



The Assassin

The Sanguinity Hot Technique Tree



Means to Manipulate the Blood
for a True Professional

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D&D
DUNGEONS & DRAGONS

ROLEPLAYING GAME COMPATIBLE

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Blood Pool (Su): All assassins who know how to manipulate the blood possess a blood pool, a measure of how drenched in the stuff they are. A blood pool begins play containing 0 blood points and has a maximum capacity of three times your assassin class level. Whenever a creature within 60 feet takes damage from an ongoing bleed effect, you gain 1 blood point for each point of damage taken in this manner. Your blood points are used to fuel various sanguinity techniques.

Whenever you replenish your technique pool, the number of points in your blood pool is set to 0.

Special: The blood pool ability is not a technique. Rather, whenever a character gains any technique from the sanguinity category, he gains blood pool as a bonus ability. Like a cross-class technique, if an assassin gains this ability, but did not select sanguinity as one of his specializations, then his level is halved for the purpose of determining the power of this ability, as normal.

Bleed the Self (Su)

Category: Sanguinity
Pool Compatible: no
Range: as weapon used
Target: creature in range
Presence Source: creature attacked
Presence Required: 0, 1, 2, or 3
Presence Change: +1
Execution Time:
1 standard action OR an attack in a full-attack action
Duration: instantaneous

Make a weapon attack. On a successful hit, you deal damage as normal, as well as 1 point of random ability bleed. (Random ability bleed is like ability bleed, but random. For example, 1 Constitution bleed deals 1 point of Constitution damage each round. By extension, 1 point of random ability bleed deals 1 point of damage to a random ability score each round.)

Blood Sense (Su)

Category: Sanguinity

You are considered to have blindsense 60 ft., but only for the purpose of detecting creatures that are suffering from ongoing bleed damage. This ability extends to those actions performed by bleeding creatures. For example, you are aware of fired missiles, dropped chandeliers, doors, walls, squares through which movement has occurred, and other objects with which bleeding creatures are interacting.

Blood Tithe (Su)

Category: Sanguinity
Pool Compatible: no
Range: 60 feet
Target: bleeding creature in range
Presence Source: targeted creature
Presence Required: 1, 2, 3, or 4
Presence Change: -1
Execution Time:
1 standard action OR an attack in a full-attack action
Duration: see text

You draw vitality from your target's exposed wounds, granting yourself a +2 morale bonus to Strength and Constitution, increasing by +1 at 7th and 13th levels, to a maximum of a +4 morale bonus at 13th level. This effect ends immediately if your target dies or has not bled for 1 full round.

When you perform this technique, you expend a number of blood points not to exceed your assassin level. The duration of this technique is rounds equal to 3 + the number of blood points you spent in his manner.

Escalation: You may change the Presence Required of this technique to 2, 3, or 4 and its Presence Change to -2. If you do, your target takes a penalty to Strength and Constitution equal to the morale bonuses you gained through the use of this technique. These penalties persist for the duration of the technique, and the target's Strength and Constitution scores cannot drop below 1.

Bolster the Blood (Su)

Category: Sanguinity
Pool Compatible: yes
Range: 30 feet
Target: creature in range
Presence Source: a creature within 30 feet
Presence Required: 2, 3, or 4
Presence Change: -2
Execution Time: 1 immediate action
Duration: instantaneous
Requires: Assassin 6

Expend a number of blood points not to exceed your assassin class level. Your subject gains 3 temporary hit points for each blood point expended. These temporary hit points persist for 1 round.

You may perform this technique even if you have already performed another technique this round. If all other techniques you have performed this round state that you may perform an additional technique this round, then you may perform an additional technique this round.

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Bolster the Self (Su)

Category: Sanguinity
Pool Compatible: no
Range: personal
Target: you
Presence Source: a creature within 30 feet
Presence Required: 0, 1, 2, 3
Presence Change: +1
Execution Time: 1 immediate action
Duration: instantaneous
Requires: Assassin 4

Expend a number of blood points not to exceed your assassin class level. You gain temporary hit points equal to the number of blood points expended. These temporary hit points persist until the beginning of your next turn.

You may perform this technique even if you have already performed another technique this round. If you have performed another technique this round, this technique's Presence Change is set to 0.

Cauterize (Su)

Category: Sanguinity
Pool Compatible: yes (if used on a willing target)
Range: 60 feet
Target: creature in range
Presence Source: creature targeted
Presence Required: 0, 1, 2, 3
Presence Change: +1
Execution Time: 1 standard action OR an attack in a full-attack action
Duration: instantaneous

You ignite your target's blood, dealing fire damage equal to the amount of ongoing bleed damage from which it is suffering. (1 point of ability bleed will do 1 point of fire damage.) There is no saving throw, but all bleed effects affecting the subject end immediately. You gain blood points equal to half the damage dealt in this manner, rounded down.

Crimson Font (Su)

Category: Sanguinity
Pool Compatible: no
Range: 60 feet
Target: any number of creatures in range
Presence Source: any target creature
Presence Required: 3 or 4
Presence Change: -3
Execution Time: 1 standard action
Duration: instantaneous

You whip up a whirlwind of blood by pulling it out of the bodies of nearby creatures, inflicting $1d3+1$ points of piercing damage per assassin level divided however you wish among any number of target creatures in range. A successful Fortitude saving throw halves the damage. For each point of piercing damage you deal to a creature with this technique, you also deal a point of bleed damage to it.

A successful DC $10 + 1/2$ your assassin level + your Intelligence modifier Heal check or any amount of magical healing applied to a bleeding creature ends the bleeding immediately.

Enfeebling Strike (Su)

Category: Sanguinity
Pool Compatible: yes
Range: as weapon used
Target: creature in range
Presence Source: creature attacked
Presence Required: 1, 2, 3, or 4
Presence Change: -1
Execution Time:
1 standard action OR an attack in a full-attack action
Duration: see text
Requires: Assassin 4

Make a weapon attack. On a successful hit, you deal damage as normal and your target takes a penalty to Strength equal to $1d6+1$ per two assassin levels (maximum $1d6+10$). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

When you perform this technique, you expend a number of blood points not to exceed your assassin level. The duration of this technique is rounds equal to $3 +$ the number of blood points you spent in this manner.

Exsanguinate the Self (Su)

Category: Sanguinity
Pool Compatible: no
Range: 60 feet
Target: any number of creatures in range
Presence Source: any target creature
Presence Required: 4
Presence Change: -4
Execution Time: 1 standard action
Duration: instantaneous
Requires: Assassin 8

Expend any number of blood points not to exceed your class level. You deal 1 point of random ability bleed for each blood point you expended, divided however you like among any number of target creatures in range. The number of points of random ability bleed you deal to a single creature cannot exceed half the number of blood points you expended upon this technique (rounded up.) Additionally, all random ability bleed dealt by this technique triggers immediately, dealing ability damage. (Random ability bleed is like ability bleed, but random. For example, 1 Constitution bleed deals 1 point of Constitution damage each round. By extension, 1 point of random ability bleed deals 1 point of damage to a random ability score each round.) A successful Fortitude save negates ability damage dealt by this initial triggering.

A successful DC $10 + 1/2$ your assassin level + your Intelligence modifier Heal check or any amount of magical healing applied to a bleeding creature ends the bleeding immediately.

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Make It Flow (Su)

Category: Sanguinity
Pool Compatible: no
Range: 60 feet
Target: creature in range
Presence Source: targeted creature
Presence Required: 0, 1, 2, 3, or 4
Presence Change: 0
Execution Time: 1 swift action
Duration: instantaneous

You rend your target from afar, dealing 1 point of bleed damage, plus an additional point of bleed damage for every four assassin levels you possess. Bleed damage dealt by this technique stacks with other sources, but not with itself.

A successful DC 10 + 1/2 your assassin level + your Intelligence modifier Heal check or any amount of magical healing applied to a bleeding creature ends the bleeding immediately.

You may perform an additional technique this round.

Off the Top (Ex)

Category: Sanguinity
Requires: Assassin 2

Your first successful weapon attack each round deals 1 point of bleed damage, increasing by +1 at 7th, 13th, and 19th levels, to a maximum of 4 points of bleed damage at 19th level. Bleed damage dealt by this technique stacks.

A successful DC 10 + 1/2 your assassin level + your Intelligence modifier Heal check or any amount of magical healing applied to a bleeding creature ends the bleeding immediately.

Puncturing Blow (Ex)

Category: Sanguinity
Pool Compatible: no
Range: as weapon used
Target: creature in range
Presence Source: targeted creature
Presence Required: 0, 1, 2, or 3
Presence Change: +1
Execution Time:
1 standard action OR an attack in a full-attack action
Duration: instantaneous
Requires: Assassin 4

Make a weapon attack. On a successful hit, you deal damage as normal to your target except that your weapon's base damage die deals bleed damage rather than standard physical damage.

Bleed damage dealt by this technique persists for 2 rounds before removing itself, increasing by +1 at 9th and 17th level, to a maximum of 4 rounds at 17th level. A successful DC 10 + 1/2 your assassin level + your Intelligence modifier Heal check or any amount of magical healing applied to a bleeding creature ends the bleeding immediately.

Transfusion (Su)

Category: Sanguinity
Pool Compatible: yes
Range: touch
Target: creature touched
Presence Source: a creature within 30 feet
Presence Required: 1, 2, 3, or 4
Presence Change: -1
Execution Time:
1 standard action OR an attack in a full-attack action
Duration: instantaneous

You touch a creature, siphoning some of your vitality into its form. Expend a number of blood points not to exceed your assassin class level, then roll a d8 for each blood point expended in this manner; your subject regains hit points equal to the amount rolled, and you take a penalty to your maximum hit points equal to one-quarter the amount healed in this manner, rounded down (minimum 1). Whenever you replenish your technique pool, any penalty to maximum hit points imposed by this technique ends immediately.

Transruption (Su)

Category: Sanguinity
Pool Compatible: yes
Range: 60 feet
Target: two creatures in range
Presence Source: either of the target creatures
Presence Required: 1, 2, 3, or 4
Presence Change: -1
Execution Time:
1 standard action OR an attack in a full-attack action
Duration: see text
Requires: Assassin 6

You bind two creatures together by the thread of blood. Whenever one of the two creatures takes bludgeoning, piercing, or slashing damage while within 60 feet of the other, then half of that damage is prevented (before all other sources of mitigation and prevention) and dealt to the other creature instead. Moreover, whenever one of the two creatures takes bleed damage while within 60 feet of the other, then the other creature is also dealt that much bleed damage. A successful Fortitude save negates the propagation of additional bleed damage.

When you perform this technique, you expend a number of blood points not to exceed your assassin level. The duration of this technique is rounds equal to 1 + half the number of blood points you spent in this manner (rounded down).

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Vermilion Blade (Su)

Category: Sanguinity

Pool Compatible: yes

Range: touch

Target: creature touched

Presence Source: targeted creature

Presence Required: 2, 3, or 4

Presence Change: -2

Execution Time:

1 standard action OR an attack in a full-attack action

Duration: 1 minute/level

Make a melee touch attack with an empty hand. On a successful hit, you draw a fully-forged blade made in part from the iron within your target's blood out of your target's body. Choose a one-handed bladed weapon with which you are proficient; the weapon you pull out is a +1 weapon of the chosen type. For every four assassin levels you possess, you may either increase the enhancement bonus of your blade by +1 (max +5) or add one of the following weapon special abilities to it: *blood-hunting*, *conductive*, *corrosive*, *keen*, *flaming*, *mighty cleaving*, or *vicious*.



Sanguinity Feats

Blood Focus

You know how to shove more blood into your techniques than the average blood-obsessed assassin.

Prerequisite: Sanguinity as a chosen assassin specialization

Benefit: The maximum number of blood points you may expend on a technique is increased by +1.

Bloodbonder Adept

Some assassins are less sneaky and more able to wear down an opponent. Those adept with the blood are prime examples.

Prerequisite: Bolster the blood technique, bolster the self technique, assassin level 10th

Benefit: Twice per day, you may take an additional immediate action in a round to perform either the bolster the self technique or the bolster the blood technique. This cannot be used if you have already performed either bolster the self or bolster the blood this round.

Transfuser

You are one of those very strange assassins who look into ways to sustain life, sometimes not even your own!

Prerequisite: Transfusion technique, sanguinity as a chosen assassin specialization

Benefit: You gain a pool of transfusion points, a measure of your ability to shove blood back into a creature without hurting yourself while doing it. The number of points in your transfusion pool is equal to your assassin level. Whenever you would have your maximum hit points reduced by a use of the transfusion assassin technique, you may expend transfusion points as though they were maximum hit points.

Your transfusion pool replenishes itself whenever you replenish your technique pool.

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