

BLOOD HUNTER

BLADE & BLOOD

NAME	PRONOUNS
HERITAGE	SUBCLASS



LEVEL



Start at 9



ARMOR



AGILITY



Sprint
Leap
Maneuver

STRENGTH



Lift
Smash
Grapple

FINESSE



Control
Hide
Tinker

INSTINCT



Perceive
Sense
Navigate

PRESENCE



Charm
Perform
Deceive

KNOWLEDGE



Recall
Analyze
Comprehend

DAMAGE & HEALTH

Add your current level to your damage thresholds.



Mark 1 HP



Mark 2 HP



Mark 3 HP

HP

STRESS

HOPE

Spend a Hope to use an experience or help an ally.



Blood Maledict. Spend 3 Hope to target a creature within Far range or in a vision from your Grim Psychometry. Until you finish a rest, take Severe damage, or use this feature again, you have advantage on all action rolls against the target.

EXPERIENCE

GOLD



CLASS FEATURE

CRIMSON RITE

You can enchant your strikes with bloodthirsty power at the cost of your vitality. **Mark a Hit Point** to enchant one of your active weapons. Until you finish your next rest, that weapon deals physical or magic damage (choose when you use this feature) and an extra **1d6** damage when you hit with it. This extra damage increases to **2d6** at level 5 and **3d6** at level 8.

GRIM PSYCHOMETRY

While inspecting a creature, a location, or an object within Very Close range, make a **Spellcast Roll (12)**. On a success, **mark a Stress** to have a vision of the most recent violence involving the target, and until you finish a rest, you have advantage on any action roll to recall lore about things in the vision.

ACTIVE WEAPONS

PROFICIENCY

PRIMARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

ACTIVE ARMOR

NAME BASE THRESHOLDS BASE SCORE

FEATURE

INVENTORY

INVENTORY WEAPON



☐ PRIMARY

☐ SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

INVENTORY WEAPON



☐ PRIMARY

☐ SECONDARY

NAME TRAIT & RANGE DAMAGE DICE & TYPE

FEATURE

BLOOD HUNTER

CHARACTER GUIDE

As a blood hunter, you harness the power of hemocraft—that is, blood magic—in your relentless pursuit of evil creatures.

SUGGESTED TRAITS

+1 Instinct, 0 Presense, 0 Knowledge

Ghost Slayer / Mutant: +2 Agility, -1 Strength, +1 Finesse

Lycan: +1 Agility, +2 Strength, -1 Finesse

SUGGESTED PRIMARY WEAPON

Ghost Slayer / Mutant: Longsword (Agility Melee, d8 + 3 phy, Two-Handed)

Lycan: Battleaxe (Strength Melee, d10 + 3 phy, Two-Handed)

SUGGESTED ARMOR

Leather (Thresholds 6/13, Score 3)

INVENTORY

TAKE:

a torch, 50 feet of rope, basic supplies, and a handful of gold

THEN CHOOSE BETWEEN:

a Minor Health Potion OR
a Minor Stamina Potion

AND EITHER:

a steel needle OR
a vial holding a foe's blood

CHARACTER DESCRIPTION

Choose one (or more) from each line, or write your own description.

Clothes that are: bloodstained, crimson, distressed, patched, rune-patterned, snug, spiky

Eyes like: carnations, earth, endless ocean, fire, ivy, lilacs, night, seafoam, winter

Body that's: broad, carved, curvy, lanky, rotund, short, stocky, tall, thin, tiny, toned

Skin the color of: ashes, clover, falling snow, fine sand, obsidian, rose, sapphire, wisteria

Attitude like: a stern mentor, a dashing vampire, a starving wolf, a surgeon, a thundercloud, a trapdoor spider

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

Are you descended from blood hunters, or are you the first in your bloodline to practice hemocraft?

Which blood relative taught you an important lesson, and how has that lesson kept you alive?

Who or what was your first kill?

Then work with the GM to generate two starting Experiences for your character.

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

What have you heard about blood magic that makes you afraid of me or concerned for my well-being?

What act of bloodshed brought us together?

How does my determination to rid the Mortal Realms of evildoers align with your beliefs?

TIER 2: LEVELS 2-4

At level 2, gain an additional Experience at +2 and gain a +1 bonus to your Proficiency.

Choose two options from the list below and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 4).
- ☐ Permanently gain a +1 bonus to your Evasion.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 3: LEVELS 5-7

At level 5, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to (up to level 7).
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☒ ☒ Increase your Proficiency by +1.

☒ ☒ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.

TIER 4: LEVELS 8-10

At level 8, gain an additional Experience at +2 and clear all marks on character traits. Then gain a +1 bonus to your Proficiency.

Choose two options from the list below or any from the previous tier and mark them.

- ☐ ☐ ☐ Gain a +1 bonus to two unmarked character traits and mark them.
- ☐ ☐ Permanently gain one Hit Point slot.
- ☐ ☐ Permanently gain one Stress slot.
- ☐ ☐ Permanently gain a +1 bonus to two Experiences.
- ☐ Choose an additional domain card of your level or lower from a domain you have access to.
- ☐ Permanently gain a +1 bonus to your Evasion.
- ☐ Take an upgraded subclass card. Then cross out the multiclass option for this tier.

☒ ☒ Increase your Proficiency by +1.

☒ ☒ Multiclass: Choose an additional class for your character, then cross out an unused "Take an upgraded subclass card" and the other multiclass option on this sheet.

Update your level and adjust your damage thresholds accordingly. Take an additional domain card of your level or lower from a domain you have access to.



BLOOD HUNTER

ORDER OF THE GHOST SLAYER

Foundation

SPELLCAST TRAIT: AGILITY

Chasing Death. While you have 1–3 unmarked Hit Points, you can use your Crimson Rite feature without paying the Hit Point cost. If you have only 1 unmarked Hit Point, you roll d8s instead of d6s for the extra damage of your Crimson Rite.

Shadowed Grit. When the GM gains a Fear from a Duality Dice roll, you can **mark a Stress** to gain a Hope.

[Artist Name TK]

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BLOOD HUNTER

ORDER OF THE GHOST SLAYER

Specialization

SPELLCAST TRAIT: AGILITY

Veilwalker. You can briefly slip into the realm between the living and the dead. **Spend 2 Hope** to disappear and then reappear next to a creature or a corpse within Far range. You then have advantage on the next attack roll you make in this scene.

[Artist Name TK]

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BLOOD HUNTER

ORDER OF THE GHOST SLAYER

Mastery

SPELLCAST TRAIT: AGILITY

Spectral Form. You have another death move option: Spectral Form. When you choose this option, you clear a Hit Point, your body becomes spectral, you have resistance to physical damage, and you can pass through objects. This form ends if you clear any more Hit Points. It also ends if you mark your last Hit Point, which forces you to take a different death move. You're shunted to the nearest open space if you're inside an object when the form ends.

[Artist Name TK]

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BLOOD HUNTER

ORDER OF THE MUTANT

Foundation

SPELLCAST TRAIT: AGILITY

Mutagens. You employ mutagenic toxins created to enhance your abilities. When you finish a rest, you can drink one such toxin to gain its effects, which last until you finish your next rest. These effects include a +1 bonus to one trait of your choice, a –1 penalty to a different trait of your choice, and your choice of one of the following benefits:

- **Celerity.** If you are Restrained or Vulnerable, you can **mark a Stress** to end the condition on yourself.
- **Durable.** Your Armor Score increases by 2.
- **Hunter's Senses.** You have advantage on any action roll you make to track a creature, and you can see in complete darkness.

[Artist Name TK]

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BLOOD HUNTER

ORDER OF THE MUTANT

Specialization

SPELLCAST TRAIT: AGILITY

Improved Mutagens. When you choose a mutagen benefit, your options also include the following:

- **Nerves of Steel.** Whenever you must **mark a Stress**, you can **spend 2 Hope** instead.
 - **Rapidity.** Your Evasion increases by 1.
 - **Ironskin.** Your Severe damage threshold increases by a number equal to your Proficiency.
- Volatile Toxins.** You can choose two mutagen benefits instead of one. If you do, **mark a Hit Point** that can't be cleared until you finish your next rest.

[Artist Name TK]

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BLOOD HUNTER

ORDER OF THE MUTANT

Mastery

SPELLCAST TRAIT: AGILITY

Mastered Mutagens. The trait bonus and penalty you get from your Mutagens feature changes to +2 and –2, respectively. When you choose a mutagen benefit, your options also include the following:

- **Aetherblood.** Within your line of sight, you can see creatures and objects that are invisible, and visual illusions appear transparent to you. If a creature or an object within your line of sight has been transformed by magic, you can see its true form.
- **Fury.** When you make an attack roll, you can **mark a Stress** to gain a bonus to the roll equal to your Proficiency.
- **Steefflesh.** Your Major damage threshold increases by a number equal to your Proficiency.

[Artist Name TK]

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BLOOD HUNTER

ORDER OF THE LYCAN

Foundation

SPELLCAST TRAIT: STRENGTH

Werewolf. You gain the Werewolf Transformation card. Your rolls to perceive via hearing and scent have advantage.

Control the Beast. While in your Wolf Form, you can apply that form's bonus die to your Agility and Strength Action Rolls.

[Artist Name TK]

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BLOOD HUNTER

ORDER OF THE LYCAN

Specialization

SPELLCAST TRAIT: STRENGTH

Feral Hide. While in your Wolf Form, you gain a bonus to your Damage Thresholds equal to your Tier.

Lycan Regeneration. While in your Wolf Form with all your Hit Points marked, you can mark a Stress to clear a Hit Point. You can do this while unconscious.

[Artist Name TK]

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BLOOD HUNTER

ORDER OF THE LYCAN

Mastery

SPELLCAST TRAIT: STRENGTH

Master the Beast. When you are in your Wolf Form and would mark your last Stress, you can instead put one of your Domain cards from your Loadout into your Vault; you can't Recall that Domain card until you finish a long rest.

When you Frenzy from marking your last Stress while in Wolf Form, you gain 2 Hope.

[Artist Name TK]

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SPELL

BLOOD SPIKE

Make a **Spellcast Roll** against a target within Far range. On a success, **mark a Stress** to deal **d10** magic damage to the target using your Proficiency. On a success with Hope, the target also marks a Stress. On a roll with Fear, **mark a Stress**.

[Artist Name TK]

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SPELL

LIFEBLOOD TALISMAN

Mark a Hit Point to conjure a talisman infused with your life essence. The talisman appears in your hand, and whoever carries the talisman gains its benefit: Whenever the talisman's bearer marks 2 or more Hit Points, they can **spend a Hope** to reduce the number of Hit Points marked by 1. The talisman disappears if you have no Hit Points marked or you use this spell again.

[Artist Name TK]

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ABILITY

POWER THROUGH PAIN

If you have at least one Hit Point marked, you gain a bonus to your damage rolls. The bonus equals twice your number of marked Hit Points.

[Artist Name TK]

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SPELL

BRAND OF CASTIGATION

When you deal damage to a creature, **mark a Stress** to sear a red, magical mark on them. Until this mark disappears, you always know the direction of the marked creature relative to you, and that creature marks a Stress each time it deals damage to you or an ally of yours within Very Close range of you. The mark disappears when you use this spell again.

[Artist Name TK]

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SPELL

VITALITY MANIPULATION

Make a **Spellcast Roll** against a target within Very Close range. If you cast this on an ally, make the roll with advantage. On a success, **mark a Stress**, and choose one of the following effects:

- The target grows calmer and clears a Stress. On a success with Hope, they clear 2 Stress.
- The target grows more anxious and marks a Stress. On a success with Hope, they mark 2 Stress.

[Artist Name TK]

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SPELL

BLOOD PUPPET

Make a **Spellcast Roll** against a creature (living or dead) within Far range. On a success, **spend a Hope** to control the target by causing them to move, attack, or both. If you do both, you choose the order. If you cause the creature to move, they move to a location you choose that's within Close range of them. If you cause the creature to attack, make a **Spellcast Roll** against a target within Melee range of them. On a success, deal **d10** physical damage using your Proficiency.

[Artist Name TK]

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SPELL

BURNING BLOOD

Make a **Spellcast Roll (12)**. On a success, **mark a Hit Point** as you conjure a bead of blood, which you lob at a point within Far range. A wave of heat fills the area within Very Close range of that point, igniting the internal vitals of those caught within. Each target within the area marks 1 Hit Point. On a success with Hope, each target within the area instead marks 2 Hit Points.

[Artist Name TK]

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SPELL

GRISLY HARPOON

You launch a harpoon of blood at a location or creature within Far range. If the target is a location, make a **Spellcast Roll (13)**. On a success, **mark a Stress** to pull yourself to a position within Melee range of it.

If the target is a creature, make a **Spellcast Roll** against it. On a success, **mark a Stress** to deal **3d8** magic damage to the target. You then pull the target straight toward yourself or pull yourself straight toward the target, ending within Melee range of each other.

[Artist Name TK]

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SPELL

WEAVE THE FLESH

Once per rest, **mark a Hit Point** to allow each ally within Close range to clear a Hit Point or a Stress. You can **mark a Stress** to allow those allies to clear one of each.

[Artist Name TK]

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5

1+



SPELL

MUTUAL SUFFERING

When an attack from a creature causes you to mark one or more Hit Points, you can make a **Reaction Roll** using your Spellcast trait against the creature. On a success, the creature marks the same number of Hit Points as you did, and you can't use this spell again until you finish a rest.

[Artist Name TK]

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5

1+



SPELL

PARASITE OF THE WILL

Make a **Spellcast Roll** against a creature within Very Far range. On a success, **mark a Hit Point** to conjure a tiny magical bloodworm that burrows into the target. On a success with Hope, the target isn't aware of the worm within.

You have advantage on any Presence roll against the target, and whenever they make a roll, you can **spend a Hope** to give the roll disadvantage. You can destroy the bloodworm to cause the target to mark a Hit Point.

[Artist Name TK]

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6

2+



SPELL

BLOOD BIND

Make a **Spellcast Roll** against a target within Far range. On a success, **mark a Stress** as you slow the target's vitality. The target is temporarily *Restrained* and temporarily *Vulnerable*. Each time the target is spotlighted while either of these conditions persists on them, the target takes **d10** magic damage using your Proficiency. The spell ends early on the target if you use it again.

[Artist Name TK]

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6

1+



SPELL

VITAL WARD

Mark a Hit Point to trace a circle of blood around yourself at Very Close range. While in the circle, you have resistance to your choice of physical or magic damage (choose when you cast the spell). Allies also gain this benefit while in the circle. The circle disappears if you move out of it, mark 2 or more Hit Point, or cast this spell again.

[Artist Name TK]

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7

1+



ABILITY

BLOOD-TOUCHED

While 4 or more of the domain cards in your loadout are from the Blood domain, gain the following benefits:

- When you take enough damage to mark 2 or more Hit Points, gain a Hope.
- For every 3 Hit Points you have marked, gain a +1 bonus to your Evasion.

[Artist Name TK]

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7

2+



SPELL

VAMPIRIC STRIKE

When you make a successful attack roll against an adversary and cause them to mark 2 or more Hit Points, you can **spend a Hope** to clear a Hit Point or Stress.

[Artist Name TK]

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8

2+



SPELL

LIFE LEASH

Spend a Hope to allow yourself and a willing ally within Far range to redistribute marked Hit Points between the two of you. You then can't target that ally again with Life Leash until you finish a rest.

[Artist Name TK]

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8

1+



ABILITY

RUNIC ADRENALINE

Your practice of blood magic has seeped into your bloodstream, enhancing your vitals in moments of urgency. When you roll with advantage, use a **d8** instead of a d6 as your advantage die if you have 1 or more Hit Points marked.

After you make a Strength, an Agility, or a Finesse roll, you can **mark a Hit Point** to roll 1d8 and add it to the result.

[Artist Name TK]

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9

2+



SPELL

BLOODBATH

Once per rest, **spend a Hope** to unleash waves of blood around yourself. Make a single **Spellcast Roll** against each adversary within Close range. On a success, a target marks a Hit Point and a Stress. On a failure, a target marks a Stress.

Each ally within Close range marks a Stress but clears a Hit Point.

[Artist Name TK]

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9

14

10

14

10

24

SPELL

ABILITY

SPELL

GLYPH OF HEMORRHAGING
Make a **Spellcast Roll** against a creature within Far range. On a success, **mark a Hit Point** to sear the target with a magical glyph that lasts until the GM spends 2 Fear to remove it or you take Severe damage. Whenever the target marks any Hit Points while the glyph remains, you can **mark a Stress** to make them mark an additional Hit Point.

CRIMSON ADAMANCE
When you would mark your last Hit Point, **spend a Hope** to **mark a Stress** instead.

SANGUINE FEAST
Make a **Spellcast Roll** against an adversary within Close range. On a success, **spend 2 Hope** to mark 1–3 Hit Points, and the target marks twice the number of the Hit Points you marked. If this causes the target to mark their last Hit Point, you can clear the Hit Points you marked to cast this spell.