

# BLOODRAGER LEVEL 7

A man of few words, Crowe keeps a tight hold on the storm that always rages inside him, letting it loose only on the battlefield.

## CROWE

Male human air elemental bloodrager 7

CN Medium humanoid (human)

**Init** +1; **Senses** Perception +10

## DEFENSE

**AC** 18, touch 12, flat-footed 17 (+6 armor, +1 deflection, +1 Dex)

**hp** 74 (7d10+28)

**Fort** +8, **Ref** +4, **Will** +5

**Defensive Abilities** blood sanctuary, improved uncanny dodge, uncanny dodge; **DR** 1/-;

## OFFENSE

**Speed** 40 ft.

**Melee** +1 *furious earthbreaker* +14/+9 (2d6+8/x3)

**Ranged** mwk composite longbow +9 (1d8+5)

**Special Attacks** bloodline power (elemental strikes), bloodrage (18 rounds/day)

**Bloodrager Spells Known** (CL 7th; concentration +9)

2nd (2/day)—*glitterdust* (DC 14), *mirror image*

1st (2/day)—*burning hands* (electric damage, DC 13), *enlarge person*, *expeditious retreat*, *protection from evil*, *shield*

## TACTICS

**Bloodraging Statistics** When bloodraging, your statistics are

**AC** 16, touch 10, flat-footed 15, **hp** 95, **Fort** +11, **Will** +7; **Resist** electricity 10;

**Melee** +1 *furious earthbreaker*<sup>UE</sup> +18/+13 (2d6+13/x3);

**Ranged** mwk composite longbow +9 (1d8+5);

**Str** 24, **Con** 21; **CMB** +15; **Skills** Climb +10, Swim +10.

**Fatigued Statistics** When fatigued, your statistics are

**Init** +0; **AC** 17, touch 11, flat-footed 16, **Ref** +3;

**Melee** +1 *furious earthbreaker* +13/+8 (2d6+7/x3); **Ranged** mwk composite longbow +6 (1d8+4)

**Str** 18, **Dex** 10; **CMB** +12; **CMD** 22; **Skills** Acrobatics +9, Climb +7, Ride +3, Swim +7

## STATISTICS

**Str** 20, **Dex** 12, **Con** 15, **Int** 8, **Wis** 10, **Cha** 14

**Base Atk** +7; **CMB** +13; **CMD** 24

**Feats** Eschew Materials, Furious Focus<sup>APG</sup>, Iron Will, Power Attack, Raging Vitality<sup>APG</sup>, Toughness, Weapon Focus (earthbreaker)

**Skills** Acrobatics +10, Climb +8, Handle Animal +6, Intimidate +13, Knowledge (arcana) +3, Perception +10, Ride +4, Spellcraft +3, Survival +4, Swim +8; **Armor Check Penalty** -1

**Traits** air-touched, bred for war<sup>HOG</sup>

**Languages** Common, Shoanti

**SQ** blood casting, bloodline (elemental [air]), fast movement

**Combat Gear** acid, alchemist's fire, *oil of daylight*, *potion of cure light wounds*, *potion of fly*, *scroll of see invisibility*; **Other Gear** +1 mithral breastplate, +1 *furious*<sup>UE</sup> earth breaker, mwk composite longbow, *cloak of resistance* +1, *ring of protection* +1, *belt of giant strength* +2, *wand of cure light wounds* (20 charges), sling with 10 bullets, backpack, waterskin, 27 gp

## SPECIAL ABILITIES

**Air Touched** Crowe gains DR 1/- against all creatures and attacks with the air subtype.

**Blood Casting** Crowe can cast his bloodrager spells while bloodraging. He can even cast defensively and concentrate on these spells.

**Blood Sanctuary** Crowe receives a +2 bonus to saves against his own attacks and allies' attacks.

**Bloodrage** Crowe can enter bloodrage for up to eighteen rounds per day, using his bloodraging statistics. He can't use abilities requiring patience or concentration, any Int skill, any Cha skill except Intimidate, and any Dex skill except Acrobatics, Fly, and Ride. Once his bloodrage ends, Crowe is fatigued for twice the number of rounds he just bloodraged, and he can't bloodrage again while fatigued or exhausted.

**Elemental Strikes** Three times per day as a swift action, Crowe can cause all his melee attacks to do 1d6 extra electricity damage for round.

**Furious Focus** Crowe's first attack each round suffers no penalty from Power Attack.

**Improved Uncanny Dodge** Crowe cannot be flanked unless the flanker is an 11th-level rogue (or has 11 levels in another class that grants the sneak attack class feature).

**Power Attack** Crowe can take a -2 penalty to hit with his earthbreaker to do +6 damage.

**Raging Vitality** Crowe can continue his bloodrage even when unconscious.

**Uncanny Dodge** Crowe is not denied his Dex bonus before he acts in combat or against invisible opponents.

**Burning Hands** Crowe deals 5d4 electricity damage to all targets in a 15-foot-cone (Reflex 13 for half damage)

**Cure Light Wounds** Crowe's wand heals a touched target for 1d8+1 damage. Crowe needs help to activate his wand, so he also has a potion for emergencies.



“Savor the lightning’s flash, for the thunder that follows will be the last thing you hear.”

# BLOODRAGER LEVEL 7

**Daylight** When smeared on an object, Crowe's oil creates bright light for 60 feet and raises the light by one level for the next 60 feet for 50 minutes. If there is magic darkness in that area, instead the overlapping area is unaffected by either spell.

**Enlarge Person** After 1 full round of casting, a humanoid target within 40 feet becomes Large for 7 minutes, gaining +2 Strength, -2 Dexterity, reach, +1 size bonus to CMB and CMD, -1 size penalty to hit and AC, -4 size penalty to Stealth, -2 size penalty to Fly. Melee weapons increase in damage (Crowe's earthbreaker goes up to 3d6)

**Expeditious Retreat** Crowe's movement increases to 70 for 7 minutes.

**Fly** Crowe's potion grants the drinker a 60 foot fly speed and a +6 bonus to Fly checks (+6 total for Crowe himself) for 5 minutes.

**Glitterdust** Creatures in a 10-foot radius take a -40 to Stealth and lose the benefit of *invisibility* and the like for 7 rounds. They are also blinded if they fail a DC 14 Will save, but at the end of each of their turns, they can attempt the Will save again to end the blindness.

**Mirror Image** 1d4+2 copies of Crowe weave around him for 7 minutes. Any attack requiring an attack roll has an equal chance to hit and destroy each image, missing Crowe, as it does to hit Crowe (so with 3 images, there would be a 1 in 4 chance to hit Crowe and a 3 in 4 chance of destroying an image). An attack that misses by 5 or less also destroys an image. If the enemy can't see the images, it is not fooled.

**Protection from Evil** A touched target gains a +2 resistance bonus to saves and a +2 deflection bonus to AC against evil creatures for 7 minutes (in Crowe's case, he already has +1, so each would only increase by 1). The target cannot be touched by a nongood summoned creature and is immune to direct mental control and possession from evil creatures. If Crowe casts this spell after direct mental control or possession, instead the target can attempt a new saving throw at a +2 bonus.

**See Invisibility** Crowe's scroll allows Crowe to see invisible and ethereal things for 30 minutes.

**Shield** Crowe gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*.

When Crowe was a young man waiting to depart on his first horse gathering, he had the same dream every night for five weeks. It always started and ended the same way. Each time the storm came. Each time the stampede thundered out of the canyon to the south. Each time his body was trampled to pulp before he woke up soaking with sweat.

Crowe was born under an auspicious sign during a thunderstorm that scoured the Storval Plateau one burning autumn evening. The holy ones were reluctant to predict much about the newborn aside

from foretelling that he would one day become a significant force.

From a young age, Crowe was trained to be a perfect groom, and it was clear that in time he would become a good trainer. He learned from his mother and father, as well as from his aunts and uncles, for even among the animal-loving Shriikirri-Quah, his family had a way with horses. They supplied many a burn-rider of the Sklar-Quah with their signature steeds, and foreigners came from miles around seeking to trade for the family's fearless stallions.

As Crowe grew stronger of frame, he learned the traditional ways of Shoanti warfare. He trained with the weapons of his ancestors and learned how to protect his people and their way of life. Crowe learned the klar, mastered the earthbreaker, and also studied the natural world and the ways of magic that his mother followed. Throughout his tutelage, he challenged his elders and was challenged by his not-so-infrequent gaps in memory. Some in the tribe thought this was simply an excuse for his misbehavior, and many blamed his parents for his violent outbursts.

Though Crowe was still considered to be too young for a long outing, his father decided that taking his son on his first horse gathering would teach the boy discipline. In order to test Crowe's patience, his father sent the youth ahead to the canyon's mouth to capture a horse of his own.

Crowe crouched upon a flat umber rock, trembling with terror. All he could hear was the storm in the distance, a low, rolling rumble that thundered in his eardrums. He was sure what he heard was his fear, his rage. This was the canyon. This was the night he would die. The thunder beating in his ears changed. It wasn't just internal; it was echoing through the canyon. The herd was coming. Crowe looked to the sky as dark clouds rolling in from the south obscured the setting sun. Crowe scrambled back to his designated post as hundreds of horses filled the canyon, their hoofbeats driving a pounding echo off the canyon walls.

Then the storm broke. Thunder rumbled and crashed through the canyon and lightning bathed its rusty walls in flashes of white.

After the storm had passed, Crowe awoke to find his cousin sitting on his chest and slapping his face, claiming that he was to blame for the carnage spread all around him. More than a dozen horses lay dead, and half of the hunting party lay trampled in the riverbed. They said Crowe was to blame. They said there was no storm. They said he had done it.

Slick with blood, confused, and full of no uncertain amount of shame, he stumbled through the night. The dawn broke on Crowe's new life—a life not burdened by tradition, a life that was numb to fear.



"Savor the lightning's flash, for the thunder that follows will be the last thing you hear."