

Regor

CHARACTER NAME

Blood Hunter 1  
CLASS & LEVEL

Human  
SPECIES

Soldier  
BACKGROUND

xo\_violett  
PLAYER NAME

(Milestone)  
EXPERIENCE POINTS

STRENGTH

15

+2

DEXTERITY

13

+1

CONSTITUTION

10

+0

INTELLIGENCE

15

+2

WISDOM

9

-1

CHARISMA

13

+1

- +2 Strength
- +3 Dexterity
- +0 Constitution
- +4 Intelligence
- 1 Wisdom
- +1 Charisma

Saving Throw Modifiers

SAVING THROWS

- +1 Acrobatics DEX
- 1 Animal Handling WIS
- +4 Arcana INT
- +4 Athletics STR
- +1 Deception CHA
- +4 History INT
- 1 Insight WIS
- +3 Intimidation CHA
- +4 Investigation INT
- 1 Medicine WIS
- +2 Nature INT
- 1 Perception WIS
- +1 Performance CHA
- +1 Persuasion CHA
- +2 Religion INT
- +3 Sleight of Hand DEX
- +1 Stealth DEX
- 1 Survival WIS
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

SKILLS

+1  
INITIATIVE

ARMOR  
11  
CLASS

DEFENSES

HEROIC INSPIRATION

+2  
PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)  
SPEED

Max HP Current HP Temp HP  
10 --  
HIT POINTS

Total 1d10  
HIT DICE

SUCCESSES FAILURES DEATH SAVES

=== ARMOR ===  
Light Armor, Medium Armor, Shields

=== WEAPONS ===  
Martial Weapons, Simple Weapons

=== TOOLS ===  
Alchemist's Supplies, Playing Card Set, Vehicles (Land)

=== LANGUAGES ===  
Common, Common Sign Language, Giant

PROFICIENCIES & TRAINING

=== 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

ACTIONS

9 PASSIVE PERCEPTION

9 PASSIVE INSIGHT

14 PASSIVE INVESTIGATION

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Unarmed Strike	+4	3 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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

### EQUIPMENT

Regor

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		Medium		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

SPELLCASTING  
CLASS

SPELLCASTING  
ABILITY

SPELL SAVE DC

SPELL ATTACK  
BONUS

PREP SPELL NAME

SOURCE

SAVE/ATK TIME RANGE

COMP DURATION

PAGE REF NOTES

SPELLS