



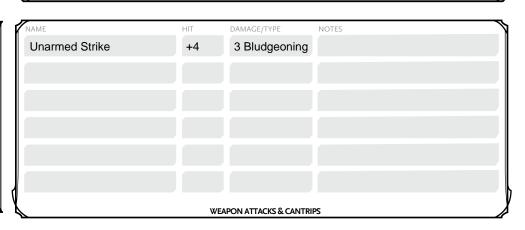
=== ACTIONS === Standard Actions Attack, Magic, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Utilize, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object, Study, Influence

9 PASSIVE PERCEPTION

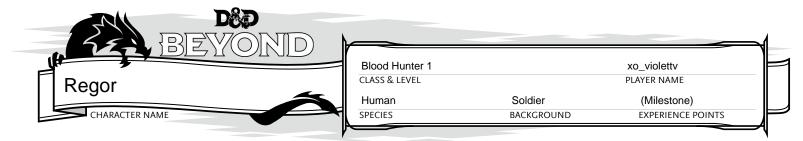
9 PASSIVE INSIGHT

14 PASSIVE INVESTIGATION

SKILLS



ACTIONS



=== BLOOD HUNTER FEATURES ===

- * Hit Points CR
- * Proficiencies CR
- * Hunter's Bane CR

You have advantage on Wisdom (Survival) checks to track fey, fiends, or undead, and you have advantage on Intelligence ability checks to recall information about them.

* Blood Maledict • CR

You can invoke a blood curse a number of times per short rest based on your level. Before it affects the target, you can choose to amplify the curse. An amplified curse gains an additional effect noted in the curse's description. Amplifying a curse causes you to take 1d4 points of necrotic damage that cannot be reduced in any way.

Creatures that don't have blood in their bodies are immune to blood curses, unless the curse has been amplified.

- | 1 / Short Rest No Action
- * Blood Curses CR

Your chosen Blood Curses for use with the Blood Maledict feature.

- === HUMAN SPECIES TRAITS ===
- * Size free-rules 194
 Your Size is Medium or Small, chosen when you select
 this species.
- * Speed free-rules 194 Your Speed is 30 ft.

* Resourceful • free-rules 194

You gain Heroic Inspiration whenever you finish a Long Rest.

* Skillful • free-rules 193

You gain proficiency in one skill of your choice.

* Versatile • free-rules 194

You gain an Origin feat of your choice.

* Languages • free-rules 37

Your character knows at least three languages: Common plus two languages you roll or choose from the Standard Languages table. Knowledge of a language means your character can communicate in it, read it, and write it.

* Ability Score Increases • free-rules When determining your character's ability scores, increase one score by 2 and a different one by 1, or increase three scores by 1.

| Increase three scores (+1 / +1 / +1) • Increase three different scores by 1.

- === FEATS ===
- * Skilled free-rules 201

You gain proficiency in any combination of three skills or tools of your choice.

Repeatable. You can take this feat more than once.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
	0	Scale Mail	1	45 lb.			
		Crossbow, Light	1	5 lb.			
SP(0	Crossbow Bolts	20	1.5 lb.			
		Backpack	1	5 lb.			
	0	Bedroll	1	7 lb.			
		Mess Kit	1	1 lb.			
	0	Rations (1 day)	1	2 lb.			
		Rope, Hempen (50 feet)	1	10 lb.			
	0	Tinderbox	1	1 lb.			
	WEIGHT CARRIED	Torch	1	1 lb.			
	83.5 lb.	Waterskin	1	5 lb.			
	ENCUMBERED				ATTUNED MAGIC ITEMS	QTY	WEIGHT
	0 lb.						
	PUSH/DRAG/LIFT						
	0 lb.						
	EQUIPMENT						

