

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

# BLOOD HUNTER

BLOOD HUNTER ORDER

PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total SUCCESSES FAILURES

d10

**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

NAME	ATK BONUS	DAMAGE/TYPE

BLOOD MALEDICT CRIMSON RITE

Used Total Die

BLOOD CURSES

KNOWN

HUNTER'S BANE

LEVEL 1

CRIMSON RITE

LEVEL 1

Level Rites Known

1st

6th

11th

14th

FIGHTING STYLE

LEVEL 2

BLOOD MALEDICT

LEVEL 2

BLOOD HUNTER FEATURE

LEVEL 3

EXTRA ATTACK

LEVEL 5

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

BLOOD HUNTER FEATURE

LEVEL 7

GRIM PSYCHOMETRY

LEVEL 9

DARK VELOCITY

LEVEL 10

BLOOD HUNTER FEATURE

LEVEL 11

HARDENED SOUL

LEVEL 14

BLOOD HUNTER FEATURE

LEVEL 15

BLOOD HUNTER FEATURE

LEVEL 18

SANGUINE MASTERY

LEVEL 20

RACIAL TRAITS

PROFICIENCIES LANGUAGES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

TOOLS & OTHER PROFICIENCIES