

Necronomicon:

Fighter

This is Supplemental Material

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. This is an option written by Odvaskar for that feature: The bloodseeker.

Bloodseeker

Bloodseekers combine martial mastery common to all fighters with powerful blood magic. They use their own blood to fuel their magical techniques. Through their manipulation of blood, they can weaponize it, heal quickly, enhance their movement, and even absorb others blood to bolster themselves.

Many Bloodseekers are distant descendants from powerful creatures who wish to unlock the potential hidden in their blood. Others had a blood infusion that empowered their blood. The name bloodseeker was given to these warriors due to most of their kind being known to take blood from those they slay and infuse it with their own blood. Most do this in search for more power or to gain an understanding of the power they possess.

Spellcasting

When you reach 3rd level, you empower your martial prowess with the ability to cast spells. See chapter 10 for the general spellcasting rules.

Cantrips. You learn three cantrips: Bloodflame, Crimson Blade, Ichor Expulsion.

Spellcasting Ability. Constitution is your spellcasting ability for your bloodseeker spells since your blood holds all your magic potential. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the

saving throw DC for a bloodseeker spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Constitution modifier.

Spell Attack Modifier = your proficiency bonus + your Constitution modifier.

Empowered Blood

3rd-level Bloodseeker feature

Starting at 3rd level, your vitality increases as the magic within your blood awakens or as magical blood is infused into you. You gain the following benefits:

- Your hit point maximum increases by 3 and increases by 1 again whenever you gain a level in this class.
- You gain additional fighter hit dice equal to your proficiency bonus.
- You regain a number of expended fighter hit dice equal to your proficiency bonus when you finish a short or long rest.

Blood Sense

3rd-level Bloodseeker feature

Starting at 3rd level, as an action you can sense the blood in other creatures. Until the end of your next turn, you know the location of any creature within 60 feet of you, unless the creature is a construct, a plant, or an undead (that has no blood).

You can use this feature a number of times equal to your proficiency bonus. When you finish a long rest, you regain all expended uses.

Hemomancer

7th-level Bloodseeker feature

At 7th level, you gain a better control and understanding of the power within your blood.

The powers below use your fighter hit dice.

Blood Strike. Once on each of your turns, immediately after you hit a target within 30 feet of you with an attack, you can expend one fighter hit die, rolling it, and dealing extra necrotic damage to the target equal to the number rolled.

Bloodrush. As a bonus action, you can expend one fighter hit die, rolling it, and increasing your movement for a number of minutes equal to the number rolled. For the duration, you gain an additional action on each of your turns that can be used to take the Dash action.

Visceral Transference. When you score a critical hit with an attack you can expend one fighter hit die, rolling it, and you regain hit points equal to the number rolled plus your Constitution modifier. This feature does not work on constructs, plants, or undead (that have no blood).

Ascended Blood

10th-level Bloodseeker feature

When you reach 10th level, your blood ascends to a higher level of potential. You can now solidify it and make become acidic, set it on fire, freeze it, or make it electrically charged.

The powers below use your fighter hit dice.

Blood Blade. You can congeal your blood around your melee weapon. As an action you can expend a fighter hit die to increase the reach of your melee weapon by 5 feet for 1 minute. If you are dual wielding, you can expend 2 fighter hit dice to increase the reach of both weapons.

Transmuted Blood. Once on each of your turns, when you deal necrotic damage to a creature. You can expend one fighter hit die, rolling it, and dealing extra necrotic damage to the target equal to the number rolled. Additionally, you can change the necrotic damage to one of the following damage types: acid, cold, fire, lighting.

Vitality Siphon

15th-level Bloodseeker feature

At 15th level, your blood can absorb the vitality from creatures you kill into your body. When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Constitution modifier plus your proficiency bonus. This feature does not work on construct or undead (that have no blood).

Bloodlust

18th-level Bloodseeker feature

At 18th level, you learn how to unlock all the potential in your blood. As an action, you can let your blood surround you in a 15-foot aura that lasts for 1 minute. The area in the aura is difficult terrain to all but you and any creature that starts its turn in the aura takes necrotic damage equal to your Constitution modifier. In addition, while the aura lasts you expend no hit dice when using your bloodseeker powers.

Once you use this feature, you can use it again until you finish a long rest.

Crimson Blade

Necromancy cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (A drop of blood, Ashes, and a piercing or slashing weapon)

Duration: 1 round

Coating the blade or point of a weapon with blood and ashes allows it to become coated in a layer of crystallized blood. The next time you hit with the weapon the target takes 1d4 necrotic damage, and the spell ends.

This spell's damage increases when you reach higher levels. The damage increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Bloodflame

Necromancy cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (A drop of blood)

Duration: 1 round

You hurl a drop of blood infused with necrotic flames at a creature. Make a ranged spell attack against the target. On a hit, the target takes 1d10 necrotic damage. At the start of targets next turn, it must succeed on a Constitution saving throw or take necrotic damage equal to your spellcasting ability modifier.

This spell's damage increases when you reach higher levels. The damage increases by 1d10 at 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Ichor Expulsion

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: S, M (an open or fresh wound on your body)

Duration: Instantaneous

You expel some of your blood from your wounds. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d8 necrotic damage.

This spell's damage increases when you reach higher levels. The damage increases by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).