# BLOOD HUNTER
BLOOD & BONE

NAME | PRONOUNS | HERITAGE | SUBCLASS | LEVEL

EVASION
Start at 11

ARMOR

| AGILITY | STRENGTH | FINESSE | INSTINCT | PRESENCE | KNOWLEDGE |
|---|---|---|---|---|---|
| Sprint<br>Leap<br>Maneuver | Lift<br>Smash<br>Grapple | Control<br>Hide<br>Tinker | Perceive<br>Sense<br>Navigate | Charm<br>Perform<br>Deceive | Recall<br>Analyze<br>Comprehend |

## DAMAGE & HEALTH

Add your current level to your damage thresholds.

| MINOR DAMAGE | MAJOR DAMAGE | SEVERE DAMAGE |
|---|---|---|
| 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** when an adversary succeeds on an attack roll within Close range to make them reroll with disadvantage.

## EXPERIENCE

## GOLD

HANDFULS | BAGS | CHEST

## CLASS FEATURE

### CRIMSON RITE

**Mark a Hit Point** to enchant one of your active weapons with bloodthirsty power until the end of your next rest or you use this feature again. When you succeed on an attack with the enchanted weapon, it deals an extra **1d4** magic damage. This extra damage increases to **2d4** at level 2, **3d4** at level 5, and **4d4** at level 8.

### GRIM PSYCHOMETRY

Make a **Spellcast Roll (12)** to inspect a location within Very Close range. On a success, you have a vision of the last creature that committed violence there. Until you take a long rest or use this feature again, you have advantage on action rolls to track them or recall information about them.

## 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 Presence, 0 Knowledge

**Mutant/Specter:** +2 Agility, −1 Strength, +1 Finesse

**Lycan:** +1 Agility, +2 Strength, −1 Finesse

## SUGGESTED PRIMARY WEAPON
**Mutant/Specter:** Longsword (Agility Melee, d10+3 phy, Two-Handed)

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

## SUGGESTED ARMOR
Leather Armor (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.*

**What circumstances brought you into the art of hemocraft, and how do they shape your craft today?**

**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?**

**You and I learned to hunt together. What technique are we known for in our party?**

## 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 SPECTER

*Foundation*

**SPELLCAST TRAIT:** AGILITY

***Shadowed Grit.*** When you succeed on an Action Roll with Fear, you can spend a Hope to clear a Stress.

***Veilwalker.*** You can briefly slip into the realm between the living and the dead. **Mark a Stress** to move up to Close range through creatures and objects.



BLOOD HUNTER

## ORDER OF THE SPECTER

*Specialization*

***Veilstalker.*** When you use your Veilwalker feature, you can now move to a location within Far range, and you have advantage on the next action roll you make in this scene.



BLOOD HUNTER

## ORDER OF THE SPECTER

*Mastery*

***Horror Honed.*** You cannot be made Vulnerable unless all your Stress is marked.

***Spectral Form.*** Once per long rest, when you would mark your last Hit Point, you can mark a Stress and enter your Spectral Form instead. While in this form, you can move through physical matter and have resistance to physical damage. Additionally, when you would mark a Hit Point, you mark a Stress instead. You drop out of this form if your last Stress is marked or you clear a Hit Point.



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.



BLOOD HUNTER

## ORDER OF THE MUTANT

*Specialization*

***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.



BLOOD HUNTER

## ORDER OF THE MUTANT

*Mastery*

***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.
- **Steelflesh.** Your Major damage threshold gains a bonus equal to your Proficiency.



BLOOD HUNTER

## ORDER OF THE LYCAN

*Foundation*

**SPELLCAST TRAIT:** STRENGTH

***Hybrid Form.*** You can take on a lupine Hybrid Form. **Mark a Stress** to enter that form until all your Stress is marked or the scene ends. While in the form, you gain a **1d4** bonus to your action and damage rolls.

***The Beast Within.*** When you gain a Hope while in Hybrid Form, you also mark a Stress.



BLOOD HUNTER

## ORDER OF THE LYCAN

*Specialization*

***Bestial Focus.*** Once per rest, you can place a domain card into your vault, then clear a number of Stress equal to the card's Recall Cost.

***Feral Empowerment.*** The bonus die from your Hybrid Form increases to 1d6.



BLOOD HUNTER

## ORDER OF THE LYCAN

*Mastery*

***Apex Hunter.*** The bonus die from your Hybrid Form increases to 1d8.

***Regeneration.*** When you succeed with Hope while in your Hybrid Form, roll a d4. If the result is higher than your current number of unmarked Hit Points, clear a Hit Point.

## BLOOD SPIKE

Make a **Spellcast Roll** against a target within Close range. On a success, **spend a Hope** to deal **d8+2** magic damage to the target using your Proficiency, and the target marks a Stress. If you have at least 3 Hit Points marked, the damage die is a **d10** instead.

## LIFEBLOOD TALISMAN

**Mark a Hit Point** to conjure a talisman infused with your life essence. When the bearer of the talisman would take Severe or greater damage, they can destroy the talisman and reduce the damage by two thresholds. The talisman otherwise disappears when you take a rest or cast this spell again.

## POWER THROUGH PAIN

When you mark a Hit Point, place a token on this card. On a successful attack, you can spend any number of tokens from this card to gain a 1d6 damage bonus on the attack for each token spent. This card can hold a maximum number of tokens equal to your Spellcast trait. Clear all tokens from this card when you take a long rest.

## BRAND OF CASTIGATION

When you succeed on an attack roll against a target, you can **mark a Stress** to *Brand* them until you take a long rest or cast this spell again. You always know the direction of the *Branded* target. If the *Branded* target deals damage to you, you can remove the *Branded* condition to make them mark 2 Stress.

## PALPITATIONS

When you or an ally makes an action roll to frighten or intimidate a creature within Close range, you can **spend a Hope** to give the roll advantage. On a success, the target marks a Stress.

Additionally, once per long rest, you can **spend a Hope** to calm yourself or a willing creature within Close range, letting the target clear 2 Stress.

## BLOOD PUPPET

Make a **Spellcast Roll** against an adversary within Close range. On a success, spend a Hope to do any of following in the order you choose:

- You move the target up to Close range from their current position. To move the target into dangerous terrain, you must spend another Hope.
- The target makes a standard attack against another target of your choice within the attack's range.

## BURNING GORE

Make a **Spellcast Roll (13)**. On a success, **mark a Hit Point** to inflame a group's lifeblood within Far range, making each target **mark a Hit Point**. If you have at least 3 Hit Points marked, each target marks 2 Hit Points instead.

## GRISLY HARPOON

Make a **Spellcast Roll** against a creature within Far range. On a success, **mark a Stress** to throw a conjured harpoon of magic blood at the target, dealing **d10** magic damage using your Proficiency. Then you can pull yourself into Melee range with the target or pull the target into Melee range with you.

Alternatively, if you target an unheld object or terrain within Far range, make a **Spellcast Roll (13)**. On a success, you pull the object to you, or you pull yourself to the terrain.

## WEAVE THE FLESH

Once per long rest, you can **mark a Hit Point** to clot, suture, and fortify others with your own lifeblood. Each willing target within Very Close range clears a Hit Point and an Armor Slot.

5 | 1 | SPELL

## VISCOUS FORM

**Mark a Stress** to place a number of tokens equal to your Spellcast trait onto this card and transform into a pool of blood. Remove a token each time you make an action roll or take damage. You drop out of this form when you remove the last token on this card. While in blood form, you gain resistance to physical damage and can slither through any space a liquid can traverse.

[Artist Name TK] The Void 2026-07-09 | Terms at Daggerheart.com

5 | 2 | SPELL

## PARASITE OF THE WILL

Make a **Spellcast Roll** against an adversary within Close range. Once per rest on a success, **mark a Hit Point** to *Infect* the target with a tiny magical bloodworm.

Presence Rolls against the *Infected* target have advantage. When the *Infected* target makes an attack roll, you can **spend a Hope** to give the roll disadvantage. The *Infected* condition lasts until you take a rest or you sacrifice the bloodworm to make the *Infected* target mark a Hit Point.

[Artist Name TK] The Void 2026-07-09 | Terms at Daggerheart.com

6 | 1 | SPELL

## BLOOD BIND

Make a **Spellcast Roll** against an adversary within Close range. On a success, **mark a Stress** as you slow the target's vitality. The target is temporarily *Restrained* and *Vulnerable*.

Each time the target is spotlighted while either of these conditions persists on them, the target marks a Stress.

[Artist Name TK] The Void 2026-07-09 | Terms at Daggerheart.com

6 | 0 | SPELL

## LIFE LINK

Make a **Spellcast Roll (14)**. Once per rest on a success, you conjure a magical tether between yourself and a willing target within Close range that lasts until the end of the scene.

When either tethered creature would mark a Hit Point, the other tethered creature can mark a Hit Point instead.

[Artist Name TK] The Void 2026-07-09 | Terms at Daggerheart.com

7 | 2 | ABILITY

## BLOOD-TOUCHED

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

- You gain a Hope when you take Major or greater damage.
- When you make a Spellcast Roll, you can spend a Hope to gain a bonus equal to the number of Hit Points you have marked.

[Artist Name TK] The Void 2026-07-09 | Terms at Daggerheart.com

7 | 2 | ABILITY

## VAMPIRIC STRIKE

When you deal Major or greater damage to an adversary within Close range, you can **mark a Stress** to clear a Hit Point.

[Artist Name TK] The Void 2026-07-09 | Terms at Daggerheart.com

8 | 1 | SPELL

## VITAL WARD

Choose the physical or magic damage type, and make a **Spellcast Roll (15)**. On a success, you trace a Very Close circle of blood on the ground around you that grants creatures of your choice inside it resistance against that damage type.

The circle lasts until you take Major or greater damage, move outside the circle, or cast this spell again.

[Artist Name TK] The Void 2026-07-09 | Terms at Daggerheart.com

8 | 2 | SPELL

## BLEEDING TREE

Once per long rest, when an adversary within Close range is defeated, you can cause their body to erupt with a twisting, veiny tree that oozes life force. Place a number of tokens on this card equal to your Spellcast trait.

A PC within Melee range of the tree can spend a token from this card to siphon life force from the tree and clear a Hit Point.

[Artist Name TK] The Void 2026-07-09 | Terms at Daggerheart.com

9 | 3 | SPELL

## ICHOR WAVE

**Mark a Hit Point** to make a **Spellcast Roll** against all targets within Close range in front of you. On a success, deal **d10** magic damage using the number of Hit Points you have marked instead of your Proficiency. On a failure, deal half damage.

[Artist Name TK] The Void 2026-07-09 | Terms at Daggerheart.com

## GLYPH OF HEMORRHAGING

Make a **Spellcast Roll** against a target within Close range. On a success, **spend a Hope** to mark the target with a magical glyph that causes them to bleed profusely. Until the glyph fades, damage the target takes is increased by one threshold.

The glyph fades when you take a rest, you cast this spell again, or the target takes Severe or greater damage.






## SCABROUS ADAMANCE

Your wounds seal into armored scabs. When you mark 2 or more Hit Points from an attack, clear an Armor Slot.






## SANGUINE FEAST

Make a **Spellcast Roll** against an adversary within Close range. Once per rest on a success, roll a number of **d6s** equal to the number of Hit Points you have marked, and you can mark an additional Hit Point to reroll any number of these dice. The target marks a Hit Point for each result of 4 or higher.