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Blood Angels

Space Marine Subclass



Warhammer 40K Edition

Blood Angels

For the Emperor and Sanguinius! Death! DEATH!

Blood Angels fight with terrifying speed and ferocity, but their strength is bought with blood and restraint constantly at risk. Each moment of unleashed fury pulls them closer to the Black Rage.

Primary Role: Assault Striker
Playstyle Tags: Momentum, Risk–Reward, Burst Damage, Aggression Scaling
Complexity: Medium

Red Thirst

At 1st level, your Chapter's curse manifests as volatile, escalating aggression. You gain access to Fury and Blood Backlash, as described below.

In addition, while you have Fury:

- You cannot take the Dodge action
- You have disadvantage on Wisdom (Insight) checks

Fury

You gain Fury under the following conditions:

- When you hit a creature with a melee weapon attack on your turn, you gain 1 Fury
- When you reduce a creature to 0 hit points, you gain 1 Fury

You can have a maximum number of Fury equal to your proficiency bonus.

Maintaining Fury

At the end of each of your turns, if you have Fury, you must hit a hostile creature with a melee attack this turn. If you do not, you

immediately lose all Fury and suffer the effects of Blood Backlash (see below).

Blood Backlash

When you lose all Fury unwillingly, you suffer the Red Thirst's backlash:

- You take psychic damage equal to twice your proficiency bonus
- You have disadvantage on your next attack roll before the end of your next turn

This damage cannot be reduced or prevented.

Fury Benefits

While you have at least 1 Fury:

- Your movement speed increases by 10 feet
- You have advantage on your first melee attack each turn
- Your melee attacks deal additional damage equal to your Fury.

Savage Momentum

At 6th level, your fury fuels motion, but failure is painful. While you have Fury:

- When you use Overcommit, you may spend 1 Fury to ignore the advantage granted to attacks against you
- When you hit a creature with a melee attack, you may move 5 feet without provoking opportunity attacks

In addition:

- When you suffer Blood Backlash less than 3 rounds after using Overcomit, hostile creatures have advantage on attack rolls against you until the start of your next turn

Angelic Assault

At 10th level, once per turn, when you hit a creature with a melee weapon attack while you have Fury, choose one effect:

- Sundering Blow: Deal additional damage equal to your Fury
- Driving Impact: The target must succeed on a Strength saving throw or be knocked prone
- Relentless Pursuit: Move up to half your speed toward another hostile creature you can see

Black Rage

At 14th level, you can enter a state of Black Rage. When you have maximum Fury, you may enter Black Rage as a bonus action. The state lasts for 1 minute or until you are incapacitated. While in Black Rage:

- You gain resistance to all damage except psychic
- Your melee weapon attacks deal additional damage equal to your proficiency bonus
- You must move toward the nearest hostile creature you can see each turn if possible
- You cannot take the Disengage action
- You have disadvantage on all saving throws against charm and fear

When Black Rage ends:

- You immediately lose all Fury
- You gain one level of exhaustion
- You automatically suffer Blood Backlash, ignoring immunity or resistance

You may enter Black Rage once per

long rest.

naturally.

Angel of Slaughter

At 18th level, the Blood Angel is barely contained. While you have Fury you gain the following benefits:

- At the start of your turn, you regain 1 Doctrine Point
- When you reduce a creature to 0 hit points, you may immediately make one melee weapon attack as a reaction

In addition, once per combat:

When you would be reduced to 0 hit points while you have Fury, you may instead drop to 1 hit point, retain all Fury, and immediately enter Black Rage (no action required). After this combat ends, you gain one level of exhaustion, even if Black Rage did not end

