

## Blood Mage

*The luckier wielders of the arcane arts forgo the years of studying ancient toms and mastering subtle finger flicks and exact annunciation. They are born tapped into the unknown from which magic is generated. These necromancers often credit their bloodline with this innate gift. Blood mages believe that it is the blood itself that holds the power. Blood mages do not just feel magic within their veins, they channel it. Sometimes called sanguinists or sanguinomancers, these masochist mages are willing to drain their own life energy, converting it into magic.*

The blood mage is an archetype of the necromancer class.

**Class Skills:** The blood mage adds Heal to his list of class skills. This replaces Bluff as a class skill.

**Limit Breaks (Su):** At 1st level, the blood mage receives the Limit Breaks (Symbiote Protection and Theft of Vitae).

*Symbiote Protection (Su):* This limit break causes the symbiotes in the blood mage and any allies within 30 feet to protect their hosts more effectively. All symbiotes within 30 feet of the blood mage provide their hosts Fast Healing of 2, Damage Reduction of 2/-, and temporary hit points of 5 for a duration of 1 round + 1 round per four necromancer levels after 1st. Fast Healing and Damage Reduction increases by 2 and Temporary HPs increases by 5 per four necromancer levels after 1st. This limit break requires only a swift action.

*Theft of Vitae (Su):* This limit break causes the blood from the enemies near the blood mage to be sucked into him. Enemies within a 30-ft.-radius must make a Fortitude save (DC 10 + half of the necromancer's level + his Charisma modifier) for half damage or take 2d6 points of shadow damage + an additional 2d6 points of shadow damage per four necromancer levels after 1st. The blood mage gains half of the damage dealt in hit points that he may spread to his collective up to his limit.

These abilities replace the necromancer's standard Limit Breaks.

**Collective Symbiote (Su):** A blood mage creates blood worms that attaches to his allies which allows him to heal and protect them. As a standard action, a blood mage can attach a number of symbiotes onto a number of willing targets equal to his Charisma modifier or half his blood mage level, whichever is higher. The blood mage must have line of sight to each target, each target must have a Wisdom score of at least 1, and all targets must be within Medium range (100 ft. + 10 ft. per class level). The blood mage is always considered a member of his own collective, and does not count against this limit. Attaching a symbiote causes the blood mage and the willing ally a temporary Constitution loss of 1.

The blood mage can choose to remove a symbiote from an ally as a free action on his turn, and any member can voluntarily expel the symbiote as a free action on their turn. Any member whose Wisdom drops to zero or who moves out of range is automatically removed as the symbiote dies. A blood mage is aware of the status of his collective and can, roughly, sense the presence of each member, although beyond telling if such a creature is still a member, this has no mechanical benefit until higher levels (see telepathy and health sense, below).

If a member of the collective dies, the member is removed from the collective and the blood mage must make a Fortitude save (DC 15) or lose 1 MP for every Hit Die of the fallen member and be sickened for an equal number of rounds.

This ability replaces bone commander.

**Collective Healing (Su):** Whenever a willing member of the blood mage's collective could regain lost hit points or ability damage, the blood mage may choose to redirect any or all of that healing to one or more other willing members of the collective as a free action to a maximum of 5 hit points per level. This can transfer

instantaneous healing, healing from ongoing healing effects, such as fast healing, and even hit points gained from rest (in which case, a member of the collective would rest for a period of time as normal, and the amount of hit points and ability damage healed would go to another).

In any case, the original recipient of the healing effect chooses whether to allow the diverted healing, and does not gain the benefits of any healing he grants to another. The type of healing (holy energy, shadow energy, construct repair, etc.) is unchanged from the original source for determining who or what can be healed.

A blood mage may even heal wounds through collective healing if at full health. This may only be used with healing effects such as potions, spells, or other such effects. Healing from long term care or natural healing cannot be transferred in this way.

**Blood Infusion (Su):** When a blood mage casts a spell of the necromancy school, he can opt to infuse that spell with his undead-tainted blood as a swift action. As he increases in level, the power and effects of such infusions become more potent. Each time a blood mage uses blood infusion, he drains a portion of his own blood either by cutting himself with a blade or by opening a scab from a previous wound. When he does this, he takes an amount of damage equal to  $1d4 +$  the level of the spell being infused. A blood mage can only affect a spell with a single type of blood infusion. At 1st level, he can infuse his necromancy spells in either of the following ways.

- *Focused Infusion:* When the blood mage uses this infusion, he adds +1 to the DC of the infused necromancy spell.
- *Sickenening Infusion:* When the blood mage uses this infusion, any creature damaged by the infused necromancy spell becomes sickened for 1 round.

This ability replaces bolster.

**Steal Health (Su):** At 2nd level, a blood mage has learned to siphon the health of a creature and use it for his own needs or the needs of his collective. As a touch attack, the blood mage may deal a number of hit points in damage to the target equal to his necromancer level + his Charisma modifier and heal an equal amount of damage. The blood mage may share any healing from this effect over his collective, even if he himself would not be eligible for the healing. A blood mage may not heal more hit points than the touched creature had prior to using this ability.

This ability may only be used on creatures with a Constitution score and may not be used against creatures in the blood mage's collective. A blood mage may use this ability on creatures with a total number of hit dice less than half his blood mage level, but he gains no healing from it.

At 5th level, a blood mage is able to use steal health as a ranged touch attack with a range of 15 feet.

At 8th level, a blood mage's range increases to 30 feet.

This ability replaces a necromancy talent gained at 2nd level.

**Health Sense (Su):** Beginning at 2nd level, a blood mage may take a swift action to gauge the relative health level of collective members, determining the amount of damage, in hit points, that an ally has taken. In addition, the blood mage may make a Heal check as a standard action, with a DC of 15, to determine if any of the members of his collective are afflicted by a disease or poison.

Starting at 7th level, the blood mage can make a Heal check over his collective to stabilize a dying target or treat a wound from a caltrop, spike growth, spike stones, or similar. This ability improves at 12th level, and the blood mage may make a Heal check over his collective to treat a poisoned creature.

At 17th level, the blood mage is able to treat diseases in the same fashion, making a Heal check over his collective.

When treating a target over a collective, the DC of the Heal check is the same as if the blood mage was treating the target normally.

This ability replaces undead body.

**Transfer Wounds (Su):** Starting at 3rd level, all blood mages learn how to transfer wounds with but a touch. As a standard action that does not provoke attacks of opportunity, a blood mage may touch a target and heal it for 1d6 points of damage. The blood mage suffers the same number of points of non-lethal damage (up to the amount the target is actually healed). At 5th level and every 2 levels thereafter, the damage healed to the target and non-lethal damage taken by the blood mage increases by 1d6. A blood mage may use this ability a number of times per day equal to 3 + his Charisma modifier. A blood mage may not use this ability upon himself.

This ability replaces lifetap.

**Telepathy (Su):** When a blood mage reaches 4th level, all willing members of his collective (including the blood mage himself) can communicate with each other telepathically, even if they do not share a common language. A blood mage may temporarily deactivate, and reactivate, this ability as a swift action.

This ability replaces unholy fortitude.

**Necromancy Talents (Su):** In addition to gaining necromancy talents, below are a couple of necromancy talents the blood mage can select.

*Enlarged Collective (Su):* The range of the blood mage's collective is now long range (400 ft. + 40 ft. per class level). Additionally the range of his collective becomes unlimited at 12th level and planar at 16th level. At 19th level, if a member of his collective would be removed from being in his collective due to dying or their Wisdom being reduced to 0, they remain in his collective for 24 hours, although they are still dead or have a 0 Wisdom and remain unconscious, as appropriate. However, the blood mage does not suffer any penalties while they remain in his collective.

*Expanded Collective (Su):* The blood mage may add two additional creatures into his collective. This talent can be selected multiple times and it stacks.

**Blood Command (Su):** At 5th level, a blood mage can control up to 5 Hit Dice worth of undead creatures per caster level instead of the normal 4 Hit Dice of undead when casting the animate dead spell. He also gains the following blood infusion ability.

- *Commanding Infusion:* When using this infusion with *animate dead*, the blood mage can create a number of Hit Dice of undead equal to three times his caster level instead of twice his caster level.

This ability replaces fear aura.

**Thicker Than Water (Su):** At 6th level and higher, a blood mage's vital fluids are partially under his control. When a blood mage is injured, his blood withdraws from the wound, avoiding some damage that he would otherwise take. This ability gives the blood mage damage reduction 2/bludgeoning. This increases by 2 every five levels thereafter.

This ability replaces a necromancy talent gained at 6th level.

**Blood Pulse (Su):** As a free action, a blood mage of 6th level may project a pulse to all members of his collective by spending 1 MP, which empowers the attacks of the members of the collective for one round. Any successful damaging attack made with an attack roll made by a member of the collective heals the attacker for the damage dealt, up to 2 hit points of damage. Every three blood mage levels thereafter, the maximum healing granted by this aura increases by 1.

This ability replaces secrets of the dead.

**Request Aid (Su):** Starting at 7th level, members of a blood mage's collective are able to request aid from the blood mage, should he not realize such aid is needed. As a standard action, any member of the collective can request healing from the blood mage. The blood mage can grant this request by spending up to half his level (rounded down) in MP as a free action, even if it is not his turn. Each MP spent in this fashion heals 3 hit points to the target. A blood mage can even initiate this healing himself should he realize someone needs healing, by spending a standard action.

This ability replaces lifesight.

**Blood Draught (Ex):** At 7th level, a blood mage learns how to store spells of up to 3rd level in his own blood. Effectively, he gains the Craft Alchemical Item feat using an alternative medium. All rules and expenses that apply to Craft Alchemical Item also apply to this ability, with the following exceptions. Once “crafted,” a blood draught remains in circulation within a mage’s body. The maximum number of draughts he can store at one time is equal to half his necromancer level + his Constitution score, but if he is ever slain, they are all immediately ruined—even if he is subsequently returned to life. Blood draughts are never accidentally lost through major blood loss or by a blood-draining attack. To consume a draught, a blood mage pricks his skin, automatically bringing forth the desired effect. This is a standard action that provokes attacks of opportunity, like drinking a potion. Another individual can partake of a blood draught (if he or she has a strong stomach) by drinking 1 ounce of the blood mage’s blood as a full-round action. The blood mage must have an open wound to share the effects of a blood draught with another creature; if he lacks one, the creature can inflict a wound that deals 1 point of damage to the blood mage as part of the action to consume the draught. A blood mage cannot store his blood in a container to share at a later time. The blood draught must be drawn fresh from his body, or it loses potency within 1 round.

This ability replaces cheat death.

**Blood to Magic (Su):** At 8th level, a blood mage can sacrifice hit points to gain blood points to spend on spells. For every hit point sacrificed, he gains a blood point. Sacrificing hit points for blood points is a move action that does not provoke attacks of opportunity. Blood points last 1 round per level. Any number of hit points up to his Constitution score can be sacrificed each day. Blood points can be spent to cast additional spells per day. The cost in blood points of casting a spell is equal on the spell’s level. A blood mage cannot use blood points to cast a spell of higher level than he can normally cast, nor can he use blood points to cast spells he does not know.

This ability replaces a necromancy talent gained at 8th level.

**Lifetap (Su):** At 8th level, whenever the blood mage casts spells that deals shadow damage to a living creature, he gains health back equal to spell level of the spell + his Charisma modifier. If this would put him above his normal hit point total, he can transfer the excess to his collective.

This ability replaces unlife healer.

**Bloodseeking Spell (Su):** Beginning at 9th level, a blood mage can imbue his spells with the ability to draw blood from their targets. To use this ability, a blood mage must inflict a wound on himself; this is a free action that deals 3 points of damage to the blood mage and becomes a normal part of casting the spell. Damage

reduction, if a blood mage has any, doesn't apply to this damage. A bloodseeking spell deals an extra 1d6 points of damage to each target that takes damage from the spell. This extra damage applies only to spells that deal hit point damage, not to spells that deal ability damage, ability drain, or other kinds of damage. Constructs, elementals, oozes, plants, undead, and any creatures without blood or a similar substance within their bodies are immune to this effect.

This ability replaces miasma.

**Swift Aid (Su):** A blood mage of 10th level may, as an immediate action and by expending one use of his transfer wounds ability, transfer the wounds of a member of his collective to an enemy within 15 ft. of the ally for an amount of damage equal to the blood mage's transfer wounds ability. A successful Fortitude save (DC 10 + half of the necromancer's level + his Charisma modifier) negates the effect.

This ability replaces unholy protection.

**Blood Desecration (Su):** At 10th level, a blood mage gains the following blood infusion.

- *Desecrating Infusion:* When the blood mage uses this infusion, he can choose to center a desecrate effect on himself or a single target of the spell modified by this infusion (he chooses upon casting). This effect is like the *desecrate* spell, but lasts for 1 minute per caster level of the blood mage, and does not interact with altars, shrines, or permanent fixtures that boost the desecrate effect.

This ability replaces a necromancy talent gained at 10th level.

**Transfer Attack (Su):** At 11th level, a blood mage can, as an immediate action, to redirect damage being taken by one member of the collective to another member of the collective. Calculate the damage as if the original target would have taken it. The damage transferred is empathic in nature, so damage reduction or other means to block the damage to the final target are not effective.

This ability replaces undead mastery.

**Stanch (Ex):** At 12th level, a blood mage automatically becomes stable when his hit points drop below 0. He still dies if he reaches negatives in his Constitution score or lower.

This ability replaces master of death.

**Blood Ability (Su):** At 14th level, a blood mage can choose to scry through a single undead creature he created with a spell modified by a commanding infusion. The undead creature is treated as if imbued with a *starry eye* spell (caster level equal to the blood mage's astrologian level).

This ability replaces an advanced necromancy talent gained at 14th level.

**Improved Lifetap (Su):** At 16th level, a blood mage's lifetap ability improves. In addition to gaining health equal to the spell level + his Charisma modifier, any time a blood mage casts a spell that deals hit point damage, it heals him for 50% of the damage dealt. If the power does hit point damage to multiple targets, the blood mage only heals 50% of the damage to the target dealt the highest damage.

This ability replaces destruction retribution.

**Steal Life (Su):** Beginning at 17th level, a blood mage can not only steal the health of a target, but steal their life itself. By making a successful melee touch attack, the blood mage can force the target to make a Fortitude

save (DC 10 + half of the necromancer's level + his Charisma modifier) or die. A successful save negates this effect. Targets with more than 140 hit points are unaffected by this ability.

If the target fails the save, the blood mage is able to channel the stolen life force through his collective, healing any number of the members of his collective for a combined total of 5 hit points per hit die the original target had.

This ability may only be used on creatures with a Constitution score and may not be used against creatures in the blood mage's collective.

A blood mage must wait 10 minutes after using this ability before he can attempt to use it again. This is considered a death effect.

This ability replaces deathly abeyance.

**Bloodwalk (Su):** At 19th level, a blood mage becomes perfectly attuned to the song of blood. He gains the supernatural ability to transport himself great distances via the blood of living creatures. Once per day as a standard action that does not provoke attacks of opportunity, he can seamlessly enter any living creature (except an elemental, ooze, plant, undead, or other creature without blood or a similar fluid) whose size equals or exceeds his own and pass any distance to another living creature on the same plane in a single round, regardless of the distance separating the two. A blood mage merely designates a direction and distance ("a living creature twenty miles due west of here"), and the bloodwalk ability transports him to a destination creature as close as possible to the desired location. He can't specify a named individual as the endpoint unless he has previously obtained a sample of that creature's blood and has it preserved in a vial that he carries. The entry and destination creatures need not be familiar to the blood mage. A blood mage cannot use himself as an entry creature. If an intended entry creature is unwilling, he must make a successful melee touch attack to enter. (A missed touch attack does not use up the ability for that day.) When exiting a creature, a blood mage chooses an adjacent square in which to appear. Entering and exiting a creature is painless unless a blood mage wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a magical portal surprising and quite unsettling.

This ability replaces final guide.

**Perfect Infusion (Su):** At 20th level, a blood mage can use his blood infusions without taking damage.

This ability replaces an advanced necromancy talent gained at 20th level.

**Master of the Blood (Su):** A blood mage of 20th level learns how to siphon the life out of a creature. Once every 10 minutes, the blood mage can choose one target to which he has line of sight and, as a full-round action, begin draining the target of health (10d6 points of damage) which is then transferred to the collective and heals an equal amount of damage. A successful Will save (DC 20 + his Charisma modifier) negates the effect. Each round, the target may attempt another Will save to negate the effect. The blood mage can maintain concentration to continue the damage each round, for up to one minute. Any damage done after all members of the collective are healed completely instead grants temporary hit points to any member of the collective (blood mage's choice) for 10 minutes. The blood mage may divide these temporary hit points as he so chooses among members of the collective.

This ability replaces lich transformation.