the Sanatine Disciple

A Manquugers Base Class

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The Sanguine Disciple

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The Sanguine Disciple

"The gods demand our prayers, and, in return, they grant us power. Religious dogma insists that we accept that the gods are all-powerful, effectively omnipotent save for when they step on the toes of another god. If that were so, why does every god, including the selfish, destructive ones, have at least a passing interest in the maintenance of an array of mortal worshippers? The fact is we do not factor into the motivations of the vast majority of the gods unless we 'mere mortals' are the very source of the great powers of which they offer us but a small part, just enough to keep the masses clamoring for their miracles. Throw off the shackles of the deities! Claim what is your own by right of being! The power of the heavens is within your very blood, and I will teach you to unlock it!"

-Lothar the Red, Sanguine Disciple

Strange warriors who elect to worship the potential of mortal flesh rather than the gods, sanguine disciples use themselves as ritual foci, drawing from their own vitality to fuel both great feats of strength and powerful magic. Despite the common perception, not all sanguine disciples are walking pillars of muscle. Indeed, bodily constitution, not aesthetics, is the true measure of a sanguine disciple, and the barrel-chested tavern brawler the next town over may be closer to their definition of the mortal ideal than the handsome traveling performer.

Role: Sanguine Disciples are exemplars of the physical form and masters of brutal combat. Capable of drawing from their own vitality to debilitate their foes in a flurry of crippling blows, a fight with a sanguine disciple is much like being thrown into a school of piranha: short and bloody.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Blood Pool Size	Maximum Spell Level Known
1st	+0	+2	+0	+2	Bloodsong, sanguine relic	-	0
2nd	+1	+3	+0	+3	Blood pool, bloodsong	3	0
3rd	+2	+3	+1	+3	Bloodsong	3	1
4th	+3	+4	+1	+4	Bloodsong	4	1
5th	+3	+4	+1	+4	Everything bleeds	4	1
6th	+4	+5	+2	+5	Bloodsong	5	2
7th	+5	+5	+2	+5	Jagged lacerations	5	2
8th	+6/+1	+6	+2	+6	Bloodsong	6	2
9th	+6/+1	+6	+3	+6	-	6	3
10th	+7/+2	+7	+3	+7	Bloodsong	7	3
11th	+8/+3	+7	+3	+7	Everything bleeds	7	3
12th	+9/+4	+8	+4	+8	Bloodsong	8	4
13th	+9/+4	+8	+4	+8	Vicious lacerations	8	4
14th	+10/+5	+9	+4	+9	Bloodsong	9	4
15th	+11/+6/+1	+9	+5	+9	Sanguine greed	9	4
16th	+12/+7/+2	+10	+5	+10	Bloodsong	10	4
17th	+12/+7/+2	+10	+5	+10	Everything bleeds	10	4
18th	+13/+8/+3	+11	+6	+11	Bloodsong	11	4
19th	+14/+9/+4	+11	+6	+11	Mortal lacerations	11	4
20th	+15/+10/+5	+12	+6	+12	Bloodsong	12	4

Table: The Sanguine Disciple

Alignment: Any.

Hit Die: d8

Starting Wealth: 3d6 x 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

The sanguine disciple's class skills are Acrobatics (Dex), Climb (Str), Craft (any) (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Class Features

All of the following are class features of the sanguine disciple.

Weapon Proficiency: Sanguine disciples are proficient with all simple weapons, as well as with all melee martial weapons that deal slashing or piercing damage. (A sanguine disciple is proficient with melee martial weapons that deal multiple types of damage so long as one of those types is piercing or slashing.)

Armor Proficiency: Sanguine disciples are proficient with light armor, medium armor, and shields (except tower shields). A sanguine disciple can cast sanguine disciple spells while wearing light or medium armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a sanguine disciple wearing heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass sanguine disciple still incurs the normal arcane spell failure chance for arcane spell for arcane spell failure chance for arcane spells received from other classes.

Spells

A sanguine disciple knows arcane spells drawn from the sanguine disciple spell list. He can cast any spell he knows without preparing it ahead of time. Every sanguine disciple spell has a somantic component and deals damage to the sanguine disciple equal to its spell level. To learn or cast a spell, a sanguine disciple must have a Constitution score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a sanguine disciple's spell is 10 + the spell level + the sanguine disciple's Constitution modifier.

Like other spellcasters, a sanguine disciple can only cast a certain number of spells per day. Unlike other spellcasters, however, the sanguine disciple is not limited by prepatation or spell slots. Instead, a sanguine disciple can cast each spell he knows once per day. This limitation also includes cantrips. A sanguine disciple's spells known is given on Table: Sanguine Disciple Spells Known. Rather than receive bonus spells per day if he has a high Constitution score, a sanguine disciple instead learns new spells if he has a high Constitution score. New spells learned in this manner can be cast once per day just like any other spell. See Table: Ability Modifiers and Bonus Spells.

Upon reaching 7th level, and at every third sanguine disciple level after that (10th, 13th, and so on), a sanguine disciple can choose to learn a new spell in place of one he already knows. In effect, the sanguine disciple "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level sanguine disciple spell the sanguine disciple can cast. A sanguine disciple may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A sanguine disciple need not prepare his spells in advance; however, a sanguine disciple's daily use of each spell he knows does not replenish itself unless he gets 8 hours of rest each night. No study is required.



Bloodsongs: At 1st level, a sanguine disciple has achieved communion with the stuff of life itself. Select one bloodsong from **Section: Sanguine Disciple Bloodsongs.** At 2nd level, 3rd level, 4th level, and every two levels beyond 4th, select an additional bloodsong.

Some bloodsongs have a cost to activate, while others do not. Bloodsongs that have a cost to activate also require an action to activate, much like a casting time. This is listed in each bloodsong's entry.

Bleed effects applied by bloodsongs stack with bleed effects applied by other bloodsongs, as well as bleed damage applied by the *wounding* weapon special ability, but not with other bleed effects. All bleed effects caused by a sanguine disciple's bloodsongs require a DC 10 + 1/2 the disciple's class level + the disciple's Constitution modifier Heal check to staunch the wound and stop the bleeding.

There are four kinds of bloodsongs.

Builders - Builder bloodsongs are the bread-and-butter of the sanguine disciple's arsenal. Each one has a cost to activate and generates focus, a resource needed to activate finisher bloodsongs. It does not matter if the builder misses, is resisted, or otherwise has no effect; focus is always generated when a builder is performed.

Without constant reinforcement, even the most determined warrior can fall from the peak of readiness. As such, focus generated by bloodsongs is quite fleeting. When generated, a point of focus is given a duration of 1 minute; when this duration expires, the focus simply disappears. Whenever a new point of focus is generated, the duration of all stored focus is reset to 1 minute. There is no limit to the amount of focus that a sanguine disciple can store. (Put another way, the amount of focus a sanguine disciple has stored is set to 0 if he hasn't generated a point of focus in the last minute.)

Finishers - Finisher bloodsongs are powerful, often flashy, abilities that require focus to function. Each finisher bloodsong's entry contains the Focus Needed: line entry. In order to perform a finisher bloodsong, the sanguine disciple must have at least the listed amount of focus stored. Performing a finisher bloodsong sets the sanguine disciple's focus to 0.

Harmonies - Harmony bloodsongs represent the sanguine disciple's nearly-supernatural control over the physiological processes of his body and tend to be doubleedged swords, granting a significant bonus with an equally significant penalty attached. A sanguine disciple may only have a single harmony bloodsong in effect at a time. Once activated, a harmony bloodsong cannot be dismissed; the sanguine disciple must allow it to run its course.

Resonance - Resonance bloodsongs do not have a cost to activate and are always considered to be in effect.

The blood point cost for activated bloodsongs can be paid in one of two ways.

Option 1: The sanguine disciple expends that many points from his blood pool (see the blood pool class feature).

Option 2: The sanguine disciple reduces his Constitution score by an amount equal to the bloodsong's blood point cost for 1 minute. This is neither Constitution damage nor Constitution drain. As such, recovering Constitution reduced in this manner can only be achieved by waiting out the reduction's duration.

Sanguine Relic: A sanguine disciple begins play with a sanguine relic, which is a bonded masterwork martial weapon of his choice. The chosen weapon must be a weapon with which he is proficient. The sanguine disciple may enhance his sanguine relic as though he had the Craft Magic Arms and Armor feat, but can only increase the weapon's enhancement bonus or add one of the following weapon special abilities: bane, called, cruel, deadly, fervent, flaming, flaming burst, heartseeker, huntsman, igniting, impact, keen, lifesurge, mighty cleaving, nullifying, ominous, vicious, vorpal, or wounding. A sanguine relic cannot be enhanced by any means other than this class feature.

Whenever the sanguine disciple enhances his sanguine relic's enhancement bonus or adds weapon special abilities, he may choose to sacrifice weapons whose enhancements' market value meets or exceeds 150% of the market value of that which he wishes to add to his relic. This is done instead of crafting in the traditional sense. For example, if the disciple wished to add keen to his +2 scythe, an increase in market value of 10,000 gp, he could sacrifice eight +1 daggers, each with an enhancement market value of 2,000 gp, for a total of 16,000 gp. As this meets or exceeds 150% of the market value of the new enhancement to his scythe, 15,000 gp, this is a legal sacrifice. Sacrificing weapons to enhance a sanguine relic is a ritual that requires 8 hours of work. Sacrificed weapons are not destroyed, but are rather stripped of their magic and left as masterwork. A sanguine disciple may not craft magic items on

A sanguine disciple may choose to change his sanguine relic at any time. To do so, he chooses another nonmagical masterwork martial weapon with which he is proficient to be his new relic, then performs a 24-hour ritual that consumes diamond dust worth 25% of the market value of the enhancements he added to his previous sanguine relic using this class feature. At the conclusion of the ritual, the new sanguine relic gains the enhancement bonus and weapon special abilities of the old sanguine relic, while the old sanguine relic shrivels up and is destroyed. If any weapon special abilities transferred in this way are illegal targets for the new sanguine relic, such as ranged weapon special abilities being transferred to a melee weapon, they still transfer, but grant the weapon no benefit. This ability functions if the old sanguine relic is no longer in the disciple's possession, and even if it has already been destroyed. The blood remembers.



Blood Pool (Su): At 2nd level, a sanguine disciple gains a pool of blood points, literally a reserve of the latent potential found in blood that he can use to accomplish amazing feats. The maximum number of points in a sanguine disciple's blood pool is equal to 2 + 1/2 his sanguine disciple level.

Whenever a creature suffering from an ongoing bleed effect applied by the sanguine disciple is reduced to o or fewer hit points while in the heat of combat, the sanguine disciple regains 1 blood point. Reducing a creature that has fewer Hit Dice than half the sanguine disciple's character level to o or fewer hit points does not restore any blood points.

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

the same day he sacrifices to a sanguine relic.

Everything Bleeds (Ex): At 5th level, a sanguine disciple selects a creature type from the sanguine disciple everything bleeds table. Creatures of the chosen type that are normally immune to bleed effects are no longer immune to bleed effects applied by the sanguine disciple's bloodsongs. At 11th level and 17th level, a sanguine disciple selects an additional creature type from the sanguine disciple everything bleeds table.

Persistent Lacerations (Ex): At 7th level, whenever a creature suffering from an ongoing bleed effect applied by the sanguine disciple's bloodsongs receives magical healing, the healer must make a DC 10 + 1/2 the disciple's class level + the disciple's Constitution modifier caster level check. If successful, the bloodsong bleed effect ends as normal; if failed, the bleed effect's damage is halved, rounded down.

Vicious Lacerations (Ex): At 13th level, a creature suffering from an ongoing bleed effect applied by the sanguine disciple's bloodsongs has its damage reduction reduced by an amount equal to the sanguine disciple's Constitution modifier.

Sanguine Greed (Ex): At 15th level, a sanguine disciple gains immunity to bleed.

Mortal Lacerations (Ex): At 19th level, creatures suffering from an ongoing bleed effect applied by the sanguine disciple's bloodsongs receive half benefit from fast healing, regeneration, and magical healing of any kind, including magical restoration of ability score damage or drain. Effects that fully restore hit points, ability score damage, or ability score drain are unaffected by this ability.

Table: Sanguine Disciple Everything Bleeds

Type (Subtype) Aberration Animal Construct Dragon Fey Humanoid (aquatic) Humanoid (dwarf) Humanoid (elf) Humanoid (giant) Humanoid (goblinoid) Humanoid (gnoll) Humanoid (gnome) Humanoid (halfling) Humanoid (human) Humanoid (orc) Humanoid (reptilian) Humanoid (other subtype) Magical beast Monstrous humanoid Ooze Outsider (air) Outsider (chaotic) Outsider (earth)

Outsider (evil) Outsider (fire)

Outsider (good)

Outsider (lawful) Outsider (native)

Outsider (water)

Plant

Undead Vermin

Table: Sanguine Disciple Spells Known							
Character level	0th level spells known	spe	evel ells own	2nd lev spells knowr	3rd level spells known	1	4th level spells known
1st	2		-	-	-		
2nd	3		-	ī	-		_
3rd	3		1	-	-		-
4th	3	:	2	-	-		-
5th	4	:	2	-	-		-
6th	4	:	2	1	-		-
7th	4	:	2	2	-		-
8th	4	:	3	2	-		_
9th	4	:	3	2	1		-
10th	5	:	3	2	2		-
11th	5	:	3	3	2		-
12th	5	ž	4	3	2		1
13th	5	4	4	3	2		2
14th	5	2	4	3	3		2
15th	6	2	4	4	3		2
16th	6	ļ	5	4	3		2
17th	6	ļ	5	4	3		3
18th	6	ļ	5	4	4		3
19th	6	ł	5	5	4		3
20th	7		5	5	4		3

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Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have sanguine disciples as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – Whenever the aasimar gains a blood point, he gains temporary hit points equal to the number of times this favored class bonus has been selected. These temporary hit points last for 1d4 rounds.

Drow - Add + 1/3 dodge bonus to armor class against the creature types chosen for the everything bleeds class feature.

Dwarf - Add + 1/4 of a resonance bloodsong. Elf - Add + 1/4 of a finisher bloodsong. Gnome - Add + 1/2 to the Heal DC required to stop bleed effects applied by the gnome's bloodsongs.

Half-elf - Add + 1/4 of a builder bloodsong.

Halfling – Add +1 to Profession checks made to make a living during downtime.

Half-orc – Add +1/6 to the maximum size of the blood pool.

Hobgoblin - Add + 1/6 to the maximum size of the blood pool.

Human – Add +1/5 of a bloodsong.

Kobold - Add + 1/2 to the Heal DC required to stop bleed effects applied by the kobold's bloodsongs.

Orc - Add + 1/6 to the maximum size of the blood pool.

Puddling – Add +1/4 of a harmony bloodsong. *Tiefling* – The tiefling's sanguine disciple spells deal -1/3

less damage to himself, minimum o.

Sanguine Disciple Feats

Extra Bloodsong

Constant physical conditioning allows you to direct the power of blood in new and exciting ways.

Prerequisite: Bloodsong class feature

Benefit: You gain one additional bloodsong. You must meet all of the prerequisites for this bloodsong.

Special: You can gain Extra Bloodsong multiple times.

Table: Sanguine Disciple oth-Level Spells

Heart of Steel

Your sanguine relic has a life all its own, a vitality from which you can draw when in great need.

Prerequisite: Blood pool class feature

Benefit: You gain a secondary pool of blood points that can be used to pay for the activation cost of bloodsongs. The number of points in this secondary blood pool is equal to 2. Unlike a standard blood pool, a secondary blood pool cannot be replenished in the heat of combat. Instead, this secondary blood pool replenishes itself whenever your primary blood pool is replenished. You may only spend points from this secondary blood pool if you are actively wielding your sanguine relic.

Special: You can gain Heart of Steel multiple times. Each time, the size of the secondary blood pool increases by +2 points.

Spell Name	Description	Source
Bleed	Cause a stabilized creature to resume dying.	CRB
Detect Magic	Detects spells and magic items within 60 ft.	CRB
Guidance	+1 on one attack roll, saving throw, or skill check.	CRB
Mage Hand	5-pound telekinesis	CRB
Mending	Make minor repairs on an object.	CRB
Read Magic	Read scrolls and spellbooks.	CRB
Resistance	Subject gains +1 on saving throws.	CRB
Stabilize	Cause a dying creature to stabilize	CRB
Touch of Fatigue	Touch attack fatigues target.	CRB
Virtue	Subject gains 1 temporary hp.	CRB



Table: Spell List Source Legend

	Abbreviation	Full Name
	ACG	Advanced Class Guide
	APG	Advanced Player's Guide
ſ	ARG	Advanced Race Guide
ſ	CRB	Core Rulebook
ľ	UC	Ultimate Combat
ĺ	UM	Ultimate Magic

Table: Sanguine Discip 1st-Level Spells	le	
Spell Name	Description	Source
Ant Haul	Triples carrying capacity of a creature.	APG
Burning Hands	1d4/level fire damage (max 5d4).	CRB
Chill Touch	1 touch/level deals 1d6 damage and possibly 1 Str damage.	CRB
Command	One subject obeys selected command for 1 round.	CRB
Deadeye's Lore	Gain a +4 sacred bonus on all Survival checks and move faster while tracking.	UC
Entropic Shield	Ranged attacks against you have 20% miss chance.	CRB
Liberating Command	Target makes an Escape Artist checks as an immedi- ate action and gains a bonus on it.	UC
Line in the Sand	Increase your attacks of opportunity per round.	ACG
Magic Missile	1d4+1 damage; +1 missile per two levels above 1st (max 5).	CRB
Magic Weapon	Weapon gains +1 bonus.	CRB
Mudball	Range touch attack that causes the target to be blinded.	ARG
Ray of Enfeeblement	Ray cause 1d6 Strength penalty + 1 per 2 levels.	CRB
Ray of Sickening	Ray makes the subject sickened.	UM
Refine Improvised Weapon	Transform improvised weapon into a masterwork simple or martial weapon.	ACG
Reinforce Armaments	Temporarily mitigates the fragile quality in targeted weapon or armor.	ACG
Remove Fear	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	CRB
Shield	Invisible disc gives +4 to AC, blocks <i>magic missiles</i> .	CRB
Stunning Barrier	Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you.	ACG
True Strike	+20 on your next attack roll.	CRB

Table: Sanguine Disci 2nd-Level Spells	iple	
Spell Name	Description	Source
Align Weapon	Weapon becomes good, evil, lawful, or chaotic.	CRB
Bear's Endurance	Subject gains +4 to Con for 1 min./level.	CRB
Blindness/Deafness	Makes subject blinded or deafened.	CRB
Blood Armor	Your blood hardens when you are wounded, increas- ing your AC.	ACG
Blood Blaze	Aura that makes injured creatures spray burning blood.	ARG
Bull's Strength	Subject gains +4 to Str for 1 min./level.	CRB
Burning Gaze	Inflict 1d6 fire damage to creature by looking at it.	APG
Cat's Grace	Subject gains +4 to Dex for 1 min./level.	CRB
False Life	Gain 1d10 temporary hp + 1/level (max +10).	CRB
Fire Breath	Exhale a cone of flame at will.	APG
Resist Energy	Ignores first 10 (or more) points of damage per attack from specified energy type.	CRB
Scorching Ray	Ranged touch attack deals $4d6$ fire damage, $+ 1$ ray/ four levels (max 3).	CRB
Stricken Heart	Touch attack deals 3d6 damage and staggers target.	ACG
Tactical Acumen	You gain an additional +1 on attack rolls or to AC due to battlefield positioning.	UC
Touch of Idiocy	Subject takes 1d6 penalty to Int, Wis, and Cha.	CRB
Versatile Weapon	Weapon bypasses some DR.	APG
Warding Weapon	The weapon you use for the focus of this spell defends you, allowing you to cast spells without provoking attacks of opportunity.	UC
Weapon of Awe	Weapon gets +2 on damage rolls.	APG

Table: Sanguine Disciple 3rd-Level Spells		
Spell Name	Description	Source
Blood Biography	Learn about a creature with its blood.	APG
Contagion	Infects subject with chosen disease.	CRB
Dispel Magic	Cancels one magical spell or effect.	CRB
Fireball	1d6 damage per level, 20-ft. radius.	CRB
Firestream	2d6 points of fire damage in a 20-ft. line, that can change each round.	ARG
Hold Person	Paralyzes one humanoid for 1 round/level.	CRB
Keen Edge	Doubles weapon's normal threat range.	CRB
Magic Weapon, Greater	Weapon gains +1 bonus/four levels (max +5).	CRB
Protection from Energy	Absorbs 12 points/level of damage from one kind of energy.	CRB
Rage	Gives +2 to Str and Con, +1 on Will saves, -2 to AC.	CRB
Ray of Exhaustion	Ray makes subject exhausted.	CRB
Remove Disease	Cures all diseases affecting subject.	CRB
Resist Energy, Communal	As <i>resist energy</i> , but you may divide the duration among creatures touched.	UC
Stunning Barrier, Greater	Magical field grants a +2 bonus to AC and on saves, and stuns multiple creatures attacking you.	ACG
Vampiric Touch	Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	CRB
Water Breathing	Subject can breathe underwater.	CRB

Table: S uno Disciplo

Table: Sanguine Disciple 4th-Level Spells		
Spell Name	Description	Source
Daze, Mass	As <i>daze</i> , but affecting multiple creatures.	UM
Death Ward	Grants bonuses against death spells and negative energy.	CRB
Enervation	Subject takes 1d4 negative levels.	CRB
False Life, Greater	Gain 2d10 temporary hp + 1/level.	UM
Persistent Vigor	Gain fast healing 2, immunity to bleed, and faster recovery from diseases and poisons.	ACG
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject.	CRB
Plague Carrier	Target's attacks carry filth fever.	UM
Poison	Touch deals 1d3 Con damage 1/round for 6 rounds.	CRB
Protection from Energy, Commu- nal	As protection from energy, but you may divide the duration among creatures touched.	UC
Stoneskin	Grants DR 10/adamantine.	CRB
Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1/level.	CRB

Sanguine Disciple Bloodsongs

Acquired Taste (Ex)

Bloodsong Type: Resonance Requires: Everything bleeds class feature, Sanguine Disciple 12

Whenever you would gain a blood point from a creature whose type matches one of the creature types chosen for your everything bleeds class feature, you gain 2 blood points instead.



Adrenaline Surge (Ex) Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Sanguine Disciple 10 Duration: see text

As an immediate action, you will your body to flood itself with adrenaline for a short time, granting you a +2 dodge bonus to AC until the end of your next turn.

Blood Frenzy (Su)

Bloodsong Type: Finisher Cost: 1 Blood Point Focus Needed: 2 Focus Requires: Sanguine Disciple 6 Duration: see text

As a swift action, you throw yourself into a lasting frenzy, granting yourself the benefits of the *haste* spell for rounds equal to the number of points of focus you had when you activated this bloodsong. The cost of this bloodsong must be paid from your own Constitution score, not from your blood pool.

Blood Magic (Ex)

Bloodsong Type: Harmony Cost: 1 Blood Point Requires: Sanguine Disciple 4 Duration: Constitution modifier rounds

As a swift action, you focus on the mystical properties of blood. Whenever you cast a sanguine disciple spell, rather than take damage equal to the spell's spell level, you are healed for a number of points of damage equal to the spell's spell level. Bloodletter Savant (Su)

Bloodsong Type: Harmony Cost: 2 Blood Points Requires: Sanguine Disciple 12 Duration: Constitution modifier rounds

As a swift action, your vision shifts slightly, allowing you to see the blood running molten just under the surface. The duration of bleed effects applied by your bloodsongs is now doubled, but the effects of the jagged lacerations, vicious lacerations, and mortal lacerations class features are suppressed.

Bloodrage (Ex)

Bloodsong Type: Harmony Cost: 2 Blood Points Requires: Sanguine Disciple 4 Duration: Constitution modifier rounds

As a swift action, you fly into a rage, gaining a +2 morale bonus to Strength and Constitution, but taking a -2 penalty to AC. While enraged in this fashion, you cannot gain focus, blood points, or temporary blood points, but you may still cast spells and use items. At 8th level and every four levels thereafter, the morale bonuses increase by +1, to a maximum of a +6 morale bonus to Strength and Constitution at 20th level.

Bloody Insight (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 4, Knowledge (any) 3 ranks

Whenever you gain a blood point, but not a temporary blood point, you get a +2 insight bonus to all Knowledge skills for 1 minute.

Bloody Persistence (Ex)

Bloodsong Type: Resonance Requires: Any two bloodsongs

You get a +1 circumstance bonus to hit against creatures suffering from an ongoing bleed effect. In addition, when rolling for bleed damage, all rolls of '1' are treated as '2'.

Bolster the Heart's Blood (Su)

Bloodsong Type: Harmony Cost: 1 Blood Point Requires: Sanguine Disciple 6 Duration: Constitution modifier rounds

As a swift action, your very blood becomes resolute, granting you a +2 insight bonus to saving throws made against disease and poison, as well as DR 2/-. At 8th level and every four levels thereafter, the magnitude of the damage reduction increases by +1, to a maximum of DR 6/- at 20th level.

(((((agay))))

Braced Sinews (Ex)

Bloodsong Type: Finisher Cost: 2 Blood Points Focus Needed: 2 Focus Requires: Sanguine Disciple 6 Duration: see text

As an immediate action, you brace your body for impending violence, granting yourself a +2 insight bonus to saving throws until the end of your next turn. At 10th level and every four levels thereafter, this bonus increases by +1, to a maximum of a +5 insight bonus to saving throws at 18th level.

Cauterize Wounds (Su)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Sanguine Disciple 11 Duration: instantaneous

As a standard action, you end all bleed effects affecting a single creature within 60 feet, dealing fire damage to that creature equal to the amount of bleed damage that would have been dealt to it by the newly-removed bleed effects in the next round. Each point of ability bleed stopped in this fashion deals 1 point of damage to that ability score instead of dealing fire damage. There is no saving throw.

Choleric Imbalance (Su)

Bloodsong Type: Builder Cost: 2 Blood Points Produces: 1 Focus Requires: Sanguine Disciple 8 Duration: Constitution modifier rounds

As a standard action, you mark a creature within 30 feet, causing its bleeding to elicit an imbalance of the bodily humours. If the subject is suffering from an ongoing bleed effect, it becomes incredibly angry, gaining the benefits and penalties of the *rage* spell.

Coagulation Inhibition (Su)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Duration: see text

As a swift action, you increase the remaining duration of a single bleed effect affecting a creature within 30 feet by 1 round. A successful DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save negates. At 9th level and 17th level, the duration added by this bloodsong increases by +1 round, to a maximum of 3 rounds of increased duration at 17th level.

Cold-Blooded (Su) Bloodsong Type: Harmony Cost: 1 Blood Point Duration: Constitution modifier rounds

As a swift action, you become stoic and surprisingly eventempered, gaining a +2 insight bonus to saving throws against mind-affecting abilities, as well as resistance equal to your sanguine disciple class level against cold and fire. As your emotions are fairly flat while under the effects of this harmony, you cannot gain morale bonuses for the duration.

Constant Fortitude (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 6

Whenever you reduce your Constitution by 2 or more to activate a bloodsong, you get a +1 luck bonus to Fortitude saves for 1 minute.

Cumulative Blood Loss (Ex)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Duration: instantaneous

As a swift action, you cause a creature within 30 feet who is suffering from an ongoing bleed effect to take 1 point of Constitution damage with a DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save to negate. At 9th level and 17th level, the Constitution damage dealt by this bloodsong increases by +1, to a maximum of 3 points of Constitution damage at 17th level. Starting at 13th level, this bloodsong deals Constitution drain rather than Constitution damage.

Cutting Magic (Su)

Bloodsong Type: Harmony Cost: 2 Blood Points Requires: Sanguine Disciple 8 Duration: Constitution modifier rounds

As a swift action, your incantations become as sharp as your sanguine relic. Creatures affected by your sanguine disciple spells, yourself included, take bleed damage equal to the spell level of that spell. If the spell has a saving throw for reduced effect, then the bleed damage is negated on a successful saving throw; otherwise, there is no saving throw against this bleed damage. Bleed effects applied by this bloodsong last for 1d4 rounds.

Deadened Circulation (Su)

Bloodsong Type: Harmony Cost: 1 Blood Point Duration: Constitution modifier minutes

As a swift action, your pulse slackens to the bare minimum necessary to sustain life. Mindless undead, who are reliant upon the scent of flowing blood to track their prey, cannot perceive you as though you were invisible as the invisibility spell. Performing any action that requires a full-round action or standard action gets your blood flowing again, causing this harmony to end immediately.

Debilitating Strike (Ex)

Bloodsong Type: Builder Cost: 2 Blood Points Produces: 1 Focus Requires: Sanguine Disciple 8, Heal 6 ranks Duration: instantaneous

As a standard action, you make a single attack with any weapon, aiming for where muscle meets bone. If the attack hits and deals damage, you also deal 1 point each of Strength damage, Dexterity damage, and Constitution damage to the target. Starting at 17th level, this bloodsong deals ability drain rather than ability damage.

Deep Wound (Ex)

Bloodsong Type: Finisher Cost: 1 Blood Point Focus Needed: 4 Focus Requires: Sanguine Disciple 6

As a standard action, you make a single attack with any weapon, aiming for areas where the flesh is already compromised. If the attack hits and deals damage, the target takes 1d3 points of Constitution damage for every five sanguine disciple levels you possess.

Exsanguinate (Su)

Bloodsong Type: Finisher Cost: 1 Blood Point Focus Needed: 2 Focus Requires: Sanguine Disciple 8 Duration: instantaneous

As a standard action, you deal damage to a single creature within 60 feet equal to the amount of bleed damage that will be dealt to it next round. There is no saving throw.



Extinguish (Ex)

Bloodsong Type: Finisher Cost: 3 Blood Points Focus Needed: 5 Focus Requires: Sanguine Disciple 20 Duration: instantaneous

As a standard action, you make a single attack with any weapon, aiming to end the fight with a single blow. If the attack hits and deals damage, the target dies with a DC 20 + your Constitution modifier Fortitude save to negate. The cost of this bloodsong must be paid from your blood pool, not from your own Constitution score.

Fatiguing Flow (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 8, Heal 5 ranks

Creatures within 10 feet of you who are suffering from an ongoing bleed effect are fatigued.



Flowing Grace (Su)

Bloodsong Type: Harmony Cost: 1 Blood Point Requires: Sanguine Disciple 10, Acrobatics 4 ranks Duration: Constitution modifier rounds

As a swift action, you become more in tune with the fluid squelching about in the flesh sack you call a body, granting you a measure of grace that most opponents find completely impossible to track, but making you less aware of the outside world. You no longer provoke attacks of opportunity with your movement, but can no longer make attacks of opportunity.

Fountain Shot (Ex) Bloodsong Type: Finisher Cost: o Blood Points Focus Needed: 3 Focus Duration: see text

As a swift action, you focus on the major arteries of nearby creatures. The next time you successfully hit and deal damage with your sanguine relic this round, you deal an additional 1d4 + your sanguine disciple level points of bleed damage to the target. Bleed effects applied by this bloodsong have no finite duration. Instead, bleed effects applied by this bloodsong halve their damage each round and end once the bleed damage is o. For example, a bleed effect that deals 10 damage the first round will do 5 damage the second round, 2 damage the third round, 1 damage the fourth round, and expire the 5th round.

Fumbling Influence (Ex)

Bloodsong Type: Resonance

Whenever a creature within 10 feet of you receives magical healing, it takes 1 point of bleed damage. Bleed effects applied by this bloodsong last for 1 round.

Gladiator's Roar (Ex)

Bloodsong Type: Finisher Cost: o Blood Points Focus Needed: 4 Focus **Requires: Sanguine Disciple 8** Duration: see text

As a standard action, you let out a primal roar, focusing your aggression on a single creature within 30 feet. Make an Intimidate check to demoralize the subject. You have a circumstance bonus to this Intimidate check equal to half your sanguine disciple level, rounded down. If successful, the subject also takes bleed damage equal to twice the number of rounds for which it is demoralzied. Bleed effects applied by this bloodsong last for 1d4 rounds.

Gouging Strikes (Ex)

Bloodsong Type: Resonance **Requires: Sanguine Disciple 8**

Whenever damage dealt by a successful attack with your sanguine relic is wholly negated by damage reduction, you deal bleed damage equal to your sanguine relic's base damage die to the subject. Bleed effects applied by this bloodsong last for 1 round.

Flaring Temper (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 10

Whenever you are critically hit, you gain 1 temporary blood point. This temporary blood point lasts until the end of vour next turn.

Heartbeat Blows (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 16

Each time you hit a target, you gain a +1 bonus on attack rolls against that target. This bonus stacks with each hit against that target, but lasts only until the end of your turn.

Hobble (Ex)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Sanguine Disciple 6 Duration: 1 round/level

As a swift action, you interfere with the flow of blood in the body of a single creature within 30 feet. The subject now provokes an attack of opportunity whenever it takes a 5-foot step. A successful Acrobatics check made to move through a threatened area (DC = opponent's Combat Maneuver Defense) allows a 5-foot step to be made without provoking an attack of opportunity.



Hot-Blooded (Su) Bloodsong Type: Harmony Cost: 1 Blood Point Requires: Sanguine Disciple 6 Duration: Constitution modifier rounds

As a swift action, you become reactive, aggressive, and otherwise hot-headed, gaining a +10-foot bonus to base land speed. Whenever you are under the effects of one or more morale bonuses, you gain a +1 luck bonus to all saving throws; however, whenever you are shaken, frightened, or panicked, you take a -10-foot penalty to base land speed and a -1 penalty to all saving throws.

Induced Arrhythmia (Ex)

Bloodsong Type: Finisher Cost: o Blood Points Focus Needed: 3 Focus Requires: Sanguine Disciple 4 Duration: see text

As a swift action, each time you hit a target until the end of your turn, that target takes a -1 penalty on attack and damage rolls. This penalty stacks with each hit against that target, but lasts only until the end of its next turn.

Insistent Focus (Su) Bloodsong Type: Harmony Cost: 2 Blood Points Requires: Sanguine Disciple 12 Duration: Constitution modifier rounds

As a swift action, your peripheral vision becomes unfocused, forcing you to focus straight ahead. Whenever you charge, you get to make an additional attack at your highest attack modifier. In addition, you take a -4 penalty to AC against attacks of opportunity. This additional attack does not stack with pounce or other abilities that grant the charger a full attack.

Invigoration (Ex) Bloodsong Type: Resonance Requires: Sanguine Disciple 7

Whenever you gain a blood point, but not a temporary blood point, you are healed for 1d4 points of damage.

Lethargy (Ex) Bloodsong Type: Resonance Requires: Sanguine Disciple 4

Creatures within 10 feet of you who are suffering from an ongoing bleed effect take a -10-foot penalty to base land speed.

Master of Harmonics (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 20, any four harmony bloodsongs

You can maintain two harmony bloodsongs at one type.

Normal: You can only maintain a single harmony bloodsong at a time.

Melancholic Imbalance (Su)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Sanguine Disciple 4 Duration: Constitution modifier rounds

As a standard action, you mark a creature within 30 feet, causing its bleeding to elicit an imbalance of the bodily humours. If the subject is suffering from an ongoing bleed effect, it becomes demoralized.

Starting at 11th level, this bloodsong can be activated as a swift action.

Music of the Blood (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 20, any three builder bloodsongs, any three finisher bloodsongs

Once per round, you may activate a bloodsong with an activation time of a swift action as a free action instead. The blood point cost of that bloodsong is increased by +1. The cost of a bloodsong activated in this manner must be paid from your blood pool, not from your Constitution score.

Overflowing Vitality (Su)

Bloodsong Type: Finisher Cost: 2 Blood Points Focus Needed: 1 Focus Requires: Sanguine Disciple 20 Duration: see text

As a standard action, you cause yourself to overflow with vitality. Immediately upon activating this bloodsong and at the beginning of your turn for rounds equal to the amount of focus you had when you activated this bloodsong, you gain 20 temporary hit points. These temporary hit points last for 1 round.

Oxygenate (Su)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Duration: 1 minute/level

As a standard action, you oxygenate your blood, increasing your base land speed by +30 feet. This is an enhancement bonus. Starting at 9th level, you also get a +1 insight bonus to Reflex saving throws.

Phlegmatic Imbalance (Su)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Sanguine Disciple 4 Duration: Constitution modifier rounds

As a standard action, you mark a creature within 30 feet, causing its bleeding to elicit an imbalance of the bodily humours. If the subject is suffering from an ongoing bleed effect, it takes a -2 penalty to Strength and Constitution. At 8th level and every four levels thereafter, the penalty to Strength increases by -1, to a maximum of -6 at 20th level.

Precision Bleeding (Ex)

Bloodsong Type: Builder Cost: 2 Blood Points Produces: 1 Focus Requires: Sanguine Disciple 4 Duration: instantaneous

As a standard action, you lash out and sever tendons and arteries in a precise fashion, looking to debilitate a specific faculty possessed by the subject. Make a single attack with any weapon. On a successful hit that deals damage, choose an ability score; the subject takes 1 point of ability damage bleed, where the ability score bled is the chosen ability score. Bleed effects applied by this bloodsong last for 1 round, plus an additional round for every five sanguine disciple levels you possess.

Pugilist (Ex)

Bloodsong Type: Resonance Requires: Improved Unarmed Attack, Sanguine Disciple 8

Your unarmed attacks deal a point of bleed damage on a successful hit that deals damage.



Red Arc (Su) Bloodsong Type: Builder Cost: 2 Blood Points Produces: 1 Focus Requires: Sanguine Disciple 10 Duration: instantaneous

As a standard action, you cleave the air in a wide arc, dealing 1d4 points of bleed damage for every two sanguine disciple levels you possess to all creatures in a 15-foot cone. A successful DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save negates. Bleed effects applied by this bloodsong last for 1d4 rounds.

Red Harvest (Su)

Bloodsong Type: Finisher Cost: 1 Blood Point Focus Needed: 3 Focus Requires: Sanguine Disciple 4 Duration: instantaneous

As a standard action, you promote internal bleeding in all foes within 30 feet, 1d4 points of bleed damage for every two sanguine disciple levels you possess with a DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save to negate. Bleed effects applied by this bloodsong last for 1d4 rounds.

Remote Laceration (Su)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Sanguine Disciple 4 Duration: instantaneous

You slash the air as a swift action, dealing bleed damage equal to your sanguine disciple level to a single creature within 30 feet. A successful DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save negates. Bleed effects applied by this bloodsong last for 1 round.

Reopen Wounds (Ex)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Sanguine Disciple 4 Duration: see text

As a standard action, the sanguine disciple slashes at recently closed wounds in an effort to reopen them. Make an attack with any weapon. If the attack hits and deals damage, choose one bleed effect previously affecting the subject that was ended in the last round. That bleed effect resumes its effect as though it were not ended. Further, if the bleed effect has a finite duration, it is treated as though it were newly-applied.

Repetitive Hacking (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 6

You gain a +2 bonus on all damage rolls you make against creatures suffering from an ongoing bleed effect.

Retaliate (Ex)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Quick Draw, Sanguine Disciple 6 Duration: instantaneous

Whenever you are dealt damage in melee by a creature in a square you threaten, if you have a free hand, you may draw a melee weapon and make a single attack with it at that creature as an immediate action.

Roiling Lifeblood (Su)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Sanguine Disciple 8 Duration: 1 round

As a swift action, you momentarily excite the blood, granting yourself the benefits of the *haste* spell. The cost of this bloodsong must be paid from your own Constitution score, not from your blood pool.

Sanguine Flood (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 20

Whenever you gain a blood point, you also gain a temporary blood point. This temporary blood point lasts until the end of your next turn.

Sanguine Focus (Ex)

Bloodsong Type: Finisher Cost: o Blood Points Focus Needed: 2 Focus Duration: see text

As a swift action, you get a +1 bonus to the the Difficulty Class of all saving throws called for by your bloodsongs until the end of your turn. At 11th level, this increases to a +2 bonus.

Sanguine Hunger (Ex)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Duration: see text

As a swift action, you channel a deep hunger into your sanguine relic. Until the end of the round, each successful hit made with the sanguine relic also deals 1 point of bleed damage. At 9th level and 17th level, the amount of bleed damage dealt increases by +1, to a maximum of 3 bleed damage at 17th level. Bleed effects applied by this bloodsong last for rounds equal to your Constitution modifier.

Sanguine Shift (Ex)

Bloodsong Type: Resonance

When rolling for initiative, before you roll, you may pay 1 blood point. If you do, you get a +2 bonus to your initiative roll.

Seeing Red (Ex) Bloodsong Type: Finisher

Cost: O Blood Points Focus Needed: 3 Focus Duration: 1 round/level

As a standard action, you force your blood to express additional vitality, gaining 1 temporary blood point and temporary hit points equal to your sanguine disciple class level. At 11th level, the number of temporary blood points gained increases to 2.

Shared Pain (Su) [curse]

Bloodsong Type: Finisher Cost: 2 Blood Points Focus Needed: 3 Focus Duration: 1 round/2 levels Requires: Sanguine Disciple 14

Pain is a blessing, and blessings should be shared! As a standard action, you curse a single creature within 30 feet to relay the suffering it experiences to other creatures. Each round, all other creatures within 10 feet of the cursed creature take damage equal to the bleed damage taken by the cursed creature from ongoing bleed effects. A successful DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save negates the damage. Creatures with more HD than the cursed creature get a +4 circumstance bonus to their Fortitude save.

Shrapnel Skin (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 12

Creatures who hit you in melee are showered in splinters of hardened keratin, taking 1 point of bleed damage. Bleed effects applied by this bloodsong last for 1d4 rounds.

Signed in Blood (Su)

Bloodsong Type: Finisher Cost: 1 Blood Point Focus Needed: 2 Focus Requires: Any one finisher bloodsong Duration: 1 round/level

As a standard action, you brand a creature within 30 feet with its own blood. Whenever you activate a bloodsong targeting another creature within 30 feet of the marked creature, including bloodsongs targeting yourself, the marked creature takes 1 point of Constitution damage with a DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save for half damage. At 15th level, this bloodsong deals Constitution drain instead of Constitution damage and the marked creature takes Constitution drain whenever you activate a bloodsong targeting another creature within 60 feet.

Spasmatic Influence (Su)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Any one builder bloodsong Duration: instantaneous

As a standard action, the you manipulate the blood of a creature within 30 feet, causing it to twitch uncontrollably. The subject provokes attacks of opportunity with a DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save to negate. Each provoked attack of opportunity that hits and deals damage extends the duration of all bleed effects on the subject by 1 round. Creatures without blood are immune to this ability.

Staggering Strike (Ex)

Bloodsong Type: Finisher Cost: o Blood Points Focus Needed: 3 Focus Requires: Sanguine Disciple 4 Duration: instantaneous

As a standard action, you aim to disorient, not kill. Make a single attack with any weapon. On a successful hit that deals damage, the target is staggered for 1 round with a DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save to negate.

At 9th level and 16th level, the amount of focus required to perform this finisher is reduced by 1.

Supreme Conditioning (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 20, Con 20

You gain a +1 luck bonus to saving throws. In addition, whenever you make a successful Fortitude save against a harmful effect, you may spend 2 blood points. If you do, you ignore all effects of that harmful effect, such as damage and the application of conditions, such as poison or disease. If you are unconscious, you cannot use this bloodsong.

Surgical Strike (Ex)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Sanguine Disciple 6 Duration: see text

As a swift action, you get a +4 insight bonus to the next attack roll you make before the end of the round.

Thrill of the Hunt (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 10

Whenever you act in a surprise round, you gain 1 temporary blood point. This temporary blood point lasts until the end of the surprise round.

Trickling Infusion (Ex) Bloodsong Type: Resonance Requires: Sanguine Disciple 6

Whenever you spend a blood point, but not a temporary blood point, you are healed for 1 point of damage. This ability does not activate when you reduce your Constitution score to activate a bloodsong. At 13th level, this bloodsong heals you for an additional point of damage.

Twisting Criticals (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 12

Whenever you critically hit with a weapon that deals piercing or slashing damage, you deal an additional 1d10 points of bleed damage. Bleed effects applied by this bloodsong last for 1 round.

Vampiric Strikes (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 12

Whenever you critically hit with your sanguine relic, you gain temporary hit points equal to your Constitution modifier. These temporary hit points last for 1 round.

Vampirism (Su)

Bloodsong Type: Finisher Cost: 2 Blood Points Focus Needed: 3 Focus Requires: Sanguine Disciple 14 Duration: instantaneous

As a standard action, you draw the vitality out of a creature within 30 feet, dealing 1d4 points of damage per sanguine disciple class level with a DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save for half. Damage dealt by this bloodsong is returned to you as temporary hit points. These temporary hit points last for 1 minute.

Vengeful Butchery (Ex)

Bloodsong Type: Resonance Requires: Toughness, Sanguine Disciple 10

Whenever your current hit points are less than half of your maximum hit points, increase the duration of all bloodsong bleed effects with a finite duration that you apply by +1 round.

Vermilion Empowerment (Su)

Bloodsong Type: Finisher Cost: 1 Blood Point Focus Needed: 3 Focus Requires: Sanguine Disciple 12 Duration: see text

As a swift action, you empower your sanguine relic with the fresh blood of those around you. Until the end of your turn, your sanguine relic has a circumstance bonus to damage equal to the number of creatures suffering from ongoing bleed effects within 30 feet, to a maximum of your Constitution modifier.

Vicious Rebuttal (Ex)

Bloodsong Type: Resonance Requires: Combat Reflexes

Your attacks of opportunity deal 1d4 bleed damage on a successful hit. Bleed effects applied by this bloodsong last for 1 round.

Vigor of Battle (Ex)

Bloodsong Type: Resonance Requires: Combat Reflexes, Sanguine Disciple 14

Whenever you begin your turn flanked by foes, you get 1 temporary blood point. This temporary blood point lasts for 1 round.

Vigor of Infuriation (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 16, any five resonance bloodsongs

Whenever a creature makes its saving throw against a single-target bloodsong you activated that has a saving throw to negate, you are refunded the activation cost of that bloodsong.

Vile Condemnation (Su) [curse]

Bloodsong Type: Finisher Cost: 1 Blood Point Focus Needed: 3 Focus Requires: Sanguine Disciple 10 Duration: 1 round/level

As a standard action, you curse a single creature within 30 feet to water the land with its heart's blood. All bleed damage dealt to the cursed creature is maximized. A DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save negates the curse.

Vitality (Ex)

Bloodsong Type: Resonance Requires: Sanguine Disciple 2

You gain a bonus to your maximum hit points equal to half your sanguine disciple level, rounded down.

Vital Sap (Su)

Bloodsong Type: Builder Cost: 1 Blood Point Produces: 1 Focus Requires: Sanguine Disciple 5 Duration: 1 round/3 levels

Choose. Strength, Dexterity, or Constitution. As a swift action, a single creature within 30 feet takes a -2 penalty to the chosen ability score with a DC 10 + 1/2 your sanguine disciple class level + your Constitution modifier Fortitude save to negate. Creatures suffering from an ongoing bleed effect take a -2 penalty to this Fortitude save. The subject's Strength, Dexterity, or Constitution score cannot drop below 1. This penalty does not stack with itself. At 10th level, choose two ability scores instead. At 15th level, do not choose any ability scores. This bloodsong imposes a -2 penalty to Strength, Dexterity, and Constitution.



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