



CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

SPEED

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

Strength ☐
Dexterity ☐
Constitution ☐
Intelligence ☐
Wisdom ☐
Charisma ☐

DEXTERITY

STRENGTH

Athletics ☐

DEXTERITY

Acrobatics ☐
Sleight of Hand ☐
Stealth ☐

CONSTITUTION

INTELLIGENCE

Arcana ☐
History ☐
Investigation ☐
Nature ☐
Religion ☐

INTELLIGENCE

WISDOM

Animal Handling ☐
Insight ☐
Medicine ☐
Perception ☐
Survival ☐

WISDOM

CHARISMA

Deception ☐
Intimidation ☐
Performance ☐
Persuasion ☐

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME AC WEIGHT

SHIELD

ADDITIONAL ITEMS

PP

GP

SP

CP

HIT POINTS

HIT DICE

CURRENT / TOTAL

MAXIMUM

DEATH SAVES

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

TEMPORARY HIT POINTS

ARMOR CLASS

PROFICIENCY BONUS

OTHER PROFICIENCIES

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

BASE

LEVEL

HUNTER'S BANE ☐ 1
CRIMSON RITE ☐ 1
FIGHTING STYLE ☐ 2
BLOOD HUNTER ORDER ☐ 3
ABILITY SCORE IMPROVEMENT ☐ 4
EXTRA ATTACK ☐ 5
BLOOD MALEDICT (2/REST) ☐ 6
ABILITY SCORE IMPROVEMENT ☐ 8
GRIM PSYCHOMETRY ☐ 9
DARK VELOCITY ☐ 10
BLOOD MALEDICT (3/REST) ☐ 11
ABILITY SCORE IMPROVEMENT ☐ 12
HARDENED SOUL ☐ 14
ABILITY SCORE IMPROVEMENT ☐ 16
BLOOD MALEDICT (4/REST) ☐ 17
ABILITY SCORE IMPROVEMENT ☐ 19
SANGUINE MASTERY ☐ 20

ORDER OF THE GHOSTSLAYER

RITE OF THE DAWN ☐ 3
HALLOWED VEINS ☐ 7
SUPERNAL SURGE ☐ 11
GRAVESIGHT ☐ 15
VENGEFUL SPIRIT ☐ 18

CLASS RESOURCE

CURRENT / MAXIMUM

FEATURES & TRAITS

LANGUAGES

EQUIPMENT

BLOOD HUNTER REFERENCE

ORDER OF THE GHOSTSLAYER
(HOMEBREW)

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.

EXTRA ATTACK

Beginning at **5th level**, you can attack twice, instead of once, whenever you take the Attack action on your turn.

DARK VELOCITY

Upon reaching **10th level**, you beckon the surrounding shadows to grant you unnatural swiftness on the battlefield. While in dim light or darkness, your speed increases by 10 feet, and attacks of opportunity made against you have disadvantage.

HARDENED SOUL

When you reach **14th level**, you can no longer become Frightened, and you have advantage on saving throws against magical Charm effects.

BASE FEATURES

HUNTER'S BANE

Beginning at **1st level**, you have survived the imbibing of the Hunter's Bane, a poisonous alchemical concoction 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, and Undead, as well as on Intelligence checks to recall information about them. If you are actively tracking one of these creature types, you cannot be surprised by any creatures of that type. You can only be tracking one type of creature at a time. Upon reaching **11th level**, you can flare the internal toxic scars from the ritual, using the pain to give clarity, or promote anger. You can choose to suffer damage equal to your crimson rite damage die to gain advantage on a Wisdom (Insight) check or Charisma (Intimidation) check.

CRIMSON RITE

At **1st level**, you learn to invoke a rite of blood magic within your weapon at the cost of your own vitality. Choose to learn one rite from the Primal Rites list below. You cannot change this choice. As a bonus action, you imbue a single weapon with the elemental energy of a known rite for up to 8 hours. While active, attacks from this weapon deal an additional 1d4 rite damage of the chosen elemental type. Rite damage is considered magical. The rite damage die changes as you gain blood hunter levels, as shown in the crimson rite damage die column of the blood hunter table. Should your weapon leave your grip, the rite fades immediately. An active rite on a weapon thrown fades directly after the attack is complete. When a crimson rite is activated, it reduces your maximum hit points a number equal to your character level. These lost maximum hit points return once the rite fades and cannot be restored otherwise. When a rite fades, no hit points are regained as part of the restoring of maximum hit points. Crimson rite can be used on multiple weapons, costing additional hit point loss. Most weapons can only be subject to a single rite at any given time. Each end of a polearm or quarterstaff is treated as a separate weapon for the purposes of this feature. A rite can be allowed to fade at any time (no action required). You gain access to an additional Primal Rite at 6th level and 11th level. You may learn an Esoteric Rite at 14th level.

PRIMAL RITES

Choose from the following:

Rite of the Flame. Your rite damage is fire type.

Rite of the Frozen. Your rite damage is cold type.

Rite of the Storm. Your rite damage is lightning type.

ESOTERIC RITES

Choose from the following:

Rite of the Roar. Your rite damage is thunder type.

Rite of the Oracle. Your rite damage is psychic type.

Rite of the Dead. Your rite damage is necrotic type.

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.

BLOOD HUNTER ORDER

At **3rd level**, you commit to an order of blood hunter martial focus. Choose Order of the Mutant, Order of the Ghostslayer, or Order of the Profane Soul, all detailed at the end of the class description. The order you choose grants you features at 3rd level, and again at 7th, 11th, 15th, and 18th level.

BLOOD MALEDICT

At **6th level**, you gain the knowledge to further channel, and sacrifice, a part of your vital essence to curse and manipulate your enemies. You gain two blood curses of your choice, detailed in the "blood curses" section below. You learn one additional blood curse of your choice at 9th, 13th, and 17th 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 may choose to amplify the curse by suffering damage equal to your crimson rite damage die. 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 (DM's discretion). You can use this feature twice. You regain expended uses when you finish a short or long rest. Beginning at 11th level, you can use your Blood Maledict three times between rests, and at 17th level, you can use it four times between rests.

BLOOD CURSES

The blood curses are presented in alphabetical order.

BASE FEATURES (cont.)

BLOOD MALEDICT (cont.)

Blood Curse of Binding. As a bonus action, you can attempt to bind an enemy no more than one size larger than you within 30 feet. The target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or have their speed be reduced to 0 until the beginning of your next turn.

Amplify. This curse becomes ongoing, and can affect a creature no more than two sizes larger than you. At the end of each of its turns, the cursed can make another Strength saving throw. On a success, this curse ends. You can end the curse whenever you like (no action required).

Blood Curse of the Eyeless. When an enemy with eyes within 30 feet makes a weapon attack against you, you can use your reaction to impose disadvantage on the attack.

Amplify. The triggering attack can be targeting a creature other than yourself.

Blood Curse of the Fallen Puppet. The moment a creature falls unconscious or dies within 30 feet of you, you can use your reaction to give that creature a final act of aggression. That creature immediately makes a single weapon attack against a target of your choice within its attack range. After the attack, the creature returns to being unconscious or dead.

Amplify. You grant a bonus to the attack roll and damage roll of the cursed creature's attack equal to your Wisdom modifier (minimum of 1).

Blood Curse of the Fending Rite. When an enemy casts a spell that requires a Dexterity saving throw, you can use your reaction to deflect the spell with your crimson rite. You gain a bonus to the initial saving throw against that spell equal to your Wisdom Modifier (minimum of 1). This curse is invoked before the saving throw is rolled.

Amplify. You grant all allies within 5 feet of you this bonus to their saving throw against the triggering spell as well.

Blood Curse of the Marked. As a bonus action, you can mark an enemy within 30 feet. Until the end of your turn, all crimson rite damage you deal to the target is doubled.

Amplify. You cause the marked target to also lose resistance to your rite damage type until the beginning of your next turn.

Blood Curse of Mutual Suffering. As a bonus action, you can link to a creature within 30 feet for up to a minute, forcing them to share in the pain they inflict upon you. The next time the cursed creature damages you with a weapon attack, this curse deals necrotic damage to the cursed creature equal to half of the damage you suffered. This curse then ends.

Amplify. This curse instead deals damage equal to the damage you suffered, and it ignores Necrotic resistance.

Blood Curse of Purgation. As a bonus action, you can manipulate the vitality of a creature within 30 feet to expunge a corruption in their blood. The target creature can immediately make a saving throw against a poisoned condition afflicting it.

Amplify. Your target can instead immediately make a saving throw against one other condition afflicting it. This condition can be blinded, deafened, or paralyzed.

Blood Curse of Spell Sunder. When an enemy casts a spell within 30 feet that requires a spell attack roll and targets you, you can use your reaction to rend the spell from the air, imposing disadvantage on the spell attack roll.

Amplify. You make a Wisdom ability check. The DC equals 10 + the spell's level. On a success, the creature's spell misses you automatically.

GRIM PSYCHOMETRY

When you reach **9th level**, you can take 10 minutes to meditate on an object to discern vague details regarding any lingering evil or wicked past surrounding it. Make a Wisdom ability check. Based on the result, the DM may reveal obscure information about dark events that may have previously surrounded the object, or hints toward a sinister purpose. This feature has no effect on objects untouched by evil. An object can only be targeted by this feature once, and future attempts reveal no further details.

SANGUINE MASTERY

Upon becoming **20th level**, your crimson rite is perfected, no longer requiring visceral sacrifice. When you have an active crimson rite, you no longer reduce your maximum hit points and you take no damage when amplifying blood curses. In addition, when you are below one fourth of your current maximum hit points and conscious, all of your crimson rite damage dice are maximized.

ORDER OF THE GHOSTSLAYER

RITE OF THE DAWN

When you join this order at **3rd level**, you learn the esoteric rite *Rite of the Dawn* (detailed below).

Rite of the Dawn. Your rite damage is radiant type.

If you hit an Undead creature with your Rite of the Dawn, it suffers additional radiant damage equal to your Wisdom modifier.

Upon reaching 11th level, any creature you hit with your Rite of the Dawn suffers this additional radiant damage.

HALLOWED VEINS

Beginning at **7th level**, your blood curses become honed to the fabric of a creature's essence. Your blood curses can now affect any creature, regardless of their form or lack of blood.

ORDER OF THE GHOSTSLAYER (cont.)

SUPERNAL SURGE

Upon reaching **11th level**, you can spend a bonus action to allow your body to take on a swift, ghostly form. This effect lasts a number of rounds equal to your wisdom modifier (minimum 1). While this surge lasts, you can make a single weapon attack as a bonus action on each of your turns.

In addition, you become spectral for the duration, allowing you to move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. If this surge ends while you are inside an object, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you moved.

Once you use this feature, you must finish a short or long rest before you can use it again.

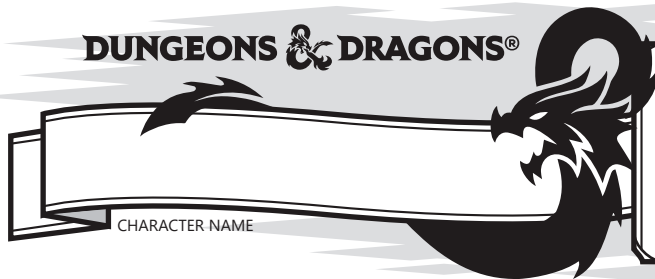
GRAVESIGHT

At **15th level**, you can see in normal darkness, as well as see invisible creatures and objects, up to 30 feet.

VENGEFUL SPIRIT

Upon reaching **18th level**, you learn to project your spirit to fight on while on the edge of death. Whenever your hit points drop to 0, you can choose to let your soul emerge from your body to fight on. Your body remains unconscious and subject to death saving throws per normal. At the beginning of your next turn, you manifest a spirit form in your space that picks up your weapons and continues fighting on, acting on your turn and every one of your subsequent turns under your control. Your spirit form has your physical attributes and armor class, as well as your weapons and ammunition, and can move through other creatures and objects as if they were difficult terrain. This form is immune to cold, necrotic, and non-magical weapon damage. Your spirit form has access to all of your abilities other than your blood maledict feature.

If your spirit form takes any damage, your body dies, or you regain any hit points, your spirit form vanishes. If your spirit form vanishes, it drops your weapons in its space.



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STRENGTH

SAVING THROWS

Strength ☐
Dexterity ☐
Constitution ☐
Intelligence ☐
Wisdom ☐
Charisma ☐

DEXTERITY

STRENGTH

Athletics ☐

DEXTERITY

Acrobatics ☐
Sleight of Hand ☐
Stealth ☐

CONSTITUTION

INTELLIGENCE

Arcana ☐
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Religion ☐

INTELLIGENCE

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Insight ☐
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Survival ☐

WISDOM

CHARISMA

Deception ☐
Intimidation ☐
Performance ☐
Persuasion ☐

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME AC WEIGHT

SHIELD

ADDITIONAL ITEMS

PP

GP

SP

CP

ARMOR CLASS

PROFICIENCY BONUS

HIT POINTS

MAXIMUM

DEATH SAVES

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

HIT DICE

CURRENT / TOTAL

TEMPORARY HIT POINTS

OTHER PROFICIENCIES

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

BASE

LEVEL

HUNTER'S BANE ☐ 1
CRIMSON RITE ☐ 1
FIGHTING STYLE ☐ 2
BLOOD HUNTER ORDER ☐ 3
ABILITY SCORE IMPROVEMENT ☐ 4
EXTRA ATTACK ☐ 5
BLOOD MALEDICT (2/REST) ☐ 6
ABILITY SCORE IMPROVEMENT ☐ 8
GRIM PSYCHOMETRY ☐ 9
DARK VELOCITY ☐ 10
BLOOD MALEDICT (3/REST) ☐ 11
ABILITY SCORE IMPROVEMENT ☐ 12
HARDENED SOUL ☐ 14
ABILITY SCORE IMPROVEMENT ☐ 16
BLOOD MALEDICT (4/REST) ☐ 17
ABILITY SCORE IMPROVEMENT ☐ 19
SANGUINE MASTERY ☐ 20

ORDER OF THE PROFANE SOUL

OTHERWORLDLY PATRON ☐ 3
PACT MAGIC ☐ 3
RITE FOCUS ☐ 3
REVEALED ARCANA ☐ 7
DIABOLIC CHANNEL ☐ 11
UNSEALED ARCANA ☐ 15
SOUL SYPHON ☐ 18

CLASS RESOURCE

CURRENT / MAXIMUM

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BLOOD HUNTER REFERENCE

ORDER OF THE PROFANE SOUL
(HOMEBREW)

ABILITY SCORE IMPROVEMENT

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EXTRA ATTACK

Beginning at **5th level**, you can attack twice, instead of once, whenever you take the Attack action on your turn.

DARK VELOCITY

Upon reaching **10th level**, you beckon the surrounding shadows to grant you unnatural swiftness on the battlefield. While in dim light or darkness, your speed increases by 10 feet, and attacks of opportunity made against you have disadvantage.

HARDENED SOUL

When you reach **14th level**, you can no longer become Frightened, and you have advantage on saving throws against magical Charm effects.

BASE FEATURES

HUNTER'S BANE

Beginning at **1st level**, you have survived the imbibing of the Hunter's Bane, a poisonous alchemical concoction 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, and Undead, as well as on Intelligence checks to recall information about them. If you are actively tracking one of these creature types, you cannot be surprised by any creatures of that type. You can only be tracking one type of creature at a time. Upon reaching **11th level**, you can flare the internal toxic scars from the ritual, using the pain to give clarity, or promote anger. You can choose to suffer damage equal to your crimson rite damage die to gain advantage on a Wisdom (Insight) check or Charisma (Intimidation) check.

CRIMSON RITE

At **1st level**, you learn to invoke a rite of blood magic within your weapon at the cost of your own vitality. Choose to learn one rite from the Primal Rites list below. You cannot change this choice. As a bonus action, you imbue a single weapon with the elemental energy of a known rite for up to 8 hours. While active, attacks from this weapon deal an additional 1d4 rite damage of the chosen elemental type. Rite damage is considered magical. The rite damage die changes as you gain blood hunter levels, as shown in the crimson rite damage die column of the blood hunter table. Should your weapon leave your grip, the rite fades immediately. An active rite on a weapon thrown fades directly after the attack is complete. When a crimson rite is activated, it reduces your maximum hit points a number equal to your character level. These lost maximum hit points return once the rite fades and cannot be restored otherwise. When a rite fades, no hit points are regained as part of the restoring of maximum hit points. Crimson rite can be used on multiple weapons, costing additional hit point loss. Most weapons can only be subject to a single rite at any given time. Each end of a polearm or quarterstaff is treated as a separate weapon for the purposes of this feature. A rite can be allowed to fade at any time (no action required). You gain access to an additional Primal Rite at 6th level and 11th level. You may learn an Esoteric Rite at 14th level.

PRIMAL RITES

Choose from the following:

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

ESOTERIC RITES

Choose from the following:

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

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.

BLOOD HUNTER ORDER

At **3rd level**, you commit to an order of blood hunter martial focus. Choose Order of the Mutant, Order of the Ghostslayer, or Order of the Profane Soul, all detailed at the end of the class description. The order you choose grants you features at 3rd level, and again at 7th, 11th, 15th, and 18th level.

BLOOD MALEDICT

At **6th level**, you gain the knowledge to further channel, and sacrifice, a part of your vital essence to curse and manipulate your enemies. You gain two blood curses of your choice, detailed in the "blood curses" section below. You learn one additional blood curse of your choice at 9th, 13th, and 17th 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 may choose to amplify the curse by suffering damage equal to your crimson rite damage die. 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 (DM's discretion). You can use this feature twice. You regain expended uses when you finish a short or long rest. Beginning at 11th level, you can use your Blood Maledict three times between rests, and at 17th level, you can use it four times between rests.

BLOOD CURSES

The blood curses are presented in alphabetical order.

BASE FEATURES (cont.)

BLOOD MALEDICT (cont.)

Blood Curse of Binding. As a bonus action, you can attempt to bind an enemy no more than one size larger than you within 30 feet. The target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or have their speed be reduced to 0 until the beginning of your next turn.

Amplify. This curse becomes ongoing, and can affect a creature no more than two sizes larger than you. At the end of each of its turns, the cursed can make another Strength saving throw. On a success, this curse ends. You can end the curse whenever you like (no action required).

Blood Curse of the Eyeless. When an enemy with eyes within 30 feet makes a weapon attack against you, you can use your reaction to impose disadvantage on the attack.

Amplify. The triggering attack can be targeting a creature other than yourself.

Blood Curse of the Fallen Puppet. The moment a creature falls unconscious or dies within 30 feet of you, you can use your reaction to give that creature a final act of aggression. That creature immediately makes a single weapon attack against a target of your choice within its attack range. After the attack, the creature returns to being unconscious or dead.

Amplify. You grant a bonus to the attack roll and damage roll of the cursed creature's attack equal to your Wisdom modifier (minimum of 1).

Blood Curse of the Fending Rite. When an enemy casts a spell that requires a Dexterity saving throw, you can use your reaction to deflect the spell with your crimson rite. You gain a bonus to the initial saving throw against that spell equal to your Wisdom Modifier (minimum of 1). This curse is invoked before the saving throw is rolled.

Amplify. You grant all allies within 5 feet of you this bonus to their saving throw against the triggering spell as well.

Blood Curse of the Marked. As a bonus action, you can mark an enemy within 30 feet. Until the end of your turn, all crimson rite damage you deal to the target is doubled.

Amplify. You cause the marked target to also lose resistance to your rite damage type until the beginning of your next turn.

Blood Curse of Mutual Suffering. As a bonus action, you can link to a creature within 30 feet for up to a minute, forcing them to share in the pain they inflict upon you. The next time the cursed creature damages you with a weapon attack, this curse deals necrotic damage to the cursed creature equal to half of the damage you suffered. This curse then ends.

Amplify. This curse instead deals damage equal to the damage you suffered, and it ignores Necrotic resistance.

Blood Curse of Purgation. As a bonus action, you can manipulate the vitality of a creature within 30 feet to expunge a corruption in their blood. The target creature can immediately make a saving throw against a poisoned condition afflicting it.

Amplify. Your target can instead immediately make a saving throw against one other condition afflicting it. This condition can be blinded, deafened, or paralyzed.

Blood Curse of Spell Sunder. When an enemy casts a spell within 30 feet that requires a spell attack roll and targets you, you can use your reaction to rend the spell from the air, imposing disadvantage on the spell attack roll.

Amplify. You make a Wisdom ability check. The DC equals 10 + the spell's level. On a success, the creature's spell misses you automatically.

GRIM PSYCHOMETRY

When you reach **9th level**, you can take 10 minutes to meditate on an object to discern vague details regarding any lingering evil or wicked past surrounding it. Make a Wisdom ability check. Based on the result, the DM may reveal obscure information about dark events that may have previously surrounded the object, or hints toward a sinister purpose. This feature has no effect on objects untouched by evil. An object can only be targeted by this feature once, and future attempts reveal no further details.

SANGUINE MASTERY

Upon becoming **20th level**, your crimson rite is perfected, no longer requiring visceral sacrifice. When you have an active crimson rite, you no longer reduce your maximum hit points and you take no damage when amplifying blood curses. In addition, when you are below one fourth of your current maximum hit points and conscious, all of your crimson rite damage dice are maximized.

ORDER OF THE PROFANE SOUL

OTHERWORLDLY PATRON

When you reach **3rd level**, you strike a bargain with an otherworldly being of your choice: the Archfey, the Fiend, or the Great Old One, each detailed on page 109 of the PHB, or the Undying on page 139 of the Sword Coast Adventurer's Guide. Your choice augments some of your order features.

ORDER OF THE PROFANE SOUL (cont.)

PACT MAGIC

When you reach **3rd level**, you can augment your combat techniques with the ability to cast spells. See chapter 10 (PHB) for the general rules of spellcasting and chapter 11 (PHB) for the Warlock spell list.

Cantrips. You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

Spell Slots. The Profane Soul Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 8th level, you have two 2nd level spell slots. To cast the 1st-level spell *thunderwave*, you must spend one of those slots, and you cast it as a 2nd level spell.

Spells Known of 1st Level and Higher. At 3rd level, you know two 1st level spells of your choice from the warlock spell list.

The **Spells Known** column of the Profane Soul table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 11th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class and order, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your warlock spells, so you use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITE FOCUS

Beginning at **3rd level**, your weapon becomes a core to your pact with your chosen dark patron. While you have an active rite, you can use your weapon as a spellcasting focus (found in chapter 5, player's handbook) for your spells. Your chosen pact also enhances your rite (outlined below).

The Archfey. If you deal rite damage to a creature, that creature loses any half or three-quarters cover bonuses, as well as invisibility, until the beginning of your next turn.

The Fiend. While using the Rite of the Flame, if you roll a 1 on your rite damage die, you may reroll the die. You may reroll only once per attack.

The Great Old One. Whenever you deal a critical hit to a creature, that creature must make a Wisdom saving throw against your spell save DC. On a failure, the creature is frightened of you until the end of your next turn.

The Undying. Whenever you reduce a hostile creature to 0 hit points with a weapon attack, and kill it, you regain hit points equal to your crimson rite damage die.

MYSTIC FRENZY

Beginning at **7th level**, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

REVEALED ARCANA

At **7th level**, your dark patron grants you the rare use of a dangerous arcane spell based on your pact.

The Archfey. You can cast *blur* once using a profane soul spell slot. You can't do so again until you finish a long rest.

The Fiend. You can cast *scorching ray* once using a profane soul spell slot. You can't do so again until you finish a long rest.

The Great Old One. You can cast *detect thoughts* once using a profane soul spell slot. You can't do so again until you finish a long rest.

The Undying. You can cast *blindness/deafness* once using a profane soul spell slot. You can't do so again until you finish a long rest.

DIABOLIC CHANNEL

At **11th level**, you can temporarily infuse your rite with the seed of a powerful spell. As an action, you can imbue your rite-enhanced weapon with one spell you can cast or is already active, then make a single attack with that weapon. If that attack hits, all spell attack rolls for the imbued spell hit the target automatically and are considered part of the single weapon attack. The target takes weapon damage, and is subject to the effects of the spell, expending a spell slot accordingly. If the attack has advantage, the target's initial saving throw against the spell has disadvantage. If the attack misses, the spell has no effect. Area spells originate from the target's space. The spell must be of 1st level or higher, have a casting time of 1 action, or require an action to activate an already active concentration spell.

UNSEALED ARCANA

At **15th level**, your dark patron grants you the rare use of an additional arcane spell based on your pact.

The Archfey. You can cast *slow* once using a profane soul spell slot. You can't do so again until you finish a long rest.

The Fiend. You can cast *fireball* once using a profane soul spell slot. You can't do so again until you finish a long rest.

The Great Old One. You can cast *haste* once using a profane soul spell slot. You can't do so again until you finish a long rest.

The Undying. You can cast *bestow curse* once using a profane soul spell slot. You can't do so again until you finish a long rest.

SOUL SYPHON

When you reach **18th level**, you learn to sacrifice the souls of powerful foes to your dark patron in exchange for immediate power. When you reduce a creature to 0 hit points with an attack, kill the creature, and they have a challenge rating of 15 or above, you recover an expended spell slot.

SAVING THROWS	
Strength	◇ ____
Dexterity	◇ ____
Constitution	◇ ____
Intelligence	◇ ____
Wisdom	◇ ____
Charisma	◇ ____

DEXTERITY	STRENGTH	
	Athletics	<input type="text"/> <input type="text"/>
	DEXTERITY	
	Acrobatics	<input type="text"/> <input type="text"/>
	Sleight of Hand	<input type="text"/> <input type="text"/>

CONSTITUTION	INTELLIGENCE
	Arcana <input type="text"/>
	History <input type="text"/>
	Investigation <input type="text"/>
	Nature <input type="text"/>
	Religion <input type="text"/>

INTELLIGENCE	WISDOM
	Animal Handling <input type="text"/>
	Insight <input type="text"/>
	Medicine <input type="text"/>
	Perception <input type="text"/>
	Survival <input type="text"/>

WISDOM	CHARISMA
	Deception <input type="text"/>
	Intimidation <input type="text"/>
	Performance <input type="text"/>
	Persuasion <input type="text"/>
	SKILLS

CHARISMA

PASSIVE PERCEPTION

INSPIRATION


WISDOM

ARMOR		
NAME	AC	WEIGHT
SHIELD		


ADDITIONAL ITEMS


SAVING THROWS		
Strength	◇	_____
Dexterity	◇	_____
Constitution	◇	_____
Intelligence	◇	_____
Wisdom	◇	_____
Charisma	◇	_____






STRENGTH






Athletics  _____

DEXTERITY

Acrobatics  _____

Sleight of Hand  _____

INTELLIGENCE	
Arcana	 ____
History	 ____
Investigation	 ____
Nature	 ____
Religion	 ____

WISDOM	
Animal Handling	 _____
Insight	 _____
Medicine	 _____
Perception	 _____
Survival	 _____

CHARISMA

Deception ☐ _____

Intimidation ☐ _____

Performance ☐ _____

Persuasion ☐ _____

SKILLS

PASSIVE PERCEPTION

INSPIRATION

ARMOR CLASS

HIT POINTS

HIT DICE

CURRENT / TOTAL

PROFICIENCY BONUS

DEATH SAVES

SUCCESSSES ○ ○ ○

FAILURES ○ ○ ○

MAXIMUM

TEMPORARY HIT POINTS

[illegible]

EQUIPMENT

OTHER PROFICIENCIES

<i>BASE</i>	<i>LEVEL</i>
HUNTER'S BANE	○ 1
CRIMSON RITE	○ 1
FIGHTING STYLE	○ 2
BLOOD HUNTER ORDER	○ 3
ABILITY SCORE IMPROVEMENT	○ 4
EXTRA ATTACK	○ 5
BLOOD MALEDICT (2/REST)	○ 6
ABILITY SCORE IMPROVEMENT	○ 8
GRIM PSYCHOMETRY	○ 9
DARK VELOCITY	○ 10
BLOOD MALEDICT (3/REST)	○ 11
ABILITY SCORE IMPROVEMENT	○ 12
HARDENED SOUL	○ 14
ABILITY SCORE IMPROVEMENT	○ 16
BLOOD MALEDICT (4/REST)	○ 17
ABILITY SCORE IMPROVEMENT	○ 19
SANGUINE MASTERY	○ 20

ORDER OF THE MUTANT		
FORMULAS	○	3
MUTAGEN CRAFT	○	3
ADVANCED MUTAGEN CRAFT	○	7
STRANGE METABOLISM	○	11
ROBUST PHYSIOLOGY	○	15
EXALTED MUTATION	○	18

[illegible]

LANGUAGES

BLOOD HUNTER REFERENCE

ORDER OF THE MUTANT
(HOMEBREW)

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.

EXTRA ATTACK

Beginning at **5th level**, you can attack twice, instead of once, whenever you take the Attack action on your turn.

DARK VELOCITY

Upon reaching **10th level**, you beckon the surrounding shadows to grant you unnatural swiftness on the battlefield. While in dim light or darkness, your speed increases by 10 feet, and attacks of opportunity made against you have disadvantage.

HARDENED SOUL

When you reach **14th level**, you can no longer become Frightened, and you have advantage on saving throws against magical Charm effects.

BASE FEATURES

HUNTER'S BANE

Beginning at **1st level**, you have survived the imbibing of the Hunter's Bane, a poisonous alchemical concoction 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, and Undead, as well as on Intelligence checks to recall information about them. If you are actively tracking one of these creature types, you cannot be surprised by any creatures of that type. You can only be tracking one type of creature at a time. Upon reaching **11th level**, you can flare the internal toxic scars from the ritual, using the pain to give clarity, or promote anger. You can choose to suffer damage equal to your crimson rite damage die to gain advantage on a Wisdom (Insight) check or Charisma (Intimidation) check.

CRIMSON RITE

At **1st level**, you learn to invoke a rite of blood magic within your weapon at the cost of your own vitality. Choose to learn one rite from the Primal Rites list below. You cannot change this choice. As a bonus action, you imbue a single weapon with the elemental energy of a known rite for up to 8 hours. While active, attacks from this weapon deal an additional 1d4 rite damage of the chosen elemental type. Rite damage is considered magical. The rite damage die changes as you gain blood hunter levels, as shown in the crimson rite damage die column of the blood hunter table. Should your weapon leave your grip, the rite fades immediately. An active rite on a weapon thrown fades directly after the attack is complete. When a crimson rite is activated, it reduces your maximum hit points a number equal to your character level. These lost maximum hit points return once the rite fades and cannot be restored otherwise. When a rite fades, no hit points are regained as part of the restoring of maximum hit points. Crimson rite can be used on multiple weapons, costing additional hit point loss. Most weapons can only be subject to a single rite at any given time. Each end of a polearm or quarterstaff is treated as a separate weapon for the purposes of this feature. A rite can be allowed to fade at any time (no action required). You gain access to an additional Primal Rite at 6th level and 11th level. You may learn an Esoteric Rite at 14th level.

PRIMAL RITES

Choose from the following:

- Rite of the Flame.** Your rite damage is fire type.
 - Rite of the Frozen.** Your rite damage is cold type.
 - Rite of the Storm.** Your rite damage is lightning type.
- #### ESOTERIC RITES
- Choose from the following:
- Rite of the Roar.** Your rite damage is thunder type.
 - Rite of the Oracle.** Your rite damage is psychic type.
 - Rite of the Dead.** Your rite damage is necrotic type.

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.

BLOOD HUNTER ORDER

At **3rd level**, you commit to an order of blood hunter martial focus. Choose Order of the Mutant, Order of the Ghostslayer, or Order of the Profane Soul, all detailed at the end of the class description. The order you choose grants you features at 3rd level, and again at 7th, 11th, 15th, and 18th level.

BLOOD MALEDICT

At **6th level**, you gain the knowledge to further channel, and sacrifice, a part of your vital essence to curse and manipulate your enemies. You gain two blood curses of your choice, detailed in the "blood curses" section below. You learn one additional blood curse of your choice at 9th, 13th, and 17th 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 may choose to amplify the curse by suffering damage equal to your crimson rite damage die. 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 (DM's discretion). You can use this feature twice. You regain expended uses when you finish a short or long rest. Beginning at 11th level, you can use your Blood Maledict three times between rests, and at 17th level, you can use it four times between rests.

BLOOD CURSES

The blood curses are presented in alphabetical order.

BASE FEATURES (cont.)

BLOOD MALEDICT (cont.)

Blood Curse of Binding. As a bonus action, you can attempt to bind an enemy no more than one size larger than you within 30 feet. The target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or have their speed be reduced to 0 until the beginning of your next turn.

Amplify. This curse becomes ongoing, and can affect a creature no more than two sizes larger than you. At the end of each of its turns, the cursed can make another Strength saving throw. On a success, this curse ends. You can end the curse whenever you like (no action required).

Blood Curse of the Eyeless. When an enemy with eyes within 30 feet makes a weapon attack against you, you can use your reaction to impose disadvantage on the attack.

Amplify. The triggering attack can be targeting a creature other than yourself.

Blood Curse of the Fallen Puppet. The moment a creature falls unconscious or dies within 30 feet of you, you can use your reaction to give that creature a final act of aggression. That creature immediately makes a single weapon attack against a target of your choice within its attack range. After the attack, the creature returns to being unconscious or dead.

Amplify. You grant a bonus to the attack roll and damage roll of the cursed creature's attack equal to your Wisdom modifier (minimum of 1).

Blood Curse of the Fending Rite. When an enemy casts a spell that requires a Dexterity saving throw, you can use your reaction to deflect the spell with your crimson rite. You gain a bonus to the initial saving throw against that spell equal to your Wisdom Modifier (minimum of 1). This curse is invoked before the saving throw is rolled.

Amplify. You grant all allies within 5 feet of you this bonus to their saving throw against the triggering spell as well.

Blood Curse of the Marked. As a bonus action, you can mark an enemy within 30 feet. Until the end of your turn, all crimson rite damage you deal to the target is doubled.

Amplify. You cause the marked target to also lose resistance to your rite damage type until the beginning of your next turn.

Blood Curse of Mutual Suffering. As a bonus action, you can link to a creature within 30 feet for up to a minute, forcing them to share in the pain they inflict upon you. The next time the cursed creature damages you with a weapon attack, this curse deals necrotic damage to the cursed creature equal to half of the damage you suffered. This curse then ends.

Amplify. This curse instead deals damage equal to the damage you suffered, and it ignores Necrotic resistance.

Blood Curse of Purgation. As a bonus action, you can manipulate the vitality of a creature within 30 feet to expunge a corruption in their blood. The target creature can immediately make a saving throw against a poisoned condition afflicting it.

Amplify. Your target can instead immediately make a saving throw against one other condition afflicting it. This condition can be blinded, deafened, or paralyzed.

Blood Curse of Spell Sunder. When an enemy casts a spell within 30 feet that requires a spell attack roll and targets you, you can use your reaction to rend the spell from the air, imposing disadvantage on the spell attack roll.

Amplify. You make a Wisdom ability check. The DC equals 10 + the spell's level. On a success, the creature's spell misses you automatically.

GRIM PSYCHOMETRY

When you reach **9th level**, you can take 10 minutes to meditate on an object to discern vague details regarding any lingering evil or wicked past surrounding it. Make a Wisdom ability check. Based on the result, the DM may reveal obscure information about dark events that may have previously surrounded the object, or hints toward a sinister purpose. This feature has no effect on objects untouched by evil. An object can only be targeted by this feature once, and future attempts reveal no further details.

SANGUINE MASTERY

Upon becoming **20th level**, your crimson rite is perfected, no longer requiring visceral sacrifice. When you have an active crimson rite, you no longer reduce your maximum hit points and you take no damage when amplifying blood curses. In addition, when you are below one fourth of your current maximum hit points and conscious, all of your crimson rite damage dice are maximized.

ORDER OF THE MUTANT

FORMULAS

You begin to uncover forbidden alchemical formulas that temporarily alter your mental and physical abilities. Beginning at 3rd level, you choose to learn three mutagen formulas. Your formula options are detailed at the end of this order description. You gain an additional formula at 7th level, 10th level, 15th level, and 18th level. Additionally, when you gain a new mutagen formula, you can choose one of the formulas you already know and replace it with another mutagen formula.

ORDER OF THE MUTANT (cont.)

MUTAGEN CRAFT

At **3rd level**, you can take a short rest to concoct a single mutagen. Consuming a single mutagen requires a bonus action, and the effects (including side effects) last until you take a short or long rest to meditate and flush the toxins from your system.

Mutagens are designed for your biology. They have no effect on large or larger creatures, and only impart the side effects on other medium or smaller creatures that drink the entire mutagen. They are also unstable by nature, losing their potency over time and becoming inert if not swallowed before you finish your next short or long rest.

Your body will begin to better utilize the toxins you instill it with as you grow in power and experience. These advancing mutations may be signified by a Mutation score.

Mutation Score = your blood hunter level divided by 4, rounded up.

ADVANCED MUTAGEN CRAFT

Upon reaching **7th level**, when you take a short rest to concoct a mutagen, you can now create two. Mutagens must be different formulas, and can be ingested with overlapping effects that last until you finish your next short or long rest. Each mutagen still takes a separate bonus action to imbibe.

Once you reach **15th level**, you can now create three mutagens during a short rest.

STRANGE METABOLISM

Beginning at **11th level**, you can use a bonus action to instill a burst of adrenaline to temporarily resist the negative effects of a mutagen. You can choose to ignore the side effect of a mutagen affecting you for 1 minute.

Once you use this feature, you must finish a short or long rest before you can use it again.

ROBUST PHYSIOLOGY

At **15th level**, your body has begun to adapt to toxins and venoms, ignoring their corroding effects. You gain immunity to poison damage and the poisoned condition.

EXALTED MUTATION

At **18th level**, your body has begun producing one of your toxins naturally. Choose one of your known mutagen formulas. You gain the benefits and side effects of this mutagen permanently, at all times. You cannot change this choice of formula after this feature is acquired.

MUTAGENS

These mutagens are presented in alphabetical order. You can learn a mutagen at the same time you meet its prerequisites.

Aether. *Prerequisite:* 11th level. You gain a flying speed of 20 feet.

Side effect: You have disadvantage on all Strength and Dexterity ability checks.

Celerity. Your Dexterity score increases by an amount equal to your mutation score, as does your Dexterity maximum. *Side effect:* Your mutation score decreases by amount equal to your mutation score. *Conversant:* You gain advantage on Intelligence ability checks. *Side effect:* You have disadvantage on Charisma ability checks.

Cruelty. *Prerequisite:* 11th level. You can make a single weapon attack as a bonus action on each of your turns. *Side effect:* You have disadvantage on all saving throws.

Impermeable. You gain resistance to piercing damage. *Side effect:* You gain vulnerability to slashing damage.

Mobility. You gain immunity to the grappled and restrained conditions. At 11th level, you also are immune to the paralyzed condition. *Side effect:* You gain a penalty to initiative equal to 2 times your mutation score.

Nighteye. You gain darkvision for up to 60 feet. If you already have darkvision, this increases its range by 60 additional feet. *Side effect:* You gain sunlight sensitivity (phb pg. 24)

Potency. Your Strength score increases by an amount equal to your mutation score, as does your Strength maximum. *Side effect:* Your Dexterity score decreases by an amount equal to your mutation score.

Precision. *Prerequisite:* 11th level. Your weapon attacks score a critical hit on a roll of 19-20. *Side effect:* All healing you receive is halved.

Rapidity. Your speed increases by 10 feet. At 15th level, your speed increases by 15 feet instead. *Side effect:* You have disadvantage on Dexterity ability checks.

Reconstruction. *Prerequisite:* 7th level. While conscious and in combat, you regenerate hit points equal to 2 times your mutation score (rounded down) at the start of your turn, as long as you are above 0 hit points. *Side effect:* Your speed decreases by 10 ft.

Sagacity. Your Wisdom score increases by an amount equal to your mutation score, as does your Wisdom maximum. *Side effect:* Your armor class is reduced by an amount equal to your mutation score.

Shielded. You gain resistance to slashing damage. *Side effect:* You gain vulnerability to bludgeoning damage.

Unbreakable. You gain resistance to bludgeoning damage. *Side effect:* You gain vulnerability to piercing damage.

Wariness. You gain a bonus to initiative equal to 2 times your mutation score. *Side effect:* You have disadvantage on Wisdom (Perception) checks.