CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS

BLOOD HUNTER

BLOOD HUNTER ORDER

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

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

AC INITIATIVE SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE
Used Total
d10

DEATH SAVES
SUCCESSES ⊙—⊙—⊙
FAILURES ⊙—⊙—⊙

NAME	ATK BONUS	DAMAGE/TYPE

BLOOD MALEDICT
Used Total

CRIMSON RITE
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

LIGHT ARMOUR ⊙
SIMPLE WEAPONS ⬡
MEDIUM ARMOUR ⊙
MARTIAL WEAPONS ⚙
HEAVY ARMOUR ⬡
SHIELDS ⊙

LANGUAGES

TOOLS & OTHER PROFICIENCIES

CHARACTER NAME

AGE HEIGHT WEIGHT DISTINGUISHING MARKS

EYES SKIN HAIR SCARS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

CHARACTER APPEARANCE

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD _____ O

AMULET _____ O

CLOAK _____ O

ARMOUR _____ O

HANDS/ARMS _____ O

RING _____ O

RING _____ O

BELT _____ O

BOOTS _____ O

CP SP EP GP PP

MAGIC ITEMS

Name _____ Attuned O

Name _____ Attuned O

Name _____ Attuned O

Name _____ Attuned O

Name _____ Attuned O

BACKPACK/STORAGE