

Blood Witch

Life is magic. Blood is life. Magic flows through the world like blood through the body. Magic flows through the blood. No one understands this better than the blood witch. Blood witches are mystics that are born understanding the power of blood. A blood witch can use blood to power her spells. Though called the blood witch, a male can be a blood witch, usually referred to as a blood mage, but they are commonly female because women naturally understand blood better.

Blood Witch's Penalties

Like all mystics, the blood witch seems unusual. She gets a -1 to Social stat. They also tend to be cut and scared up.

Blood Witch's Bonuses

1) Blood Laced Magic

Magic flows through the blood. Blood remembers. With a drop of the target's blood a blood witch gets +5 to the spell's power as the magic from the blood wishes to return to the target. The blood witch can also deal a hurt point to draw a drop of her own blood to give her spell a +2. If the blood witch is the target of the spell then she only gains the +5 for using her target's blood. The blood witch can only get a bonus to her spells from one drop of the target and one drop of her own (unless she is the target as stated above). Multiple drops from the target or her own blood will not give more bonuses to the spell. The drop of blood is used up when this bonus is used.

2) A Drop to Stop Them

Blood contains magic, magic a blood witch can use to cancel magic from the person the blood came from. With a drop of blood from the caster the blood witch can cancel any of his spells. The blood witch can also safely destroy a magical item with the blood of the creator.

To cancel a spell, the blood witch must have a drop of blood of the caster. A magic roll with a target number of what was rolled for the spell is needed. If the blood witch succeeds then the spell is stopped. If the blood witch does not make it but rolls more than what the original caster needed to cast the spell then it starts to eat away at the degrees of successes. For example, the blood witch is trying to cancel a ward created by a summoner. The summoner got a 36 on Wards and Ward is Challenging (Needs a 20 to succeed). If the blood witch rolls a 36 or higher, the Ward comes down. Say the blood witch rolls a 25 on the Magic skill check, then she would have succeeded at eating through two degrees of success of the Ward (the Ward had three degrees of success and a success to get through). If the blood witch rolls a 19 or less than nothing happens.

For magical items, the blood witch must have a drop of the person who created the object by opening it up to the magic. The target number for the blood witch's Magic skill check is what the original Enchant Object spell +5 for every success and degree of success for all the spells in the item. In the case of an item created by a summoner, the

number needed is 5 per success and degree of success in all the powers involved in creating the item. If this power does not completely work than it will eat away at the spell with the most successes. If it is brought down so only the original Enchant object is left on the item, it will absorb the next spell cast near it (20 feet plus 5 feet per degree of success left in the Enchant Object spell) at the successes the spell was cast at. This power does not work on fetishes.

With either use of this power, the attempt uses up the drop of blood. Another drop of the target's blood can not give a bonus for this power since it is not a spell.

3) A Drop to Break Through

A blood witch can use a drop of blood to break through any one magical defence the target is using against her. With a drop of the target's blood the blood witch can get a Magic skill roll to be able to circumvent one magical defence (ie. Ward spell, Armour spell) for ten seconds plus 2 seconds per degree of success. This power can be used as she is finishing a spell so the spell can go through a ward. It can allow a magical item with her blood on it (noted later) go through or otherwise make a defence useless only to her for the time frame. This bonus uses up the drop of blood. The drop of blood used for this can not be used to give a bonus against the target as well. Another drop of the target's blood can not give a bonus for this power since it is not a spell.

4) A Drop to Bind You

The blood witch can put a bit of her blood on an item to bind the item to her. This requires a Magic skill roll with a difficulty level of Challenging. When the item is bound to the blood witch, she can tell the general direction and distance it is to her and its general well being. If the bound item crosses a Ward it will hurt her as if she walked through the ward. This bonus lasts as long as the blood remains on it.

5) A Drop to Taste

The blood witch can notice the difference between the taste of the blood of different people and with a perception roll of Challenging can determine whose blood she is tasting if she tasted that person's blood before. This does not work with vampires because their blood is not their own.

6) Blood that Burns

If the blood witch cuts herself for a point of damage and rubs her blood on her hands or a weapon and makes a Magic skill check difficulty level of Average, she deals three extra points of damage. The blood burns all and will hurt those who can only be hurt by magical attacks.

7) A Friend of Magic

All magical beings see the blood witch in a friendlier light than they would otherwise. Beneficial magic cast on the blood witch gets a +2 and harmful magic gets a -2.

The beneficial rituals would be Crossover (if the mystic could somehow have the ritual cast on him), See Across the Veil (if the Mystic could somehow get the ritual cast on him), Spirit's Blessing, and Visions (if the mystic could somehow get the ritual cast

on him) and harmful rituals would be Angered Spirits, Voodoo Doll, and Zombie. The Beneficial spells would be Armour, Astral Projection, Bind to Your Word, Blessing, Commune, Control (if the mystic is casting it, if it is cast on him it is harmful), Divination, Fly, Heal (yes being healed is beneficial even if the side effects are not), Identify (if the mystic is casting it, if it is cast on him it is harmful), Improve Self, Necromancy (if the Mystic is casting the spell, but if he is the spirit he is no longer a Mystic and does not still have this bonus), Reverse the Clock, Stasis, Summoning (if the mystic is casting it, if it is cast on him it is harmful), Teleportation, and Unaging. The harmful spells are Curse, Transfer Souls, Trap the Soul, and Zombie. Glamour is taken on a cast by cast basis, depending on whether the effects used on the Mystic is beneficial or not. Psychic powers are different than magic and therefore are not included in this bonus.

8) **The call of Nature**

Blood witches are in flow with the ways of nature and nature with them. At times nature seems to give the blood witch signs and signals to show the blood witch the path best taken. A Perception check with a difficulty of Average is needed to spot and understand these messages.

9) **Spells**

Mystics can cast spells. Also, Mystics get the Benefit "Natural - Magic" which means they can use magic untrained, or if trained, get +2 to magic rolls.

Blood Witch's Opinions of Other Cursed

Shaman - They know the old ways, they understand the need for sacrifice. They know that the magic calls for blood.

Mystic - So many of them have lost the old way, the true path of magic. Some still keep the tradition pure but to many are turning to this "neo-pagan" garbage of harming none and will not kill to eat. They have forsaken the natural order, spit in the face of the old gods and goddesses. They forget how to truly honour nature, with blood and feasting and reverence.

Sorcerers - These mages have toiled and sacrificed for the powers they have. We respect their hard work and rejoice in their practices in the old ways. They, more so than the mystics keep many of the traditions alive. However, they seem more likely to try to enslave the magic than to follow and worship it. Be kind to these mages, but be wary, they to know the power of blood, and they may try to find it in ours.

Summoner - Foul warlocks. They are beasts to be destroyed. They foul the magic and foul their blood with the abominations they call forth to do their bidding. They do not know or care of the old ways but taint the magic we so love.

Psychics - These fools are not worth the time of day. They spit in the face of the old ways. They do not honour any traditions, they do not give reverence to or call upon anything but themselves. They are not truly a part of our world but are trapped in their

own. Leave them trapped where you found them, they can not possibly understand the truths you would try to teach them.

Blessed - Butchers and killers. They can not be trusted. Their blood and minds are tainted worse than those of the summoners.

Changelings - Weep for these poor souls. They have been taken by forces beyond our understanding and destroyed. What returns is the ruined husk. Their blood holds power, but their hearts hold no humanity.