

Base Class

Credit for inspiration goes to the following:

Mr. Wizardly on YouTube

Pointy Hat on YouTube

U/BlueNagash on Reddit

U/Hexjthorn on Reddit

U/Nas997 on Reddit

Blood Hunter Traits Table:

Primary Ability	Constitution, Intelligence
Hit Point Dice	1D10 per Blood Hunter Level
Saving throw Proficiencies	Dexterity, Intelligence
Skill Proficiencies	3 of the Following: Acrobatics, Arcana, Athletics, Insight, Investigation, Medicine, Nature or Survival
Tool Proficiencies	Alchemist's Tools
Weapon Proficiencies	Simple and Martial Weapons
Armor Training	Light and Medium Armor and Shields
Starting Equipment	Pick (A) A Long Sword, Shield, Light Crossbow with a Case of 20 bolts, Alchemist's Supplies, Studded Leather Armor, An Explorer Pack and Book of Curses or (B) 150 GP and a Book of Curses.

Becoming a Blood Hunter ...

As a level 1 Character:

Gain all the traits in the Core Blood Hunter traits table.

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Gain the Blood Hunter level 1 features, which are listed in the Blood Hunter features table.

As a Multi-Class Character:

Gain the Hit Point Die from the Core Blood Hunter traits table.

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Gain the Blood Hunter level 1 features, which are listed in the Blood Hunter features table.

Blood Hunter Features Table:

Level	Proficiency	Blood Hunters Features	Hemo-Craft	Maledict	Curses
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	y Bonus		Dices	Points	known
1st	+2	Hunter's Bane, Hemo-Craft, Blood Maledict, Weapon Mastery	1D6	1	2
2nd	+2	Bloodied Weapon, Fighting Style, Grim Psychometry	1D6	1	2
3rd	+2	Hunter's Order, Slayer Kin	1D6	1	2
4th	+2	A.S.I	1D6	1	2
5th	+3	Extra Attack, Hunter's Senses	1D6	1	3
6th	+3	Blood Brand, Encrypted Blade	1D8	1	3
7th	+3	Order Feature	1D8	2	3
8th	+3	A.S.I	1D8	2	3
9th	+4	Blood Surge	1D8	2	4
10th	+4	Agonising Brand, Strange Anatomy	1D8	2	4
11th	+4	Order Feature	1D10	2	4
12th	+4	A.S.I	1D10	2	4
13th	+5	Arcane Mind and Body	1D10	2	5
14th	+5	A.S.I	1D10	2	5
15th	+5	Order Feature	1D10	3	5
16th	+5	A.S.I	1D12	3	5
17th	+6	Arterial Flow	1D12	3	6
18th	+6	Order Feature	1D12	3	6
19th	+6	Epic Boon	1D12	4	6
20th	+6	Sanguine Mastery	1D12	4	6

As a Blood Hunter, you gain the following class features when you reach the specified Blood Hunter levels. These features are listed in the Blood Hunter Features table.

The Hunter's Bane: (1st)

Due to going through the hunter's bane ritual you have gained a deeper understanding of life and living things, you now gain advantage on Intelligence (History) checks on things related to nature and life, and advantage on Wisdom (Survival) checks to track down a creature that has blood within its body.

Hemo-Craft: (1st)

At 1st level, you've learned to use the arcane blood that flows through your veins to perform hemo-craft commonly known as blood magic.

Blood Offering - In order to channel your magic abilities you must offer a number of hit points equal to your proficiency bonus, this is done as a free action.

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Hemo-Craft Dice - Whenever you're given the option to use your blood offering feature you will also need to roll a dice this is your hemo-craft dice which is shown in the Blood Hunter features table.

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Arcane Blood - If you know any leveled spelling you can offer hit points equal to 1 +the spells level to cast it again. For spells above 6th level, can be each only cast once per long rest.

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Hemo-Craft Modifier - Intelligence is your ability for your hemo-craft modifier.

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Hemo-Craft Save - Sometimes your Blood Hunter feature will require a creature to make saving throws, your save DC is equal to 8 +your Intelligence +your proficiency bonus.

Blood Maledict: (1st)

Also at 1st level, you gain the ability to use your blood in order to cause harm or benefit other creatures around you.

Maledict Points - You have a pool of maledict points you can spend to cast your blood curses, you regain them at the end of a short or long rest, if you run out for maledict points you can instead use your blood offering feature to cast them again.

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Casting Curses - You target a creature within 15 feet of you, later 30 feet at 14th level, that creature must succeed a Wisdom saving throw or gain the effects of your blood curse.

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Curses Known - You know a number of curses shown in the Blood Hunter features table, you can have a number of curses prepared equal to your Proficiency Bonus, additionally you can find and scribe new curses into your book of curses

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Changing Curses - During a long rest you can switch around a number of curses equal to your Intelligence, with differing ones.

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Amplifying Curses - You can amplify curses beyond its normal caliber, granting it additional effects this is done by using your blood offering feature, this can only be done before the creature has rolled its save.

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Curse Resilience - Being a creature so in line with curses you are granted an immunity to curses and Blood Curses, if you are a target of a curse it immediately fails, this does mean you gain no benefit from your own Blood Curse.

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See tab 3 for the list of Curses.

Weapon Mastery: (1st)

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Long Sword and Light Crossbow.

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Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Scimitars and Shortswords.

Grim Psychometry: (2nd)

At 2nd level, when near or touching a place or item with a magical energy around it you can make an Intelligence (Arcane) check with advantage as a free action, if you succeed on the check the information is told to you in a visual form when seeing this Vision you'll need to succeed Constitution save against your hemo-craft DC, or take psychic damage equal to one roll of your hemo-craft dices.

Bloodied Weapons: (2nd)

Also at 2nd level, by using your blood offering feature you can fuel your weapon with necrotic power, this grants a bonus to the weapon's damage equal to one roll of your hemo-craft dice. The damage type is necrotic, the infused energy lasts for 1 minute, when your bloodied weapon is active you can use your Intelligence modifier in place of your Strength or Dexterity.

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Curse Infusion - The damage type can be changed if you have cast a curse this turn or the turn before, if so the weapon's extra damage type is now the same as your curse.

Fighting Style: (2nd)

And again at 2nd level, you gain a Fighting Style feat of your choice (see chapter 5). Dueling is recommended.

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Whenever you gain a Blood Hunter level, you can replace the feat you chose with a different Fighting Style feat.

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As a Blood Hunter you also gain access to the following exclusive Fighting Style feat:

Occult Warrior - You learn two Warlock cantrips of your choice, Blade Ward and Eldritch Blast are recommended. The chosen cantrips count as Blood Hunter spells for you, and Intelligence is your spellcasting ability for them. Whenever you gain a Blood Hunter level, you can replace one of these cantrips with another Warlock cantrip.

Hunter's Order: (3rd,7th,11th,15th,18th)

At 3rd level, you commit to an order of Blood Hunters whose philosophy will guide you throughout your life. The order you choose grants you a feature at 3rd level, and further features at 7th, 11th, 15th, and 18th level.

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These are the following orders you can pick from:

Order of the Blessed Body (New)
Order of the Dragon's Heart (New)
Order of the Eldritch Warriors (Old)
Order of the Forbidden Alchemy (Old)
Order of the Primordial Soul (New)
Order of the Spirit Walkers (Old)
Order of the Vile-Blooded (New)
Order of the Wild-Blood (Old)

Slayer's Kin: (3rd)

Also at 3rd level, after the time spent with your order you've learned the power of thinking on your feet and camaraderie, this gives you the ability to take the Help, Search and Study actions as bonus actions.

A.S.I: (4th,8th,12th,14th,16th)

At 4th level, you gain the Ability Score Improvement feat or another feat of your choice for which you qualify for. You gain this feature again at Blood Hunter levels 8, 12, 14, and 16.

Extra Attack: (5th)

At 5th level, you can attack twice, instead of once, whenever you take the Attack action your turn.

Hunter's Senses: (5rd)

Also at 5rd level, you've gained the ability to use your use your blood offering feature as a bonus action to enhance one of the following senses for 10 minutes:

Arcane Eye - You gain a bonus to your Intelligence (Investigation) checks to find and identify strange things, by a number equal to your proficiency bonus, additionally you gain 120 feet of darkvision which allows you to see even through magical darkness.

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Beating Heart - You gain a bonus to your Wisdom (Insight) checks to discern if a creature is being truthful or not, by a number equal to your proficiency bonus, additionally you gain 10 feet of blind sight.

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Feral Sense - You gain a bonus to your Wisdom (Perception) checks and passive perception equal to a number equal to your proficiency bonus, additionally you gain advantage on initiative checks.

Blood Brand: (6th)

At 6th level, when you successfully hit a creature with your bloodied weapon you can choose to brand this creature, a brand creature gains the following effects:

Hunters Pray - You always know the location of the branded creature.

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Tethered - If the branded creature tries to teleport or leave the current plane it falls and they take damage equal to one roll of your hemo-craft dice.

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Alliance - When the branded creature attempts an attack action against one of your allies, it takes psychic damage equal to your intelligence modifier.

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Your brand can only be removed by you dismissing it, branding another creature or if the creature is reduced to 0 hit points.

Encrypted Blade: (6th)

Also at 6th level, when you hit a creature with your bloodied weapon you can forgo the bonus damage and instead inflict one of the following effects alongside the weapons normal damage:

Disrupt - If the target is concentrating on a Spell it has disadvantage on the save to maintain it from this attack.

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Dread - The target can't make opportunity attacks until the beginning of its next turn.

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Cauterize - The target can't regain hit points until the beginning of its next turn.

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Muted - The target must succeed a constitution save or be muted until the beginning of its next turn.

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Weaken - The target has disadvantage on attacks and saves until the beginning of its next turn.

Blood Surge: (9th)

At 9th level, when you fail a saving throw you can use your blood offering feature as a reaction to forcefully activate your body's adrenaline response allowing you to roll your hemo-craft dice and add it to the failed roll potentially causing it to succeed.

Strange Anatomy: (10th)

At 10th level, ever since the hunter bane ritual you've noticed strange abnormalities in your body, diseases that would normally take days or weeks to clear up only take a couple of hours, this grants you immunity to diseases and allows for you to add your Intelligence modifier to your Constitution saves.

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Your speed and reflexes have been affected as well, granting you a bonus 10 feet to your movement, later 15 feet at 14th level, and you can also add your Intelligence modifier to your Dexterity saves.

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The strength of your body and curses has increased, allowing you to add your Intelligence modifier to your Strength saves and half (rounded down) to your hemo-craft DC.

Agonizing Brand: (10th)

Also 10th level, as the connection to the arcane in your blood strengthens so does your blood brands granting you the following new benefits:

Life absorption - when you reduce the creature to 0 hit points you gain temporary hit points equal to your Blood Hunter level +your intelligence modifier.

Fear Factor - you gain advantage on attack against the branded creature and the branded creature has disadvantage on Wisdom saving throws against your curses.

Arcane Mind and Body: (13th)

At 13th level, the arcane in your blood has begun to seep into every crevice of your mind and body granting you proficiency in Constitution and Wisdom saves.

Arterial Flow: (17th)

At 17th level, when you roll initiative you gain one Maladict point.

Epic Boon: (19th)

At 19th level, you gain an Epic Boon or another feat of your choice which you qualify for. Boon of Fortitude is recommended.

Sanguine Mastery: (20th)

At 20th level, you have mastered the uses of your hemo-craft, granting the following features:

Iron Body - Your Constitution score increases by 4 to a maximum of 24.

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Hemo-craft Advantage - Whenever you use your blood offering feature and roll a hemo-craft dice, you roll double the amount and take whichever rolls you want.

Sublasses

Order of the Blessed Body:
3rd - Spell-Casting, Pain Adapt
7th - Pain Maven
11th - Life Link
15th - Martyr's Curse
18th - True Martyr

Spell-Casting: (3rd)

Pain Adapt: (3rd)

Pain Maven: (7th)

Life Link: (11th)

Martyr's Curse: (15th)

True Martyr: (18th)

Order of the Dragon's Heart:
3rd - A Dragon's Heart
7th - Dragons Breath
11th - Draconic Wings
15th - Draconic Curse
18th - Draconic Avatar

A Dragon's Heart: (3rd)

Dragons Breath: (7th)

Draconic Wings: (11th)

Draconic Curse: (15th)

Draconic Avatar: (18th)

Order of the Eldritch Warrior:
3rd - Pact Casting, Eldritch Invocations, Mystic Frenzy
7th - Gift of Blood
11th - Mystic Arcanum
15th - Eldritch Curses

18th - Patrons Blessing

Pact Casting: (3rd)

Eldritch Invocations: (3rd)

Mystic Frenzy: (3rd)

Gift of Blood: (7th)

Mystic Arcanum: (11th)

Eldritch Curses: (15th)

Patrons Blessing: (18th)

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Order of the Forbidden Alchemy:

3rd - Forbidden Alchemy

7th - Strange Metabolism

11th - Thick Brew

15th - Alchemy Curse

18th - Master Alchemist

Forbidden Alchemy: (3rd)

Strange Metabolism: (7th)

Thick Brew: (11th)

Alchemy Curse: (15th)

Master Alchemist: (18th)

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Order of the Primordial Soul:

3rd - Primary Element

7th - Secondary Element

11th - Elemental Form

15th - Elemental Curses

18th - Pure Blood

Primary Element: (3rd)

Secondary Element: (7th)

Elemental From: (11th)

Elemental Curses: (15th)

Pure Blood: (18th)

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Order of the Spirit Walkers:

3rd - Spectral Prey, Chilling Presents, Life Drain

7th - Astral From

11th - Spectral Glaze

15th - Spirit Curse

18th - Second Life

Spectral Prey: (3rd)

Chilling Presents: (3rd)

Life Drain: (3rd)

Astral From: (7th)

Spectral Glaze: (11th)

Spirit Curse: (15th)

Second Life: (18th)

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Order of the Wild-Blood:

3rd - Hybrid Aspect

7th - Hybrid From

11th - Hybrid Regeneration

15th - Wild-Blood Curse

18th - Full Hybrid

Hybrid Aspect: (3rd)

Hybrid From: (7th)

Hybrid Regeneration: (11th)

Wild-Blood Curse: (15th)

Full Hybrid: (18th)

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Order of the Vile-Blooded:

3rd - Consume, Corruptions

7th - Biomass Armor, Biomass Agility

11th - Critical Mass, Devastations

15th - Vile-blooded Curse

18th - Adrenaline Surge

Consume: (3rd)

Corruptions: (3rd)

Biomass Armor: (7th)

Biomass Agility: (7th)

Critical Mass: (11th)

Devastations: (11th)

Vile-blooded Curse: (15th)

Adrenaline Surge: (18th)

Class Extras

Blood Curses:

When amplified -

Boiling Blood:

When amplified -

Bruised Arteries:

When amplified -

Dying Cells:

When amplified -

Icey Veins:

When amplified -

Iron Skin:

When amplified -

Overloaded Senses:

When amplified -

Piercing Blood:

When amplified -

Psychic Shock:

When amplified -

Regeneration Tissue:

When amplified -

Shocked Nerves:

When amplified -

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Forbid Alchemy Mutagens formulas:

Aether:

Prerequisite: 7th Level

You have a flying speed of 30 feet for 10 minutes. However, you have disadvantage on Strength checks and Dexterity checks during this time.

Alluring:

Your skin and voice become malleable, allowing you to enhance your appearance and presence. You have advantage on Charisma checks. However, you have disadvantage on initiative rolls.

Celerity:

Your Dexterity score increases by 3, as does your maximum for that score. However, you have disadvantage on Wisdom saving throws. Your Dexterity score and your maximum increase by 4 if you consume this mutagen at 11th level, and by 5 at 18th level.

Conversant:

You have advantage on Intelligence checks. However, you have disadvantage on Wisdom checks.

Cruelty:

Prerequisite: 11th level

When you use the Attack action, you can make one additional weapon attack. However, you have disadvantage on Intelligence, Wisdom, and Charisma saving throws.

Deftness:

You have advantage on Dexterity checks. However, you have disadvantage on Wisdom checks.

Embers:

You have resistance to fire damage and vulnerability to cold damage.

Gelid:

You have resistance to cold damage and vulnerability to fire damage.

Impermeable:

You have resistance to piercing damage and vulnerability to slashing damage.

Mobility:

You have immunity to the grappled and restrained conditions. However, you have disadvantage on Strength checks. At 11th level, you are also immune to the paralyzed condition.

Nighteye:

You have darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 60 feet. However, you have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Percipient:

You have advantage on Wisdom checks. However, you have disadvantage on Charisma checks.

Potency:

Your Strength score increases by 3, as does your maximum for that score. However, you have disadvantage on Dexterity saving throws. Your Strength score and your maximum increase by 4 if you consume this mutagen at 11th level, and by 5 at 18th level.

Precision:

Prerequisite: 11th level

Your weapon attacks score a critical hit on a roll of 19 or 20. However, you have disadvantage on Strength saving throws.

Rapidity:

Your speed increases by 10 feet. However, you have disadvantage on Intelligence checks. At 15th level, your speed increases by an additional 5 feet.

Reconstruction:

Prerequisite: 7th level

For 10 hours, at the start of each of your turns when you have at least 1 hit point but fewer hit points than half your hit point maximum, you regain hit points equal to your proficiency bonus. However, your speed is reduced by 10 feet during this time.

Sagacity:

Your Intelligence score increases by 3, as does your maximum for that score. However, you have disadvantage on Charisma saving throws. Your Intelligence score and your maximum increase by 4 if you consume this mutagen at 11th level, and by 5 at 18th level.

Shielded:

You have resistance to slashing damage, and you have vulnerability to bludgeoning damage.

Unbreakable:

You have resistance to bludgeoning damage, and you have vulnerability to piercing damage.

Vermillion:

You gain a Blood Maledict which allows you to cast one blood curse free. However, you have disadvantage on death saving throws.

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Vile-Blood Mutations:

Blade:

Damage - 2D6 (Slashing)

Properties - Reach (5 feet)

Passive - When using the blade your crit on a 19 or 20.

Claws:

Damage - 1D6 (Slashing)

Properties - Light, versatile (2D6)

Passive - climb speed equal to your movement when active.

Whip-Fist:

Damage - 3D4 (piercing)

Properties - thrown (30/120)

Passive - you can swing the arm from one side to another in a 15 foot cone any creature in this cone must make a dexterity saving throw or take 3D4 (piercing) and being knocked prone, on a success the creature takes half damage and isn't knocked prone.

Hammer-Fist:

Tendrils:

Quill Shot:

Prerequisite - Claws

Multi-Shot:

Prerequisite - Quill Shot or Tendril

Savage Reflexes:

Prerequisite - 5th, any offensive mutations

Whenever a creature misses and an attack roll against you, you can make a free action attack against that creature with anyone of your offensive mutations.

Impale:

Prerequisite - Blade or Claws

Ground Spikes:

Prerequisite - Claws or Tendrils

Seismic Slam:

Prerequisite - Hammer-Fist

Hook Pull:

Prerequisite - Whip-Fist

Tendrils Bomb Implant:

Prerequisite - 5th, Tendrils

Thermal Vision:

Evasion:

Prerequisite - 11th

Serrated Edge:

Prerequisite - any offensive mutation

Shock-Wave:

Prerequisite - Hammer-Fist

Extended Range:

Prerequisite - Quill Shot or Whip-Fist

Fleet-Footed:

Shield:

Prerequisite - 7th

As a free action you can summon a biomass shield granting you a +2 to your AC. this can be summoned with your blade mutation.

Passive - when your shield is active and after performing a successful melee attack you can use your bonus action to attack with the shield deal 1D8 (force) +your intelligence modifier

Shield Ram:

Prerequisite - shield

Deflect:

Prerequisite - 5th level, shield

As a reaction to being attacked with a melee, ranged or magic attack you can reduce the damage by a number equal to one roll of your Hemo-Craft die +your institution modifier.

Amphibious:

Aqua Sense:

Prerequisite - Amphibious

Bioluminescent:

Glowing Mucus:

Prerequisite - Bioluminescent

Enhanced Mobility:

Greater Leap:

Prerequisite - Enhanced Mobility

Slow Fall:

Flight:

Prerequisite - 5th level, Slow fall

Stealth:

Color Changing Skin:

Prerequisite - Stealth

Insulated Armor:

When you activate your armour you now gain resistance to 3 of the following damage types: lighting, thunder, fire, acid, cold or poison.

At 15th level you gain all 6 of the damage types resistances.

Versatile Plating:

Prerequisite - 11th

Greater Ground Spikes:

Prerequisite - 5th, Ground Spikes