CLASS EXPANSIONS

BLOODRAGER BLOODLINES

BRADLEY CROUCH



Artificial

Magical tampering has caused there to be strange gaps and holes in your family tree. Perhaps one of your forebears was the clone of a great wizard or perhaps an escaped simulacrum of some sort. By whatever means, a manufactured being made its way into your pedigree. The result is an overwhelming desire to create.

Bonus Feats: Arcane Strike, Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Exotic Weapon Proficiency, Forge Ring, Scribe Scroll, Toughness.

Bonus Spells: *magic weapon* (7th), *effortless armor* (10th), *greater magic weapon* (13th), *minor creation* (16th)

Bloodline Powers: You can call upon the tireless and aloof nature of the artificial.

Clockwork Mind (Ex): At 1st level, you get a +1 luck bonus to saving throws made against mind-affecting abilities. This luck bonus increases by +1 at 4th level and every four bloodrager levels thereafter.

Superlative Craftsman (Ex): At 4th level, you begin to gain an innate understanding of the act of creation thanks to your own partially artificial nature. You gain Skill Focus (Craft [any]) as a bonus feat. At 10th and 16th level, you gain Skill Focus in another Craft skill as a bonus feat.

Fabricated Flesh (Ex): At 8th level, you can cause your artificial heritage to come to the fore as a swift action, granting you hardness equal to half your bloodrager level, rounded down, for 1 round. Hardness granted by this ability stacks with damage reduction granted by the damage reduction class feature, but not with other sources of damage reduction. You can use this ability once per day for every four bloodrager levels you possess.

Steel Sunder (Ex): At 12th level, when performing the sunder combat maneuver, you ignore the hardness of all objects whose hardness is less than the hardness of your weapon.

Standardized Parts (Ex): At 16th level, you may reattach severed limbs and body parts to your body as though you had the regeneration ability. These body parts need not be your own body parts, but they must come from a creature whose creature type and subtype, if applicable, matches yours.

Mastermaker (Ex): At 20th level, you may wear and receive benefit from up to four magical rings at once rather than just two.



Artist

Art exists to hold a mirror to nature. Some artists simply capture what they see with the certainty that the viewer will see what he saw. Others show the viewer an idea, a concept, perhaps the end result of a chain of events, and through subtle hints in the work, have the viewer understand this other condition. In your case, you simply call your work into being, and it expresses itself.

Bonus Feats: Augment Summoning, Evolved Summoned Monster, Iron Will, Skill Focus (Perception), Spell Focus (conjuration), Spell Focus (illusion), Step Up, Superior Summoning.

Bonus Spells: *erase* (7th), *mad hallucination* (10th), *major image* (13th), *rainbow pattern* (16th)

Bloodline Powers: Your blood is full of the power of self expression, and you can call upon it at will.

As Things Are (Su): At 1st level, your experience with illusion has made you particularly difficult to trick. You have a +2 bonus to Perception checks to find secret doors and traps. Further, you can detect magical traps as a rogue with the trapfinding class feature if and only if the trap contains or is subject to an illusion spell.

Artist's Gesture (Ex): At 4th level, creatures you damage with a melee attack take a -2 penalty to saving throws made against your illusion spells for rounds equal to your Charisma modifier. This penalty does not stack.

Masterworks (Ex): At 8th level, you learn *summon monster II* as a bonus 1st-level spell and *summon monster III* as a bonus 2nd-level spell. At 12th level, you learn *summon monster IV* as a bonus 3rd-level spell. At 16th level, you learn *summon monster V* as a bonus 4th-level spell. These bonus spells can only be cast when you are bloodraging, and their casting time is 1 standard action rather than 1 full round.

Colored Wash (Sp): At 12th level, each creature you conjure with any summon spell gains the benefits of the *blur* spell for the duration of the spell that summoned it. At 16th level, this changes to the *displacement* spell.

Persistent Creations (Ex): At 16th level, whenever you cast an illusion spell, the remaining duration of any ongoing summoning spell that you cast increases by a number of rounds equal to three times the spell level of the illusion spell. A summoning spell's remaining duration can never exceed its initial duration through the use of this ability.

True Artiste (Su): At 20th level, images and dioramas follow you wherever you go, granting you the effects of the *blur* spell at all times. This cannot be dispelled. Furthermore, you can cast the summon spells granted by the masterworks bloodline power even when you are not bloodraging, and the summon spells granted by the masterworks bloodline power conjure an additional creature when cast.

Clouds

As the most basic concepts representing all primary agents of change in this world, those with both air and water in their blood find themselves to be dreamers, always looking back to the golden age of the past with an overwhelming desire to be a part of those glorious days now only in storybooks.

Bonus Feats: Arcane Strike, Critical Focus, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Profession), Uncanny Alertness, Wind Stance.

Bonus Spells: *illusion of calm* (7th), *invisibility* (10th), *displacement* (13th), *greater invisibility* (16th)

Bloodline Powers: Not content merely to have your head in the clouds, your very blood makes its home there.

Dreamer's Destiny (Ex): At 1st level, your mind begins to boil over with ideas. You gain a +2 bonus to all Knowledge skill checks. In addition, choose whether your dreams are altruistic or selfish. You gain the corresponding ability, as well as the corresponding ability for all subsequent bloodline powers.

Altruistic: Whenever you successfully make an Aid Another check, the target of that check gets a +3 bonus on his or her check rather than just a +2 bonus.

Selfish: Choose a single ability score. You gain a +2 bonus to all ability checks made with that ability score.

Dreamer's Aspiration (Su): At 4th level, you gain one of the following abilities, as dictated by your choice of altruistic or selfish dreams.

Altruistic: Whenever you are bloodraging, all allies who hit a foe you have hit in the past round gain 1 temporary hit point for every three bloodrager levels you possess. These temporary hit points last for 1 round.

Selfish: Whenever you are bloodraging, weapons you wield have a +1 luck bonus to hit and damage rolls. This increases to +2 at 12th level.

Dreamer's Nightmare (Su): At 8th level, you gain one of the following abilities, as dictated by your choice of altruistic or selfish dreams.

Altruistic: Whenever you are bloodraging, all allies within 20 feet have a +4 morale bonus to saving throws made against fear effects, as well as a +2 morale bonus to saving throws made against mind-affecting abilities.

Selfish: Whenever you are bloodraging, you are immune to fear.

Lucid Dreaming (Su): At 12th level, harmless spells you cast treat your caster level as though it were +2 higher for the purpose of calculating the duration of those spells.

Dreamer's Vision (Su): At 16th level, you gain one of the following abilities, as dictated by your choice of altruistic or selfish dreams.

Altruistic: Whenever you enter a bloodrage, each ally within 20 feet produces a single illusory image of itself as the *mirror image* spell. This illusory image persists until destroyed or until you cease bloodraging.

Selfish: Whenever you enter a bloodrage, you produce 1d4 illusory images of yourself as the *mirror image* spell. These illusory images persist until destroyed or until you cease bloodraging.

Dreamer's Realization (Su): At 20th level, you gain one of the following abilities, as dictated by your choice of altruistic or selfish dreams.

Altruistic: Your harmless spells that target allies, but not yourself, are extended without modifying the spell level or casting time of the spell. An ally subject to an ongoing harmless spell you cast has DR 5/-. This stacks with damage reduction from the damage reduction class feature.

Selfish: Your harmless spells that target you, but not your allies, are extended without modifying the spell level or casting time of the spell. If you are subject to an ongoing harmless spell that you cast, you have DR 5/-. This stacks with damage reduction from the damage reduction class feature.



Clouds Bloodline Feats

Inconsistent Dreamer

In your dreams, you are neither a selfless champion, nor a stingy miser. You are a man, flaws, virtues, and all.

Prerequisites: Clouds bloodline.

Benefit: Select a single bloodline power you know from the Clouds bloodline that grants a different benefit depending on whether you have chosen to have altruistic dreams or selfish dreams. The chosen bloodline power grants its benefit as though you had made the opposite choice. For example, if you are selfish, the chosen bloodline power treats you as altruistic.

Special: You can take Inconsistent Dreamer multiple times. Each time, select a different qualifying bloodline power.

Dust

Ashes to ashes, dust to dust. As it is with man, so it shall be with the world.

Bonus Feats: Bolstered Resilience, Dodge, Great Fortitude, Improved Initiative, Improved Stalwart, Rage Casting, Stalwart, Toughness.

Bonus Spells: *infernal healing* (7th), *bear's endurance* (10th), fractions of heal and harm (13th), *spell immunity* (16th).

Bloodline Powers: Though everything must inevitably return to dust, your bloodline grants you the power to be the last to fall in order to see the deed through.

Last Man Standing (Ex): At 1st level, you gain the Diehard feat as a bonus feat. You do not need to meet the prerequisites for this feat. In addition, whenever you are eligible to take a bloodline bonus feat, you may forego doing so. If you do, the damage reduction granted by your damage reduction class feature increases by +1.

Dust to Dust (Su): At 4th level, manufactured melee weapons and returning ranged weapons that hit you take 1 point of damage. This damage ignores hardness. Additionally, creatures that hit you with a natural weapon take 1 point of damage. This damage ignores damage reduction and hardness. At 8th level and every four levels thereafter, the amount of retributive damage you deal in this fashion increases by +1.

Unflappability (Ex): At 8th level, whenever you make a successful Fortitude saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Unflappability can be used only if you are bloodraging.

Deleterious Aura (Su): At 12th level, creatures that begin their turn within 10 feet of you while you are bloodraging take damage equal to your Constitution modifier. If, at the beginning of your turn while you are bloodraging, there are no other creatures within 10 feet of you, you take damage equal to your Constitution modifier. This damage ignores damage reduction. There is no saving throw.

Legendary Fortitude (Ex): At 16th level, you gain a +2 bonus to Fortitude saving throws, and no longer automatically fail a Fortitude save against poison or disease effects if you roll a natural 1.

Dustbringer (Sp): At 20th level, you learn *disintegrate* as a 4th-level bonus spell. Whenever you cast *disintegrate*, you must make a Fortitude save as though you struck yourself with the ray. Damage dealt by your *disintegrate* spell is considered physical damage and is reduced by damage reduction and hardness. This is in addition to the spell's normal effects.

Entropic

Nobody in your family looks, thinks, or acts quite alike. It's as though your family line decided long ago that heredity and pedigree were not worth its time.

Bonus Feats: Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Spell Penetration, Weapon Focus.

Bonus Spells: *Burning hands* (7th), *scorching ray* (10th), *fireball* (13th), *wall of fire* (16th). The entropic bloodline's bonus spells always deal damage corresponding to the most recent energy type rolled on Table: Roiling Energy Energy Types. If you have not rolled on Table: Roiling Energy Energy Types within the last 8 hours, you cannot cast any of your bonus spells. If you have the roiling duality bloodline power, you may choose between your two most recent energy types rolled.

Bloodline Powers: Chaos is part of your very being, and you can call upon it to sow discord in your favor.

Roiling Energy (Su): A 1st level, whenever you enter a bloodrage, roll on the table below. (See the next page.) For the duration of the bloodrage, your melee attacks deal 1 point of additional damage of the indicated type. This additional damage increases by +1 for every six bloodrager levels you possess.

Embrace Potentiality (Ex): At 4th level, whenever you already have one of the following conditions while bloodraging: confused, dazed, stunned, paralyzed, shaken, frightened, panicked, entangled, fatigued, exhausted, sickened, or nauseated, you gain a +1 luck bonus to saving throws made against effects that inflict one or more of the aforementioned conditions. This bonus increases by +1 at 9th level and every five bloodrager levels thereafter, to a maximum of a +4 luck bonus at 19th level.

Roiling Aegis (Ex): At 8th level, whenever you have the ability to deal additional energy damage from the roiling energy bloodline power, you also gain energy resistance 10 against that energy type. This increases to energy resistance 20 at 16th level.

Chaotic Ward (Ex): At 12th level, once per day when making a saving throw, you may instead roll three dice and take the result that is neither the highest, nor the lowest. You must decide to use this ability before the save is rolled. You may use this ability an additional time per day at 16th and 20th level.

Subjective Truth (Sp): At 16th level, you may cast true strike as a spell-like ability as a swift action. This expends 1d4 spell levels (or more, if necessary) worth of spell slots. If you do not have sufficient spell slots to pay for this ability, then no spell slots are consumed, the spell-like ability fails to cast, and you are staggered for 1 round.

Roiling Duality (Ex): At 20th level, whenever you enter a bloodrage, you roll twice on Table: Roiling Energy Energy Types, rerolling all duplicate results and gaining the benefits of both rolls.

Table: Roiling Energy Energy Types	
d4	Energy Type
1	Acid
2	Cold
3	Electric
4	Fire

Facets

Whether they be miners, jewelers, or perhaps jewelobsessed nobles, your family includes a long history of caring about gemstones in some way shape, or form. This love is in your very bones, and it is said that the firstborn of each generation is born with a jeweler's loupe for an eye.

Bonus Feats: Cleave, Great Cleave, Great Fortitude, Penetrating Strike*, Penetrating Strike, Greater*, Power Attack, Skill Focus (Appraise), Skill Focus (Perception). The prerequisite fighter level of feats marked with an asterisk are satisfied by a bloodrager level of the listed value or higher, but only if the feat is taken as a bonus feat. If taken as a bonus feat, those feats marked with an asterisk only apply to attacks made against creatures made wholly or primarily of metal, stone, earth, wood, or gems.

Bonus Spells: *color spray* (7th), *hypnotic pattern* (10th), *dazzling blade, mass* (13th), *rainbow pattern* (16th)

Bloodline Powers: Your love for the gem manifests in many flashy ways.

Encrusted Form (Su): At 1st level, whenever you are bloodraging, your body glistens and shines with the refracted light of the gems you so adore. Creatures who strike you in melee are dazzled for 1 round with no saving throw allowed.

Encrusted Blade (Su): At 4th level, whenever you are bloodraging, your melee attacks deal a point of bleed damage for every four bloodrager levels you possess and also dazzle the target for 1 round with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save to negate the dazzle effect.

Fire of the Earth's Treasures (Su): At 8th level, your pattern spells reach a point of brilliance that no longer merely dazzles the senses. It sears them. Creatures that fail their Will save against a pattern spell you cast take 1d3 points of fire damage per spell level of the spell as the excessively bright light sears the mind. This damage is dealt before the primary effects of the spell take hold.

Blinding Glow (Ex): At 12th level, whenever one of your bloodline powers dazzles a creature that is already dazzled, it blinds that creature instead.

Flawless Opulence (Su): At 16th level, you gain the ability to glow with the radiance of thousands of gemstones cut in a sunburst pattern. As a swift action a number of times per day equal to your Charisma modifier, you may unleash a riot of light and color upon a single creature within 15 feet, as the *color spray* spell. A DC 10 + 1/2 your bloodrager level + your Charisma modifier Will save negates. The affected creature is treated as if its total number of Hit Dice were equal to its number of Hit Dice minus your Charisma modifier (if positive).

Facetlord (Ex): At 20th level, your body spontaneously crystallizes in an effort to be more like that which you embody. You gain DR 10 / piercing. Further, the first time you are dealt damage in melee each round, the attacker is affected by the *color spray* spell. Treat the *color spray* portion of this ability as a spell-like ability.

Facets Bloodline Feats

Enhanced Opulence

Some gems are more flawless than others.

Prerequisite: Facets bloodline, flawless opulence bloodline power.

Benefit: You gain a +2 bonus to Charisma for the purpose of calculating the effective Hit Dice of creatures affected by your flawless opulence bloodline power.

Special: You can take Enhanced Opulence multiple times. Its effects stack.

Searing Treasures

Any jewel aficionado knows that the cut of a gem strongly influences its reflecting properties. That's the very rationale behind having different cuts to begin with, after all! You have studied these cuts in great, some would say excruciating, detail, and you have learned exactly which cut to use in which ambient light.

Prerequisite: Facets bloodline, fire of the earth's treasures bloodline power.

Benefit: Your fire of the earth's treasures bloodline power now deals 1d4 points of fire damage per spell level of a qualifying spell that you cast.

Normal: Your fire of the earth's treasures bloodline power deals 1d3 points of fire damage per spell level of a qualifying spell that you cast.

Fatespun

The universe seems to love playing a game of equilibrium with your family. Whenever good fortune smiles upon an uncle the next town over, a cousin breaks his leg. Whenever somebody dies all of a sudden, somebody else has twins. As a bloodrager, having the universe stare at you in such a manner may very well be helpful, but will likely end up being very, very awkward.

Bonus Spells: embrace destiny (7th), augury (10th), borrow fortune (13th), spell immunity (16th).

Bonus Feats: Diehard, Endurance, Extend Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Iron Will, Toughness

Bloodline Powers: Fate's equilibrium can be manipulated to some extent, but care should always be taken to ensure that family members don't accidentally drop dead.

Fate Pool (Su): At 1st level, you gain a pool of fate points, a measure of how much of fate's good graces you are owed. The number of points in your fate pool is equal to 2, plus an additional 1 for every four bloodrager levels you possess. As long as you have at least 1 point in your fate pool, you gain a +1 luck bonus to AC.

Whenever you roll a natural 20 on an attack roll or saving throw, you lose 1 fate point. Whenever you roll a natural 1 on an attack roll or saving throw, you gain 1 fate point. The creature you attacked or the source of the effect you made a saving throw against must have a Challenge Rating equal to at least half your character level, else rolling a natural 1 or a natural 20 does not alter your fate pool.

The fate pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Immediate Prescience (Su): At 1st level, while you are bloodraging, you can expend 1 fate point as a swift action to grant yourself a +2 insight bonus to the next attack roll you make this round. This insight bonus increases by +2 at 8th and 16th level.

Fateshift (Sp): At 4th level, you can subtly shift your own fate as an immediate action, allowing you to reroll any attack roll, skill check, or saving throw that is not a natural 20 or a natural 1 before the result is known. This ability can be used once per day. At 8th level and every four levels thereafter, you may use this ability an additional time per day.

As a standard action, you can expend a daily use of the fateshift bloodline power to gain a fate point.

Bestow Fortune (Su): At 8th level, you can expend 1 fate point as a standard action to grant an ally within 60 feet a +2 luck bonus to saving throws for 1 minute. If you are bloodraging, the activation time of this ability is a swift action.

Bestow Misfortune (Su): At 12th level, you can expend 1 fate point as a standard action to impose a -2 penalty to attack rolls and saving throws against a foe within 60 feet for 1 minute. A successful DC 10 + 1/2 your bloodrager level + your Charisma modifier Will save reduces the duration of this ability to 1 round. If you are bloodraging, the activation time of this ability is a swift action.

Wide Bestowal (Ex): At 16th level, the luck bonus granted by the bestow fortune bloodline power now applies to attack rolls, saving throws, and armor class, but does not stack with the luck bonus to armor class granted by the fate pool bloodline power. In addition, the penalty imposed by the bestow misfortune bloodline power now applied to attack rolls, saving throws, and armor class.

Manipulate Fate (Su): At 20th level, you can replenish your fate pool as a full-round action once per day. In addition, the luck bonus to AC granted by the fate pool bloodline power is now equal to half the number of fate points in your fate pool, rounded up.



Fatespun Bloodline Feats

Facile Fate

Though the universe likes playing the part of accountant with your family, it seems to be willing to give you, personally, a slightly easier time of it.

Prerequisites: Fatespun bloodline, fate pool bloodline power.

Benefit: Whenever you replenish your fate pool, you gain 1 temporary fate point. You cannot lose temporary fate points when you roll a natural 20 on an attack roll or saving throw, and temporary fate points do not count towards the number of fate points in your fate pool for the purpose of the manipulate fate bloodline power. This temporary fate point lasts for 24 hours.

Special: You can take Facile Fate multiple times. Its effects stack.

Fateshifter

You are adept at casting your fate like a die.

Prerequisites: Fatespun bloodline, fateshift bloodline power.

Benefit: You may use the fateshift bloodline power one additional time per day.

Special: You can take Fateshifter multiple times. Its effects stack.

Magma

Fire and earth combine to create a force of nature all its own. Destructive, yet an instrument of creation, the molten wave seeks only to clear away that which is in order to feed that which shall be.

Bonus Feats: Craft Magic Arms and Armor, Elemental Focus (fire), Elemental Focus, Greater (fire), Extend Spell, Fire God's Blessing*, Improved Initiative, Toughness, Weapon Focus. The prerequisite race of a feat marked with an asterisk does not need to be satisfied in order to take that feat as a bonus feat.

Bonus Spells: *snapdragon fireworks* (7th), *flaming sphere* (10th), *fire trail* (13th), *wall of fire* (16th)

Bloodline Powers: Like magma from the volcano, the power of flame wells up within your veins, and can be unleashed at will.

Fire in the Veins (Ex): At 1st level, you have tapped into the heat of the mantle of the earth. You gain a +2 bonus to initiative checks.

Tectonic Edge (Su): At 4th level, weapons you wield deal a point of additional acid damage and a point of additional fire damage. The additional fire damage increases by +1 at 8th and 16th level and the additional acid damage increases by +1 at 12th and 20 level, for a total of 3 points each of additional acid and fire damage at 20th level. This damage is not multiplied on a critical hit.

Magma Walker (Ex): At 8th level, you gain energy resistance 10 against fire. This increases to energy resistance 20 against fire at 16th level. All energy resistance granted by this ability is doubled when the source of fire damage is lava or magma.

Smolder (Su): At 12th level, creatures dealt fire damage by your spells burst into flames as the rules for alchemist's fire.

Evertempering (Ex): At 16th level, metal weapons you are currently wielding that have been in your possession for at least 24 hours are repaired for 1 point of damage at the beginning of your turn.

Herald of the Conflagration (Su): At 20th level, whenever you deal fire damage to a creature with a spell, that creature explodes, dealing 1d6 points of fire damage to itself and all other creatures within 5 feet. The subject receives no saving throw, but all other creatures are entitled to a DC 20 + your Charisma modifier Reflex save to negate. If a creature is subject to multiple herald of the conflagration effects as a result of a single spell, then the damage stacks and that creature makes a single Reflex saving throw against the combined damage.

Mud

Water and earth combine to form mud. Embracing both change and permanence, mud is just that, a substance that coats everything in permanent change, a changer of topography, an alterer of worlds; however, once in place, mud is not one to step aside for the next bringer of change.

Bonus Feats: Coordinated Defense, Coordinated Maneuvers, Dodge, Lunge, Power Attack, Step Up, Step Up and Strike, Toughness.

Bonus Spells: *long arm* (7th), *blood armor* (10th), *slow* (13th), *stone shape* (16th)

Bloodline Powers: The power to dethrone what which is and the tenacity to hold onto that throne once taken combine in your blood.

Earthen Fortitude (Ex): At 1st level, you gain the Toughness feat as a bonus feat. You do not need to meet the prerequisites of this feat.

Dripping Armor (Su): At 4th level, whenever you are bloodraging, you may wreathe yourself in mud as a swift action, granting you DR 2/-. This stacks with the damage reduction granted by the damage reduction class feature. Each time you take physical damage, the damage reduction granted by this ability decreases by -1. This ability remains in effect until the bonus is reduced to 0, or until you cease bloodraging. The amount of damage reduction granted by this ability increases by +1 at 8th level and every four levels thereafter. You may use this ability once per day for every four bloodrager levels you possess.

Sticky Strike (Ex): At 8th level, creatures you critically hit with a melee weapon while bloodraging are staggered for 1 round with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save to negate.

Cloying Muck (Su): At 12th level, whenever you are bloodraging, all other creatures treat clear terrain within 10 feet of you as though it were difficult terrain instead.

Mudball (Su): At 16th level, while under the effects of the dripping armor bloodline power, you may grab hold of a glob of that muddy armor and throw it as though it were a tanglefoot bag with hit points equal to twice your bloodrager level and hardness equal to the sum of the damage reduction granted by the dripping armor bloodline power and the damage reduction granted by your damage reduction class feature. This is a standard action that reduces the damage reduction granted by the dripping armor bloodline power by -2.

Semiliquid Form (Ex): At 20th level, you gain heavy fortification and a +2 luck bonus to AC whenever you are bloodraging.

Radiant

Your family tree, though full of practitioners of the arcane, has, nevertheless, been touched by the divine. As a result, small measures of godly might spring up where it is least expected.

Bonus Feats: Believer's Boon, Believer's Hands, Combat Casting, Extra Lay on Hands, Great Fortitude, Iron Will, Skill Focus (heal), Weapon Focus.

Bonus Spells: *divine favor* (7th), *cure moderate wounds* (10th), *aid, mass* (13th), *divine power* (16th)

Bloodline Powers: An arcane practitioner possessed of the spark of the divine can be a terrifying thing indeed.

Divine Strike (Su): At 1st level, you may tap into your divine spark as a swift action, granting a bonus equal to your Charisma modifier to the next weapon damage roll you make this round. You can use this ability three times per day, plus an additional time per day for every four bloodrager levels you possess.

Divine Barrier (Su): At 4th level, you have a +2 deflection bonus to AC and a +2 resistance bonus to saving throws against creatures who have taken damage from your divine strike bloodline power in the last minute. These bonuses increase by +1 at 10th and 16th level.

Buffering Divinity (Su): At 8th level, whenever you cast a spell targeting yourself, you gain temporary hit points equal to three times the spell level of the spell cast. In addition, whenever you use the fuelled divinity bloodline power, you gain 12 temporary hit points. These temporary hit points last for 1 minute.

Persistent Divinity: At 12th level, your divine strike bloodline power affects all attacks made the round it is activated. In addition, the divine strike bloodline power now grants a +2 sacred bonus to attack rolls.

Fuelled Divinity (Su): At 16th level, you may expend four or more levels worth of spell slots rather than one of the divine strike bloodline power's daily uses in order to use the divine strike bloodline power.

Smiting Divinity (Su): At 20th level, your divine strike bloodline power bypasses all forms of damage reduction, including DR/-. In addition, if you reduce a creature who to o or fewer hit points the turn the divine strike bloodline power is activated, you retain the daily use of that ability.



Smoke

A great haze has settled into the very fabric of your being. Colors are dampened, sounds are muffled, and the little details cannot be perceived. It is as though you were a hazy apparition interacting with the world.

Bonus Feats: Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Lightning Stance, Mobility, Skill Focus (Stealth), Wind Stance.

Bonus Spells: *entropic shield* (7th), *invisibility* (10th), *displacement* (13th), *dimension door* (16th)

Bloodline Powers: Your enforced perspective on the world can be just as disorienting to others as it is to you.

Sneak Attack (Ex): At 1st level, your attack deals extra damage anytime your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. This extra damage is 1d6 at 1st level, and increases by 1d6 for every eight bloodrager levels you possess. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Backgouger (Ex): At 4th level, you get an additional +1 bonus to attack rolls made against creatures you are flanking, for a total of +3. This bonus increases by +1 at 12th level.

Evasion (Ex): At 8th level, you can avoid even unusual attacks with great agility. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor or no armor, and if you are bloodraging. If you are helpless, you do not gain the benefit of evasion.

Insubstantial (Ex): At 16th level, your increasinglyinsubstantial form grants you a +2 bonus to Reflex saving throws, as well as a +2 bonus to initiative rolls.

Clouded with Rage (Sp): At 16th level, whenever you are bloodraging, you produce an image of yourself, as the *mirror image* spell, at the beginning of your turn, to a maximum of three illusory images. These images persist until destroyed or until you cease bloodraging.

Like a Shadow (Ex): At 20th level, your movement no longer provokes attacks of opportunity, and you become immune to precision damage, such as a rogue's sneak attack.

Steam

Urges well up in you and quench each other in an endless cycle. Mercy, rage, impulse, and contemplation, among others, constantly do battle with one another, fighting to be expressed. Somehow, you have seen through this chaos and have become what you are today.

Bonus Feats: Charge Through, Endurance, Great Fortitude, Improved Overrun, Intercept Charge, Lightning Reflexes, Rhino Charge, Run.

Bonus Spells: expeditious retreat (7th), cat's grace (10th), burst of speed (13th), extended haste (16th)

Bloodline Powers: Opposing forces give you strength, and when both are let loose at once, the results can be quite explosive.

Under Pressure (Ex): At 1st level, you may bloodrage for an additional number of rounds per day equal to 2 + half your bloodrager level, rounded down.

Steam Powered (Ex): At 4th level, whenever you charge while bloodraging, you gain a +1 luck bonus to your weapon damage rolls for every four bloodrager levels you possess until the end of your turn.

Hot Feet (Ex): At 8th level, while you are bloodraging, you may move up to three times your speed as part of a charge action.

Faster Movement (Ex): At 12th level, your fast movement class feature increases your base land speed by an additional +10 feet.

Hydraulic Slam (Ex): At 16th level, whenever you are bloodraging, creatures you knock prone are staggered for 1 round with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save to negate.

Boiling Over (Ex): At 20th level, you no longer take a -2 penalty to AC when you charge, and you may perform a charge as a standard action rather than as a full-round action. Additionally, whenever you charge as a standard action, the luck bonus to weapon damage granted by the steam powered bloodline power triples until the end of your turn. Spells and abilities that grant you multiple attacks on the charge do not function if you charge as a standard action.





OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute: (d)"Open Game Content" means the game mechanic and distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and othervise create Derivative Material of Open Game Content. (h) "You" or "Your" means the license in terms of this agreement. agreement.

The License: This License applies to any Open Game Content that 2. The latense, this latense apples to any open dance content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copyrigh, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, 7. Use of Product identity: for agree not to use any product identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work such as the owner of the owner of the owner of the such as the owner of the owner containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material

Authors Johannan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Advanced Flayer's Glude: Copyright 2010, Falzo Fubnishing, ELC, Aduloi: Jason Bulmahn. Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Notice of Open Game Content: This product contains Open Game Content as defined in the Open Game License, above. Open Game Content may only be used under and in terms of the Open Game License.

Designation of Open Game Content: The statistical information and general descriptions of creatures, abilities, traps, and other related facets of those elements within this document are Open Game Content as described in the Open Game License and may be used as Open Game Content.

Product Identity is not available for Use or reuse without the express written consent of Bradley Arthur Crouch of Interjection Games.

Designation of Product Identity: Product Identity in this product includes the following terms; Interjection Games, the Interjection Games logo.