



BLOOD-WITCH

“I can hear your heartbeat, aelfir, and I hear terror.”

You are a ritual magician who has travelled to the dark Heart of Spire, and brought back with you a strange and debilitating blood disease that allows you to warp the natural world with your essence. You possess dominion over blood, and your unnatural countenance makes you a terrifying figure to behold when riled.

CORE TRAITS

RESISTANCES: Blood +3, Shadow +1

REFRESH: Share a moment of intimacy with another person.

SKILLS: Deceive, Resist

DOMAINS: Occult, Low Society

BONDS

- You have captured a creature and fed your diseased blood to it, turning it to your will and enhancing its intelligence. Choose a small common creature such as a cat, toad, crow, snake, spider or raven, and gain it as an individual-level bond. The creature has a physical tell that indicates it is under the influence of black magic, such as compound eyes, additional legs, strange markings, or horns.
- You have tasted the blood of another player character, and learned a secret about their past (or future). What did you learn, and how often do you remind them of it?

EQUIPMENT

- Athame (D3, Bloodbound)
- Several sets of tattered, weird-looking clothing
- A collection of occult ephemera

BLOOD-WITCHERY

Although blood-witchery spells have the Occult tag, the caster doesn't have to make a roll to cast them. In this way they function like divine magic, but they don't have a specific godly source – the unique blood chemistry of the witch lets them channel the residual energies of the Heart into potent, and stable, sorceries. For this reason, they cannot be cast by a character who has not made the pilgrimage to the Heart.

Should a blood-witch cast as part of a coven – traditionally three witches in total – then all stress incurred can be equally spread amongst the members of the group. (Or offloaded on the weakest witch, as is more common.)

Also: the majority of blood-witches are women. Most men who pick up the infection die before their transformation into a witch is complete due to a quirk of biology, but male witches are not unheard of.

CORE ABILITIES

NIGHT TERROR. *You have a history of fear in the city of Spire.* Once per session, when you meet an NPC for the first time, declare that they have tried to intervene in your affairs at some point in the past, and failed. They are now terrified of you, with all the risks that entails.

ECHOES. [Occult] *You can taste the intricacies of a person in their blood.* When you taste the blood of a creature, you will learn something interesting or surprising about their past or future. The blood must still be warm; the colder it is, the less accurate and more disjointed the visions will be. Visions of the future are inaccurate at best and misleading at worst, but they will represent one potential future for the target. (You cannot derive any information from tasting the blood of a cold-blooded creature.)

TRUE FORM. [Occult] *Try as you might, you just can't keep the writhing terror inside yourself.* Since returning from the Heart, your true self pushes and boils beneath the surface of your skin. If you ever take moderate or severe fallout of any kind, you shift into the form that the Heart wishes you to be – a flickering zoetrope horror. Your fingers twitch and flex and your movements are stop-motion and disjointed; your shoulders pop and creak as they bend at the wrong points and the stench of old blood fills the air. You gain the Compel and Pursue skills, and anyone with an ounce of sense will most likely run from you. You may attempt to stop this change with a Resist+Occult roll. Your true form lasts until the end of the situation.

You can mark D3 stress to shift into your true form at any time.

ADVANCES

LOW

BLOOD-BOUND COMPANION. [Occult] *You strengthen your bond with your familiar.* Gain two of the following abilities:

- +1 Mind. Your familiar can talk to people other than you.
- +1 Blood. Your familiar can change its shape into any similar-sized non-unique creature (but retains the tell).
- Gain the Sneak skill. Your familiar can very briefly shift to become incorporeal.

- Gain the Fight skill. Your familiar can be used as a (D6, Ranged, Surprising, One-shot) weapon.

You can take this advance twice, choosing different abilities each time.

BLOOD WARD. [Occult] *You slit your palm and slap it against the wall, leaving a bloody handprint that will lash out at anyone who comes near.* Mark D3 stress to Blood to cast this spell, which is instantaneous. The next person – friend or foe – to come within arm's reach of the ward before it dries takes D6 stress.

BLOODY MASK. [Occult] *You mix your tainted blood with that of another, and daub sigils of glamour with it onto your brow and lips.* Gain the Steal skill. Mark D3 stress to Blood to cast this spell. Draw on your face with a mixture of your blood and someone else's: until the blood dries completely, you will appear as though you are the other person to onlookers. The spell won't disguise your clothing, though.

ARTERIAL SPRAY. [Occult] *You spit a curse in a thrice-dead language and stinking, vitriolic black blood sprays out of a wound or orifice.* Mark 1 stress to Blood to cast this spell. It functions as a (D3, Ranged, Spread D3) weapon.

BLIND EYE CURSE. [Occult] *You conjure a hex which manifests as sigils crawling underneath your skin that beguile and confuse those who would try to stop you.* +1 Shadow. Mark D3 stress to Blood to remove minor Shadow fallout; mark D6 stress to Blood to clear moderate Shadow fallout; mark D8 stress to Blood to clear severe Shadow fallout.

EVIL EYE. [Occult] *You spin a hex on a target, guaranteeing that three misfortunes will assail them.* Mark D6 stress to cast this spell – you must be able to see the target. The next three times you or an ally roll against the target of this spell in any way (attacking, defending against their attacks, investigating, tailing, etc) the difficulty rating of the action is 0, and you roll with mastery.

MEDIUM

HEARTS-BLOOD THRALL. [Occult] *Your cursed blood has warped your familiar's body almost beyond recognition, turning it into something truly monstrous.*

Gain two of the following abilities:

- Your familiar confers three additional resistance slots to which you can allocate stress marked as a result of spellcasting.
- +1 Reputation. Your familiar can be used as a (D6, Ranged, Piercing, Unreliable) weapon.
- Gain the Steal skill. Once per session, you can see through the eyes of your familiar and control its movements for a situation.
- +1 Mind. While you sleep, your familiar whispers secrets about those around you into your ear. At the end of each session, ask the GM what tidbits your familiar tells you.

MANNEQUIN CURSE. [Occult] *Your blood burrows inside other people and plucks their puppet-strings.* Introduce a droplet of your blood into the target's body, and you may mark D3 stress to Blood to force them to perform a simple action – opening or shutting a door, walking in a certain direction, speaking a few words. They are fully aware that the impetus for the action is coming from elsewhere, and the actions aren't precise – they can't load, aim and fire a gun, but they can certainly pull the trigger of a gun they're already holding. Once you have infected them with your blood, the spell remains active until the next dawn.

CORPUS DESAN. [Occult] *You fashion a concoction from the blood of your allies, and ask them all to drink deep. Once it takes effect, you move as one being.* Mark D6 stress to cast this spell; all other participants mark 1 Blood. Until the next dawn, all those who gave their blood and drank of the mixture can swap places with one another instantaneously, if both are willing; their bodies flex and change into one another with a noise like tearing meat.

WENDING CORRIDORS. [Occult] *You twist your enemies' perceptions of space and time into a nightmare distortion.* Mark D3 stress to Blood to cast this spell. For the next situation, you automatically succeed at all Pursue checks you undertake.

CLOSE THE WOUND. [Occult] *Your saliva can sear shut the wounds of others.* Spit on a wound to heal it almost instantly, leaving a knot of dark scar tissue where it was. Mark D3 stress to Blood to remove D6 Blood stress from a target other than yourself.

LAIR. [Occult] *Soaking up loose magic, the area around your home transforms into a nightmarish realm – a shadowy warren of skittering creatures, of words daubed in shifting blood, of corridors to nowhere.* Your lair counts as a Street-level bond which can act in accordance with your desires – trapping intruders, remembering what occurs within its boundaries, and finding items from nearby. When you apply stress to this bond, halve the level of stress inflicted. You can remove 2 stress from your lair bond by marking 1 stress to Blood.

TORRENT. [Occult] *You learn the secret of animating the blood of another, turning it against them.* Mark D6 stress to cast this spell. For the rest of the current situation, you can pluck out the blood of a living target through their nose, eyes and mouth simply by gesturing at them. This gesture functions as a (D6, Devastating, Ranged) weapon.

HIGH

UNKILLABLE. [Occult] *Death holds no power over you.* +2 Blood. If you die as a result of fallout, you do not die. Instead, you reawaken in your lair on the morning of the next dawn. If you do not have a lair, you are reborn in the Heart, and this ability is removed from you (you may purchase it again).

A DARK AND BLASTED LAND. [Occult] *You understand the secret of your lair; that it lives in you, rather than the other way around.* +2 Blood. As LAIR, but if you spend D6 stress and spend half an hour concentrating, your lair recreates itself around wherever you are currently standing. You can move between this new lair and the original instantaneously, but you can only maintain a single additional lair at a time. If you do not visit your new lair for a full week, it dissipates and the area returns to normal.

CHEVAL [Occult] *You plunge your consciousness into the body of some poor unfortunate, and you steer them like a horse.* +2 Blood. As MANNEQUIN CURSE, but: you gain full control of the target's body for the period of the spell, and do not have to mark stress to have them perform actions. They have no memory of the actions they performed during the possession. For the duration of the spell, your original body is in a semi-conscious trance – you are only barely aware of events that are occurring around your writhing, chattering body.