

# STEELBLOOD!

## (BLOODRAGER)

Bloodrager  
Level

### BLOODRAGER

Bloodrager  
Level

- 1** ☐ Indomitable Stance  
**BLOODRAGE!**
- 2** ☐ Armored Swiftiness
- 3** ☐ Blood Sanctuary
- 4** ☐ Blood Casting
- 5** ☐ Armor Training
- 7** ☐ Blood Deflection
- 11** ☐ Greater BLOODRAGE!
- 14** ☐ Indomitable Will
- 17** ☐ Tireless BLOODRAGE!
- 20** ☐ Mighty BLOODRAGE!

### INDOMITABLE STANCE

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

### ARMOR TRAINING

Level	MAX ARMOR DEX BONUS	ARMOR CHECK PENALTY REDUCTION
<b>5</b>	<b>+</b>	<b>-</b>

### SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

### BLOODLINE FEATS

Level <b>6</b>	
Level <b>9</b>	
Level <b>12</b>	
Level <b>15</b>	
Level <b>18</b>	

### 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 <b>1</b>	
Level <b>4</b>	
Level <b>8</b>	
Level <b>12</b>	
Level <b>16</b>	
Level <b>20</b>	

### BLOODRAGE!

BLOODRAGE!  
PER DAY

$$\text{BLOODRAGE! DURATION PER DAY} = 2 + \text{CON} + (\text{Bloodrager Level} \times 2) + \text{Misc}$$

STRENGTH SCORE BONUS	CONSTITUTION SCORE BONUS	WILL SAVE BONUS	ARMOR CLASS PENALTY
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BLOODRAGE!	<b>4</b>	<b>4</b>	<b>2</b>	<b>-2</b>
GREATER BLOODRAGE!	<b>6</b>	<b>6</b>	<b>3</b>	<b>-2</b>
MIGHTY BLOODRAGE!	<b>8</b>	<b>8</b>	<b>4</b>	<b>-2</b>

STR

CON

AC

$$\text{FATIGUED DURATION} = \frac{\text{BLOOD RAGE!}}{\text{Duration}} \times 2$$

Strength Score  
Penalty: -2

Dexterity Score  
Penalty: -2

Cannot rage, run or charge while fatigued.

### SPELLS

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