

THE RAVENOUS BLOODLETTER

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Ravenous Bloodletter Level	Features
1st	Bloodletting
2nd	Blood Fervor
3rd	Blade Fury
4th	Ability Score Improvement
5th	Deep Cut
6th	Blood Dancer
7th	Life Blood
8th	Ability Score Improvement
9th	Twin Fanged Assault
10th	Blade Hurricane

Swing, kill, run, hunt, faster, faster, faster.

To a Ravenous Bloodletter, a battle isn't just swinging a sword - it is a chance to feel alive. Often seen wielding two blades, these nimble warriors appear to dance across the battlefield, gouging foes with deep gashes along the way. The thrill of blood flowing freely from their enemies pushes the Bloodletters forward, bringing them closer and closer to becoming a whirlwind of death.

While many may try to become Bloodletters, only a few will ever feel their heart pound quicker as they drain their enemies of blood, and far fewer can hone that into anything worthwhile. This lust for battle is only something that can come from within, though sometimes older Bloodletters will act as mentors to those who recently gained the gift. However, these partnerships eventually split ways, as the desire to find the next battle becomes too strong.

BECOMING A RAVENOUS BLOODLETTER

To qualify for this prestige class you must first meet the following minimum requirements:

Fighting Style: Two Weapon Fighting

Class Feature: Extra Attack

Dexterity Score: 15

Proficiency bonus: +4

CLASS FEATURES

As a Ravenous Bloodletter, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Ravenous Bloodletter level

Hit Points At Higher Levels: 1d8(or 5) + Constitution modifier per Ravenous Bloodletter level

PROFICIENCIES

Armor: Light, Medium

Weapons: Simple, Martial

Tools: None

Saving Throws: Dexterity

Skills: Choose one from Acrobatics, Athletics, Insight, Perception, and Stealth

BLOODLETTING

Starting at 1st level, when you hit a creature with two different weapons during the same round, you cut a deep wound, inflicting them with Bleeding. At the start of a Bleeding creature's turn, it takes damage equal to your Dexterity modifier. This damage increases to twice your Dexterity modifier at 5th level, and three times at 10th level.

At the end of a Bleeding creature's turn, it must attempt a Constitution saving throw (DC equal to 8 + your Proficiency Bonus + your Dexterity Modifier). Additionally, as an Action, a Bleeding creature can attempt a Medicine check against the same DC to bind its wounds. If either the saving throw or a Medicine check succeed, the creature is no longer Bleeding.

BLOOD FERVOR

Starting at 2nd level, you are spurred on by the scent of blood. At the start of your turn, your speed increases by 5 feet for each Bleeding creature within 30 feet of you until the end of your turn. Additionally, whenever you make a creature Bleed, your speed increases by 10 feet until the end of your next turn.

BLADE FURY

Starting at 3rd level, you become a whirlwind of blades. Whenever you take the Attack Action, you may choose for each attack whether to use your main hand or off-hand weapon. You must still make your Bonus Action attack with your off-hand weapon.

DEEP CUT

When you reach 5th level, the cuts you can inflict become even deeper. When you make a creature Bleed, their speed is reduced by half, to a minimum of 5 feet, until they stop Bleeding.

BLOOD DANCER

Starting at 6th level, the scent of blood hones your reflexes. If two or more creatures within 30 feet of you are Bleeding, when an effect allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

LIFE BLOOD

At 7th level, the call of blood pushes you to continue fighting, even if all seems lost. At the start of your turn, you regain one hit point for each Bleeding creature within 30 feet of you.

TWIN FANGED ASSAULT

Starting at 9th level, your innate mastery of fighting with multiple weapons lets you lash out at the slightest moment. When a creature provokes an Opportunity Attack from you while you are wielding two melee weapons, you may make two attacks, one with your main hand weapon and one with your off-hand weapon. Your ability modifier is applied to the damage roll of the second attacks.

BLADE HURRICANE

At 10th level, you become a never-ending hurricane of weapons. When you use your Bonus Action to engage in two-weapon fighting, you may make two attacks, one with your main hand weapon and one with your off-hand weapon. You must make these attacks against different targets.