

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 d10

SUCCESSSES FAILURES

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

**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

RACIAL TRAITS

PROFICIENCIES LANGUAGES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

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IDEALS

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BONDS

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FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

HEAD _____	Attuned	<input type="checkbox"/>
AMULET _____		<input type="checkbox"/>
CLOAK _____		<input type="checkbox"/>
ARMOUR _____		<input type="checkbox"/>
HANDS/ARMS _____		<input type="checkbox"/>
RING _____		<input type="checkbox"/>
RING _____		<input type="checkbox"/>
BELT _____		<input type="checkbox"/>
BOOTS _____		<input type="checkbox"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>
Name _____	Attuned	<input type="checkbox"/>