

Tamaska Araleth

CHARACTER NAME

Order of the Lycan - 9 Soldier

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Wood Elf

Neutral Good

Blood Hunter

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

20

+5

CONSTITUTION

15

+2

INTELLIGENCE

12

+1

WISDOM

14

+2

CHARISMA

10

0

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- ___ Strength
 - +9 Dexterity
 - ___ Constitution
 - +5 Intelligence
 - ___ Wisdom
 - ___ Charisma

- SKILLS
- +9 Acrobatics (Dex)
 - ___ Animal Handling (Wis)
 - ___ Arcana (Int)
 - +3 Athletics (Str)
 - ___ Deception (Cha)
 - ___ History (Int)
 - +6 Insight (Wis)
 - +4 Intimidation (Cha)
 - ___ Investigation (Int)
 - ___ Medicine (Wis)
 - ___ Nature (Int)
 - +6 Perception (Wis)
 - ___ Performance (Cha)
 - ___ Persuasion (Cha)
 - ___ Religion (Int)
 - ___ Sleight of Hand (Dex)
 - ___ Stealth (Dex)
 - +6 Survival (Wis)

19/18

ARMOR CLASS

+5

INITIATIVE

45

SPEED

Hit Point Maximum

76

CURRENT HIT POINTS

Hemoc 1d6 - Curse S/L Rest: 2

TEMPORARY HIT POINTS

Total 1

9d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I can stare down a hell hound without even flinching

PERSONALITY TRAITS

Our lot is to lay down our lives in the defense of others

IDEALS

I fight for those who cannot fight for themselves

BONDS

My hatred of my enemies is blind and unreasoning

FLAWS

NAME ATK BONUS DAMAGE/TYPE

S. Sword +9 1d6 + 7 P

Claw Attk +10 1d6+6 S

(actn/Bns) CrRt 1d6 Lghtr

Dueling Fighting Style (+2 Damage - Melee Weapon)

Rite of the Storm -
- 1d6 Hemocraft Die of Magical Lightning Damage (See Crimson Rite)
Rite of the Flame - Fire Damage

Unarmed Strike on Attack - Additional Unarmed Strike as a Bonus Action.

ATTACKS & SPELLCASTING

- Darkvision 60'
- Fey Ancestry - ADV on SAVE vs Charmed and Magic can't put you to sleep
- Trance: no sleep needed. 4 hours of semiconscious meditate
- Mask of Wild - Can attempt to HIDE even if only lightly obscured by foliage, rain, snow, & natural phenomena

- Hunter's Bane: ADV on WIS (Survival) to track fey, fiends and undead. ADV on INT checks to recall info about them

CRIMSON RITE- Bonus Action to activate on a single weapon.
- Lose HP equal to a roll of the Hemocraft Die
- A single Weapon deals extra Magical Lightning Damage equal to a roll of the Hemocraft Die.
Lasts until finish short/long rest or no longer holding weapon at end of your turn.

HEIGHTENED SENSES
ADV on Wisdom (Perception) checks that rely on Hearing or Smell

EXTRA ATTACK
Can Attack twice if you take the Attack Action.

BRAND OF CASTIGATION
When hit a creature with a Crimson Rite, can brand hemocraft magic into it. If creature deals damage to you or creature within 5 feet, they suffer psychic damage = INT mod
Lasts until dismissed or another creature branded. Can be Dispel Magic. Cannot use again until S/L Rest

STALKER'S PROWESS
Speed increases by 10'. Add 10' to long jump distance and 3' to high jump.

- Improved Predatory Strike
+1 to Attack Rolls made with unarmed strikes.
If Crimson Rite is active in Hybrid form, then unarmed strikes are considered magical attacks.

FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Common - Elvish

Tools

- Gaming Set - Dice
- Vehicles
- Alchemists Supplies

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

GP

GP

GP

PP

PP

- Studded Leather

- Shield

- Dagger

10

EQUIPMENT



120

AGE

5'4

HEIGHT

110

WEIGHT

Green

EYES

Copper

SKIN

Brown

HAIR

CHARACTER NAME

CHARACTER APPEARANCE

HYBRID TRANSFORMATION

- Feral Might: +1 to Melee Damage Rolls. ADV on Strength Checks and Saves

- Resilient Hide: +1 to AC when not wearing heavy Armor
Resistance to B, P, S Damage from nonmagical, non silver attacks

- Predatory Strikes: Apply Crimson Rite to Unarmed Strikes as a single weapon
DEX instead of STR for attack and damage of unarmed strikes
Make an Unarmed Strike as a Bonus Action
Unarmed Strikes do 1d6 Damage

- Bloodlust: IF begin turn with no more than 1/2 of maximum HP. Succeed on a WIS Save (DC 8) or attack the nearest creature. Can choose afterwards to use Extra Attack or not.

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

- Blood Maledict. Can Amplify while invoking but before it affects the target.
Curse - Regain after S/L Rest

1) Blood Curse of the Anxious
Magnify adrenaline in body of creature within 30'. Until end of your next turn ALL creatures have ADV on CHA (Intimidation) checks on that creature.
AMPLIFY: next WIS save the target has before curse ends has DISADV.
Can only Amplify 1/Long Rest

2) Blood Curse of Binding
Bonus Action attempt to bind a creature within 30 feet. No more than one size larger than you. Must succeed on STR Save or speed reduced to 0 and no reactions until end of your next turn
AMPLIFY: Curse lasts for 1 minute regardless of size category. Creature can make another STR Save on each of its turns. Success and the curse ends

ADDITIONAL FEATURES & TRAITS

GRIM PSYCHOMETRY

- Can discern the history surrounding mysterious objects or places touched by evil. Can make an INT (History) check to recall information about the object you are touching or locatoin you are in and have ADV on the roll.

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 CANTRIPS

Lined area for cantrip details

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

PREPARED SPELL NAME

2

Lined area for spell details

3

Lined area for spell details

4

Lined area for spell details

5

Lined area for spell details

6

Lined area for spell details

7

Lined area for spell details

8

Lined area for spell details

9

Lined area for spell details

SPELLS KNOWN