisdom (Perception) or Wisdom (Insight). At the GM's discretion, you may roll against passive Perception or passive Insight..

Sanguine Reservoir

At 1st level you gain access to the well of fell power that fuels bloodweaving. Your bloodweaver level determines the number of reservoir points you have, as shown in the Sanguine Reservoir column of Table: The Bloodweaver. You can spend these points to fuel your disciplines and various bloodweaver features. You start knowing two such features: Sanguine Fortification and Vital Restoration.

You may spend no more reservoir points than half your character level, rounding up, to activate a discipline—certain disciplines are simply outside of the grasp of inexperienced bloodweavers. When you spend a reservoir point, it is unavailable until you finish a long rest, at the end of which your blood replenishes itself.

Some of your bloodweaver features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Blood save DC = 8 + your proficiency bonus + your Constitution modifier

Blood attack bonus = your proficiency bonus + your Constitution modifier

Crimson Assurance

As a bonus action on your turn, you can expend 1 hit die and regain a reservoir point. Once you have used this feature a number of times equal to your proficiency bonus, you must finish a long rest before you can use it again.

Sanguine Endurance

You can spend 1 reservoir point to gain advantage on a Constitution saving throw.

Vital Restoration

You can use a bonus action and spend 1 reservoir point to regain hit points as if you had spent a hit die.

Traditions of Blood

Also at 1st level, choose a tradition (Blood Binder, Crimson Witch, Scarlet Reaper). You gain abilities for your tradition at 1st, 5th, 9th, 14th, and 18th level. The tradition that you choose also determines one of your starting minor disciplines.

Sanguine Fortification

Starting at 2nd level, while you are not wearing any armor and not wielding a shield, your Armor Class is equal to 10 + your Dexterity modifier + your Constitution modifier.

Hydraulic Control

At 3rd level, you have advantage on death saves and become immune to any effect relating to blood loss (like sight rot and slimy doom).

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Life Sense

At 6th level, you gain the ability to sense life. You can use an action and spend 1 reservoir point to reach out and perceive flowing blood for 1 minute. While using Life Sense, you are able to pinpoint the location of any living creature within 30 feet of you.

Blood Purification

At 10th level, your mastery of your own vital energy allows you to instantly purify your body, making you immune to disease and poison.

Vitalicrux

Beginning at 11th level, once per turn when you reduce a hostile living creature to 0 hit points, you regain 1 reservoir point. Once you have used this feature to regain a number of reservoir points equal to half your bloodweaver level, you must finish a long rest before you can use it again.

Improved Vital Restoration

At 13th level, whenever you use Vital Restoration, the number of hit points you regain from your Constitution modifier doubles.

Improved Sanguine Endurance

At 15th level, you can use Sanguine Endurance to gain advantage on any type of saving throw.

Improved Life Sense

At 17th level, the duration of your Life Sense increases to 10 minutes and its range increases to 60 feet.

Sanguine Rejuvenation

At 20th level, when you are killed your body reconstitutes and heals itself after 1 week so long as even a drop of blood remains (as *resurrection*). Additionally, you no longer age naturally and are immune to any effects that age you magically.

TRADITIONS OF BLOOD

While all bloodweavers use blood and traditions, the manner and ends to which this power is employed vary greatly and over the millennia three main traditions of bloodweaving have emerged. Some societies or groups only possess one particular tradition while others have been known to display all three. Despite broad similarities in terms of power, the social hierarchies and roles of each tradition vary from culture to culture—in some the Scarlet Reapers are considered the sacred guardians of Bloodbinders who guide society while Crimson Witches are forced to live as outcasts while in others they may all be equals that advise a chieftain or tribal king. The Crimson Witch and Scarlet Reaper traditions appear in *EN5ider: Bloodweaver – Advanced*.

BLOODBINDER

Bloodbinders use their control over vital energy to heal and restore.

Lifebinder

At 1st level you gain the ability to increase the efficacy of your healing effects. Whenever you use a discipline that restores health, you can use a bonus action and spend 1 reservoir point to infuse the target's blood with healing, causing it to regain hit points as if it had just expended a hit die.

In addition, you can use Vital Restoration on other creatures within 30 feet, and you learn the Mystical Stanching minor discipline.

Rejuvenating Aura

At 5th level, your presence heals and bolsters your allies. Whenever a friendly living creature with at least 1 hit point begins its turn within 10 feet of you, it can use its reaction and expend 1 hit die to regain hit points equal to your Constitution modifier. This feature can restore a creature to no more than half of its hit point maximum.

Bolstering Aura

Starting at 9th level, whenever a friendly creature within your Rejuvenating Aura must make a saving throw, the creature gains a bonus to the saving throw equal to your Constitution modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

Improved Rejuvenating Aura

At 14th level, the radius of your Rejuvenating Aura increases to 30 feet. In addition, a creature affected by your aura gains immunity to poison.

Blood Magnet

At 18th level, you become a conduit for all blood. When a living creature within 50 feet of you takes damage from a critical hit, you regain 5 hit points. You don't gain this benefit if you have 0 hit points.

