

INNATE ART: BLOOD MANIPULATION



BLOOD MANIPULATION

Classification

Basic

Description

Blood Manipulation is an inherited technique passed down in the Kamo Family. It allows the user to control any blood in or outside of their body.

As the name implies, Blood Manipulation is a cursed technique that allows the user to control and shape their blood beyond its natural form or motion for a variety of effects. It can be used to manipulate every aspect of the user's blood, including blood composition, plasma, and red blood cells. Internal and external blood can be utilized as long as it belongs to the user.

Blood can be manipulated in a variety of ways utilizing this technique. External blood can be hardened or shaped to create mid-range projectiles. Internal blood can

	<p>be used to control one's own pulse rate and body temperature, effectively giving themselves more energy to increase their physical capabilities.</p> <p>The user is, of course, limited by the amount of their own blood they have access to. Too much blood loss could obviously result in death, so users generally prepare blood bags or weapons dipped in their blood in advance.</p> <p>Scales with ENERGY for potency.</p> <p>Cannot manipulate blood outside of the user's body.</p>
Restrictions	<p>-- 20 Cost Per Use -- 20 ml of Blood Per use</p> <p>-- 5 PHYS Requirement -- 5 ENGY Requirement -- 5 CTRL Requirement -- 30m Range</p> <p>Other requirements (Heavenly Restrictions, etc. etc.)</p>
Benefits	<p>+20 Potency to All Blood Manipulation Attacks +20 SPD to all Blood Manipulation Attacks</p>
Drawbacks	<p>Blood Manipulation not only costs Cursed Energy, but also their blood. The amount of blood a blood manipulation user has scales with their PHYS.</p> <p>Per Point of Phys = 30 oz of blood</p> <p>If the user runs out of Blood, they will pass out. User has to track two stat bars, essentially.</p>

Convergence	
Classification	(Basic, Barrier, Shikigami, RCT, etc.)
Description	<p>A technique in which the blood is compressed and condensed to its limit between the palms of the user. Then, a compressed blood sphere can be used to perform an extension technique. Because it requires time to apply Convergence to blood, the user is vulnerable against fast and quick attacks.</p>

Convergence is an extension technique, as such it increases the power of existing blood techniques. This will increase the attack power of any blood related attacks. This cannot be used alongside CE Reinforcement.



Restrictions

- 20 Cost Per Technique Amplified
- 20 ml of Blood Per Technique Amplified
- 5 PHYS Requirement
- 5 ENGY Requirement
- 8 CTRL Requirement

Benefits

Special: While convergence is active, BM attacks deal injuries will poison / Debuff the target.


- T1 --> - 5 to their POTz
- T2 --> - 15 to their POT
- T3 --> -30 to their POT and SPD
- T4 --> -40 to their POT and SPD
- T5 --> -60 to their POT and SPD

Drawbacks

- The cost is incurred on top of the cost of the technique used to cast it.

Flowing Red Scale	
Classification	Basic
Description	<p>Blood Manipulation allows the user to control all aspects of their own blood composition. Using the Flowing Red Scale, the user can increase their body temperature, pulse rate, and the number of red blood cells to give themselves greatly increased energy and physical abilities. Enhanced strength and speed granted by Flowing Red Scale can be used to boost the user's capabilities in hand to hand combat.</p> <p>When this ability is activated, a blood marking appears over the user's eyes which visually differs from user to user (This can look however you want as long as you dont tread on other popular media).</p> 
Restrictions	<ul style="list-style-type: none"> -- 80 Oz of Blood -- 50 Cursed Energy -- 10 PHYS Requirement -- 5 ENGY Requirement -- 8 CTRL Requirement

Benefits	<ul style="list-style-type: none"> + 30 PHYS + 35 ENERGY
Drawbacks	Lasts for only two turns and has a turn cooldown.

Piercing Blood	
Classification	Basic
Description	<p>After the user compresses and condenses their blood to the limit with Convergence, the user claps their hands together and fires the blood from their fingertips. The blood, now reinforced with cursed energy, is capable of reaching the speed of sound.</p> 

Restrictions	-- 100 ml of Blood -- 80 Cursed Energy -- 10 PHYS Requirement -- 10 ENGY Requirement -- 10 CTRL Requirement -- 50M Range
Benefits	+ 60 Potency + 60 SPD + 60M Range
Drawbacks	- Extremely taxing costs to use.

Supernova	
Classification	Basic
Description	After using Convergence to create multiple small orbs from compressed blood, the user has the orbs shoot out in every direction like a buckshot.



Restrictions


- 40 ml of Blood
- 20 Cursed Energy
- 10 PHYS Requirement
- 10 ENGY Requirement
- 10 CTRL Requirement
- 5M Range

Benefits

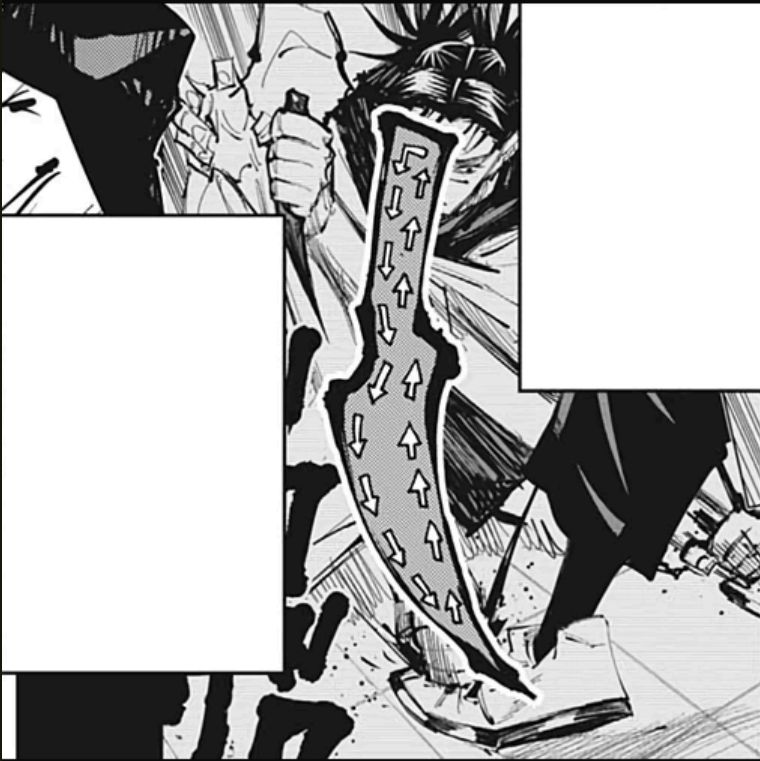
- Can be treated as a 'trap'. The user can allow the bullets to linger for an entire scene, if they so wish, to be detonated when needed.
- +35 Pot

Drawbacks

Crimson Binding

Classification	Basic
Description	<p>This technique transforms the shape of the user's blood into a net capable of ensnaring targets with great efficiency.</p> 
Restrictions	<ul style="list-style-type: none"> -- 60 ml of Blood -- 40 Cursed Energy -- 10 PHYS Requirement -- 10 ENGY Requirement -- 10 CTRL Requirement -- 30M Range
Benefits	<ul style="list-style-type: none"> - If the target can't block the attack, they will be trapped in the net. The amount of turns they are trapped for is equal to the user's CTRL divided by 10
Drawbacks	<ul style="list-style-type: none"> - Target can easily breakout if their PHYS is double that of the user's CTRL

Blood Edge	
Classification	Basic

Description	<p>The user performs a process that involves shaping and strengthening the blood's lethality by rotating it at a high speed.</p> 
Restrictions	<ul style="list-style-type: none"> -- 60 ml of Blood -- 30 Cursed Energy -- 10 PHYS Requirement -- 5 ENGY Requirement -- 10 CTRL Requirement -- Melee Range
Benefits	<ul style="list-style-type: none"> - Can activate to create or coat a melee weapon with blood that is rotating at a high speed. Attacks with that weapon gain +30 PHYS POT.
Drawbacks	<ul style="list-style-type: none"> - Duration: 3 turns - Automatically deactivated when contact is not made for 1 turn

BLOOD BAGS



A utility that is exclusive to the Kamo Bloodline. Each bag has a maximum capacity of 40oz. The user can only carry a maximum of 4 bags but as a user's blood manipulation advances they can compress and carry more blood in their bags

[10 PHYS: 40 ml]

[20 PHYS: 80 ml]

[30 PHYS: 120 ml]

[40 PHYS: 160 ml]

[50 PHYS: 200 ml]