***Blood Mage***

 *Note:* many of the abilities in this track require the user to take damage, this damage is not subject to any resistance or *any* effect that would lessen the damage, if the user does not have enough HP to lose then the ability does not work and the action is wasted. You must still take any HP loss that an ability requires no matter the actual outcome.

1. **Blood Magic (SU):** You fuel your magic with the power of your own blood, strengthening them at a cost to yourself. Once per [Round], as a free action, you may take [HP Reduction] up to your KOM in order to deal twice that much extra damage on a SU, SLA, or Spell that you use this [Round] that deals damage.
2. **Endurance of the Damned (EX):** Your repeated use of your blood grants you more endurance. You gain [fast healing] equal to your KDM. In addition any abilities affected by your “Blood magic” or “Paid in blood” abilities gain +1 to their DCs if applicable. This increases to +2 at 5th circle. in addition, you may use Blood magic on any SU, SLA, or spell you use even if it does not deal damage. Doing this does not add damage to the SU, SLA, or Spell but does increase the DC.
3. **Boiling Blood (SU):** As a Standard Action you may take 15 [HP Reduction] to cause the blood of your enemies to boil and writhe. You create a 25 ft radius spread centered on a point within your close range. All enemies in the spread must make a Fortitude save (DC = 10 + 1/2 your level + your KOM) or become [Nauseated] (or [sickened] if they are immune to [Nauseated]) for one round. Regardless of whether the targets make their save they are [battered] and [Bleeding] for one round.
4. **Paid in blood (SU):** Your mastery of blood magic allows you to pay for your magic with the power of your blood. Instead of expending a spell slot to cast a spell of any level other than your highest available circle as normal, you may take [HP Reduction] equal to 2\*the level of the spell you want to cast. This [HP-Reduction] lasts as long as the spell in question lasts or until the end of combat, whichever is longer. This ability only allows you to cast spells you could cast normally.
5. **Hemophilia (SU):** Your mastery over blood has begun to seep into your other abilities. Any offensive ability that is affected by “Paid in blood” or “Blood magic” gains the following text. “Any enemies affected by this spell must make a Fortitude save (DC = 10 + 1/2 your level + your KOM) or be [Bleeding] and [Battered] for 1 round.
6. **Dark Sustenance (SU):** As you grow in power the blood of others becomes a source to fuel your magic. As a swift action,you may inflict [HP reduction] equal to twice your character level upon two opponents within close range, and you regain HP equal to the [HP Reduction] you inflicted plus your KOM.
7. **Blood Control (SU):** Your power has reached its Zenith, and the blood of others is now your plaything. Once per [Encounter], as a standard action, you can take [20 HP Reduction] to force an opponent within [medium] range to do your bidding. They must make a will save or be under your control for 1 [Round]. While under your control, you may direct their actions for the [Round] when their turn comes. You choose which abilities they use, who they target, how they move, etc. This may be extended this ability by using a standard action on your turn, but each time you do so the target can make a new save.