

# Haemomancer

You are a wizard that wears dripping red robes and wields syringes and knives, and you use your own blood and the blood of others for your strange magics.

Hit Dice: d6 (+1/level after 9)

To-hit: as magic-user

Saving throws: as magic-user

Weapons proficiency: knives, syringes, small swords, things that spill blood

Armor proficiency: none

**Blood Magic:** you are able to spend points of your own hit points in order to cast spells. When casting a spell, you roll 1d20 against 10+the difficulty level of the spell, hoping to roll over. Each spell has a minimum hp requirement that is equal to its level, and any hp spent over that requirement is equal to +1 on the spell roll. A portion of the potential spells that a haemomancer can learn are provided below. Haemomancers do not need to reach a specific level to learn certain spells, they just need to acquire the information on how to cast them. A haemomancer can even know a spell but not be able to cast it due to it costing too many hit points! If the haemomancer fails the spell roll, then the hp is lost and the spell is not cast, or even has some kind of terrible fumble.

**Bloody Tongue:** you are able to speak with all hemophagous creatures, such as leeches, vampires, mosquitoes, ticks, fleas, chupacabras, etc.

**Blood Donor:** starting at level 6, you are able to use the hit points of other people to cast your spells. They must make a poison/death save to resist the effect, but if they fail then you take full control of their hit points (blood) and can use it to fuel spells. You can spend hit points to lower their chance of success at a rate of 1 hit point spent to 1 point in detriment to their saving throw.

## List Of Spells:

Scab Skin (difficulty 2, 2 hp). Gives the recipient 1 point of armor/damage reduction, +1 per hp spent. This lasts for a couple of minutes, until the scabs flake off.

Blood Transfusion (difficulty 3, 1 hp). The higher difficulty score is because of the complex tubes that must be set up by the haemomancer for the ritual to succeed. This spell takes some time to complete. It heals 1 point of hp of the recipient for every point spent.

Blood Worm (difficulty 3, 3 hp). The haemomancer cuts their arm and a fat slimy worm made of coagulated blood comes out. It has 1HD, +1 to attack, 11AC, and deals 1d6 damage. For every additional hp spent, increase one of those stats by one.

Hemophilia (difficulty 4, 4 hp). When cast on an enemy, all attacks cause them to start to bleed out, taking 1 additional point of damage each round after being attacked, increasing the per round damage by 1 per hp spent.

Blood Bullets. (difficulty 1, 1 hp). Each hp spent is one small bullet of fast blood that deals 1d4 damage. When more hp is spent, another bullet is made, and each bullet can be targeted at a different target.

Hemophobia (difficulty 12, 12 hp). All of the blood in the target's body wants to escape. The target must make a poison/death save or die instantly.

Vein Snake (difficulty 4, 4 hp). A large section of either your veins or a victim's veins becomes an independent creature. 2HD, 13AC, +3 to attack, deals 1d8 damage. If you do not get the veins back into your body or the target's body within 2 minutes then you die instantly.

Identify Blood (difficulty 1, 1 hp). You can identify what produced some amount of blood by tasting it and mixing it with your own.

Nosebleed (difficulty 1, 1 hp). The target of this spell gets a really bad nosebleed, taking -1 to all of their rolls. If you spend more hp, then the nosebleed just gets worse, and the penalty gets worse along with it.

Bloodhound (difficulty 3, 3 hp). You can find the current location of something which you have the blood of.

Level	Title	Experience
1	Mosquito	0
2	Hematologist	2,175
3	Transfusionist	4,350
4	Bloodletter	8,700
5	Flea	17,400
6	Leech	34,800
7	Tick	69,600
8	Vampire	139,200
9	Haemomancer	278,400
10+	Haemomancer	+278,400/level