

Blood Magus Invented by Blade

The Blood Magus is a special type of mage that utilizes the blood of others to cast special spells. The first Blood Magus was an evil mage surrounded by enemies, he had a wounded soldier in his reach and grabbed him hoping to use death magic to free himself from their reach. A little bit of the soldier's blood fell on his hand and a new power rushed through him. The blood seemed to unlock new possibilities for this cornered mage and he utilized this potential to get out of this tight situation. The mage started the order after a vision from a dark and mysterious deity, who helped him escape, showed him what this order would be for. This deity told the mage that he was to be called Caine after the original vampire. The order of Blood as it was called was a sect of mages devoted to restoring this Caine's power.

To become a Blood Magus you must first join the order as a lowly follower and go through their training program. After about four years you enter the time of your transformation. This is when you enter the main temple of Caine, which is by a dimensional rift, and he tests you to see if you are worthy. If you pass his tests, which no one knows what the tests are, then he changes you into a Blood Magus. When you leave the temple you look just like you did before but your body has undergone some transformations. Such as: your body can now absorb and store blood for years at a time, there is a mark of Caine on the back of your neck, you can feel when blood has been spilled recently in an area, and you gain a plus X to AC as long as you have 2 milliliters of blood stored.

Adventures:

A Blood Magus goal in all things is to find information or a device to restore Caine to his former glory. A Blood Magus cannot just build himself a kingdom but must be always looking for what his/her sect needs.

Characteristics:

A Blood Magus is willing to do anything to find a way to help Caine. This means that you probably can't trust them to far if another player offers them more than you.

Alignment:

A Blood Magus is always Chaotic Evil.

Races:

A Blood Magus can be any race he/she wants to be but must not owe any allegiance to another deity.

Other Classes:

A Blood Magus can get along fine with just about everyone but a Paladin, Priest, or any one else that is really religious but does not worship Caine.

Table: Blood Magus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Initiation gifts, Claws of Caine, Blood Magic Aura, Blood Storage, Blood Soaked Bite
2 nd	+1	+0	+0	+3	Blood Storage, Extra Feat
3 rd	+2	+1	+1	+3	Blood Magic Aura, Blood Storage
4 th	+3	+1	+1	+4	Blood Storage, Extra Feat
5 th	+4	+1	+1	+4	Blood Magic Aura, Blood Storage
6 th	+5	+2	+2	+5	Blood Storage, Blood Soaked Bite
7 th	+6	+2	+2	+5	Blood Magic Aura, Blood Storage
8 th	+7	+2	+2	+6	Blood Storage, Extra Feat
9 th	+8/+1	+3	+3	+6	Blood Magic Aura, Blood Storage
10 th	+9/+2	+3	+3	+7	Blood Storage
11 th	+10/+3	+3	+3	+7	Blood Magic Aura, Blood Storage, Blood Soaked Bite
12 th	+11/+4	+4	+4	+8	Blood Storage, Extra Feat
13 th	+12/+5	+4	+4	+8	Blood Magic Aura, Blood Storage
14 th	+13/+6	+4	+4	+9	Blood Storage
15 th	+14/+7	+5	+5	+9	Blood Magic Aura, Blood Storage
16 th	+15/+8	+5	+5	+10	Blood Storage, Blood Soaked Bite, Extra Feat
17 th	+16/+9	+5	+5	+10	Blood Magic Aura, Blood Storage
18 th	+17/+10	+6	+6	+11	Blood Storage
19 th	+18/+11	+6	+6	+11	Blood Magic Aura, Blood Storage
20 th	+19/+12	+6	+6	+12	Blood Storage, Extra Feat

Game Rule Information

Abilities: A Blood Magus needs a high Int, Dex, and Con.

Alignment: Chaotic Evil

Hit Die: d8

Class Skills

Concentration (Con), Craft (Int), Knowledge Arcana (Int), Scry (Int), and Spellcraft (Int)

Skill Points at 1st Level: (6 + Int modifier) times 5

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

Weapon and Armor Proficiency: Blood Magus is proficient with all simple weapons and can't wear armor.

Special Abilities

Initiation Gifts: When you go through the tests of Caine and pass you receive the ability to absorb blood when touched by your hands and the ability to sense when blood has been spilled in the last 4 hours in an area you are in. Also, you can store blood in a special part of your body for up to 4 years. (All blood measurements done in milliliters) You also get the mark of Caine on the back of your neck and *Claws of Caine*.

Blood Magic Aura: When you have 2 milliliters of blood stored at any time you gain a bonus to your AC. This bonus starts at level one with a plus one to your AC and goes up one every two levels. This is a gift from Caine to help keep you alive and doing his bidding.

Bloodpact Spells: With this ability you gain access to a new group of spells that require blood to cast. To find out how many you get look at the spell chart at the end of this document.

Normal Mage Spells: A Blood Magus does gain normal spells just like a Sorcerer does (but out of a spell book like a mage) and cast them the same way but not as many.

Blood Storage: At level one a Blood Magus can store up to 15 ml of blood at level one but this goes up by 5 every level.

Blood Soaked Bite: At level 1 a Blood Magus may use 1 ml of blood to encase his *Claws of Caine* in a death aura. This gives them a +1 to attack and damage. This modifier is raised by 1 every 5 levels.

Blood Ritual: To better the equipment of your Blood Magus you must perform a Blood Ritual. This requires one mage of 8th level or higher and one more mage of any level uses 3 ml each of blood to encircle the targeted item in a Blood Ritual. The DM then will choose what enchantment will be put on the item to better Caine's follower. When you hit level 11 you can only use Blood Ritual items.

Claws of Caine: When you pass the tests of Caine you gain this special weapon. These Claws of Caine are the only weapon you can use but you are automatically proficient with it. The Claws of Caine are a weapon that deals 1d6 damage with a critical of 17-20 with x2 damage. When you hit it draws from the opponent 3 ml of blood from the hit creature. This blood then leaks to your hand and is absorbed to be used at a later date.

Extra Feats: A Blood Magus gets extra feats that are picked out of the blood feats listed below:

Blood Feats

Craft Permanent Magical Item (Blood):

Can use X amount of blood and exp. to craft an item that will last forever out of the blood.

Craft Permanent Magical Weapon (Blood):

Can use X amount of blood and exp. to craft a weapon that will last forever out of the blood.

Sense Magic (Blood):

Can use 1 ml of blood to be able to sense when magic is being used or has been used, this lasts for 24 hours.

Extra Storage Capacity (Blood):

After attaining this feat you can store up to 10 more ml of blood.

Combat Casting (Blood):

Does the same thing as normal but for the Bloodpact Spells.

Craft Permanent Wondrous Item (Blood):

Can use X amount of Blood and exp. to craft miscellaneous magic items out of the blood.

Greater Extra Storage Capacity (Blood):

Prerequisite; needs Extra Storage Capacity and can store up to 35ml of blood already.

Add up to X to your storage capacity by sacrificing X experience to your god Caine (you cannot sacrifice an amount of experience that will drop you down to a lower level.

Blood Knowledge (Blood):

Prerequisite; needs to be able to cast at least 6 Bloodpact spells.

Chose one Bloodpact spell and you gain the ability to cast it forever at normal cost. This is extra to what you can normally cast and this feat can be taken more than once to get more spells.

Spells per Day out of Normal Spell lists

Level	0	1	2	3	4	5	6	7	8	9
1 st	2	1								
2 nd	3	1								
3 rd	3	2								
4 th	3	2								
5 th	3	2								
6 th	3	3	1							
7 th	3	3	1							
8 th	3	3	1							
9 th	3	3	1							
10 th	3	3	1	1						
11 th	3	3	1	1						
12 th	3	3	1	1						
13 th	3	3	1	1						
14 th	3	3	1	1	1					
15 th	3	3	2	1	1					
16 th	3	3	2	1	1					
17 th	3	3	2	1	1	1				
18 th	3	3	2	1	1	1				
19 th	3	3	2	2	1	1				
20 th	3	3	2	2	2	1				

A Blood Magus has a spell book but does not need to read a spell more than once. This is because of the changes caused by the tests. Any spell in his/her spell book is automatically available for the Spells per Day chart.

A Blood Magus gets a certain number of Bloodpact Spells that are decided by 2 things. First, go off the chart for the base number of Bloodpact Spells. Then, take your intelligence modifier divided by 2 rounded up and add that number to the number of Bloodpact spells per level learned. You can then cast these spells you have learned at any time if you have enough blood to cast them.

Level	Base number of Bloodpact spells learned
1 st	3
2 nd	3
3 rd	3
4 th	4
5 th	4
6 th	5
7 th	5
8 th	6
9 th	6
10 th	7
11 th	8
12 th	9
13 th	10
14 th	10
15 th	11
16 th	11
17 th	12
18 th	12
19 th	13
20 th	14