

# Blood Manipulation Redux

## 1st Level

- **Blood Cost:** Whenever you use a Blood Manipulation ability, other than Flowing Red Scale (or Flowing Red Scale Stack), you must also spend HP equal to the CE spent, this spent HP also reduces your maximum HP by the same amount. If your HP maximum is reduced to 0, you die instantly. If you have an alternate source of blood (i.e. blood bags) you ignore the HP cost.
- **Blood Bags:** You can fill blood bag(s) with HP up to a quarter of your maximum HP (rounded up) without gaining levels of Exhaustion. You gain a level of Exhaustion for every Constitution modifier HP made into blood bags (ex. If your Con mod is 5, if you create blood bags of 1 - 5 HP beyond ¼ of your max HP, you gain 1 level of Exhaustion, then you gain a 2nd level of Exhaustion from 6 - 10 HP). Your maximum HP isn't reduced when collecting blood in this way. Blood bags remain viable for 24 hours when refrigerated or 30 minutes at room temperature (these times can be increased or reduced based on other variables at the DM's discretion).
- **Blood Constructs:** You can pull blood from an available source to create a semi-solid construct. As a Bonus Action for **1 CE**, you can create a small construct smaller than a 5ft by 5ft. For every extra 5 square feet the price increases by **1 CE**.
  - These constructs remain for PB hours.
  - All weapon & armor Blood Constructs are treated as Mithral.
    - If the armor normally imposes Disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the Mithral version doesn't.
    - If the weapon normally has the Heavy property, the Mithral version doesn't & the Mithral version has the Finesse property.
  - If the construct is a Simple Weapon or Light Armor it costs **1 CE**. If it's a Martial Weapon, Medium Armor, or a Shield it costs **2 CE**. If it's Heavy Armor it costs **3 CE**.
- **Blood Guided Weapons:** As a Bonus Action, you can coat a weapon or 5 pieces of ammunition with your blood (1 HP, no CE). When a weapon or ammunition coated with blood misses its target, you can use your Reaction, spending **1 CE** (no HP) to add your PB to the attack roll, possibly changing the miss into a hit.

## 3rd Level

- **Flowing Red Scale:** As a Bonus Action spending **3 CE**, for the next minute you are under the effects of *Haste* (no lethargy). Additionally, you gain a +1 to weapon & unarmed attack rolls.
- **Blood Crystallization:** As a Free Action at the start of each of your turns, you can choose to crystalize your blood, increasing your resilience, but risking thrombosis. You gain the following benefits:
  - Your AC increases by 2.
  - Your unarmed damage die/dice increases by one category.

- You gain Resistance to non-magical Bludgeoning, Piercing, and Slashing damage.

At the end of each turn that your blood is crystallized, you must make a Constitution Saving Throw equal to  $8 + \text{level} / 2$  (rounded down) or gain a level of Exhaustion.

## 6th Level

- **Convergence:** As a Bonus Action spending as much CE as you choose (up to CE modifier + PB), you can compress some of your blood to its absolute limit. This blood remains compressed for 1 minute or until you drop it. While holding a Convergence you only have 1 free hand. Some features are enhanced by Convergence & others require it. Convergence can be passed to other users of the Blood Manipulation technique as a Free Action if they are within 5ft of you.
- **Crimson Binding:** As an Action spending 2 CE, you unleash your blood at a Medium or smaller creature within 20ft attempting to bind them. The target must succeed on a Dexterity Saving Throw or be Paralyzed for the next minute. At the end of each of its turns, the target can make another Dexterity Saving Throw. On a success, the target escapes.
  - **Convergence Boost:** For each CE spent on Convergence, the range of Crimson Binding is increased by 20ft and the size of the creature it is able to bind is increased by 1 category.

## 11th Level

- **Piercing Blood:** As an Action requiring a Convergence, you can launch the blood contained in a Convergence in supersonic beam. All creatures in a 100ft line must make a Dexterity Saving Throw, taking magical Piercing damage equal to a number of d10s equal to the CE spent on Convergence or half as much on a success.
  - If any creature succeeds on the Dexterity Saving Throw, you can use your Reaction to redirect the blood beam, possibly causing it to deal full damage. All creatures that passed must remake the Dexterity Saving Throw, but at Advantage as the redirected blood is slower than the original attack. On a failure, they take the full damage.
- **Blood Meteorite:** As an Action requiring Blood Crystallization to be active & a Convergence, you use your knowledge of both Piercing Blood & Blood Crystallization to create a solid crystal of blood to fire at your enemies, it is much slower than Piercing Blood, but also much stronger. Make a ranged (30/120) CE attack roll. On a hit, the target takes a 1d8 magical Bludgeoning & 1d8 Necrotic damage for CE spent on Convergence. As a Reaction immediately after attacking with Blood Meteorite you can attempt to redirect the meteorite to hit another creature within 30ft of the original target. Make another ranged CE attack roll. On a hit, the second target takes only 1d8 Necrotic damage for CE spent on Convergence.

## 18th Level

- **Domain Expansion: Bloodbath**

- This is a lethal domain.
- While your domain is active, at Initiative 20, all of your opponents take 4d10 Necrotic damage as their blood attacks them from the inside.
- While your domain is active, you can create a Convergence as a Free Action.
- While your domain is active, your Blood Manipulation abilities cost no HP. If you have Blood Production, you instead regain HP equal to your CE modifier at the start of each turn.

## Blood Manipulation Redux - Feats

### **Flowing Red Scale: Stack**

*Prerequisites: Flowing Red Scale*

The cost of Flowing Red Scale doubles, in exchange, your speed is tripled instead of doubled, your AC increases by an additional +1, & you gain 1 use of Action Surge per activation of Flowing Red Scale.

### **Blood Production**

*Prerequisites: 8th-level, Cursed Vessel (Death Painting) or RCT*

Your Blood Manipulation abilities no longer cost HP.

### **Blood Edge**

*Prerequisites: Convergence*

When creating a weapon with Blood Constructs, you can instead do so with Convergence as the weapon's base, creating a weapon composed of high speed rotating blood. These weapons count as magical, for every 2 CE spent on Convergence the weapon's damage die/dice is increased by one tier, and gain a bonus to attack & damage rolls equal to half the CE spent on Convergence.

If you instead create an armor or shield with Blood Edge, its AC bonus increases equal to half the CE spent on Convergence, you are Immune to being Grappled, & creatures that attack you with unarmed strike take 1d6 magical Slashing for each attack that hits you.

### **Maximum: Supernova**

*Prerequisites: Piercing Blood*

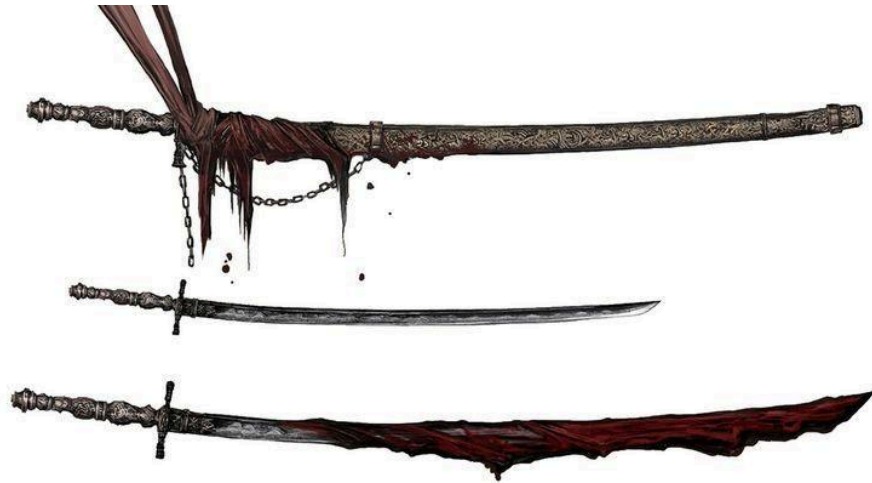
You can create small orbs of condensed blood that explode in dozens of piercing blood particles.

As an Action requiring a Convergence, you launch your Convergence to a point you can see within 30ft, where it can remain for 1 minute as part of this ability. When a Supernova Convergence detonates it forces all creatures within 10ft of it to make a Dexterity Saving Throw. On a failure, creatures take 10d8 magical Piercing damage and are knocked Prone. On a success, they receive half as much damage and aren't knocked Prone. You can have as many

Supernova Convergences active at a time equal to your PB, as a Bonus Action or Reaction, you can detonate as many or as few of the Supernova Convergences as you would choose.

## Blood Cursed Tools

### Chikage



**Starting: \$???**

*Katana | Grade 1 | Requires Attunement*

Chikage is an ancient, abandoned blade with an origin shrouded in mystery. Once wielded by sorcerers of the Kamo clan, this cursed tool was forged through blood rites. The sorcerers granted the blade a limited version of Kamo's Blood Manipulation.

This longsword has a +2 to its attack and damage rolls, as well as gaining the Finesse property.

- **Scarlet Song:** As a Bonus Action, you can spend up to your PB hit die/dice & sheathe your blade. The scabbard plunges scarlet fangs into your palm, draining you of your life essence, but coating the blade in with a darkened ichor. You take damage equal to a roll of all of the hit die/dice (don't add your Constitution Modifier). For 1 minute, or until you shake off the blood as a Bonus Action, the Chikage does an additional 1d8 Necrotic damage for every hit die you spent.
- **Corrupted Blood:** When Scarlet Song is active and you hit a creature, you can force them to make a Constitution Saving Throw (your CE save DC). On a failed save, the creature is Poisoned. While Poisoned in this way, a creature takes 1d12 Necrotic damage at the start of each of its turns. A Poisoned creature can repeat the Saving Throw at the end of each of its turns, ending the effect on itself on a success.

- **Blood Manipulation Sync:** If you have the Blood Manipulation technique, instead of spending hit dice, you can spend 3 HP for each hit die, using the Blood Cost rules. The *Blood Production* feat doesn't reduce this to 0.
  - **Convergence Boost:** For each CE spent on Convergence, you reduce the HP cost of Scarlet Song by 1 & increase the reach of Chikage by 5ft for every 2 CE spent on Convergence.

## Bloodletter



**Starting: \$???**

*Mace | Grade 1 | Requires Attunement*

The Bloodletter is a demented cursed tool once brandished by an assassin from the Kamo clan. This fearsome weapon has a dark and terrifying history, known for its ability to draw out the blood and cursed energy from its wielder.

- **Magical:** This longsword has a +2 to its attack and damage rolls, as well as gaining the Finesse property.
- **Bloodthirst:** As a Bonus Action, you can spend up to your PB hit die/dice, to transform the Bloodletter by plunging it into your own flesh. As a Bonus Action, you can spend up to your PB hit die/dice, plunging Bloodletter into your own flesh, covered in your blood enhancing its power. For 1 minute, or until you shake off the blood as a Bonus Action, the Chikage does an additional 1d8 Necrotic damage for every hit die you spent.
- **Hemorrhage:** When the Bloodletter is transformed, your critical hit range increases by 1. Additionally, if you score a critical hit while it's transformed, the target must make a Constitution Saving Throw (your CE save DC) or become Stunned until the start of your next turn.
- **Blood Manipulation Sync:** If you have the Blood Manipulation technique, instead of spending hit dice, you can spend 2 HP for each hit die, using the Blood Cost rules.

- **Convergence Boost:** For each CE spent on Convergence, you reduce the HP cost of Bloodthirst by 1& for every 2 CE spent on Convergence you increase the size of Bloodletter by 1 size category.