

Skills List:

Pain Diffusion

Active

Achievement-Locked

Rarity: Legendary

Current Level: 26

Description: *This skill allows the user to temporarily nullify up to 80% of the pain felt by the user. However, the pain nullified must be felt at some point within the next month, and the user may diffuse that pain over a set length of time or feel it all at once at a later time.*

Null Magic Field

Active

Achievement-Locked

Rarity: Legendary

Current Level: 24

Description: *This skill allows the user to set up a temporary null magic field that will require any magical skill requiring mana to use twice as much mana as the skill originally intended to be successfully used. The user is only partially affected by their own null magic fields, requiring them to spend 1.1 times as much mana for any magical skills while inside of them.*

Blood of Ruin

Active

Achievement-Locked

Rarity: Legendary

Current Level: 20

Description: *This skill unleashes the power of blood to bring ruin to the designated location.*

Blood Nullification

Active

Achievement-Locked

Rarity: Legendary

Current Level: 15

Description: *Allows the user to nullify any blood in a set radius around them for a significant price of mana dependent on the distance between the user and the blood, the obstructions between the user and the blood, and any reality that the blood may be attached to.*

Rain of Blood

Active

Achievement-Locked

Rarity: Legendary

Current Level: 13

Description: *This skill brings with it clouds of blood, raining down three different plagues on those deemed targets by the user.*

Blood Swarm

Active

Inherent

Rarity: Epic

Current Level: 12

Description: *Allows the user to summon blood homunculi that obey every order the user gives.*

Metallicized Blood

Active

Inherent

Rarity: Epic

Current Level: 21

Description: *Allows the user to have a limited amount of control over their own blood once it leaves their body and allows the user to metallicize their blood, turning it into blood metal.*

Beast Transformation

Active

Inherent

Rarity: Epic

Static

Description: *Allows the user to transform into a humanoid wolflike beast or a quadrupedal wolflike beast for the price of five percent of their mana on use.*

Metallicized Blood Claws

Active

Inherent

Rarity: Epic

Current Level: 29

Description: *Allows the user to coat their hands and feet with claws of blood. The blood used in the skill is either created through the user's mana, drained from the body of whatever the user has their claws in, supplied by another skill of the user, supplied by blood in the open, or drawn from the user's body if they are out of mana. The user may also metallicize the blood claws into blood metal.*

Life Absorption

Active

Inherent

Rarity: Epic

Current Level: 30

Description: *Creates an aura around the user that automatically drains the life energy of any nearby creatures that the user designates as targets into themselves. Costs mana to use. Life*

energy drained can be manipulated by the user to heal themselves all over or at specific locations, flow into other skills, heal others, or pushed out of their body again to leave in the open.

Partial Shift

Active

Inherent

Rarity: Epic

Static

Description: *Allows the user to transform four limbs into that of a beast for a medium and one time price of mana each use.*

Blood Pull

Active

Inherent

Rarity: Uncommon

Current Level: 22

Description: *Allows the user to drain the blood of nearby creatures and to pull unattached blood from the air and the ground and use it for various purposes, including transfusing the user's or others blood or using the blood for the user's skills to substitute 60% of the required blood the user would have to personally use.*

Blood Chains

Active

Inherent

Rarity: Uncommon

Current Level: 20

Description: *Allows the user to conjure chains made of blood, whether hardened, metallicized, or liquid blood, which bind and constrict enemies, restricting their movement, draining their blood, and draining their life energy along with it.*

Blood Diffusion

Active

Inherent

Rarity: Common

Current Level: 18

Description: *Allows the user to set up a faint magical barrier around their own body. This barrier will cause any attack below a certain level to burn the blood of the user instead of causing direct damage to them. The amount of blood burned is dependent on the level of the user and the power behind the attack dealt. The barrier does not work very well against affliction-based attacks.*

Gradual Corruption Nullification

Active

Purchased

Rarity: Legendary

Current Level: 20

Description: *This skill allows the user to slowly nullify any sort of corruption in their body over the course of two minutes. The two minutes does not have to go uninterrupted, however, the user may not use any other skills during this time. Usage of this skill requires a steady stream of mana.*

Blood Plague

Active

Purchased

Rarity: Legendary

Current Level: 15

Description: *This skill allows the user to infect every being in sight that they choose to infect with one of twelve different plagues, each of which will spread through physical contact, virally, or through contact with bodily fluids to anyone the user wishes it to spread to.*

Crimson Overdrive

Active

Purchased

Rarity: Legendary

Current Level: 20

Description: *This skill allows the user to push their body into overdrive using their blood as fuel, forcing their blood to pump faster, their muscles to grow stronger, pushing their bioelectricity into overdrive, and overall increasing their physical strength, speed, regeneration, and senses by the amount of blood used as fuel.*

Blood Shadow

Active

Purchased

Rarity: Epic

Current Level: 15

Description: *This skill can be used to create a clone made out of shadows and blood. It uses the user's own blood and their shadow in the process of the skill's use, and when the clone is destroyed, the user loses the blood and takes mental damage as backlash. 20% of the blood used can be substituted through skills or mana. The clone summoned can use basic, level 3 versions of each of the user's skills at the cost of the user's mana.*

Blood Retribution

Active

Purchased

Rarity: Epic

Current Level: 15

Description: *Any damage dealt to the user while this skill is active is returned to the one who dealt the damage in the form of blood burning. Activation of this skill costs 9% of the user's total mana. Each activation lasts for thirty seconds.*

Blood Armor

Active

Purchased

Rarity: Rare

Current Level: 10

Description: *Allows the user to create an armor purely out of congealed and hardened blood with mana. This skill may only create ten plates of armor at one time. Each plate of armor created removes a small portion of the user's mana pool until the skill is dispelled or the armor plating is shattered.*

Blood Manifestation

Active

Purchased

Rarity: Rare

Current Level: 10

Description: *The user may summon up to twenty-five weapons of blood that they may control through their will. These weapons will stay summoned for one minute and will cost ten mana per weapon.*

Blood Sacrifice

Active

Purchased

Rarity: Rare

Current Level: 10

Description: A sacrificial skill that allows the user to burn their own blood in order to get a temporary boost in their physical capabilities. This boost will last for fifteen seconds after the blood was burned. The more blood burned, the stronger the boost will be.

Blood Boil

Active

Purchased

Rarity: Rare

Current Level: 10

Description: An attack skill that slowly makes the blood of the target begin to boil, causing gradual internal damage that builds up while slowing down the reaction speed of the target.

Blood Bank

Active

Purchased

Rarity: Rare

Current Level: 10

Description: A storage skill that allows the user to store the blood of either themselves or other creatures in the void for use at a later time.

Blood Regeneration

Passive

Achievement-Locked

Rarity: Legendary

Current Level: 26

Description: The second most powerful regeneration skill of the species known by many as the Alphas of Pride. This skill tremendously increases the natural regeneration of the user, both in terms of life energy and mana. It also allows the user to regenerate lost limbs over a short period of time.

Blood Aura

Passive

Inherent

Rarity: Epic

Static

Description: *Passively spreads an aura of blood around the user whenever they desire it that decreases the stats of those they designate as enemies while increasing the stats of themselves by a miniscule amount.*

Blood Absorption

Passive

Inherent

Rarity: Epic

Static

Description: *This skill passively absorbs common rarity blood magic skills used by other users that come into contact with the user's body, converting the skills into mana for the user instead.*

Sanguine Effect

Passive

Inherent

Rarity: Rare

Static

Description: *This skill grants all attacks of the user dealt through blood magic a life draining aspect, absorbing a small sliver of the target's life energy into the user of the skills. The life energy drained cannot be controlled and it cannot be put into other targets.*

Life Sense

Passive

Inherent

Rarity: Rare

Current Level: 20

Description: *Grants the user the ability to sense life force in their surroundings.*

Apex Predator

Passive

Upgraded Title-Bearing

Rarity: Mythic

Static

Description: *It grants the user a 100% boost in stats when fighting a creature at a higher level than themselves by at least one hundred levels. It grants the user a 50% boost in stats when fighting a creature at a higher level than themselves by at least ten levels. It grants the user a permanent 30% boost in stats no matter who they are fighting. These three bonuses do not stack together. However, they may stack with other skills.*

All hail the Apex Predator.

Blood Thirst

Passive

Purchased

Rarity: Legendary

Current Level: 15

Description: *On account of the user's absolute blood thirst and utter lack of a self-preservation instinct, you have learned to grow stronger through each kill. This skill passively increases all of the user's statistics by a flat 0.85% bonus for each enemy slain for a period of one minute and thirty seconds after their death. This effect is stackable. The timer resets with every new stack.*

Bloody Thorns

Passive

Purchased

Rarity: Legendary

Current Level: 15

Description: *This skill deals a set amount of damage to any individual who causes damage to the holder of the skill no matter who it is regardless of their defense in the form of blood nullification.*