

# Sangromancer

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For compatible d20 Systems

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# Introduction

The sangromancer is a powerful sorcerer type magic user that uses blood magic. The Sangromancer's powers stem from the ability to draw the residual life force found in the blood of living things. The sangromancer is an expert in necromancy magic and can even use blood to replace missing material components of spells. (See Additional Feats)

**Role:** The Sangromancer serves as a necromantic sorcerer and can cast spells spontaneously. Their ability to manipulate the blood of their enemies as well as their enemies life force make them fearsome opponents in battle. Those that wish to excel in blood magic however, often find themselves travelling alone and this can sometimes give them a hard time making friends and allies. However if a sangromancer is on your side consider yourself the lucky one.

**Alignment:** Given their nature the Sangromancer might not fit well into the 'good' alignment category but will fit in quite well with any lawful evil or chaotic subtypes.

**Hit Die:** d8

## Class Skills

The Sangromancer's class skills are: Appraise (INT), Bluff (CHA), Craft (INT), Diplomacy (CHA), Fly (DEX), Intimidate (CHA), Knowledge (arcana) (INT), Knowledge (blood magic) (INT), Profession (WIS), Spellcraft (INT), and Use Magic Device (CHA).

**Skill Ranks per Level:** 2 + Int Modifier

## Class Features

All of the following are class features of the Sangromancer.

**Weapon and Armor Proficiency:** Sangromancers are proficient with all simple weapons. They are not proficient with any type of armor or shield as they tend to get in the way of

acquiring blood either from themselves or another living thing. Sangromancers are also proficient with most small sized bladed weapons, even those that might not be considered 'simple', consult with your GM/DM.

**Spells:** The sangromancer casts spells as a Sorcerer or Wizard might. However unlike a sorcerer a sangromancer must have material components of their spells in order to cast them, however they do not need to learn from spellbooks the way wizards do. Sangromancers have an intimate knowledge of life force manipulation and this allows them a greater range of spellcasting abilities as they can substitute that energy for material components. See 'Additional Feats' later in this document.

To cast a spell a Sangromancer must have a constitution score equal to at least 10 + the spell level. The Difficulty Check for a saving throw against sangromancy is 10 + the spell level + the sangromancer's constitution modifier.

As the Sangromancer is a specialist spell caster that would likely keep notes on how to use their blood magic more effectively, they can cast any spell from the wizard/sorcerer/sangromancer spell list that they might be able to at their caster level. However in addition to requiring blood as a material component they must also use up some of their own energy in the process and are therefore limited to a number of spells per day that they can cast.

**Cantrips:** Sangromancers learn a number of cantrips, which are 0-Level spells, they can be cast repeatedly at no cost to the Sangromancer.

**Substitute Materials:** A Sangromancer may substitute required material components of a spell with blood that they are carrying by using the following conversion rate: The price (in gold) of the material x 1d8 vial (each vial is a pint) of blood = the amount of blood needed to substitute the required material. For example, a feather costing 1 gp would be 1gp x 1d8 (We'll say the roll was 3) so 3 vials of blood would need to be used. The more skilled a Sangromancer gets, the better this ability becomes. (See 'Additional Feats')

**Sangromancy Spell:** The Sangromancer gains a new Sangromancy spell from the "Sangromancer Spell List" in this document every odd numbered level, except for 1st. At 20th level the Sangromancer gains "**Sangromancy Mastery**" and can add their constitution modifier to their damage rolls for Sangromancy Spells.



# Additional Feats

The Sangromancer gains access to the following feats that they may take at odd number levels according to the Sangromancer Table 1.1.

**Battle Collection:** You use battle as an opportunity to collect blood from your enemies or fallen allies. At the end of the battle roll  $x \times 4$  where  $x$  is the number of enemies or allies, you may only pick one. This yields  $x \times 4$  pints of blood.

**Blood Sense:** You can make a constitution check to determine if there are any living creatures nearby. The number of rounds spent 'sensing' will determine the amount of information you are able to obtain. 1 round - You are aware of living things. 2 rounds - You can identify their size, based on blood volume. 3 - You know their approximate location. 4 - You can identify their species, if applicable. 5 - You know their age, biological sex, and if they are diseased.

**Blood Trace:** If an enemy is 'bleeding' you can lock onto their blood's unique properties and track them as if you had *Improved Track*.

**Improved Bleed:** If you inflict a wound on an enemy with a small bladed weapon you can cause their bleeding to become worse. Such a wound inflicted that causes bleeding deals 2 points of damage per round. You can also inflict this ability on a enemy or ally that is at least at -1 HP.

**Bloodletting Ritual:** Prerequisite: At least 5 ranks in HEAL. You can perform a special bloodletting ceremony that lets you heal  $1d8 +$  your constitution modifier to a willing individual.

**Improved Substitute Material:** Prerequisite: 5 or more ranks in Knowledge Blood Magic. You can halve the cost of the substitute material ability.

# Sangromancy Spells

In addition to the spells available on the Sorcerer/Wizard spell list, the Sangromancer may take any of the following spells as spells they know, if available to their caster level.

## 0-Level Spells

### *Blood Pool*

You can cause blood from the surrounding area to pool for easier collection. You can only manipulate 1d4 vials of blood this way. Only blood in the environment may be manipulated.

Range: None

Save: None

## 1st-Level Spells

### *Sangromancy*

Deals 1d4 + caster level (Max. 5). Creates 1 projectile for every 2 ranks of Knowledge : Blood Magic (Max. 3).

Range: 60ft, Line of Sight

Save: None

DC 16

## 2nd-Level Spells

### *Preserve Blood*

1d8 Vials of Blood become usable, regardless of blood's previous condition or age.

Range: Touch

Save: None

DC 17

## 3rd-Level Spells

### *Bloodboil*

You cause the enemy's blood to reach an incredibly painful temperature. Deals 1d6 per caster level (max. 5) against a living creature.

Range: 30ft, line of sight

Save: Reflex Half

DC 18

#### 4th-Level Spells

##### *Remote Withdraw*

3d6 Blood damage, 75% chance of inflicting 'Bleed' subject to *Improved Bleed*.

Range: 30ft, line of sight

Save: Fort Half, No Bleed

DC 19

#### 5th-Level Spells

##### *Blood Shape - Weapon*

You spend x vials of blood which is equal to the damage of the weapon you wish to shape the blood into. The weapon lasts only for 1 hour. Upon ending the weapon completely disintegrates. For example a blade weapon with 1d6 of damage would cost 6 vials of blood.

Range: Self

Save: None

DC 20

#### 6th-Level Spells

##### *Blood Mark*

You mark an object with your own blood, you can also call the item to your location regardless of distance. The object must be inanimate and non-enchanted.

Range: Self

Save: None

DC 21

## 7th-Level Spells

### *Blood Dance*

While in combat, you are able to manipulate blood on the battlefield to your advantage. You can the ability to manipulate it remotely for the duration of the battle, using it to either shield you or your allies or using it as *Sangromancy* to attack your foes. The amount of blood you can manipulate in this manner is 1d8 gallons x your caster level.

When shielding with blood you gain +4 to your AC, and all allies gain +2 to their AC.

When attacking with blood as with *Sangromancy* you can deal 1d6 of damage instead of 1d4.

Range: 30ft, Circular

Save: Reflex Half

## 8th-Level Spells

### *Blood Bound Summoning*

You can use your blood to cast Summon Monster (Any) using your own blood to stabilize the summoning. Summon twice as many creatures as you can summon as if using *Summon Monster*. You take 1d4 points of damage per caster level. If you have the *Improved Substitute Materials* Sangromancer feat, halve the total damage taken.

Range: Self

Save: None

## 9th-Level Spells

### *Bound to Blood*

Can bound a willing soul to a bloodline in order to become lich-like.

5,000 GP in materials to learn

Range: Touch (Blood Specific)

Save: None

DC 0

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