

STEELBLOOD!

(BLOODRAGER)

Bloodrager
Level

BLOODRAGER

Bloodrager
Level

- | | | |
|----|--------------------------|---|
| 1 | <input type="checkbox"/> | Indomitable Stance
BLOODRAGE! |
| 2 | <input type="checkbox"/> | Armoured Swiftess |
| 3 | <input type="checkbox"/> | Blood Sanctuary |
| 4 | <input type="checkbox"/> | Blood Casting |
| 5 | <input type="checkbox"/> | Armour Training |
| 7 | <input type="checkbox"/> | Blood Deflection |
| 11 | <input type="checkbox"/> | Greater BLOODRAGE! |
| 14 | <input type="checkbox"/> | Indomitable Will |
| 17 | <input type="checkbox"/> | Tireless BLOODRAGE! |
| 20 | <input type="checkbox"/> | Mighty BLOODRAGE! |

INDOMITABLE STANCE

+1 CMB, CMD against overrun combat manoeuvres, reflex saves against trample attacks, AC against charge attacks, attack and damage against charging foes.

ARMOUR TRAINING

Level	MAX ARMOUR DEX BONUS	ARMOUR CHECK PENALTY REDUCTION
5	+	-

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells +	CHA - 4	CHA - 8	CHA - 12
		1		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		2		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		4		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

BLOODLINE FEATS

Level	6	
Level	9	
Level	12	
Level	15	
Level	18	

BLOOD DEFLECTION

Level **7** Sacrifice a spell slot to gain an AC bonus of that level. This can be done after a hit is confirmed.

BLOODLINE

Bloodline powers

Level	1	
Level	4	
Level	8	
Level	12	
Level	16	
Level	20	

BLOODRAGE!

BLOODRAGE! DURATION
PER DAY

Bloodrager
Level

Misc

BLOODRAGE! TODAY

$$\text{rds} = 2 + \text{CON} + \left(\frac{\text{CON}}{2} \times 2 \right) + \text{Misc}$$

STRENGTH
SCORE
BONUS

CONSTITUTION
SCORE
BONUS

WILL
SAVE
BONUS

ARMOUR
CLASS
PENALTY

BLOODRAGE!	4	4	2	-2
GREATER BLOODRAGE!	6	6	3	-2
MIGHTY BLOODRAGE!	8	8	4	-2

STR

CON

AC

FATIGUED DURATION = **BLOOD RAGE!** × 2
Duration

Strength Score
Penalty: -2

Dexterity Score
Penalty: -2

Cannot rage, run or charge while fatigued.

SPELLS

Bloodline Spell	1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Bloodline Spell	2	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Bloodline Spell	3	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Bloodline Spell	4	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	