## Weekly Wonders

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# BLOODRAGER BLOODLINES

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Ale: Ríggs, Joshua Zaback



#### Designers

Alex Riggs, Joshua Zaback

#### Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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#### Fire Giant

You share your heritage with the mighty fire giant, a powerful and tyrannical giant closely associated with the element of fire. Your fire giant blood grants you a number of special abilities relating to heat and fire, allowing you to punish your foes with superheated weapons and better withstand flames.

**Bonus Feats:** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus.

**Bonus Spells:** *Produce flame* (7th), *scorching ray* (10th), *fireball* (13th), *volcanic storm* (16th).

**Bloodline Powers:** While bloodraging, you gain some of the powers and abilities of a fire giant, embracing their burning passion for destruction.

*Heat Weapon (Su):* When you enter a bloodrage, you can call upon your fire giant heritage in order to superheat any melee or thrown weapon you wield. At 1<sup>st</sup> level, whenever you enter a bloodrage, you may choose to have any damage dealt by a melee or thrown weapon you wield deal half fire damage and half damage of the normal type for that weapon. At 4<sup>th</sup> level, and every 4 levels thereafter, any weapon affected by this ability inflicts an additional 1 point of fire damage, to a maximum of +5 fire damage at 20<sup>th</sup> level.

*Boiling Blood (Su):* While in the midst of a bloodrage, your blood becomes superheated, inflicting fire damage to those who injure you. At 4<sup>th</sup> level, whenever you suffer at least 5 points of slashing or piercing damage while in a bloodrage, all adjacent creatures are hit by a spray of burning blood, suffering 1d6 points of fire damage. Additionally, whenever you take bleed damage, all adjacent creatures suffer a like amount of fire damage.

*Fire Resistance (Su):* At 8<sup>th</sup> level, you gain fire resistance 5. At 14<sup>th</sup> level, your fire resistance increases to 15. This fire resistance is doubled while in a bloodrage.

*Fiery Heart (Su):* At 12<sup>th</sup> level, you become immune to fire spells you cast. Additionally, while in a bloodrage, you extend a potent aura of heat which causes all creatures within 10 feet of you to suffer 1d6 points of fire damage at the beginning of your turn.

*Foe of Frost (Su):* The intense hatred of cold that all fire giants feel allows you to be far more potent against creatures that favor those elements. At 16<sup>th</sup> level, all fire damage you deal against creatures with fire vulnerability is doubled, instead of being multiplied by 1.5. Additionally, creatures with the cold descriptor suffer a -2 penalty on their saving throws against spells you cast with the fire descriptor. *Fire Giant Ascension (Ex):* As you reach the zenith of your power, you truly embody the fire giant. At 20th level, you gain immunity to fire, and whenever you enter a bloodrage, your size is increased by 1 step, to a maximum of Huge size. This transformation grants you a +4 size bonus to Strength, a -2 penalty to Dexterity, and a +2 bonus to Constitution. Apply all necessary modifiers to your AC, attack rolls, CMB, CMD, natural armor bonus, and skill checks to reflect your new size. When you increase in size in this way, your gear also increases in size to match your new size, and your weapons deal damage appropriate to your new size. This is a polymorph effect and persists for the duration of the bloodrage.

#### Frost Giant

You can trace your lineage back to the formidable frost giant, a feared combatant and dreaded raider. Your unique ancestry grants you a number of special abilities relating to cold and warfare, allowing you to conduct your own deadly, frigid raids and survive in the frost giants' frozen mountain home.

**Bonus Feats:** Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack, Skill Focus (Stealth), Toughness.

**Bonus Spells:** *chill touch* (7th), *bull's strength* (10th), *sleet storm* (13th), *ice storm* (16th).

**Bloodline Powers:** While bloodraging, you gain some of the powers and abilities of a frost giant, becoming a frozen warrior.

*Winter Warrior (Su):* Your frost giant ancestry makes you especially adapted to fighting in cold climates. At 1<sup>st</sup> level, you are constantly treated as though under the effects of an *endure elements* spell, except that this protection only extends to cold temperatures. Additionally, when you enter a bloodrage, you become able to see through mist, rain, sleet, and snow without impediment, and can move along snow and ice without any penalty for movement or need to make Acrobatics checks to keep your balance.

*Chill Weapons (Su):* The cold rage of the frost giant flows through you, freezing your weapons. At 4<sup>th</sup> level, while in a bloodrage, melee and thrown weapons you wield deal an additional 1d6 points of cold damage. At 10<sup>th</sup> level, this cold damage increases to 1d8, and at 16<sup>th</sup> level, it increases to 2d6.

*Cold Resistance (Su):* At 8<sup>th</sup> level, you gain cold resistance 5. At 14<sup>th</sup> level, this cold resistance increases to 15. This cold resistance is doubled while in a bloodrage.

*Freezing Rage (Su):* While in the grips of a bloodrage, your frost giant blood chills your body to the core, causing those close to you to suffer freezing wounds. At 12<sup>th</sup> level, while in a bloodrage you project a dread chill which causes adjacent creatures to suffer 1d6 points of cold damage if they end their turn adjacent to you. Creatures that suffer damage as a result of this ability must succeed on a Fortitude save (DC 10 + 1/2 your level + your Charisma modifier) or be staggered for 1 round. A creature that successfully saves against this ability need not save against it again for 24 hours; however, he may still suffer cold damage as a result of this ability.

*Frost Power (Su):* At 16<sup>th</sup> level, you treat any spell you cast with the cold descriptor as though your caster level were 2 higher than it actually is. Additionally, while in a bloodrage, you may apply the effects of a single metamagic feat you possess to a spell you cast without increasing the casting time or spell level. You may use this ability once per day at 16<sup>th</sup> level, and an additional time per day at 20<sup>th</sup> level.

*Frost Giant Ascension (Su):* As you reach the zenith of your power, you truly embody the frost giant. At 20th level, you gain immunity to cold, and whenever you enter a bloodrage, your size is increased by 1 step, to a maximum of Huge size. This transformation grants you a +4 size bonus to Strength, a -2 penalty to Dexterity, and a +2 bonus to Constitution. Apply all necessary modifiers to your AC, attack rolls, CMB, CMD, natural armor bonus, and skill checks to reflect your new size. When you increase in size in this way, your gear also increases in size to match your new size, and your weapons deal damage appropriate to your new size. This is a polymorph effect and persists for the duration of the bloodrage.

#### Stone Giant

You are descended from the enigmatic and solemn stone giant. Your special heritage grants you power over the element of earth and great skill in throwing and catching rocks.

**Bonus Feats:** Improved Precise Shot, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Skill Focus (Sense Motive).

**Bonus Spells:** Soften earth and stone (7th), earth glide (10th), stoneskin (13th), move earth (16th).

**Bloodline Powers:** While bloodraging, you gain some of the powers and abilities of a stone giant, becoming stoic and mighty.

Rock Throwing (Ex): Beginning at 1st level, you gain the ability to throw rocks of up to 2 size categories smaller than yourself (A Medium creature can throw a Tiny rock,



dealing 1d6 points of bludgeoning damage, while a Small creature can throw a Diminutive rock, dealing 1d4 points of bludgeoning damage). You gain a +1 racial bonus on attack rolls with thrown rocks. For the purposes of this ability, a "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. You can hurl the rock up to five range increments. You add 1-1/2 times your Strength modifier to damage rolls made with thrown rocks.

While you are in a bloodrage, you are considered one size category larger than you actually are for the purposes of throwing rocks. A Medium creature would therefore be considered Large for the purposes of this ability while bloodraging, and be able to throw a Small rock, dealing 1d8 points of bludgeoning damage.

Body of Stone (Ex): At  $4^{th}$  level, your natural armor bonus increases by +1. At  $9^{th}$  level, and every 5 levels thereafter, this bonus to natural armor increases by a further +1. *Rock Catching (Ex):* At 8th level, your stone giant heritage confers the rock catching universal monster ability and a +8 bonus on Reflex saves made to catch thrown rocks. Additionally, while in a bloodrage, you are treated as though you were one size category larger than you actually are for the purposes of catching rocks. Finally, a number of times per day equal to your Charisma modifier, whenever you catch a rock during a bloodrage, you may throw that rock at any creature within range as an immediate action.

*Earth Power (Su):* At 12<sup>th</sup> level, whenever you cast a spell with the earth descriptor, you treat your caster level as though it were 2 higher than it actually is.

*Earth Shaker (Su):* You are capable of throwing rocks with such intense power as to cause the very earth to tremble. At  $16^{th}$  level, whenever you deal damage to a creature with a thrown rock, you cause a small localized tremor beneath that creature's feet. The affected creature must succeed on a Reflex save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) or be knocked prone and suffer an additional amount of damage equal to the damage dealt by the thrown rock (less any Strength bonus).

Stone Giant Ascension (Su): As you reach the height of your power, you truly embody the stone giant. At 20th level, you automatically catch all rocks thrown at you each round, and may throw any number of rocks back each round. Additionally, you gain a +5 racial bonus on all attack rolls made with thrown rocks. When you enter a bloodrage, your size is increased by 1 step, to a maximum of Huge size. This transformation grants you a +4 size bonus to Strength, a -2 penalty to Dexterity, and a + 2 bonus to Constitution. Apply all necessary modifiers to your AC, attack rolls, CMB, CMD, natural armor bonus, and skill checks to reflect your new size. When you increase in size in this way, your gear also increases in size to match your new size, and your weapons deal damage appropriate to your new size. This is a polymorph effect and persists for the duration of the bloodrage. When so transformed, you can throw rocks of up to Medium size (for a Large creature), which deal 2d6 points of bludgeoning damage.

#### Storm Giant

Your ancestors are noble and mighty storm giants, among the greatest of giantkind. This unique heritage grants you great skill with weapons and the ability to do battle in raging seas while wielding the power of wild lightning.

**Bonus Feats:** Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (greatsword), Improved Sunder, Iron Will, Power Attack, Vital Strike **Bonus spells:** *Levitate* (7th), *water walk* (10th), *call lightning* (13th), *control winds* (16th).

**Bloodline Powers:** While bloodraging, you gain some of the powers and abilities of a storm giant, the mightiest of giants.

Weapon Skills (Ex): At 1<sup>st</sup> level, you gain the Weapon Focus feat for the weapon of your choice. Additionally, you count as a fighter of your level for the purposes of qualifying for what feats you can take.

*Water Warrior (Su):* Your storm giant blood allows you to be a more effective combatant under the waves. At 4<sup>th</sup> level, you gain the ability to breathe underwater. Additionally, while in a bloodrage, you are treated as though under the effects of a *freedom of movement* spell for the purposes of your ability to fight underwater, but not for other purposes (such as resisting paralyzing magic or escaping a grapple).

*Resist Electricity (Su):* At 8<sup>th</sup> level, you gain electricity resistance 5. At 14<sup>th</sup> level, this electricity resistance is increased to 15. This electricity resistance is doubled while in a bloodrage.

Lightning Master (Su): At 12<sup>th</sup> level, whenever you cast a spell with the electricity descriptor while in a bloodrage, that spell deals an additional amount of electricity damage equal to your bloodrager level.

*Thunderbolts (Su):* At 16<sup>th</sup> level, as a standard action, you can throw a powerful thunderbolt at any target within 100 feet. The thunderbolt requires a successful ranged touch attack to hit. A successful hit deals 1d6 points of electricity damage per level and stuns the target. A successful Reflex save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) halves this damage and negates the stunning effect.

Storm Giant Ascension (Su): As you reach the zenith of your power, you truly embody the storm giant. At 20th level, you gain immunity to electricity, and whenever you enter a bloodrage, your size is increased by 1 step, to a maximum of Huge size. This transformation grants you a +4 size bonus to Strength, a -2 penalty to Dexterity, and a +2 bonus to Constitution. Apply all necessary modifiers to your AC, attack rolls, CMB, CMD, natural armor bonus, and skill checks to reflect your new size. When you increase in size in this way, your gear also increases in size to match your new size, and your weapons deal damage appropriate to your new size. This is a polymorph effect and persists for the duration of the bloodrage. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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### WITNESS THE RAGE OF GLANTS!

Giants are fearsome and iconic fantasy foes, but very rarely do player characters get a chance to enjoy the bulk, power, and pure destructive capabilities that being a giant has to offer. While there is room for debate about some types of giants, such as hill giants and ogres, other species, like fire and storm giants, are clearly magical in nature. Yet no bloodrager bloodline exists for players who want to have characters descended from giants...until now!

> This book introduces four giant—themed bloodlines for bloodragers. Heatured are the fire giant, the frost giant, the stone giant, and the storm giant. In addition to providing elemental powers associated with the type of giant in questionIsuch as superheated blood that burns your attackers, the ability to see and move through mist and ice as though it weren't there, the ability to throw rocks and make the very earth shake, and the ability to hurl mighty thunderboltsIthese bloodlines also grant players giant power, granting them some of the strength and size of giants.

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Whether you want to play a giant-blooded character with an exciting new bloodline, just want to expand your bloodrager's bloodline options, or are a GM looking for just the right thing to spice up a giant shaman or berserker's stat-block, this book is for you.

