

THE BLOODED

Most practitioners choose to specialize either in spellcasting or in the Blood Arts. The Blood Arts consist in learning to animate and manipulate the consistency of blood. Spellcasting consists in sacrificing blood to produce a magical result.

Casting

Quantity required depends on the magical potency of the blood proportional to the force necessary to acquire the desired result. The caster's own is the most potent source of blood, as well as the most physically taxing to sacrifice. The potency of the caster's blood slowly increases over the years as the caster constructs exceedingly more powerful spells. Success is most likely when the blood is one's own.

Virgin blood is valued for its potency, and is second best to the caster's own. The effectiveness of the blood decreases the greater there is a margin of difference between its consistency and the consistency of the caster's, such as blood type. A human caster risks corruption of result and greater proportional requirement when resorting to animal or inferior blood. This is not true in the case of spells directly linked to the animal in question, such as gryphon blood utilized to summon a gryphon. Lion's and eagle's blood mingled together might be less successful, the blood of a wildcat mixed with the blood of a crow yet less successful, and the blood of a dog least successful of all.

There are a great many risks to be braved for the caster, when his or her own blood is sacrificed as the raw material. One method of casting requires the blood to be sacrificed be extracted first, such as when it is to coat a substance to transform it, or when it must be mixed with some other substance as a part of the spell's formula. This type of casting risks wound infection and greater blood loss than what is desired. When the blood is sacrificed from within the caster's own body, the risk is limited to the health hazards of blood loss itself. Dizziness, fatigue, passing out, and even dying might result from sacrificing too much blood, either to cast too powerful a spell for one's experience level or to cast too many spells too quickly.

Blood Arts

Studies consist of first mastering simple tricks, such as regulating one's heart rate and accelerating the rate at which one's blood congeals, and manipulating the flow of blood to such an extent as to be capable of temporarily cutting off the flow going into one's big toe (or ankle). Eventually, the student learns to animate blood without the body, to change blood types, and even to change the very consistency of the blood itself, such as to harden animated blood into a protruding spike or a strangling whip. The artist comes into contact with the blood types of other species and gradually learns to manipulate blood from a distance. Difficulty increases the greater the distance, and the further the blood type is from the caster's own, and the less time the caster has to study the blood type.

The Order

Rumoured to be the oldest form of magic to have originated in that part of the world currently known as Jocausta, where in the present day it is outlawed. Due to the controversial nature of the Blooded, they recruit and practice under conditions of sworn secrecy. The Blooded are outlawed in many parts of the world because of the sickening and destructive potential of the magic they practice.

Equipment usually consists of a ritualistic dagger and some sort of writing material to record the spells and techniques researched.