

# BLOOD WITCH

**A**t last, the constitution caster of your dreams! Blood Witches are quite amateur as casters go. They possess no innate magic, and only cast spells by channeling the weave through themselves. This is not without consequences however, and blood must be paid for every casting. It's not uncommon to see a blood witch coughing up blood after a spell. Blood witches are rarely rational and cool headed, often preferring instead to charge to solve problems.

## CLASS FEATURES

As a blood witch you gain the following class features

### HIT POINTS

**Hit Dice:** 1d12 per blood witch level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per blood witch level after 1st

### PROFICIENCIES

**Weapons:** Martial and Simple weapons

**Saving Throws:** Constitution, Strength

**Skills:** Choose two from Acrobatics, Arcana, Athletics, Intimidation, Performance, Persuasion, Survival

### EQUIPMENT

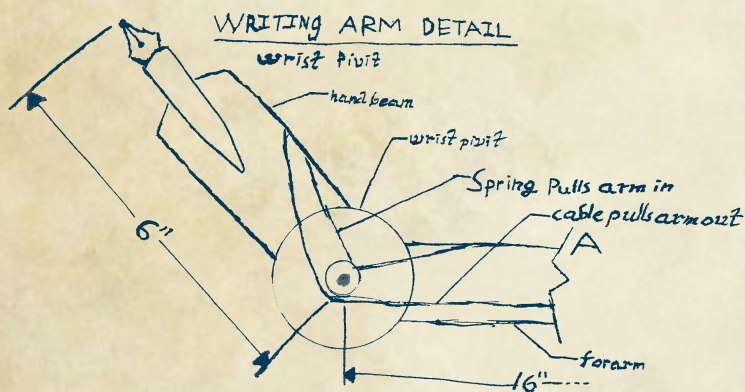
You start with the following equipment, in addition to the equipment granted by your background:

- Any two simple or martial weapons
- A light crossbow and 20 bolts
- A dungeoneer's pack

## SPELLCASTING

You have read a book about magic once upon a time, and a while later you ex-machina yourself a fireball. Then you spat up blood...

## REPLACE IMAGE



### SPELLCASTING FOCUS

Your body serves as your spellcasting focus. Every other caster you have met tells you this is a bad idea, but it works for you.

### PREPARING AND CASTING SPELLS

The blood witch table shows how many spells of each level you know.

You have no spell slots, instead whenever you cast a spell you expend a number of Hit Points equal to four times the spells level. For example casting a second level spell costs eight Hit Points.

**Optional Rule:** when you cast a cantrip expend 1 Hit Point.

### SPELLCASTING ABILITY

Constitution is your spellcasting ability for your blood witch spells; your channeling of the weave allows you to cast spells. You use your Constitution whenever a blood witch spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a blood witch spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Constitution modifier

**Spell attack modifier** = your proficiency bonus + your Constitution modifier

### RITUAL CASTING

You can cast a blood witch spell as a ritual if that spell has the ritual tag and you have the spell prepared. It's a bit messy though.

### MULTICLASSING

Blood witch magic is incompatible with other forms of magic. Your blood witch spell list & and spellcasting ability is entirely separate from other forms of casting.

### CREDITS:

The homebrewery is awesome. Look them up.

I had a passing thought: "why aren't there any constitution casters?" I thought about it some more, and I realized that it was a horrible idea. So anyway, here is a constitution caster.

This dumbassary brought to you by  
u/genontbreken.

Art made by u/genontbreken

## BLOOD WITCH

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Used to it	3	2	—	—	—	—	—	—	—	—
2nd	+2	Arcane Convulsions	2	2	—	—	—	—	—	—	—	—
3rd	+2	Scar Tissue	2	4	—	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	4	—	—	—	—	—	—	—	—
5th	+3	—	3	4	2	—	—	—	—	—	—	—
6th	+3	The Usual Pain	3	4	3	—	—	—	—	—	—	—
7th	+3	—	3	4	3	1	—	—	—	—	—	—
8th	+3	Ability Score Improvement	3	4	3	3	—	—	—	—	—	—
9th	+4	—	4	4	3	3	2	—	—	—	—	—
10th	+4	Aim?	4	4	3	3	3	1	—	—	—	—
11th	+4	—	4	4	3	3	3	2	—	—	—	—
12th	+4	Ability Score Improvement	4	4	3	3	3	3	—	—	—	—
13th	+5	—	4	4	3	3	3	3	—	—	—	—
14th	+5	Charged Blood	4	4	3	3	3	3	2	—	—	—
15th	+5	—	4	4	3	3	3	3	2	2	—	—
16th	+5	Ability Score Improvement	4	4	3	3	3	3	2	2	1	—
17th	+6	Blood Sense	4	4	3	3	3	3	2	2	1	—
18th	+6	Blood Compulsion	4	4	3	3	3	3	2	2	1	—
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	2	1	1
20th	+6	Ultimate Sacrifice	4	4	3	3	3	3	2	2	1	1



## USED TO IT

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Once per day, during a short rest, you may roll up to half your hit dice, rounded up, without expending them.

## ARCANE CONVULSIONS

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Starting at 2nd level, when you fall unconscious during battle the lingering magic, as well as the extreme pain of self inflicted magic burns (seriously, just borrow the wizards books, it's not that hard) cause you to convulse with magical energy. When you succeed on a death saving throw roll on the wild magic table. (PHB 104)

## SCAR TISSUE

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By 3rd level The repeated magical destruction of your body has hardened you to damage. While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

## THE USUAL PAIN

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Starting at 6th level careful mental preparation with certain spells you have lessened your notice of the damage they cause to you. Pick 4 levels worth of spells from your spell list, where no single spell is higher than 5th level. Once per day you may cast those spells at half their normal hit point cost. You may prepare a different set of spells in this manor during a long rest.

At eleventh level you can prepare up to 10 levels worth of spells this way.

## AIM?

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Starting at 10th level, you realize that by focusing only on power, and ignoring aim you can amp up your spells. When you cast an AOE spell that deals damage centered on yourself you may add an additional die to the damage roll. The spell must deal damage to you for this effect to activate.

## CHARGED BLOOD

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Starting at 14th level your body starts to change from channeling magic. While this does not make your casting easier, it does have some other effects. When you take piercing or slashing damage, you may use your reaction to expend the magic in the shed blood, causing damage to the attacker equal to half the damage you recieved.

## BLOOD SENSE

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By 17th level, you have steeped your body in enough magic to improve your senses. you gain blindsight out to 30ft and sense living creatures out to 60ft.

## BLOOD COMPULSION

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Starting at 18th level you gain access to a rare magic unique to blood witches. By understanding the flow of magic required to cast a spell you gain a limited ability to compel others to cast spells in the same way. When you touch a creature you may attempt to force them to cast a spell no higher than 5th level from your spell list. They must make a wisdom saving throw vs your spell save DC or cast the spell. The spell is cast under your control, but the target suffers the consequences. You may use this feature a number of times equal to your constitution modifier before needing a long rest.

## ULTIMATE SACRIFICE

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Custer's last fireball! Starting at 20th Level when you cast a spell that drops you below zero hit points, you may double its effects. If the spell causes damage, any damage dealt is doubled. If it causes an effect the enemy has disadvantage on any saving throws caused by the spell. If the spell has a hit point cap, that cap is doubled. If the spell is concentration, it stays for the max duration, but you cannot dispel it if you regain consciousness. After using this ability you become unable to cast any spells until you complete a short or long rest.

## SPELL LIST

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Choose your spells from the wizard spell list.