

CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH

— SAVING THROWS

— ATHLETICS

DEXTERITY

— SAVING THROWS

— ACROBATICS

— SLEIGHT OF HAND

— STEALTH

CONSTITUTION

— SAVING THROWS

INTELLIGENCE

— SAVING THROWS

— ARCANA

— HISTORY

— INVESTIGATION

— NATURE

— RELIGION

WISDOM

— SAVING THROWS

— ANIMAL HANDLING

— INSIGHT

— MEDICINE

— PERCEPTION

— SURVIVAL

CHARISMA

— SAVING THROWS

— DECEPTION

— INTIMIDATION

— PERFORMANCE

— PERSUASION

AC

INITIATIVE

SPEED

Hit Point

Maximum

Temporary Hit Points

HIT DICE

Used

Total

d10

DEATH SAVES

SUCCESSSES

FAILURES

NAME

ATK BONUS

DAMAGE/TYPE

BLOOD MALEDICT

Used

Total

CRIMSON RITE

Die

BLOOD CURSES

KNOWN

HUNTER'S BANE

LEVEL 1

CRIMSON RITE

LEVEL 1

Level Rites Known

1st

6th

11th

14th

BLOOD HUNTER

BLOOD HUNTER ORDER

FIGHTING STYLE

LEVEL 2

BLOOD MALEDICT

LEVEL 2

BLOOD HUNTER FEATURE

LEVEL 3

EXTRA ATTACK

LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

BLOOD HUNTER FEATURE

LEVEL 7

GRIM PSYCHOMETRY

LEVEL 9

DARK VELOCITY

LEVEL 10

BLOOD HUNTER FEATURE

LEVEL 11

HARDENED SOUL

LEVEL 14

BLOOD HUNTER FEATURE

LEVEL 15

BLOOD HUNTER FEATURE

LEVEL 18

SANGUINE MASTERY

LEVEL 20

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

MEDIUM ARMOUR

HEAVY ARMOUR

SIMPLE WEAPONS

MARTIAL WEAPONS

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES



CHARACTER NAME

AGE

HEIGHT

WEIGHT

DISTINGUISHING MARKS

EYES

SKIN

HAIR

SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE