

RANGER: BLOOD HUNTER

The Blood Hunter is only at home when they are on the hunt. They seek out the most dangerous and elusive of prey, both natural and supernatural in the deep wilds and ancient ruins. Such rangers train in blood magic to divine the locations of their prey, then use the same magic to control the beast or to bring it down, no matter its capabilities.

Blood Hunter Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Blood Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Blood Hunter Spells

Ranger Level	
3 rd	<i>detect evil and good</i>
5 th	<i>blindness/deafness</i>
9 th	<i>life transference</i>
13 th	<i>dominate beast</i>
17 th	<i>dominate person</i>

Blood Scent

At 3rd level, you gain the ability to sense the presence of your prey. You conduct a 1-minute ritual, designating a creature you know. You know the location of the target creature for the next hour as long as it is within 1 mile of you.

Once you use this feature, you can't use it again until you finish a short or long rest.

Blood Rite

Starting at 3rd level, you can empower your attacks with your blood. Whenever you hit with a weapon attack, you can roll a blood rite die. You take necrotic damage equal to half the number rolled, which ignores resistance and immunity.

The target of your attack takes additional damage equal to the amount rolled + your Wisdom modifier.

Your blood rite die is a d4. It becomes a d6 at level 8, a d8 at level 13, and a d10 at level 18.

Siphon Life

At 7th level, you have learned to preserve your own health. Whenever you hit with a weapon attack, you can choose to gain temporary hit points equal to the damage dealt by the attack.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain expended uses whenever you complete a short or long rest.

Tormenting Rite

Beginning at 11th level, whenever you are below half your hit point maximum, the damage dealt to your target by your blood rite always uses the highest number possible. For example, instead of dealing 1d6 + Wisdom modifier damage, you deal 6 + Wisdom modifier.

You still roll the blood rite die to see how much damage you take from using the feature.

Wild Hunt

At 15th level, whenever you begin your turn within 60 feet of a creature (including yourself) below its hit point maximum, your speed is increased by 10 feet until the start of your next turn. This bonus increases to 30 feet if any creature is below half its hit point maximum.