

Bonus Feats: Alertness, Combat Reflexes, Deceitful, Dodge, Lightning Reflexes, Improved Initiative, Skill Focus (Disguise)

Bonus Spells: Blurred Movement (7th), Mirror Image (10th), Twilight Knife (13th), Fear (16th).

Bloodline Powers: You manifest mystical powers that allow you to befuddle and outwit your enemies with magic.

Foxfire (Sp)

At 1st level, as a standard action, while bloodraging, you can create up to four eerie spheres of light that function as *dancing lights*. While in possession of one or more of these spheres, you can attack as part of a full attack action to Dazzle the target. If your attack hit's they become dazzled. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Cleaver Rage (Su)

At 4th level, While Bloodraging you gain the ability to use any skill and abilities that require patience and concentration. You also gain a morale bonus to Bluff, Disguise, Sleight of Hand, Stealth, and Sense Motive checks, equal to ¼ your bloodrager level (+5 at level 20).

Illusions (Su)

At 8th level, you can add any one spell from the sorcerer/wizard spell list to your list of spells known. This spell must be of a level that you are capable of casting and must be. You can also add one additional spell at 12th level, 16th level, and 20th level.

Potent Illusions (Su)

At 12th level, while bloodraging, any illusion spell that you cast with a duration of concentration lasts an additional number of rounds equal to half your Bloodrager level. Additionally, when casting an illusion spell you can expend two spell slots of the spell's level (including level adjustments from metamagic) as a free action in order to imbed an illusion within your illusion. Effectively, if a creature disbelieves the illusion, it sees a second, identical illusion in its place, which it must attempt to disbelieve separately. You cannot imbed more than two illusions into a spell using this ability or any similar one.

Trickery (Su)

At 16th level, when entering a bloodrage, you can choose to turn invisible as Greater Invisibility, additionally all spells during the Invisibility are Silent and do not end the Invisibility unless they cause damage, this does not affect their effective spell level.

Focused Mind (Su)

At 20th level, you automatically save against illusion and enchantment effects and spells. You also gain [See in Darkness](#). You have these benefits constantly, even while not bloodraging.