



Advanced Bloodrager Bloodlines

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Advanced Bloodrager Bloodlines

These bloodlines are offered as additional choices for the bloodrager's bloodline class feature. Unless otherwise noted, the DC to save against granted abilities is equal to 10 + 1/2 the bloodrager's level + the bloodrager's Constitution modifier.

Some spells or abilities can be found in supplemental materials. Use the following key:

^{ACG}: Pathfinder Roleplaying Game: Advanced Class Guide

^{APG}: Pathfinder Roleplaying Game: Advanced Player's Guide

^{UM}: Pathfinder Roleplaying Game: Ultimate Magic



Accursed

Somewhere in your family history, a hag's foul influence entered your bloodline. You may actually be related to the hag, or you may still be suffering the effects of a curse that a hag laid upon your kin in generations past.

Bonus Feats: Alertness, Blind-Fight, Combat Casting, Deceitful, Endurance, Great Fortitude, Mounted Combat.

Bonus Spells: *bane* (7th), *bull's strength* (10th), *ray of exhaustion* (13th), *bestow curse* (16th).

Bloodline Powers: The source of your power isn't pretty, but it does allow you to emulate the preternatural ugliness and toughness of a hag.

Claws (Su): At 1st level, your fingers twist into claws while bloodraging. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack, using your full base attack bonus. These attacks each deal an amount of damage equal to 1d6 (1d4 if you are Small) + your Strength modifier. At 4th level, these claws are considered magic weapons for the purpose of overcoming damage resistance. At 8th level, the damage increases to 1d8 points (1d6 if you are Small). At 12th level, you deal 2 Strength damage unless your opponent makes a Fortitude save. The save DC is equal to 10



+ 1/2 your bloodrager level + your Constitution modifier.

Wretched Endurance (Ex): At 4th level, you gain a +2 bonus on all saving throws against charm, cold, fear, fire, and sleep effects. At 8th level, these bonuses increase to +4.

Dread Gaze (Su): At 8th level, you gain a form of the green hag's evil eye power. As a standard action, you may fix your gaze on any one creature within 60 feet. The target must make a Will save (DC 10 + 1/2 your bloodrager level + your Constitution modifier) or be staggered for 1 round for every 2 bloodrager levels you possess. You may use this ability once per day at 8th level. At 12th level, you can use this ability twice per day. At 16th level, you may use this ability three times per day.

Bog Haunt (Ex): At 12th level, you gain a swim speed of 30 feet.

Living Nightmare (Su): At 16th level, you can use *ethereal jaunt*, once per day, using your bloodrager level as your caster level. When you activate this ability, enemies within a 30 foot radius of you must make a Will save or become shaken. The save DC is equal to 10 + 1/2 your bloodrager level + your Constitution modifier.

Fearsome Survival (Su): At 20th level, your hag-blood gives you considerable resilience. You gain DR 10/cold iron, and gain SR equal to 6 + your sorcerer level. You have these benefits constantly, even while not bloodraging.



ocean depths, whether scions of undersea empires left in the wake of nomadic sea-tribes, or the spawn of creeping ichthyic infiltrators into remote seaside villages. The crash of the sea roars in your blood when you rage.

Bonus Feats: Athletic, Blind-Fight, Dodge, Great Fortitude, Mobility, Intimidating Prowess, Toughness

Bonus Spells: touch of the sea ^{APG} (7th), slipstream ^{APG} (10th), aqueous orb ^{APG} (13th), monstrous physique II ^{UM} (16th).

Bloodline Powers: While bloodraging, you display a command of the waves, while revealing your heritage as a scion of the deep.

Charging Wave (Su): At 1st level, when you hit a creature with a charge attack, that creature must make a Fortitude save or be staggered

Aquatic

Your family traces its heritage back to the



for 1 round for every 2 bloodrager levels (minimum 1 round). The DC of this save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier.

Aquatic Movement (Ex): At 4th level, you gain a swim speed of 30 feet, even when not in a bloodrage.

Aquatic Adaptation (Ex): At 8th level, you gain the amphibious special quality and develop a fat layer that grants a +1 natural armor bonus and resist cold 5. When immersed in water, you gain blindsense 30 feet. At 12th level, you gain a swim speed of 60 feet and blindsense of 60 feet in water.

Aquatic Shape (Su): At 12th level, when you bloodrage, you can become a creature of the aquatic type, as beast shape IV. Instead of the normal duration, you retain this shape as long as you are in bloodrage.

Crashing Waves (Su): At 16th level, you can surround yourself with churning waves. On land, the ground within 15 feet of you is treated as difficult terrain for anyone but you. If you in or under water, the water within 15 feet of you is treated as stormy water, and the water 15 feet beyond that is treated as rough water. You can dismiss this effect as a free action; otherwise it last until the end of your bloodrage.

Deep One (Ex): At 20th level, you gain blindsense 60 feet and your body is covered with fine, slippery scales that grant DR 10/piercing, resist cold 20, and continuous freedom of movement. Underwater, you gain evasion and blindsight 120 feet, and you are immune to pressure damage from deep water. You gain the amphibious special quality. You have these benefits constantly, even while not bloodraging.

Boreal

Descended from inhabitants of the lands of ice and snow, you count among your ancestors giant-kin, troll-born, and frost-rimed spirits. Their savage and raw energies flow down through generations to infuse you with the wrath of the polar wind.

Bonus Feats: Arcane Strike, Diehard, Endurance, Exotic Weapon Proficiency, Great Fortitude, Power Attack, Toughness.

Bonus Spells: enlarge person (7th), rage (10th), elemental aura (cold only) APG (13th), wall of ice (16th).

Bloodline Powers: Your connection to primeval winters grants you a chilling savagery that few still can withstand.

Wintery Strike (Su): At 1st level, as a swift action up to three times per day you can infuse your attacks with wintery cold. When you do, your melee attacks gain the frost weapon special ability for 1 round. At 12th level, you can use this ability five times per day, and the effect is treated as icy burst.

Icewalker (Ex): At 4th level, you gain resist cold 5 and can move across snow and icy surfaces without penalty and without leaving tracks. At 12th level, you gain resist cold 10 and can climb icy surfaces as if using *spider climb*.

Storm Breath (Su): At 8th level, you can unleash a powerful breath like a polar storm. Your breath weapon is 60 feet long and deals 4d6 cold damage. Creatures in the area may make a Reflex saving throw for half damage.



The area is also affected as the spells *gust of wind* and *sleet storm*. The DC of the saves is equal to 10 + 1/2 your bloodrager level + your Constitution modifier. You may use this ability once per day at 8th level, twice at 12th, and three times at 16th.

Snow Shroud (Su): At 12th level, you ignore concealment and Perception penalties in natural or magical snow, ice, fog, and similar weather conditions. In addition, as a free action when you bloodrage, you can surround yourself with a cloak of swirling snow for a number of rounds per day equal to your bloodrager level. This power acts and deals damage as a *fire shield* (chill shield) that sheds no light. It provides a 20% miss chance on attacks made against you. You can use this ability once per day at 12th level, and twice at 16th level.

Boreal Shape (Su): At 16th level, when you enter a bloodrage, you can take on a primeval form. You can become a giant (as *giant form I*, but you cannot take the shape of a creature with the fire subtype) or an animal or magical beast native to a cold environment (as *beast shape IV*). Instead of the normal duration,



Child of Ancient Winters (Su): At 20th level, you gain the cold subtype and you become immune to fatigue and exhaustion. In addition, you gain immunity to sneak attacks and critical hits. This power causes you to gain vulnerability to fire. You have these benefits constantly, even while not bloodraging.

Deep Earth

The echoing cave-songs and the rumble and creak of primal spirits deep below the ground thrum in your soul and in all your family line. Your rage is like an avalanche, irresistible once unleashed.

Bonus Feats: Acrobatic Steps, Alertness, Blind-Fight, Improved Bull Rush, Nimble Moves, Power Attack, Toughness.

Bonus Spells: *expeditious excavation*^{APG} (7th), *darkvision* (10th), *shifting sand*^{APG} (13th), *stoneskin* (16th).

Bloodline Powers: While bloodraging, you manifest the unyielding power of the earth's bones.

Stone Fists (Su): At 1st level, your hands transform into living stone. Your unarmed strikes do not provoke attacks of opportunity and deal 1d6 points of lethal bludgeoning damage (1d4 if you are Small). In addition, your unarmed strikes ignore the hardness of any object with a hardness less than 8. At 4th level, your fists are considered magic weapons for the purpose of overcoming



damage resistance. At 8th level, the damage increases to 1d8 points (1d6 if you are Small). At 12th level, your fists are considered adamantine for the purpose of overcoming damage resistance or hardness.

Deep Senses (Ex): At 4th level, you gain darkvision 60 feet. If you already have darkvision, it increases by +30 feet. At 8th level, you gain tremorsense 30 feet. At 12th level, your tremorsense increases to 60 feet.

Crystalline Weapon (Sp): At 8th level, any metal or stone melee weapon you wield gains the bane property against any creature with the earth subtype, oozes, or constructs made of stone or metal.

Rock Hard (Ex): At 12th level, the penalty you take to AC for bloodrage is reduced by 1 (to -1). At 16th level, the penalty decreases by 1 more (to -0).

Earth Glide (Ex): At 16th level, you can glide through any sort of natural earth or stone as easily as a fish swims through water, with a burrow speed equal to half your normal speed. You do not leave a tunnel or trace of your passage. You can use this ability for 1 minute per bloodrager level each day. The duration need not be continuous, but it must be used in 1-minute increments.

Strength of Stone (Su): At 20th level, your flesh becomes as hard as stone, giving you DR 10/adamantine, and you become immune to petrification. You suffer no penalties while squeezing through tight spaces and are immune to bull rush, drag, grapple, reposition, and trip maneuvers, and to push and pull effects as long as you are standing on the ground. You have these benefits constantly, even while not bloodraging.

Djinni

You were born with the power of air genies, and the blood of the djinn is strong in you.

Bonus Feats: Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus, Wind Stance.

Bonus Spells: *shocking grasp* (7th), *invisibility* (10th), *wind wall* (13th), *fire shield* (protects from and deals electricity damage) (16th).

Bloodline Powers: While bloodraging, you manifest the fury of your djinni forebears.

Lightning Strikes (Su): At 1st level, three times a day as a swift action you can imbue your melee attacks with elemental energy. For 1 round, your melee attacks deal an additional 1d6 points of electricity damage. At 8th level, you can use this ability up to five times per day. At 20th level, all your melee attacks deal this damage, and you don't need to activate this ability.

Genie Stature (Su): At 4th level, when entering a bloodrage, you can grow one size category larger than your base size (as enlarge person) even if you aren't humanoid.

Elemental Resistance (Ex): At 8th level, you gain acid resistance 10. Your acid resistance increases to 20 at 12th level.

Whirlwind (Su): At 12th level, you gain the ability to turn into a 10-foot-high whirlwind once per day for 1 round per bloodrager level.

Air Movement (Su): At 16th level, you gain a



fly speed of 60 feet with average maneuverability.

Vizier of the Blade (Ex): At 20th level, you gain immunity to acid damage. All your melee attacks are treated as having the bane magic weapon property against creatures of the earth subtype and outsiders of the earth and fire subtypes. You have these benefits constantly, even while not bloodraging.

you.

Bonus Feats: Alertness, Blind-Fight, Deceitful, Dodge, Improved Initiative, Iron Will, Persuasive.

Bonus Spells: *sleep* (7th), *augury* (10th), *deep slumber* (13th), *phantasmal killer* (16th).

Bloodline Powers: While bloodraging, you see past, future, and possible, existing halfway in the world of dreams.

Drowsy Aura (Su): At 1st level, enemies within a 30 feet emanation of you must make a Will save or suffer the effects of lullaby as long as they are in the radius. The DC of this save is equal to $10 + 1/2$ your bloodrager level + your Constitution modifier. Enemies who leave the area are free of the effects, but can be affected again at the beginning of your next turn.

Combat Precognition (Su): Your insight into the future grants you an advantage in combat. At 4th level and every 4 levels thereafter, you gain a +1 insight bonus on initiative checks.

Lucid Dreamer (Ex): At 8th level, you become immune to sleep effects and gain a +2 bonus to save against compulsions.

Insightful Attack (Su): At 12th level, once per day as a free action, you may grant yourself an insight bonus equal to $1/2$ your bloodrager level (minimum 1) on one melee attack. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target. You may use this ability twice per day at 16th level, and three times at 20th.

Imperious Eye of Somnus (Su): At 16th level, you can manifest a mystical eye on your

A Note on Genies

You may notice that the Djinni and Shaitan bloodlines do not have the same energy resistances as the corresponding sorcerer bloodlines. This was done to make the bloodrager more like actual genies. Djinn are immune to acid, and shaitan to electricity. If you prefer to tie the genie bloodlines more closely to the elements, or the most recent errata on those sorcerer bloodlines, feel free to switch their resistances and immunities.

Dreamspun

Your family is a long line of dreamers, who dream not as ordinary mortals do but rather as those who reach through and touch the supernal realm of dreams and the farthest shores of night. Whether it is a gift or curse is not always clear, but your visions of the past and future empower



forehead that compels others to sleep. When you activate this ability, you gain a gaze attack with a 60 feet range that has the effects of a triggered *symbol of sleep* with no HD limit. The DC of the Will save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier. The gaze attack ceases to function when your bloodrage ends. You may use this ability once per day.

Dream Warrior (Su): At 20th level, you are immune to mind-affecting and divination effects, except those you allow to affect you. You have these benefits constantly, even while not bloodraging. Once per day, you can use *weird*, as the spell, using your bloodrager level as the caster level. The DC of this save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier.

Efreeti

You were born with the power of fire genies, and the blood of the efreet is strong in you.

Bonus Feats: Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Weapon Focus.

Bonus Spells: *burning hands* (7th), *scorching ray* (10th), *elemental aura*^{APG} (fire only) (13th), *wall of fire* (16th).

Bloodline Powers: While bloodraging, you manifest the wrath of the dread efreet.

Fiery Strikes (Su): At 1st level, three times a day as a swift action you can imbue your

melee attacks with elemental energy. For 1 round, your melee attacks deal an additional 1d6 points of fire damage. At 8th level, you can use this ability up to five times per day. At 20th level, all your melee attacks deal this damage, and you don't need to activate this ability.

Genie Stature (Su): At 4th level, when entering a bloodrage, you can grow one size category larger than your base size (as *enlarge person*) even if you aren't humanoid.

Elemental Resistance (Ex): At 8th level, you gain fire resistance 10. Your fire resistance increases to 20 at 12th level.

Heat (Su): At 12th level, your body deals 1d6 fire damage every round you grapple an opponent, and with any attacks you make with your body (such as unarmed strikes).

Blazing Fast (Su): At 16th level, your base movement increases by +30 feet.

Malik of the Blade (Ex): At 20th level, you gain immunity to fire damage and darkvision 60 feet. All your melee attacks are treated as having the *bane* magic weapon property against creatures of the cold subtype and outsiders of the air and subtype. You have these benefits constantly, even while not bloodraging.

Maestro

The spiritual power of art and song runs strongly through your family line. This may be the result of ancient pacts made with azata patrons, or even an inheritance from a lillend or trumpet archon ancestor. When you rage, you bring a song of thunder.



Bonus Feats: Deceitful, Greater Spell Focus (enchantment), Iron Will, Lingering Performance, Persuasive, Spell Focus (enchantment), Spell song

Bonus Spells: *ear-piercing scream*^{UM} (7th), *hideous laughter* (10th), *suggestion* (13th), *shout* (16th).

Bloodline Powers: Your bloodrage is a crescendo of fury.

Harmonic Shield (Su): At 1st level, as a free action you can sing resonant notes, granting all allies within 30 feet a +2 bonus on saves against sonic or language-dependent effects, and a +2 deflection bonus against ranged attacks. These bonuses increase by +1 at 8th and 16th level.

Musical Assault (Sp): At 4th level, you can sing at your opponent, accompanied by eerie music that comes from the air. This ability has a range of 100 feet and affects up to 1 opponent for every two bloodrager levels, no two of whom can be more than 30 feet apart. Affected opponents must make a Will save or become fascinated and shaken for 1 round per bloodrager level. The DC of this save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier. This is a sonic, mind-affecting effect. Abilities that extend the duration of a bardic performance or cause it to linger work on this ability. You can use this ability once per day at 4th level, twice at 10th level, and three times at 16th level.

Palisade Aria (Sp): At 8th level, you can sing into existence a wall of sound. This works like *wind wall*, except that it requires a verbal component, and has a duration of Concentration (while singing) + 1 round/bloodrager level. Abilities that extend the duration of a bardic performance or cause it to linger work on this ability. Use your

bloodrager level as your caster level.

Perfect Voice (Su): At 12th level, you understand all efforts to communicate through sound, and can make yourself understood to any creature able to understand language. You can speak to, and understand the speech of, any creature that understands at least one spoken language. The save DCs of language-dependent and sonic spells you cast increase by +1. You have these benefits constantly, even while not bloodraging.

Shout of Fury (Sp): At 16th level, you can use *greater shout*, as the spell, three times per day. The DC of the save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier.

Grand Maestro (Su): At 20th level, the power of pure magic music flows through you. You cast any spell with a verbal component as if it had the Still Spell metamagic feat applied to it, with no increase to the casting time or spell slot required to cast it. You gain immunity to sonic damage and language-dependent spells. You have these benefits constantly, even while not bloodraging.

Marid

You were born with the power of water genies, and the blood of the marids is strong in you.

Bonus Feats: Dodge, Great Fortitude, Improved Initiative, Improved Bull Rush, Lightning Reflexes, Power Attack, Weapon Focus.

Bonus Spells: *wave shield*^{ACG} (7th), *see*



invisibility (10th), *aqueous orb* ^{APG} (13th), *wall of ice* (16th).

Bloodline Powers: While bloodraging, you manifest the fury of your marid ancestors.

Chill Strikes (Su): At 1st level, three times a day as a swift action you can imbue your melee attacks with elemental energy. For 1 round, your melee attacks deal an additional 1d6 points of cold damage. At 8th level, you can use this ability up to five times per day. At 20th level, all your melee attacks deal this damage, and you don't need to activate this ability.

Genie Stature (Su): At 4th level, when entering a bloodrage, you can grow one size category larger than your base size (as *enlarge person*) even if you aren't humanoid.

Elemental Resistance (Ex): At 8th level, you gain cold resistance 10. Your cold resistance increases to 20 at 12th level.

Elemental Movement (Su): At 12th level, gain a swim speed of 60 feet.

Tidal Control (Sp): At 16th level, you can use raise or lower waters. This works like *control water*; but with a range of touch. You can use this ability once per day.

Shazahda of the Blade (Ex): At 20th level, you gain immunity to cold damage and darkvision 60 feet. All your melee attacks are treated as having the *bane* magic weapon property against creatures of the fire subtype. You have these benefits constantly, even while not bloodraging.



Protean

You have in your veins the ever-changing wildness of primal chaos, the raw essence of unbound creation. Your mind and spirit burst with the constant inspiration of consummate freedom, though you have difficulty channeling your unbridled rage.

Bonus Feats: Great Fortitude, Improved Great Fortitude, Improved Initiative, Iron Will, Lunge, Spell Focus, Toughness.

Bonus Spells: *entropic shield* (7th), *blur* (10th), *haste* (13th), *confusion* (16th).

Bloodline Powers: While bloodraging, you unleash the primal chaos.

Protoplasmic Strikes (Su): At 1st level, three times a day as a swift action you can imbue your melee attacks with protoplasm. For 1



round, your melee attacks deal an additional 1 point of acid damage and an opponent who is struck is affected as though hit by a tanglefoot bag. An opponent who is entangled continues to take 1 point of acid damage per round, to a maximum number of rounds equal to your bloodrager level.

Protean Resistances (Ex): At 4th level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 8th level, you gain resist acid 10 and your save bonus increases to +4.

Reality Wrinkle (Sp): At 8th level, you can surround yourself with a mobile, 10-foot-radius emanation of mutable reality. This rippling distortion is similar to *solid fog* but does not provide concealment or block line of sight. Your movement is not slowed by this aura. Attacks from outside the aura suffer a 20% miss chance against targets inside the aura. You may use this ability a number of rounds per day equal to your sorcerer level, though this duration need not be continuous.

Disintegrating Critical (Su): At 12th level, when you confirm a critical hit with a melee attack, you deal an additional 2d6 damage. Any creature reduced to 0 or fewer hit points by your attack is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. You may use this ability once per day. At 16th level, the additional damage is increased to +4d6, and you may use the ability twice per day, but only once per round. At 20th level, you deal +6d6 damage, and you may use the ability three times per day.

Spatial Tear (Sp): At 16th level, once per day, you can unravel the fibers of reality and ride along them as they snap back into place. This power functions as *dimension door*, while

also creating a mass of *black tentacles* centered on your former location. Both of these effects use your bloodrager level as the caster level. At 20th level, you can use this ability twice per day.

Avatar of Chaos (Ex): At 20th level, you are infused with the essence of raw chaos. You gain immunity to acid, petrification, and polymorph effects (except when cast on self), as well as a +2 bonus to save DCs and on checks to overcome spell penetration against creatures with the lawful subtype. You have these benefits constantly, even while not bloodraging.



Rakshasa

At some point in your family's history, one of your ancestors was tainted by the influence of a rakshasa. Though most of your family seem entirely normal, you have always felt your own skin is a prison. When you rage, the beast emerges.



Bonus Feats: Alertness, Deceitful, Dodge, Improved Critical, Improved Initiative, Stealthy, Weapon Focus

Bonus Spells: *vanish*^{APG} (7th), *detect thoughts* (10th), *suggestion* (13th), *fire shield* (16th).

Bloodline Powers: While bloodraging, your strange heritage makes itself known, transforming your body and unlocking terrifying powers.

Claws (Su): At 1st level, while bloodraging, you grow claws. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack, using your full base attack bonus. These attacks each deal an amount of damage equal to 1d6 (1d4 if you are Small) + your Strength modifier. At 4th level, these claws are considered magic weapons for the purpose of overcoming damage resistance. At 8th level, the damage increases to 1d8 points (1d6 if you are Small). At 12th level, these claws become *shocking* weapons, which deal an additional 1d6 points of electricity damage on a hit.

Bite (Su): At 4th level, your head transforms into the head of a powerful predator, such as a tiger, wolf, boar, or mantis. You gain a bite attack that deals an amount of damage equal to 1d6 (1d4 if you are Small) + your Strength modifier. This bite is considered a magic weapon for the purpose of overcoming damage resistance. At 8th level, the damage increases to 1d8 points (1d6 if you are Small). At 12th level, your bite does more damage on a critical hit, increasing its multiplier from x2 to x3.

Eyes of the Spirit (Su): At 8th level, you gain darkvision 60 feet, and benefit constantly from a *detect magic* effect.

Strip the Soul (Sp): At 12th level, you can tear open weak minds like a scourge. This works like the spell *fear*. In addition, you can read the surface thoughts of anyone who fails their save, as if you had used *detect thoughts* and concentrated for 3 rounds. The DC of this save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier.

Alter Self (Sp): At 16th level, you can change your shape into that of any humanoid at will. This ability acts like *alter self*, except you may remain in a chosen form as long as you want. You may use this ability even while not bloodraging.

Outsider (Su): At 20th level, your natural form becomes an animal-headed humanoid, like a true rakshasa. This does not affect your ability to speak or cast spells. You can use your *alter self* or other disguise and polymorph abilities to assume your original form or other forms when it suits you. You are forevermore treated as a native outsider rather than as a humanoid (or whatever your original type was) for the purpose of spells and other magical effects. Unlike other outsiders, you can still be brought back from the dead as if you were a member of your previous creature type. You gain DR 10/piercing. You have these benefits constantly, even while not bloodraging.

Serpentine

Your bloodline carries the lingering stain of ancient serpent races that ruled when the world was young; your forebears were likely favored slaves anointed by their reptilian masters and gifted with their cold cunning and ruthlessness. You are mesmeric and savage.



Bonus Feats: Combat Casting, Combat Reflexes, Deceitful, Deft Hands, Great Fortitude, Persuasive, Stealthy.

Bonus Spells: *hypnotism* (7th), *bull's strength* (10th), *hold person* (13th), *poison* (16th).

Bloodline Powers: While bloodraging, you display the deep influence of your bloodline, unleashing fang and venom with fury and cunning.

Serpent's Fang (Ex): At 1st level, you grow fangs. These fangs are treated as a natural weapon inflicting 1d4 points of damage plus your Strength modifier (1d3 if you are Small) plus poison (Bite—injury; save Fort DC 10 + 1/2 your bloodrager level + your Constitution modifier; frequency 1/round for 6 rounds; effect 1 Con damage; cure 1 save). At 4th level, these fangs are considered magical for the purpose of overcoming DR and the poison damage increases to 1d2 Con. At 8th level, your poison requires 2 successful saves to cure. At 12th level, your poison damage increases to 1d4 Con.

Snakeskin (Ex): At 4th level, you gain a +1 bonus to natural armor, a +2 racial bonus on saves against poison, and a +2 bonus on Escape Artist checks. At 8th, 12th, and 16th level, these bonuses increase by +1.

Serpentine Gaze (Sp): At 8th level, as a free action you can activate a gaze attack that affects enemies within 30 feet of you. Enemies must make a Will save or become fascinated and shaken for 2d4 rounds. The DC of the Will save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier. This is a mind-affecting compulsion. The gaze attack deactivates

when your bloodrage ends. You may use this ability once per day at 8th level, twice per day at 12th level, and three times per day at 16th level.

Seeking Tongue (Su): At 12th level, you gain the scent quality.

Venomous Aura (Su): At 16th level, enemies within 30 feet of you take a -4 penalty to save against poisons.

Scaled Soul (Su): At 20th level, you gain the shapechanger subtype, and you can assume the form of a reptilian humanoid (as *alter self*) or snake of Diminutive to Huge size (as *beast shape III*) at will. You retain the power of speech and the ability to use somatic spell components when transformed. You also become immune to poison and paralysis. You may use serpent's fang as often as desired, and you may choose to inflict damage to any ability score. You have these benefits constantly, even while not bloodraging.

Shadow

Spirits from the shadow plane dally at times in the world of light, and such as these lay with your ancestors once upon a time, imparting the mystery of shadow-stuff into your lineage. You are often sullen and withdrawn, only to explode with jagged rage when provoked.

Bonus Feats: Acrobatic, Blind-Fight, Dodge, Lighting Reflexes, Quick Draw, Stealthy, Weapon Focus.

Bonus Spells: *vanish*^{APG} (7th), *darkvision* (10th), *deeper darkness* (13th), *shadow projection*



APG (16th).

Bloodline Powers: While bloodraging, you are dark, subtle, and destructive.

Shadowy Strike (Su): At 1st level, when you confirm a critical hit the target must succeed at a Fortitude saving throw or be blinded for 1 round by magical darkness. The DC of this save is equal to $10 + 1/2$ your bloodrager level + your Constitution modifier.

Nighteye (Ex): At 4th level, you gain darkvision 30 feet. At 8th level, you gain darkvision 60 feet. If you already possess darkvision, its range is increased by these amounts.

Shadow Doubles (Sp): At 8th level, you can cast *mirror image* as a swift action, using your bloodrager level as your caster level. You may use this ability once per day at 8th level, twice per day at 12th, and three times at 16th.

Shadow Power (Sp): At 12th level, you may use *shadow evocation* once per day, using your bloodrager level as your caster level. The DC of the save is equal to $10 + 1/2$ your bloodrager level + your Constitution modifier.

Enveloping Darkness (Sp): At 16th level, you may create an area of *deeper darkness* that you can see through without penalty. All creatures except you are entangled within this darkness unless using *freedom of movement* or a similar effect. You may use this ability once per day.

Shadow Master (Su): At 20th level, you can see perfectly in natural or magical darkness. In areas of dim illumination, you gain DR 10/-. You have these benefits constantly, even while not bloodraging.



Shaitan

You were born with the power of earth genies, and the blood of the shaitans is strong in you.

Bonus Feats: Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus.

Bonus Spells: *true strike* (7th), *glitterdust* (10th), *greater magic weapon* (13th), *stoneskin* (16th).

Bloodline Powers: While bloodraging, you unleash the might of your shaitan legators.

Vitriolic Strikes (Su): At 1st level, three times a day as a swift action you can imbue your melee attacks with elemental energy. For 1 round, your melee attacks deal an additional



1d6 points of acid damage. At 8th level, you can use this ability up to five times per day. At 20th level, all your melee attacks deal this damage, and you don't need to activate this ability.

Genie Stature (Su): At 4th level, when entering a bloodrage, you can grow one size category larger than your base size (as *enlarge person*) even if you aren't humanoid.

Elemental Resistance (Ex): At 8th level, you gain electricity resistance 10. Your electricity resistance increases to 20 at 12th level.

Stone Curse (Su): At 12th level, if you win a bull rush check by 5 or more and push your target into a stone barrier, the target must make a Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful Fortitude save as a full-round action to exit the stone. The DC of these saves is equal to $10 + 1/2$ your bloodrager level + your Constitution modifier.

Elemental Movement (Su): At 16th level, you gain a burrow speed of 30 feet.

Pasha of the Blade (Ex): At 20th level, you gain immunity to electricity damage and darkvision 60 feet. All your melee attacks are treated as having the bane magic weapon property against creatures of the air subtype. You have these benefits constantly, even while not bloodraging.

brim with the power of the vastness.

Bonus Feats: Blind-Fight, Dodge, Endurance, Great Fortitude, Improved Iron Will, Iron Will, Toughness.

Bonus Spells: *feather fall* (7th), *glitterdust* (10th), *blink* (13th), *unbearable brightness*^{ACG} (16th).

Bloodline Powers: While bloodraging, you unleash the power and mystery of the void.

Meteor Strike (Su): At 1st level, as a swift action up to three times per day you can infuse your attacks with starlight. When you do, your melee attacks gain the *flaming* weapon special ability for 1 round. At 12th level, you can use this ability five times per day, and the effect is treated as *flaming burst*.

Voidwalker (Ex): At 4th level, you gain low-light vision and resist cold and fire 5. At 8th level, you no longer need to breathe, as if wearing a *necklace of adaptation*.

Aurora Borealis (Sp): At 8th level, you can create a sheet of cascading colors. This power acts as a *wall of fire*, but it inflicts cold damage and does not radiate heat. However, one side of the aurora designated by you fascinates creatures within 10 feet, up to a maximum of 2 HD of creatures per bloodrager level. A Will save negates this fascinate effect. The save DC is equal to $10 + 1/2$ your bloodrager level + your Constitution modifier. You may use this ability for a number of rounds per day equal to your bloodrager level. These rounds do not need to be consecutive.

Star Flight (Su): At 12th level, you can fly with a speed of 60 feet and good maneuverability. At 20th level, your fly speed

Starsoul

You come from a line of stargazers and explorers who delved deeply into the darkness beyond the stars. In touching the void, the void touched them, and your mind, spirit, and body



increases to 80 feet.

Gravity Reversal (Sp): At 16th level, you can affect all enemies within 30 feet of you as the spell *reverse gravity*. Use your bloodrager level as your caster level. The DC of this save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier. You may use this ability once per day.

Starborn (Ex): At 20th level, you gain immunity to cold and blindness, and you can see perfectly in natural or magical darkness. In addition, you gain fast healing 1 when you are outdoors at night. You have these benefits constantly, even while not bloodraging.



Stormborn

You trace your heritage to fierce and proud spirits of storm and sky, and living lightning sings in your veins.

Bonus Feats: Dodge, Great Fortitude, Lightning Reflexes, Lightning Stance, Power Attack, Weapon Focus, Wind Stance

Bonus Spells: *shocking grasp* (7th), *gust of wind* (10th), *lightning bolt* (13th), *detonate*^{APG} (electricity only) (16th).

Bloodline Powers: While bloodraging, you are like the storm itself.

Thunder Strikes (Su): At 1st level, as a swift action up to three times per day you can infuse your attacks with the power of the storm. When you do, your melee attacks gain the *shocking* weapon special ability for 1 round. At 12th level, you can use this ability five times per day, and the effect is treated as *shocking burst*.

Stormchild (Ex): At 4th level, you gain resist electricity 5 and resist sonic 5, and treat wind effects as being one step less severe. At 8th level, you treat wind effects as being two steps less severe and gain blindsense 60 feet against concealment from natural or magical fog, mist, or weather effects.

Thunderbolt (Sp): At 8th level, you can command a stroke of lightning to strike from above in a 5-foot-radius cylinder 60 feet high. The thunderbolt inflicts 1d6 points of damage per bloodrager level; half of this damage is electricity and half is sonic. A Reflex save (DC 10 + 1/2 your bloodrager level + your Constitution modifier) halves this damage. Creatures failing their saves are deafened for 1 round. At 8th level, you can use this ability once per day, at 12th, twice per day, and at 16th, three times per day. This power has a range of 120 feet.

Thunderbird Wings (Su): At 12th level, when



entering a bloodrage, you can choose to have feathery wings grow from your back, giving you a fly speed of 60 feet with average maneuverability. At 16th level, your fly speed increases to 80 feet with good maneuverability.

Ride the Lightning (Sp): At 16th level, as a full-round action you can become a living lightning bolt and move in a straight line up to 10 times your speed. You do not provoke attacks of opportunity while moving in this way. Creatures or objects in your path are affected as by your thunderbolt power. Creatures do not block your movement but solid barriers do unless they are reduced to 0 hit points. You can use this power once per day for a number of rounds equal to your bloodrager level.

Storm Lord (Ex): At 20th level, you are one with the storm. You gain immunity to deafness, stunning, and wind effects and gain blindsight 120 feet against concealment from natural or magical fog, mist, or weather. Once per day, when attacked with an electricity or sonic effect, you may forgo your saving throw and absorb the energies of the attack, healing 1 point of damage for every 3 points of damage the attack would otherwise have dealt. You have these benefits constantly, even while not bloodraging.

Verdant

Your progenitors infused themselves with raw plant life, binding it into their own tissue and passing it down to their literal seed, giving you an innate connection with nature's might.

Bonus Feats: Acrobatic Steps, Endurance, Fleet, Great Fortitude, Iron Will, Nimble Moves, Toughness.

Bonus Spells: *entangle* (7th), *barkskin* (10th), *greater magic weapon* (13th), *command plants* (16th).

Bloodline Powers: While bloodraging, you are the wrath of nature itself, drawing strength from living plants.

Spiked Fists (Su): At 1st level, your hands become thorny and wooden when you bloodrage. Your fists are treated as natural weapons, allowing you to make two slam attacks as a full attack, using your full base attack bonus. These attacks each deal an amount of bludgeoning and piercing damage equal to 1d6 (1d4 if you are Small) + your Strength modifier. At 4th level, your fists are considered magic weapons for the purpose of overcoming damage resistance. At 8th level, the damage increases to 1d8 points (1d6 if you are Small). At 12th level, your spiked fists do double damage against objects and structures.

Photosynthesis (Ex): At 4th level, you feed upon nature's raw essence. Your need to eat and sleep is reduced as if wearing a *ring of sustenance*, and you gain a +2 racial bonus on saving throws made against poison and sleep effects. At 8th level, these bonuses increase to +4. Your reduced need to eat or sleep functions constantly, even when you are not in a bloodrage.

Entangling Patch (Sp): At 8th level, you can cause plants to wrap around creatures. This works like the spell *entangle*, with a 30 foot radius, centered on you. You are immune to your own entangling patch. The save DC is equal to 10 + 1/2 your bloodrager level +



your Constitution modifier. You may use this ability once per day at 8th level, twice at 12th level, and three times at 16th level.

Verdant Shapes (Sp): At 12th level, you can become a creature of the plant type, as *plant shape II*. At 16th level, you can gain the benefits of *plant shape III* instead. Instead of the normal duration, this ability lasts as long as you in a bloodrage. *Rooting (Ex)*: At 16th level, as a move action, you can extend roots into the ground. Your speed is reduced to 5 feet, but you gain a +4 bonus to natural armor

and a +10 bonus to CMD against bull rush, overrun, reposition, and trip maneuvers. You also gain tremorsense 30 feet and fast healing 1.

Shepherd of the Trees (Su): At 20th level, your verdant heritage fully manifests. You gain a +4 natural armor bonus. You gain immunity to paralysis, poison, polymorph, sleep, and stunning, and you gain tremorsense 30 feet even when not rooted. You have these benefits constantly, even while not bloodraging.





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