

One B.A.M.F's Guide to Being a Bloodrager

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"Talk is for the weak, who can't fight." -Me

First I would like to say this guide has a good bit of adult language. If you do not like it, **GET THE FUCK OUT, NOW!!!!** This guide is not for you if you are easily offended by language and the class is not for weaklings like you. There is another known Bloodrager [Guide](#). It is not a complete guide but it is an ok start. I feel a few things are not covered like they should be, and it is years older and still incomplete.

I will not go into depth on stuff that I consider irrelevant and weak as hell, I will just leave it out. You do not need to know what color rating I rate useless feats. That just wastes both our time. What I will include are the stronger options available to you. For the sole purpose of skull fucking the corpses of your conquered enemies, and making slippers out of their young.

Unlike the Barbarian, the Bloodrager has lots of magical tools at the class's disposal and RPs better than some guy with brain damage running about screaming AM SMASH, AM STRONK, AM STUPID!! For those people who think a Bloodrager is just a Barbarian, you couldn't be more wrong. After you see how a good Bloodrager can be, your mind should change rather

quickly. If not you might be brain dead and unable to critically think, or just plain stupid. Who knows, I'm not a doctor, just a professor of pain.

Now, are you ready to learn how to curb stomp your advisories? Good, cause here is the rundown on proper teeth to curb alignment.

The Races:

When you are picking a race you will want it to boost your main attributes. Strength is a Bloodrager's main attribute. Followed by Con with some light amounts of Charisma. After you whittle down some to a few race choices then you should look at the Racial features. Things like Darkvision come to mind as a great racial ability. I feel Darkvision is underrated by some players. If your DM/GM follows the Lighting rules as supposed to, then Darkvision keeps you from suffering the miss chance that comes with fighting in Darkness. Inside many dungeons, darkness and low light is the typical light level. Darkvision also opens up darkness strategies to you and your team. Dropping darkness on human enemies and cutting them down while they can not see is perfectly acceptable and encouraged. Alright, time to talk about the races that are best suited to being a Bloodrager.

(Core Options)

Half-Orc- This is the race that really shines. +2 to any stat, dark vision, and sacred tattoo + fate's favored synergy. And for the Fast Healer builds you have Shaman's Apprentice for Endurance feat. Can get bonuses to Intimidate for intimidating builds. One of the top tier race choices for the bloodrager.

Human- +2 to any stat, Extra Feat, and +1 skill point per level. I can mention Heart of the Fields as an option. After reading Half Orc's tools for the job, the human just seems bland, but some people don't mind bland. But still a top tier choice.

Half-elf- Immunity to sleep, (Ghoul Paralyze immunity) and a +2 to any stat. Alternative racial choices to get +2 on will saves which is the worst saves on a Bloodrager. I would say they have enough to offer for a mention here, however the clear Core Option Bests are Half-Orc and Human.

(Featured Races)

Aasimar (Angel-Blooded)- +2 Str and Cha with no negatives. Darkvision. These two things make it a good choice. But wait there's more. Just cherry pick your favorite Alternative Racial abilities.

Tiefling (Pitborn)- +2 Str and Cha, -2 Int. Darkvision. Like Aasimar the tiefling has some good Options. 1/day Smite Good is a great ability to have in an evil campaign.

Hobgoblin- Not the best Due to no Str boost, but is worthy of mention among the better picks. +2 to Con and Dex without negative. Darkvision. Alternate racial traits Authoritative and Fearsome are worth note. Fearsome more so since Intimidate builds are pretty decent and getting +4 to Intimidate really helps.

(Uncommon Races)

Merfolk- Not many races in this category make great bloodragers. But a Merfolk in the right Campaign can do very well for themselves. +2 to Dex, Con, AND Cha. No negatives. +2 Natural armor. They also have alternative racial to help fit in slightly better to campaigns such as Skulls and Shackles. Strong Tail + Bloodrager movement bonus still nets you better movement.

(Standard Races)

Lizardfolk- +2 Str and Con. Swim Speed, +2 Natural Armor, and Natural attacks. This race Screams Bloodrager very hard. They make really good natural attack builds.

Gnoll- +2 Str and Con. Darkvision. +2 Natural Armor. Very basic but they have the racial to support being a bloodrager. I feel a Bloodrager Gnoll makes for a very rough BBEG at lower levels. For DMs looking to brew up a nasty Challenge.

(Advanced Race)

Shabti- The only Race here worth mentioning among the Advanced Races. +2 Con and Cha, Darkvision, and resist Level drain. On top of it all, you are immortal and look like idealized humans.

Attribute Assignment:

Now that you know what race you are going to be, it is time to assign your point buy. Here are a few typical Standard 20 point buy. If you have more you can just adjust up from there. Your main attribute will be STR followed by CON. These are what keep you alive and killing on the Frontlines. Now many people may Talk about or argue for Dex builds. The fact of the matter when it comes to damage output the STR builds are always higher on damage output. Bloodragers are a Layered defense class so having a high AC is not the main priority of the class. So I will not cover Dex builds. And for anyone thinking about playing a bloodrager as an archer, Just stop and go find another class because there are so many better classes suited for that crap.

These are Pre Racial examples of a 20 point buy:

Str: 15, Dex, 12, Con: 15, Int: 10, Wis: 12, Cha: 12

Str: 16, Dex, 12, Con: 15, Int: 7, Wis: 12, Cha: 13

Str: 17, Dex: 12, Con: 15, Int: 7, Wis: 10, Cha: 12

The main goal is to have a 15 Con when you start. If the Race boosts Con then you can pull back the points there. But a 15 Con is absolutely necessary for the Feat tax Raging Vitality. The feat will help prevent you from dying and provide more up and swinging time as well since your Raging Con gets an extra +2 bonus. So if you get a +2 from your racial stats then bring down Con to 13 and let the Racial bonus bump you to 15.

You could start with a Cha of 11. But I myself prefer at least a 12, because your first Stat boosting item will be a Belt of Strength and your cash flow will need to go to other places before you get to invest in a headband of Cha (Other big 6 items). Also, a 12 lets you get by with only needing to pump your Cha by +2, so if, late game, you have the money you can then throw it towards wisdom and boost the Will saves. The 12 Cha also makes you able to cast up to 2nd level spells, so the Headband is not needed until 10th level, and you do not need to throw a Level up attribute point into Cha. Just round off your Con to 16 and start throwing it into Str every time after.

The Archetypes:

Now that you have your Attributes, it is time to pick an Archetype. There are a few worth mentioning and the rest are more just Trading off power for a Flavor.

[Primalist](#): This is Not PFS legal. But ALWAYS take this Archetype if it is allowed. There is 0 excuse to not take it. This is like how the Qinggong Monk is for the core Monk. Strictly an upgrade to the class with a very minimal loss, if any loss at all. You trade your weakest abilities for stronger Rage powers. Which is freaking great cause sometimes a single rage power can net you more than the Bloodline ability you're throwing away. Also, Come and Get Me is just so freaking good.

Some Good Choice Rage Powers are: Beast Totem Line, [Come and Get Me](#), Fearless Rage, Internal Fortitude, Superstition, Witch Hunter, Spell Sunder, Good for What Ails you, Savage Dirty Trick, or No Escape

[Spelleater](#)- This is a highly debatable archetype due to no clear cut ruling on (Su) Blood of Life. This is a HIGHLY debatable build and there are 2 different opinions on the subject. Some say that Fast Healing is always an Ex ability. While others believe if the Ability comes from a supernatural or magical source it is magical healing. I tend to side with the belief that if you gain fast healing via a Su ability (Blood of Life) that it is magical healing. If that is the case then this archetype is really good. If that is not the case the archetype is not that good. [Here is an open thread that is begging for a FAQ from Paizo](#). Because of my belief that the Fast healing IS magical coming from (Su) ability I will write my guide with that in mind until a definitive FAQ is made by Paizo. **PLEASE** mark the thread for more FAQ requests and force them to address this.

[Steelblood](#)- I typically do not use this Archetype but it is worthy of mentioning because some people love the idea of heavy armor. But to me [THIS](#) is what I think about the people who can not let go of the feeling that they NEED heavy armor to survive.

[Urban Bloodrager](#)- I am not a fan of dex ragers but this archetype is popular with people who Dip into Bloodrager for Rage and access to the spell list for the sake of wands. The main reasons I am not a DEX preacher for bloodragers are: 1. Damage is Lower than Str. 2. Feat Taxed to make work. 3. Armor Class should NEVER be your main source of Damage Mitigation, and You have access to Miss chance as a bloodrager, if AC isn't that important for a Barbarian it is Doubly so for the Bloodrager.

Another reason for taking this Archetype other than dip is purely flavor in an Urban style campaign. Luckily it can stack with Primalist so if it is available then stack them up. The added spells to your list that are not normally found on it, and extra skills can really help to go a long way. Especially in AP/campaigns/PFS that are not as combat heavy.

Traits:

Fate's Favored- Increase luck bonuses by +1. Pairs very nicely with Half-Orc sacred tattoo Alternative racial. It is also good when Paired with a Luckstone, Destined Bloodline, or anything that gives a luck bonus to anything.

Transmuter of Korada- +1 CL on ALL transmutation spells. Choose one Animal Buff and 1/day you can extend it. The +1 CL to transmutations is a very good boost that is better than most feats. The extended Animal Buff is just gravy. Cat's Grace pairs very nicely with Combat reflexes and Come and Get Me from the primalist archetype. Not to mention +2 AC, Reflex, and Initiative. Usually, you're not going to be able to afford the +4 or +6 to ALL stats belt until late game but you can make up the difference with this trait when needed. Or you can just put that gold towards a better item and ride your magical powers. That is why you are given magical powers in the first place.

Dangerously Curious- UMD as a class skill and +1 to all UMD checks. UMD is a godly skill and Scrolls/Wands can really round out your arsenal. Just remember you can not use Cha based skills while Bloodraging. Solid way to get access to spells outside your spell list. So many helpful scrolls and Wands. This skill Pairs well with Bloodline Familiar, where you trade out your 1st Level Bloodline Power for a Familiar. Familiars share skill points with it's master so you could make a Buff Bot Familiar to make your 1st round truly Terrifying.

Optimistic Gambler- If your DM allows you to take Campaign traits this is one of the most powerful traits for a Bloodrager. Every time you rage, roll a 1d4, and get that added to the rounds of rage. This can add a LOT more rounds of rage compared to taking Extra Rage feat, which is a bad feat in general. So being infinitely stronger than a feat it has to be mentioned as an amazing Pickup. With the Spell Eater, Fast healing builds, this is abusive because your healing in those rounds allows you to regain more HP. Here is the fast healer example: I rage 1 round, get a 4 on the roll, I get 5 rounds of rage with fast healing 4...so 1 round of rage is actually spent and you gain 20 health back...40 if I have equal amounts of Non-lethal damage.

Community Minded- Much like Optimistic Gambler it extends the Moral bonus by 2 rounds. Basically every fight you will be given 2 extra rounds of Rage. For Fast Healing builds this is a great pick up, for the same reason as Optimistic Gambler, More rounds is more fast healing. It is a regional trait so this will be allowed more often than Optimistic Gambler. Yes, YOU DO count as your own ally for the purpose of this Trait, that has been FAQed for a long time.

Reactionary- +2 initiative is always a good pick and considered to be a strong pick for almost all characters.

Bonus to Will Traits- This is your weakest save and boosting it will never hurt. These keep you alive and are always active. For Human, I recommend Carefully Hidden race trait for your +1 will and +2 versus Divination spells.

Accelerated Drinker- Potions are cheap. Oils are cheap. Walking around with a Potion in your free hand and chugging it can round 1 is a strong action economy Booster. Take improved critical and Round 1 Bless your weapon to auto-confirm criticals on evil foes with your 15-20 crit ranged weapon. Auto Criticals against evil, Taste the pain-bow. Pair this with a BUff Bot Familiar...you can literally dump on yourself 3 buffs round 1 and good to lay the hurt down on everything that dares enter combat with you.

Feats:

[Raging Vitality](#)- A very important feat and pretty much a feat tax. But it benefits far outweigh the tax. This keeps you alive longer. And on the Fast Healing build this allows you to auto stabilize thanks to the fast healing still being online because your rage did not end. This saves your ass, plain and simple. Veteran players could get by not taking this feat with smart play.

[Power Attack](#)- If you did not already know Str builds want this. But I may add that if your Bloodline gives it as a Bloodline feat you may want to wait till Level 6 for it. Fill up your first feats for survival and then explode onto the dpr scene. This is not a feat that has to be rushed to level 1 and the latest I feel comfortable taking it is at 7 at the latest.

[Raging Brutality](#)- Your Level 13 feat. Seriously it is freaking Amazing for trying to Burn down an enemy. Just make sure you are doing it on Full attacks and not single shots. This is the reason Arcane strike is a two-edged sword because they compete for Action economy. I feel if you take both Raging Brutality and Arcane strike you are forced to take Bloodied Arcane strike so they do not compete for Swift actions.

[Arcane Strike](#)- This is a good Feat if you're Playing PFS and not going over level 11-12 and needing to pick up Raging Brutality. When Raging Brutality is figured in you will also need to pick up Bloodied Arcane strike so you get BOTH damage boosts without action economy issues.

[Bloodied Arcane Strike](#)- Read both Raging Brutality and Arcane Strike. That should tell you IF you need this feat.

[Fast Healer](#)- Ok remember in the archetype's section I mentioned about the Spelleater archetype not having a clear and definitive ruling. If not scroll up and read up on it. This feat is what makes the build around that archetype good. Unfortunately, you do have 2 Pre-reqs. Die Hard and Endurance. But the payoff is magnificent. You start with a 15 con, boost to 16 at level 4, then take Raging Vitality to give you +6 con while raging. That gives you a +6 modifier and divide by half that is 3. Basically when you rage because the fast healing is coming from a Supernatural source. (Both the Bloodrage AND Blood of Life abilities are Su). This feat adds to

your fast healing amount you gain from Blood of Life. So you can easily be looking at Fast Healing 4 the moment the combo comes online and it only builds up from there. Typically this feat is utter shit but with the right build, you can become a mini Tarrasque, bringing fear and destruction everywhere you walk. This is not some broken combo though. A Paladin can still take only Fey Foundling as the 1st level feat and receive just as much payoff with a single feat. I feel giving up 3 feats makes this balanced. Another reason why I feel they can rule it either way.

Improved Critical- Because a 15-20 critical rating is going to give you very nice damage output. I always recommend the Scimitar and just using it 2 handed as the difference between a Scimitar and Falchion is only 1.5 damage on average. But the Falchion (or Greatsword) can not be used in a grapple. Grab, Swallow Whole and Crush are abilities that can come up quite often throughout the game. You do not want to stop swinging, because it is your job to swing that expensive ass weapon and inflict the dead condition. So I'm always up for trading 1.5 damage overall for the ability to swing most the time. Add on a Weapon cord or a Locked gauntlet and never be disarmed.

Toughness- This is not an OMG best feat ever but it is a solid performer. You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you are using a Protector type Familiar then this feat will net you more effective HP for its investment. Which makes it really good for keeping you alive. This is even better if this comes in the form of a Bloodline Feat.

Iron Will- Will saves are the worst kinds of saves and it just happens to be your worst save as well. If you get this through a bloodline then take it. If not pick up when you can because it will only help you. What makes will saves so bad is that they tend to be Save or Die or even worst Save or Kill your entire team. You want to be an unstoppable killing machine and building upon your weaknesses is the way to do that. I would always take Aberrant Familiar or a hedgehog Protector Familiar before taking this feat as you gain a lot more from those options, but they stack together for a total of +4 to will saves.

Risky Striker- (Halfling Only) You can choose to take a -1 penalty to AC to gain a +2 bonus on melee damage rolls against creatures two or more size categories larger than you. When your base attack bonus reaches +4 and every 4 levels thereafter, the penalty increases by -1 and the damage bonus increases by 2. The bonus damage is multiplied in the case of a critical hit. In the Right AP or Scenarios, this will be online most of the time to benefit from. The Negative to AC can be negated by riding a Miss chance like the Arcane Bloodline provides.

Cornugon Smash- This is a great intimidating feat because it is a free action. This lets you continue to tear through enemies while making it harder for them to hit you. When paired with a Cruel weapon you can do some serious debuffing on your main target making them much

weaker. This is my preferred intimidate over Dazzling Display. I do not like wasting actions, not killing. That kind of thing is for support, while your job is to end the encounter as fast as possible.

[Hurtful](#)- Well if you just hit them with C. Smash you can spend a Swift action to get another attack in. Your job is to kill things quickly and in an intimidating build this definitely helps you accomplish that goal. This is a swift action so if you have arcane strike you will need blooded arcane strike so you are not fighting action economy on your swift actions. The Combination of C. Smash + Hurtful is exactly why I dislike Dazzling Display and you will not find it in my guide. Why waste a full round action trying to demoralize a group when you can keep swinging, do damage, and demoralize the guy who is actually on top of you trying to hit you back.

[Intimidating Prowess](#)- One way to make sure Intimidation does not fail nearly as much. You will have a decent Cha but this will push it over the edge adding your STR modifier. Skill Focus is also OK as some races like Half-Elf and Human offer the ability to get Skill Focus as a free feat. So if you are playing a Race with access to free Skill focus Feats, go with Skill Focus. If you want/need to boost intimidate without free access to skill focus then take Intimidating Prowess. You could double up on the boosters, but honestly, 1 feat is enough, and usually you could get by using magic items and a trait to boost intimidate. The DC to demoralize tends to be easy enough to land an intimidate. A few Races also give a built-in bonus for the skill as well. If this is going to be one of your main methods you might as well synergize and make sure you do it without fail.

[Signature Skill- Intimidate](#)- If you are doing an Intimidate build paired with the Cruel weapon, this will make it ridiculous. Gives you the ability to make enemies Panicked and Frightened. Which when they run away, they provoke an Attack of Opportunity. Later it adds Cowering, which basically makes them useless while you execute them. Don't forget that Panicked forces them to drop what they are holding, so goodbye weapons.

Bloodlines:

The Familiar Folio has made it so you can trade your 1st level bloodline power for a Familiar. For many bloodlines, this is a pure upgrade due to the Protector familiar archetype. So at level 5 you basically gain 50% HP effectively and other bonuses a familiar gives and then later it becomes a 100% boost to your HP.

Like I said earlier, I am not going to list all the Bloodlines. Just the more effective ones and why they are effective. I do not put much stock in a lot of them but I will fill you in on what I consider to be the best of them.

Arcane: **THE Strongest bloodlines written. There is no debating it.** The 8th Level power is just **godly**, and provides so much for you on the frontlines. When you rage, pick Haste or Displacement and gain it while raging. Perfect choices between defense and offense. I almost always pick Displacement as gaining concealment has many benefits. 50% miss chance is a 2nd layer of Damage mitigation, as well as shuts off all sneak attacks and precision damage.. The 50% miss chance confers to all attacks, touch attacks, ranged touch, and regular attacks. When you throw in all your Options of Primalist and Familiar Folio- Bloodline Familiar gaining a Familiar, this makes a very strong bloodline. This is the Bloodline where AC hardly means shit. They either miss you or you have so much layered defenses and HP, you do not care. You can just wade into battle and brutalize everything.

Aberrant: In my honest opinion this is the toughest Bloodline. Immunities are gold when you spend life on the frontline. If you build this right (with primalist) you can have like 11+ immunities by 20th Level. Then you add in the crazy reach you can accomplish with this build is just fun. Reach across a room and smack the bitch caster or archer in the back lines kind of reach. Abnormal Reach (+5 foot reach) + Long Arm Spell (+5 Foot reach) + Enlarge Person (Bloodline Spell) + Lunge + Reach weapon. You can control large areas with Combat Reflexes.

Abyssal: Many people like this Bloodline for natural attackers. It provides an Enlarge Person effect and a Morale Bonus to Str. Most of the resistances are pure crap and come online pretty late for only resist 10, this is why Primalist is good to trade out piss poor Bloodline powers. They should be traded off to Rage powers if you are able to use it. If Primalist is not allowed I actually prefer the Draconic Bloodline for Natural attacks. Mostly because Half the powers suck and the Level 4 power Mimics a spell you can cast already by level 4 or a 50gp potion. This bloodline forces you to take your layered defense through Spells and your Class abilities. But this Bloodline is not as bad as many of the other bloodlines that did not make the list. However I rarely would ever pick it...not with the existence of Arcane, Destined, Aberrant or Draconic.

Destined: This is a very neat Bloodline. Has a very good mix of Offensive abilities and Defensive abilities. The level 4 ability is very good. Luck AC and Saves, When paired with Fate's Favored trait you can increase these by +1 for a Maximum of +6 Luck Bonus to AC and Saves. That is an extremely good power. The bloodline Feats are lackluster unless you can actually use Leadership in which case it becomes much better. This bloodline pairs very well with the steelblood or urban Archetypes. If you love AC, Steelblood + Fate's Favored + Destined is one way to boost the crap out of your AC. The 16th level ability works wonders with a 15-20 critical weapon, and offers you great Critical negation defenses. The Level 1 and 8 Powers are easy trade offs for Primalist.

[Draconic](#): Draconic Bloodrager DOES qualify for Dragon Disciple. Access to Primal really can turn this Bloodline into something even more savage. I personally like this bloodline the most for the natural attacking builds, though I favor manufactured weapon builds. But when I go natural attacks with this bloodline I like to grab [Eldritch Heritage- Ghoul](#) for the Ghoul Claws which gives you MORE natural attack claws per day, BUT ALSO gives you an, on hit, paralyze effect that the save is based on Con. Which you should have in spades with Raging Vitality. Most casters have crappy Fort saves and will fall over to the first claw...which means following round you will get to Coup them while they lay helpless at your feet. You could go further into [Improved Eldritch Heritage](#) and get Ravenous Frenzy for on demand haste for closing the distance.

Spell Choice:

1st Level Spells of Note:

Enlarge Person- What is not to love about getting +2 Str, Reach, Increased weapon damage Dice, and size bonus to intimidate? Really good combat spell. The casting time is the only downfall of this spell usually. Luckily it is 1/minute per Caster Level so you can make this work for a few combats.

Long Arm- Increased Reach. Very nice by itself but even better when paired with an enlarged person spell.

Shield- +4 AC and negates magic missile. Usually, your hands will be 2 handing a weapon so this is a good AC boost. Works against incorporeal critters as well.

Endure Elements- A 24-hour buff that can be cast the night before bed and gain the benefits it provides. I would not rush this but a quality of life is what this spell brings to the table. Cheap pick up on a page of Spell Knowledge.

2nd Level Spells of Note:

Ablative Barrier- Long Duration you can cast the Night Before on yourself. Turns 5 points of damage into nonlethal damage. Non-Lethal and Lethal damage are healed in equal amounts. This makes fast healing builds really good as Fast healing 5, just became fast healing 10.

Frigid Touch- This is a great spell for spell storing Armor. Add in a Rime Metamagic Rod and you have a serious debuff if they hit you, or you hit them with a spell storing weapon.

See Invisibility- Once you see it you can kill it. Long duration.

Mirror Image- The preferred spell for Miss chance if you are going to cast a spell for Miss chance.

Ironskin- Natural Armor Buff that is Minutes per level. The big win here is the Critical negation ability.

Resist Energy- Layered Defenses is the key to surviving. This takes the kick out of elemental damage. Nice long duration as well, which is key when you have very limited spell casting.

3rd Level Spells of Note:

Fly

Heroism

Greater Magic Weapon- Long duration and a way to add to your hit and damage. Very solid spell.

Elemental Aura- Cold + Lesser Rime Rod is plain brutal inflicting Entangled + Fatigued Conditions and doing 2d6 cold damage. If they make their save with rime, they still take minor damage and are entangled. Rime really does help your crappy DCs.

Vampiric Touch- Another spell storing weapon/armor spells that can be filled the day prior to adventure.

4th Level Spells of Note:

Monstrous Physique 2- Pounce is an ability you can pick up with this spell. And Pounce is really good.

Stoneskin - DR/10 Adamantine is a very strong defensive option.

Elemental Body- Earth Elemental with earth glide or Air Elemental for fly.

Ice Storm- Late game with a Rime Rod, this can be a nice AoE battlefield control option. 4 rounds of Entangle and difficult terrain.

Black Tentacles- Not a DC based spell and a Bloodrager is a full CL class. So you get just as much mileage out of this spell as most other casters.

Equipment Choices:

Weapon Enchantments:

Furious, Spell Storing, Heartseeking, Cruel, Flat +s

I tend to get a +1 Adamantine Furious weapon first and foremost. After that, the rest is up to you. Spell Storing only enhances your spells per day and action economy. Heart Seeking is good for DMs who like giving enemies Displacement or any kind of miss chance. Saving you from needing Blind-Fight. The greatest thing is all those Enchantments are only +1. Also, your class gets access to Greater Magic Weapon as a spell. So your weapon can be downright awesome. Add in an Oil of Bless Weapon you then have a Weapon that can bypass most DRs and the little ones that it can not you just blow through it as it tends to be like 5 DR. Not really a biggy for a class like Bloodrager. You can also carry other weapons to bypass the DR your main weapon can not. Cruel Weapons are key for intimidating builds.

Armor Enchantments:

Flat +, Spell Storing, Deathless, Bloodthirsty

Your AC won't be the best, but you gain the Layered Defenses to compensate to make you an effective frontline. As a player I tend to buy +1 Spell-storing Mithral Armor and then add whatever I feel will be the best after that. I use the spell storing armor for storing Rime (Rod) + Frigid Touch spell. That means if you are hit in combat you can unleash the Rime Frigid touch to deal 4d6 cold damage, and Stagger + Entangle the enemy in return. Punish them for daring to touch you and your greatness. If there is a cleric in the party a bestow curse in spell storing gear is another nasty response.

Belt:

You're going to get a Belt of Str +2 to start. From there boost your Str and if you have extra money to throw towards Con then do so. It is one of your big 6 Items. Dex will be the lowest priority of the physical stats, but if at the end you can afford that +6 to all stats then grab it because it does not hurt you.

Cloak:

Cloak of Resistance- Big 6 Items and saves are Uber important.

Rings:

Ring of Protection- Big 6 item and Deflection bonus increase your touch AC as well. If you are rocking Arcane Bloodline with displacement this Big 6 is not as important as Cloak, Belt, and Headband.

Ring of Freedom of Movement- It speaks for itself as to why it is good. Can't keep a good man down.

Ring of counterspell- This is a ring that can save your life. Will saves are your worst save. But unlike a fighter you do cast arcane spells so you are double at risk of Feeblemind. If you have a good caster in your group and know a certain spell an enemy loves to use, this will make them waste an action and resource.

Boots:

Boots of Haste- Cause Haste is extremely good. Not necessary, just a luxury. Most casters will cast haste at the onset of most big battles. They know it is good. For parties or builds that can not provide Haste, these are a really good investment. Or you can just buy scrolls of it for BBEG fights. It is on your list but I feel it is not a spell to learn as it ends up eating all your 3rd level spell options because parties start to demand it. You can get more mileage out of longer buffs that last for most of the dungeon.

Boots of Teleport- Do I really need to explain why these are good? 3/day teleport..Ok I will explain. It gives you an escape tool. As well as the ability to completely annoy the DM who likes to attack you while camping. Spend a day traveling, Study the area carefully, Teleport to one of your favorite Inns in your favorite towns, Then rest and next morning Teleport back to where you left off, Then travel another 8-10 hours Rinse and repeat, making staying overnight trivial and allows your group to buy/sell every day. When I play support characters these are my go too, on a bloodrager, they give you so many options for movement.

Hands:

Deliquescent Gloves- For Natural attack or Unarmed Builds. Adds Acid Damage and Added benefits versus Oozes.

Neck:

Amulet of Natural Armor- Considered a Big 6 item. You can Cast Ironskin spell to give you Natural Armor. This item you could also get away with not having if you can get your hands on a source of Barkskin (Potion, Scrolls, Wands, or Teammates).

Amulet of Mighty Fist- For Natural attack builds this will be your weapon. You will then be looking for a Natural Armor Enhancement bonus. (Potion, Scrolls, Wands, Teammates, Ironskin Spell).

Headband:

Headband of Alluring Charisma- Start with +2 and then pick up points in Wisdom after. You are not a DC-based caster so you only need a 14 Cha to be able to cast your entire spell list.

Body:

Robes of Arcane Heritage- **DOES NOT WORK ON BLOODRAGERS!!!!** This is important to mention in case you were thinking about it.

Rods:

Lesser Rod of Extend- 3k for a Lesser rod that catches most of your spells. One of the Best Investments you can make to make your spells go further. 3 Runestones of Power are 6k. So that should put things into perspective on how good this is.

Lesser Rod of Rime- Great when paired with Frigid Touch and put into the spell storing Armor/weapons. I also like it paired with Icicle Dagger. Sometimes you will be required to check in your weapons. A rime rod can be carried in and when paired up with the Icicle Daggers it makes a pretty brutal backup.

Slotless:

[Bead of Newt Prevention](#)- Basically a 1k prevents Flesh to stone or other polymorph effects. Worth the 1k or 500gp if someone will craft it for you.

[Page of Spell Knowledge](#)- Level 1 and 2 Pages are good investments to add more spells known to your list. Your main priority is to pick up your combat spells through leveling up. This is how you add a better quality of life in your downtime. Mount, Endure Elements, Feather Fall, Force Sword, ext. Whatever is not necessary but you want, this is how you get it.

Runestones of Power- Cast more spells in a day. Can greatly extend your adventuring days. A great buy if the DM has a habit of throwing 5+ encounters before allowing rests. Really good since you cap at 4th level spells. Makes 1st level utility spells viable.

Manual of Stats- Late game boosting stats is a good thing. If you do not have access to Wish spells the Manual is how you will boost them. There are manuals for every attribute.

Luckstone- +1 Luck Bonus on saving throws, ability checks, and skill checks. Great item by itself, but when paired with Fate's Favored it is a major bang for your buck. Ability checks include a lot of things including initiative.

Example Builds:



“See here boy, I have taken your leader's head. Now run along, before I beat you to death with it.” - Carl Jr

Fast Healing Build:

Carl Jr.

Archetype: Primalist & Spell Eater

Race: Half-Orc

Alternative Racial: Sacred Tattoo and Shaman's Apprentice

Point Buy:

Str:19, Dex: 12, Con: 15, Int: 7, Wis: 10, Cha: 12 (+1 to Con @ 4 and rest +1 STR)

Traits:

Fate's Favored

Dangerously Curious

Bloodline:

Arcane

Feats:

1 HD: Shaman's Apprentice- Endurance
1 HD: Diehard
3 HD: Fast Healer
5 HD: Raging Vitality
6 HD (Bloodline): Power Attack
7 HD: Arcane Strike
9 HD: Improved Critical Scimitar
9 HD (Bloodline): Iron Will
11 HD: Blooded Arcane Strike
12 HD (Bloodline): Combat Reflexes
13 HD: Raging Brutality

Bloodline Powers:

1: Familiar (Familiar Folio Choice) Protector Archetype Hedgehog (+2 Will saves)
4: Use the 4th level power, but retrain at Level 8 for Lesser Beast Totem and Beast Totem
8: Keep this Power for Displacement or Haste while raging
12: Rage Powers: Come and Get Me & Greater Beast Totem

You will want to use the spell [Ablative Barrier](#) once you get it. This spell is actually pretty amazing with this build. The Spell makes the first 5 points of lethal damage the target takes from each attack are converted into [nonlethal damage](#). What you should be aware of is this fact: **“When a spell or ability cures hit point damage, it also removes an equal amount of [nonlethal damage](#).”** This effectively DOUBLES your fast healing amounts.

Here is an example:

Ogre swings and gets lucky hitting your AC and getting through your 50% miss Chance. The Ogre's Greatclub hits you for 25 damage, so you send half that (13 Damage) to your Protector Familiar, and you take 5 non lethal damage and 9 Lethal damage. On your turn you fast heal for 5 and heal 5 non-lethal AND heal 5 of the 9 Lethal Damage. Effectively taking 4 total damage from the Ogre. Ogre then regrets picking this fight with you as he gets cut to pieces.

Intimidate Build

Archetype: Primalist and (Optional) Steelblood

Race: Half Orc

Alternative Racial: Human-Raised

Point Buy:

Str: 17, Dex, 12, Con: 15, Int: 10, Wis: 12, Cha: 12 (+1 to Con @ 4 and rest +1 STR)

Traits:

Fate's Favored

Dangerously Curious

Bloodline:

Destined

Feats:

1 HD: Power Attack

3 HD: Raging Vitality

5 HD: C. Smash

6 HD (Bloodline): Intimidating Prowess

7 HD: Hurtful

9 HD: Improved Critical

9 HD (Bloodline): Improved Initiative

11 HD: Signature Skill - Intimidate

12 HD (Bloodline): Lightning Reflexes

13 HD: Raging Brutality

Bloodline Powers:

1: Bloodline Familiar - Protector Hedgehog

4: Fated Bloodrager

8: Rage Powers- Superstitious and Witch Hunter

12: Defy Death

16: Unstoppable

20: Victory or Death

Skills:

Intimidate

Use Magic Device

Perception + 2 more skills of your choice.

Item of extreme importance:
Cruel Weapon Enchant

Very Basic Intimidate Build for folks who really like heavy armor, some skills, and solid saves. You boost your AC further by hitting the target and Intimidating them, later you can send them running away from you or force them to cower in front of you. Which with a Cruel weapon they are swinging with a -4 to hit you. This is a build you could get away with using a shield if you so desired just to make sure you are super hard to hit. Your saves will be super solid with Familiar (+2 will), Superstitious (+2-6 morale Bonus), Lightning Reflexes (+2 Reflexes), and Fate's Favored + Fated Bloodrager (+2-6 Luck to all saves).

Reach and Immunities Based Build

Archetype: Primalist and (Optional) Steel Blooded
Race: Half-Elf
Alternative Racial: Dual Minded

Point Buy:
Str: 19, Dex: 12, Con: 15, Int: 7, Wis: 10, Cha: 12 (+1 to Con @ 4 and rest +1 STR)

Traits:
Community Minded
Dangerously Curious

Bloodline:
Aberrant

Feats:
1 HD: Power Attack
3 HD: Raging Vitality
5 HD: C. Smash
6 HD (Bloodline): Combat Reflexes
7 HD: Lunge
9 HD: Improved Critical
9 HD (Bloodline): Iron Will
11 HD: Toughness
12 HD (Bloodline): Improved Initiative
13 HD: Raging Brutality

Bloodline Powers:

1: Bloodline Familiar - Protector Hedgehog

4: Abnormal Reach

8: Rage Powers Internal Fortitude & (Pick one)

12: Rage Powers Fearless Rage & Come and Get Me

16: Aberrant Resistance

20: Aberrant Form

Built in Immunities By level 20: (13 Total) Magical sleep, Ghoul Paralysis, sickened, nauseated, disease, exhaustion, fatigue, poison, shaken, frightened, staggered, critical hits, and sneak attacks.

Dragon Disciple Build

Bloodrager 5/Dragon Disciple 8/Bloodrager 7

Archetype: None

Race: Human

Alternative Racial: Fey Magic

Point Buy:

Str: 16, Dex: 12, Con: 15, Int: 10, Wis: 12, Cha: 13 (+1 to Con @ 4 and rest +1 STR)

Traits:

Magical Knack

Bloodline:

Dragon- Acid (if Noxious Bite is allowed) ((any damage type if Noxious Bite will not be allowed))

Feats:

Human: Focus Study- Skill Focus Stealth

1 HD: Raging Vitality

3 HD: Power Attack

5 HD: Arcane Strike

6 HD: Take next 8 levels in Dragon Disciple

7 HD: Eldritch Heritage - Ghoul+

.
7 HD (Bloodline): Toughness
8 HD: Skill Focus-
9 HD: Noxious Bite (*if not allowed substitute Furious Focus or Iron Will*)
10 HD (Bloodline): Cleave (Yes cleave those Ghoul Claws and Noxious Bites!)
11 HD: Improved Eldritch Heritage- Ghoul- Ravenous Frenzy
13 HD (Bloodline): Blind-Fight
13 HD: Bloodies Arcane Strike

14 HD: Take Rest Bloodrager Levels

14 HD (Bloodline): Improved Initiative
15 HD: Raging Brutality
16 HD: Skill Focus-
17 HD: (Bloodline)- Great Fortitude
17 HD: Greater Eldritch Heritage- Ghoul- Earth Crawler
19 HD: Iron Will
20 HD: (Bloodline): Skill Focus- Fly

You will need a +4 headband of Charisma to make this build happen. But it is easily affordable to do. This is a build built around Claws and Bite damage but with the tag-along Save or Suck it and die. If the Ghoul Claws or the Noxious Bite land it is basically game over for them. You can Coup-de-grace a paralyzed foe as a full round. So get in there and CLEAVE if you can, spread the love around. The rest of the Ghoul Line will give you access to haste, bleed damage, and burrow speed with Fast healing. This build is more for the fun than for the overall damage. The Alternatice racial trait gives one access to all Druid Wands and druid scrolls up to WIS able to complete casting of the scroll. I find access to the druid spells to be very helpful for natural attack and dragon focused character.

The Lucky Ass Bloodrager

I created this for a Friend who enjoys rolling dice and staying alive. It is effective at both, as it boasts good saves with Fate's Favored, Fated Bloodrager, Heart of the Fey, Feats, and Internal Fortitude from Rage Powers. It has Layered defenses in Protector Familiar, Spells, and decent AC. Lastly, it has great offense with Come Get Me and plenty of Scaling Damage Boosts along the way. I figured it was good enough to land here on my guide after I put in the work to make it for him, so the community can benefit as well.

Archetype: Primalist

Race: Human

Alternative Racial: **Heart of the Fey** (You gain low-light vision, gain a +1 racial bonus on Reflex and Will saves, and treat Knowledge (nature) and Perception as class skills. This racial trait replaces skilled.)

Point Buy:

Str: 17, Dex: 12, Con: 15, Int: 10, Wis: 12, Cha: 12

Traits:

1. Fate's Favored- +1 to all Luck Bonuses
- 2: (Your Pick, tho I recommend something to Boost Will saves by +1 like Carefully Hidden)

Bloodline:

Destined

Feats:

- 1 HD: Power Attack
- 1 Human: Raging Vitality
- 3 HD: Arcane Strike
- 5 HD: Iron Will
- 6 HD (Bloodline): Lightning Reflexes
- 7 HD: Bloodied Arcane Strike
- 9 HD: Improved Critical- (I recommend Scimitar for 15-20 and Pairs later well with Blinding Critical, Combat Reflexes and Come and Get me. Might as well get as many criticals as possible.)
- 9 HD (Bloodline): Leadership
- 11 HD: Combat Reflexes
- 12 HD (Bloodline): Improved Initiative
- 13 HD: Critical Focus
- 15 HD: Blinding Critical
- 15 HD (Bloodline): Weapon Focus
- 17 HD: Raging Brutality

Bloodline Powers:

- 1: Bloodline Familiar - Protector Hedgehog
- 4: Fated Bloodrager (Su)
- 8: Rage Powers Internal Fortitude & (Pick one: Unexpected strike, Knockback, or Increased DR)
- 12: Rage Powers Fearless Rage & Come and Get Me
- 16: Unstoppable (Su)

20: Victory or Death (Su)