SF

BLOOD MAGIC

Rogue Genius Games
52-IN-52

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STARFINDER COMPATIBLE

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Blood Magic

Blood magic pulls from the magic that flows through the life-sustaining fluids within most living creatures. Although this type of magic is colloquially referred to as "blood magic," it is used by—and against—creatures with fluids other than actual blood, whether it be an orocoran's ichor or the acidic fluids of a Swarm creature. These vital fluids are collectively called "blood" for the purposes of blood magic spells.

Most of these spells utilize or manipulate a body's hemorrhaging life force—either that of the caster or of the caster's target—and therefore are necromancy or transmutation spells. But blood magic is flexible and fits into many different schools.

Hemorrhage Descriptor

Many of the spells presented in this product have the hemorrhage descriptor. These spells usually have an effect below the expectations of the spell's level, but this effect increases if the caster has the bleeding condition when the spell is cast. The spell description designates these effects with "If you are bleeding…" before presenting the additional effects.

To gain greater control of their bleeding, casters who dabble in blood magic often learn the *bit of blood* 0-level spell and use it to ensure the steady stream of blood necessary to empower their spells. That such spellcasters would so carelessly spill their own blood for more powerful magic makes them seem reckless in many people's eyes.

Spell Descriptions

BIT OF BLOOD

Classes mystic 0, technomancer 0, witchwarper 0
School necromancy
Casting Time reaction
Range touch
Target one willing living creature
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

The target takes 1d2 bleed damage. Effects can't end this bleeding during the duration if the target doesn't want them to. This spell has no effect on creatures that don't have blood.

BLOOD BOLTS

Classes mystic 2, witchwarper 2
School necromancy (hemorrhage)
Casting Time 1 standard action; see text
Range close (25 ft. + 5 ft./2 levels)
Targets up to two creatures, which cannot be more than 15 ft. apart; see text
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A bolt of blood streaks from your body to slam into the target. Make a ranged attack against the target's KAC. If the bolt deals 2d6 bludgeoning damage.

You can cast this spell as a full action. If you do, you fire two bolts instead of one. You must fire the bolts at two different targets within 15 feet of each other. Roll the ranged attack and damage separately for each target.

If you are bleeding, each bolt instead deals 3d6 damage, and you can decide for each bolt whether it deals bludgeoning damage, nonlethal bludgeoning damage, or piercing damage.

BLOOD MIMIC

Classes mystic 3, witchwarper 3
School divination (hemorrhage)
Casting Time 1 minute
Range touch
Target one creature's blood or one bloodstain
Duration 1 minute/level (D); see text
Saving Throw none; **Spell Resistance** yes

A crude effigy no more than 2 inches tall rises from the drop of blood or bloodstain. This effigy has rough, uneven features; although it is the same general shape of the creature that shed the blood (humanoid, quadruped, or so on), its features aren't sufficiently detailed to provide much information about the creature's identity.

The effigy has a mystical connection to the creature from which the blood originated, and its movements mimic those the creature is currently taking. If the creature that shed the blood is currently reading a datapad, for example, the effigy mimics looking at something in its hands and occasionally makes scrolling motions with

a finger. If it is currently sleeping, the effigy lies in place but makes minor movements to indicate that it's breathing, turning in its sleep, or similar. If the creature is currently moving, the effigy merely moves in place; it doesn't venture more than a foot or so from where it was brought into being. At the end of the spell, the effigy collapses back into a blood drop or bloodstain once again.

If the creature from which the blood originated is on a separate plane, you are aware of this when you cast the spell and the spell immediately ends.

If the creature from which the blood originated is dead, you are aware of this when you cast the spell and the spell usually ends immediately—but not if the creature is (or has since become) undead. In this case, the effigy of the slain creature appears, mimicking the motions of the undead the once-living creature has become.

If the effigy takes any damage, it is immediately destroyed and the spell ends.

If you are bleeding in the round when you start casting this spell, you can mix a drop of your blood with that of the effigy to gain additional information at the spell's conclusion. When the duration of the spell ends (other than ending prematurely because the creature is on another plane or dead, or because the effigy took damage), the effigy momentarily points in the direction of the creature's current location before collapsing. If the creature isn't on the same planet or planet-sized body as you when the spell ends, the effigy simply shrugs.

Casting this spell places considerable strain on you (whether or not you're bleeding), requiring you to spend 1 Resolve Point.

BLOOD OATH

Classes mystic 5
School enchantment (compulsion, curse, hemorrhage, mind-affecting)
Casting Time 10 minutes
Range touch
Targets you and one willing creature
Duration 1 day/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You and the other target creature make promises to one another and swap blood, most commonly in a handshake after you have each made a cut on your palm or with a kiss after you have each cut your lip. Your promise must be to take a specific action (such as to rescue asteroid miners kidnapped by pirates or to carry important data to a named corporation's offices). Although it is common for you and the other target creature to make the same promise, this isn't a requirement; you need only clearly voice your promises to each other.

This spell is a curse, but not necessarily a harmful one. This spell can't be dispelled, but can be removed with a *break enchantment*, *miracle*, *remove affliction*, *warp reality*, or *wish* spell. You can't automatically dispel or dismiss your own *blood oath*; the spell creates a binding promise.

Once per day, a target creature may remember its oath to reroll any attack roll or skill check made in support of its sworn promise (such as an attack roll against the pirate captain or a Piloting check to navigate to the corporation's headquarters). This takes no action, but the creature must choose to do it before learning the results of the first roll. The creature must take the result of the second roll, even if it is worse. A target can spend a Resolve Point to use this ability an additional time during a day, but cannot do so more often than once every 10 minutes.

If a target fails to work towards its sworn promise for 12 consecutive hours, even for reasons outside of its control, the oath is deemed abandoned. The target who abandoned its oath gains 1 negative level for the remainder of *blood oath*'s duration, and this negative level can only be removed prematurely by *wish* or similarly powerful magic. The other target is immediately aware that the promise has been abandoned.

If both you and the target have abandoned your promises, the penalties become more severe: you each take 4 negative levels for the spell's remaining duration, instead of 1 negative level.

A creature can only be subject to a single *blood oath* at one time, and the spell has no effect unless you and the other target creature both have blood.

If you are bleeding in the round you start casting this spell, you can work toward your promise even after you've abandoned it; if you do, your promise is no longer considered abandoned. You regain the benefits of this spell and no longer suffer the negative levels. (If both you and the other target creature abandoned your promises, but you work toward yours again, the other target creature has only 1 negative level instead of 4 negative levels.)

Casting this spell places considerable strain on you (whether or not you're bleeding), requiring you to spend 1 Resolve Point.

BLOODQUAKE

Classes mystic 2, technomancer 2, witchwarper 2
School necromancy (hemorrhage)
Casting Time 1 standard action
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Fortitude half; **Spell Resistance** yes

You magically emit a frequency that causes blood and other internal fluids to vibrate rapidly within the body. This tremor deals 2d4 bludgeoning damage to creatures in the area that have blood. Creatures that are attached to any creature in the area (such as a skittermander whelp or symbiend) are automatically detached, regardless of whether they are otherwise affected by the spell.

If you are bleeding, increase the damage dice from this spell to 2d6 bludgeoning damage, and creatures that fail the Reflex saving throw are flat-footed for 1 round.

FLAVORLESS BLOOD

Classes mystic 1, technomancer 1, witchwarper 1
School transmutation
Casting Time 1 standard action
Range touch
Targets one creature
Duration 10 minutes/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The target creature's blood becomes bland and off-putting. Other creatures can't drink the target's blood, and special abilities that do so (such as a void zombie's blood drain) automatically fail. Creatures with blood drain or similar abilities can't detect the target through scent.

This spell has no effect on creatures that don't have blood.

IGNITE BLOOD

Classes technomancer 4, witchwarper 4
School transmutation (fire, hemorrhage)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Fortitude half; **Spell Resistance** yes

You alter the chemicals in the target's blood so that it catches fire in the body. The spell deals 8d6 points of fire damage. If the target fails its Fortitude save it also catches fire from the inside, gaining the burning 1d6 condition. The fire can't be quenched by being doused with water, but the target can roll on the ground to attempt to put the fire out, as normal for the burning condition.

If you are bleeding, the burning damage increases from 1d6 to 2d6 and the target is sickened while it is on fire.

MAGNETIZE BLOOD

Classes technomancer 3, witchwarper 3
School transmutation
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration concentration + 1 round
Saving Throw Fortitude negates; see text; **Spell Resistance** yes

This spell magically magnetizes trace minerals in the target's blood, attracting the blood to itself as well as to metallic objects the target is wearing or holding. The target is staggered. If the target is wearing metal armor, it is also entangled for the spell's duration or until it removes the metal armor. The magnetization grants the target a +2 circumstance bonus to KAC against disarm combat maneuvers that would disarm it of a metal weapon. This spell has no effect on creatures that don't have blood.

SANGUINARY SHIELD

Classes mystic 2, witchwarper 2
School abjuration (hemorrhage)
Casting Time 1 standard action
Range personal
Duration 1 round
Saving Throw Reflex negates; see text; **Spell Resistance** no

Blood pours from your body to form a floating shield that intercepts attacks against you. The shield provides a +2 shield bonus to AC (see *Character Operations Manual*), but you cannot align the shield against a specific foe. The shield

erupts in a burst of ensnaring blood against melee attacks that get past it; if a creature hits you with a melee weapon that deals kinetic damage, the attacker is staggered for 1d4 rounds (Reflex save negates). The duration of the staggered effect doesn't stack if a creature succeeds on multiple melee attacks; use the longest duration instead.

If you are bleeding, the *sanguinary shield* also gives you and your gear DR 5/– that protects you against bludgeoning, piercing, and slashing damage.

SUMMON BLOODSKITTER

Classes mystic 2, witchwarper 2
School conjuration (hemorrhage, summoning)
Casting Time 1 round
Range medium (100 ft. + 10 ft./level)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You summon a mosquito-like creature made of red, dripping blood. The bloodskitter appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

The bloodskitter has the statistics of a skittermander whelp with a fly speed of 60 feet (Ex, perfect) and DR 10/bludgeoning.

If you are bleeding, the bloodskitter is made of up your blood and you have a special connection to it. As often as you'd like during the spell's duration, you can concentrate to see through the bloodskitter's eyes as if you were there. On any round when you concentrate in this manner, the bloodskitter can take no actions other than to hover in place.

TOWERS OF GORE

Classes mystic 6, witchwarper 6
School conjuration (creation, hemorrhage)
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area 40-ft. radius
Duration instantaneous
Saving Throw Reflex negates and Fortitude half; see text; **Spell Resistance** no

Towers of semi-congealed blood erupt from surfaces in the area, strong enough to lift creatures into the air and splashing the area with viscous blood. The GM might determine additional effects from this sudden profusion of blood, such as drawing the attention of creatures that feed on blood. The area becomes difficult terrain until the blood naturally dries, usually over the course of several days.

You can choose for up to four towers of blood to rise from 10-foot squares in the area. These blood towers ascend up to 60 feet in height, stopping if they hit a structure or ceiling. Each creature on a tower when it stops rising must succeed at a Reflex saving throw or fall off the nearest edge, taking falling damage as appropriate. Creatures atop a tower that hits a structure or ceiling automatically fall off. The towers then quickly descend, depositing any creatures that didn't fall off of them back onto the ground in the same space they were when lifted.

If you are bleeding, you can choose to have any or all of the towers collapse with supernatural force. The spell deals 6d6 points of bludgeoning damage (Fortitude saving throw for half damage) to each creature on or adjacent to a collapsing tower of blood. A creature on or adjacent to multiple towers must save separately against each.

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