

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

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

SUCCESSSES

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

PROFICIENCIES

LIGHT ARMOUR

MEDIUM ARMOUR

HEAVY ARMOUR

SIMPLE WEAPONS

MARTIAL WEAPONS

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

BLOOD HUNTER

BLOOD HUNTER ORDER

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