



ORDER OF THE APEX



FURIEL V. LUNA

A blood hunter who transforms into an apex predator
for the world's greatest roleplaying game

BLOOD HUNTER ORDER

ORDER OF THE APEX

The Order of the Apex trains Blood Hunters to become the ultimate predators. Initiates train their bodies to endure prolonged hunts and hone their skills to combat the most dangerous of prey across the realms.

They are known for their trophy hunting and monster slaying, but seldom seen until it's too late.

ORDER OF THE APEX FEATURES

Blood Hunter

Level	Feature
3rd	Top Predator Transformation, Mobile Marauder
7th	Apex Vision
11th	Recovery Fatality
15th	Hunter Supreme
18th	Requiem Predator

TOP PREDATOR TRANSFORMATION

Starting at 3rd level, you can use your bonus action to roll a hemocraft die, sacrificing your blood to create a circle around you. The blood starts to glow and you become transformed into your top predator form.

While transformed you gain the following features until the start of your next turn.

- You can jump twice the distance when making a long jump or a high jump.
- Your gain +10 to your base walking speed.
- You gain +5 to your attack reach.
- You cannot be surprised or be charmed to sleep.

Amplify. As a reaction, sacrifice and roll an additional hemocraft die to extend the duration of your transformation for additional turns equal to your hemocraft die roll.

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

MOBILE MARAUDER

Additionally at 3rd level, you can move through difficult terrain with ease and gain a climb speed equal to your walking speed if you are not wearing heavy armor.

APEX VISION

Starting at 7th level, no darkness of any kind impedes your vision and you can see invisible creatures of any kind up to 60 feet around you.

RECOVERY FATALITY

Starting at 11th level, when you slay a creature in combat, you can use your reaction immediately thereafter to regain hit points equal to your proficiency bonus as long as the creature is not a construct or undead.

HUNTER SUPREME

Starting at 15th level, your movements make no sound and you can attempt to hide while prone, even when you are lightly obscured.

Additionally, while in water, you can sacrifice your blood with a hemocraft die as a bonus action to gain the ability to breath underwater for one hour with a swim speed equal to your walking speed.

REQUIEM PREDATOR

At 18th level, you have mastered your top predator transformation and can stay transformed indefinitely without amplifying the sacrifice needed to transform.

Additionally, while you are in your top predator transformation you gain a flying speed equal to half your walking speed.

Lastly, you can transform out of your top predator form with a bonus action.

BLOOD CURSES

Additional blood curse option

Blood Curse of the Predator

Prerequisite: 15th level, Order of the Apex

As a bonus action, if a creature within 30 feet of you has taken damage, you can curse that creature, reducing its speed to 0 and causing any attack roll you make against the cursed creature to hit as a critical hit on a roll of 19 or 20 on the d20.

Amplify. If you kill the creature while it is cursed, you can move the curse to the nearest creature within 30 feet of you that has taken damage by sacrificing an additional hemocraft die.