

Bloodrager 1st (Modified)

You use the magical rage in your blood to devastating effect, instinctively hurling spells granted by your bloodline. You must select Bloodrager Dedication as your 2nd-level class feat.

Prerequisites: You must be a barbarian.

Bloodrager Adjustments: You are trained in Athletics, Medicine, and a number of additional skills equal to 2 plus your Intelligence modifier, instead of your normal starting skill proficiencies. You must choose the bloodrager instinct (presented below) for your barbarian instinct.

Bloodrager Instinct

The potent magical blood in your veins has awakened inside of you, granting you supernatural strength and abilities.

Blood Rage (Instinct Ability): When raging, your physical attacks deal extra persistent damage of a type determined by your favored cantrip and equal to half your additional damage from Rage. When you Cast a Spell that requires a spell attack roll while raging, apply the additional damage from Rage to that spell, even on a failure.

Specialization Ability: When using Blood Rage, increase the additional damage from Rage from 2 to 4. If you have greater weapon specialization, instead increase the damage from 4 to 8.

Raging Resistance: You resist slashing damage and the damage type determined by your favored cantrip, as well as damage dealt by the creature you last struck before using Bolster Blood, regardless of damage type.

Bloodrager Feats

BLOODRAGER DEDICATION - FEAT 2

Archetype, Class, Dedication

Prerequisites: Bloodrager

You've awakened the magical potential within your blood. Gain the Sorcerer Dedication feat as a bonus feat, except at least one of the two cantrips selected must require a spell attack roll and it becomes your favored cantrip. Select a damage type dealt by your favored cantrip, this determines the type of damage associated with your Blood Rage and Raging Resistance. If your favored cantrip does not deal damage, select from force, spirit, vitality, or void.

You can spend your vitality to channel the magic in your blood instead of concentrating as other casters do. Spells in your repertoire gain the rage trait while you are raging, and when you Cast a Spell from your repertoire while raging, you become drained 1 (or increase the value of your drained condition by 1); you can reduce the value of this condition only by Bolstering Blood (see below). You also gain the Bolster Blood action.

Bolster Blood [one-action]

Requirements: Your last action was a Strike that dealt persistent damage from your Blood Rage

Effect: You draw in the bloodline energies left in the wake of your weapon. You reduce the value of your drained condition by 1, and gain temporary Hit Points equal to your Constitution modifier.

BLOOD CALLS BLOOD [reaction] - FEAT 4

Archetype, Class, Dedication

Prerequisites: Bloodrager Dedication

Trigger: You fail a flat check to Cast a Spell or your spell would be disrupted by another creature's reaction.

The magical potency of your blood will not be denied. You finish Casting the Spell, then become drained 1 or increase the value of your drained condition by 1.

RISING BLOOD MAGIC - FEAT 4

Archetype

Prerequisites: Bloodrager Dedication

Gain the Basic Sorcerer Spellcasting feat as a bonus feat. In addition, when you Cast a Spell from your repertoire and you are at least drained 1, increase the extra damage dealt by that spell from Rage by 1.

SIPHON MAGIC [one-action] - FEAT 6

Archetype, Rage

Prerequisites: Bloodrager Dedication

Requirements: Your last action was to Bolster Blood following a Strike against a creature that can cast spells

You also draw in the magical energies of your foe. You regain one expended spell slot that must be of a lower rank than the highest rank spell you can cast. You become drained 1 or increase the value of your drained condition by 1.

SPELLDRINKER [one-action] - FEAT 8

Archetype

Prerequisites: Rising Blood Magic

Requirements: Your last action was to Bolster Blood

Frequency: once per hour

You temporarily add one of the Granted Spells from your Sorcerer Bloodline to your spell repertoire. The spell must be of a rank equal to or lower than your highest spell rank. The spell is removed from your spell repertoire after 24 hours, the next time you use Spelldrinker, or when you next make your daily preparations, whichever comes first.

HEMATOCRITICAL [free-action] - FEAT 10

Archetype, Fortune, Rage

Prerequisites: Bloodrager Dedication

Requirements: Your last action was a Strike that critically hit a creature that isn't immune to the persistent damage dealt by your Blood Rage

You feel yourself resonating with the magical energies that spill out from within you. If your next action is to Cast a Spell that requires a spell attack roll, you roll the spell attack roll twice and use the better result; this is a fortune effect. Alternatively, if your next action is to cast a spell that requires the creature damaged by the triggering strike to attempt a save, they roll twice and take the lower result; this is a misfortune effect.

SURGING BLOOD MAGIC - FEAT 12

Archetype

Prerequisites: Rising Blood Magic; master in Arcane, Nature, Occultism, or Religion, depending on your bloodline

Your blood courses with magic. You gain the Expert Sorcerer Spellcasting feat as a bonus feat. In addition, when you Cast a Spell from your repertoire and you are at least drained 2, increase the extra damage dealt by that spell from Rage by an additional 2 (for a total of 3).

EXULTANT BLOOD MAGIC - FEAT 18

Archetype

Prerequisites: Surging Blood Magic; legendary in Arcane, Nature, Occultism, or Religion, depending on your bloodline

The magic in your blood sings an exultant song of battle. You gain the Master Sorcerer Spellcasting feat as a bonus feat. Increase the spell slots you gain from sorcerer archetype feats by 1 for each spell rank, these extra slots do not stack with those gained from the Bloodline Breadth feat, and if you have that feat you can retrain it immediately. In addition, when you Cast a Spell from your repertoire and you are at least drained 2, double the extra damage dealt by that spell from Rage instead.

Additional Feats: **4th** Split Shot; **8th** Besspell Strikes; **12th** Energy Ward

Non-minimal Change: New feat to add access to Bloodline Spells and restricted Blood Magic effects.

EVOKE BLOOD - FEAT 4

Archetype

Prerequisites: Bloodrager Dedication

Gain the Basic Bloodline Spell feat. Bloodline spells obtained from this or other feats gain the Rage trait. When casting a Bloodline Spell, you can choose to increase your Drained value by 1, in the same manner as casting your repertoire spells while raging, and in doing so gain your Bloodline's Blood Magic effect.