

Name

Choose a name or make your own:

Red, Cruor, Sanguis, Blut, Akai, Krov, Seras, Damu
Ketsueki, Chishio, Gjak, Crow, Veren, Darah

Look

Choose one for each:

Stylish hair, Ponytail, Undercut, Shaved
Goggles, Necklace, Glasses, Piercings
Long Red Coat, Covered in Bandages, Torn Clothing

Assign these scores to your stats: +2, +1, +1, +0, +0, -1

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
STR	DEX	CON	INT	WIS	CHA
Damage	d6	Armor		HP	Current MAX 24 Your Max HP is 24

Drive

Choose one drive.

☐ **RISK TAKER**

Survive when the odds are against you.

☐ **POWER OVERWHELMING**

Display your superiority over a formidable foe.

☐ **RESPONSIBILITY**

Pay the price to protect others.

Background

Choose one background.

☐ **NOBLE LINEAGE**

Somewhere in your bloodline's past lies the taint of vampiric blood.
Start with an additional 100 coins. Anyone who finds out about your dark lineage may seek to destroy you or use their knowledge against you.

☐ **CULTIST**

Take +1 to **Spout Lore** and **Discern Realities** about dark rituals or forbidden knowledge. Tell the GM how you know what you do.

☐ **HUNTED**

When you **enter a new area**, you can always ask the GM "Where is a safe place for me to hide or get lost?"; there is always such a place.

Bonds

Fill in the name of one of your companions in at least one:

_____ has helped me in the past. I will follow them.

_____ hurt me. I don't trust them.

_____ has exquisite blood. I shall watch it flow.

Starting Moves

You start with these moves:

BLOOD WEAPON

When you **quickly forge a temporary weapon out of your own exposed blood**, describe your weapon and spend 2 HP.

Choose one range for the weapon:

- *Hand, Close, Reach*

Choose one additional tag for the weapon:

- *Messy, Forceful, Precise, Piercing 1*

When you **harm an opponent with a Blood Weapon**, deal an additional +1d6 damage. If your opponent was living, heal 1 HP.

Your weapon will be destroyed after use.

TRANSFUSION

When you **spend several minutes over a bloody corpse absorbing the blood of your foes**, roll+CON.

*On a 10+: Heal 1d6 HP

*On a 7-9: As a 10+ but only heal half.

VAMPIRIC TOUCH

When you **touch a target's wound and siphon their blood**, roll+CON.

*On a 10+: You deal 1d6 damage and heal that much.

*On a 7-9: You deal 1d6 damage.

*On a 6-: You take 1d6 damage and your opponents heal that much.

HEMOKINETIC TENDRILS

When you **create long prehensile tendrils out of your own blood**, spend 1HP per tendril.

The tendrils are capable of hanging and grabbing, and can extend to a range of *Reach*.



The Blood Mage

Level
XP

Gear

Your load is 8+STR. Your starting gear is:

- Dungeon Rations (5 uses, 1 weight)
- Leather Armor (1 armor, 1 weight)
- 1d6 coins

Choose one method of drawing blood:

- ☐ Spiked Ring (*Concealed*, 0 weight)
- ☐ Small Ceremonial Knife (*Hand*, 1 weight)
- ☐ Sharpened Metal Claws (*Hand*, 1 weight)

Choose one:

- ☐ Adventuring Gear (5 uses, 1 weight)
- ☐ Antitoxin (2 uses, 0 weight) and Dungeon Rations (5 uses, 1 weight)
- ☐ Poultices and Herbs (2 uses, 1 weight)

Advanced Moves

When you gain a level from 2–5, choose from these moves.

☐ **BLOODY MANTLE**

When you **shroud yourself in blood**, gain +3 armor and lose 2 hp. The armor lasts until you rest, and does not stack with itself. If you take more than 8 damage in a single attack, the armor is destroyed.

☐ **BURNING BLOOD**

When your **blood leaves your body**, it lights on fire and gains the *Flaming* tag. You are unaffected by the flame.

☐ **CRIMSON BARRIER**

When you **create a large barrier of blood**, roll any number of 1d6, you lose that much HP. You form and shape a barrier of crystallized blood that has all of the HP you spent. The barrier counts as having 4 armor and will persist until you disperse it or it is destroyed.

☐ **BLOOD PROJECTILE**

When you **fire your blood out as a ranged attack**, roll+CON.

***On a 10+:** Lose 3 HP, deal 2d6 damage to an opponent in *Near*.

***On a 7-9:** As a 10+, but something goes wrong. **Choose 1.**

- Lose an additional 2 HP
- You draw unwelcome attention or put yourself in a spot.
- You take what you can get, deal -1d6 less damage

☐ **BLOOD OF ALL TRADES**

When you **create an object out of crystallized blood (tools / keys / chains / etc)**, describe how and spend 1 HP. The object is created.

☐ **SIPHON**

When you **touch a willing ally and exchange blood with them**, choose a transfer amount and roll+WIS.

***On a 10+:** You may freely give them any amount of your HP, or take any amount of their HP.

***On a 7-9:** You overdo it. After choosing the amount to transfer, roll an additional 1d6 and also transfer that amount.

☐ **LEECH**

You no longer need to touch someone to use **Vampiric Touch**. Instead you may use it on any wounded target in *Near*.

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ **HEMORRHAGE**

When you **violently explode a large quantity of exposed blood**, roll+WIS.

***On a 10+:** The blood explodes, 2d6 damage to anything within *Reach* of the blast.

***On a 7-9:** As a 10+ but **Choose 1.**

- You draw unwelcome attention or put yourself in a spot.
- You take what you can get, deal -1d6 less damage

☐ **BLOOD ANGEL**

When you **form wings of blood and take to the skies**, spend 4 HP. You may fly as long as you maintain concentration.

☐ **HEMOINFUSION**

When you **infuse your blood into a bleeding opponent**, spend 1d6 HP and roll+WIS.

***On a 10+:** You may control their movements and actions for as long as you focus.

***On a 7-9:** As a 10+ but the effect only lasts for a few moments.

☐ **THROUGH THE CRACKS**

When you **form your body into a pure pool of blood**, roll+WIS.

***On a 10+:** You are now an entity of pure blood. You may sneak under doors, squeeze through tight spaces, and travel through bars and cages like water. You may reform into your original shape at will.

***On a 7-9:** As a 10+ but **Choose 1.**

- You are not able to completely reform. Lose 1d6 HP.
- You draw unwelcome attention or put yourself in a spot.

☐ **COAGULATION**

Your **Bloody Mantle** and **Crimson Barrier** moves have +2 armor.

☐ **A LITTLE GOES A LONG WAY**

When you **use your hemokinetic powers to draw blood**, spend 1d6 HP to make every living opponent you can see lose 2 HP and begin to bleed.

☐ **I DRINK IT UP**

Requires: Leech, Replaces: Vampiric Touch

When you **leech blood from every bleeding enemy you can see**, roll+CON.

***On a 10+:** They all lose 1d6 HP. You heal the amount lost.

***On a 7-9:** You don't heal, but they still take damage.