

BAB High

HP per Lv 7(d10)

Weapon Proficiency any 4group ( +1 group on multiclass )

Armor Proficiency Light, Medium, Shield

Saving Throw Proficiency Fortitude

Level	Class Abilities
1st	Bloodline , bloodline power , bloodrage , fast movement
2nd	Uncanny dodge
3rd	Blood sanctuary
4th	Blood casting , bloodline power , spells
5th	Improved uncanny dodge
6th	Bloodline feat
7th	Bloodline spell , damage reduction 1/&#8212;
8th	Bloodline power
9th	Bloodline feat
10th	Bloodline spell , damage reduction 2/&#8212;
11th	Greater bloodrage
12th	Bloodline feat , bloodline power
13th	Bloodline spell , damage reduction 3/&#8212;
14th	Stalwart
15th	Bloodline feat
16th	Bloodline spell , bloodline power , damage reduction 4/&#8212;
17th	Tireless bloodrage
18th	Bloodline feat
19th	Damage reduction 5/&#8212;
20th	Bloodline power , mighty bloodrage

Bloodline: Each bloodrager has a source of magic somewhere in his heritage that empowers his bloodrages, bonus feats, and bonus spells. Sometimes this source reflects a distant blood relationship to a powerful being, or is due to an extreme event involving such a creature somewhere in his family's past. Regardless of the source, this influence manifests in a number of ways. A bloodrager must pick one bloodline upon taking his first level of bloodrager. Once made, this choice cannot be changed.

When choosing a bloodline, the bloodrager's alignment doesn't restrict his choices. A good bloodrager could come from an abyssal bloodline, a celestial bloodline could beget an evil bloodrager generations

later, a bloodrager from an infernal bloodline could be chaotic, and so on. Though his bloodline empowers him, it doesn't dictate or limit his thoughts and behavior.

The bloodrager gains bloodline powers at 1st level, 4th level, and every 4 levels thereafter. The bloodline powers a bloodrager gains are described in his chosen bloodline. For all spell-like bloodline powers, treat the character's bloodrager level as the caster level.

At 6th level and every 3 levels thereafter, a bloodrager receives one bonus feat chosen from a list specific to each bloodline. The bloodrager must meet the prerequisites for these bonus feats.

At 7th, 10th, 13th, and 16th levels, a bloodrager learns an additional spell derived from his bloodline. These spells cannot be exchanged for different spells at higher levels.

If the bloodrager takes levels in another class that grants a bloodline, the bloodlines must be the same type, even if that means that the bloodline of one of the classes must change. Subject to GM discretion, the bloodrager can change his previous bloodline to make them conform.

**Bloodrage (Su):** The bloodrager's source of internal power grants him the ability to bloodrage. At 1st level, a bloodrager can bloodrage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can bloodrage for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from bloodraging or spells like bear's endurance) don't increase the total number of rounds that a bloodrager can bloodrage per day. The total number of rounds of bloodrage per day is renewed after resting for 8 hours, although these hours don't need to be consecutive.

A bloodrager can enter a bloodrage as a free action. While in a bloodrage, a bloodrager gains a +2 class bonus on melee or thrown attack and damage rolls and Will saving throws. In addition, she takes a -2 penalty to Armor Class. She also gains 2 temporary hit points per Hit Die. These temporary hit points disappear when the rage ends, and are not replenished if the bloodrager enters a rage again within 1 minute of her previous bloodrage. While in a bloodrage, a bloodrager cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting).

A bloodrager can end his bloodrage as a free action. When the bloodrage ends, he's fatigued for a number of rounds equal to twice the number of rounds spent in the bloodrage. A bloodrager cannot enter a new bloodrage while fatigued or exhausted, but can otherwise enter a bloodrage multiple times during a single encounter or combat. When a bloodrager falls unconscious, the rage immediately ends.

Bloodrage is enchantment, compulsion effect.

Bloodrage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

**Fast Movement (Ex):** A bloodrager's base speed is faster than is normal for his race. He gains +10ft. class bonus to his all base speed. This benefit applies only when he is wearing no armor, light armor, or medium

armor, and not carrying a heavy load. Apply this bonus before modifying the bloodrager's speed due to any armor worn or load carried.

**Uncanny Dodge (Ex):** At 2nd level, a bloodrager can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A bloodrager with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a bloodrager already possesses uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

**Blood Sanctuary (Su):** At 3rd level, due to the power of his blood, a bloodrager can stand confidently amid the effects of spells cast by himself or his allies. He gains advantage on saving throws against spells that he or an ally casts.

**Blood Casting (Su):** At 4th level, the bloodrager gains the ability to cast spells even while bloodraging. He can also cast these spells defensively and can attempt concentration checks for these spells while bloodraging. While bloodraging, he can cast and concentrate on only his bloodrager spells; spells from other classes cannot be cast during this state.

**Spells:** Beginning at 4th level, a bloodrager gains the ability to cast a small number of arcane spells drawn from the bloodrager spell list. His casting type is Known 4th casting, and his casting ability is Charisma.

**Improved Uncanny Dodge (Ex):** At 5th level, a bloodrager can no longer be flanked. This defense denies rogues (or other classes with the sneak attack ability) the ability to sneak attack the bloodrager by flanking him, unless the attacker has at least four more rogue levels (or levels in the class granting sneak attack) than the target has bloodrager levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack when determining the minimum rogue level required to flank the character.

**Damage Reduction (Ex):** At 7th level, a bloodrager gains damage reduction. Subtract 1 from the damage the bloodrager takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every 3 levels thereafter, this damage reduction increases by 1 point. Damage reduction can reduce damage to 0, but not below 0.

**Greater Bloodrage (Su):** At 11th level, when a bloodrager enters a bloodrage, all bonuses of bloodrage increases to +3 and the amount of temporary hit points gained when entering a rage increases to 3 per Hit Die. In addition, upon entering a bloodrage, the bloodrager can apply the effects a bloodrager spell he knows of 2nd level or lower to himself. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the bloodrage. This use consumes a bloodrager spell slot, as if he had cast the spell; he must have the spell slot available to take advantage of this effect.

Greater bloodrage counts as the barbarian's greater rage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

**Stalwart (Ex):** At 14th level, a bloodrager can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the bloodrager is wearing light armor, medium armor, or no armor. A helpless bloodrager does not gain the benefit of the stalwart ability.

**Tireless Bloodrage (Su):** At 17th level, a bloodrager no longer becomes fatigued at the end of his bloodrage.

**Mighty Bloodrage (Su):** At 20th level, all bonuses of bloodrage increases to +4. In addition, the amount of temporary hit points gained when entering a rage increases to 4 per Hit Die. Furthermore, the spell he can apply to himself at the beginning of a bloodrage due to the greater bloodrage class feature is not limited to only spells of 2nd level or lower.

## Bloodrager Bloodlines

When a bloodrager enters a bloodrage, he often takes on a physical transformation influenced by his bloodline and powered by the magic that roils within him. Unless otherwise specified, he gains the effects of his bloodline powers only while in a bloodrage; once the bloodrage ends, all powers from his bloodline immediately cease, and any physical changes the bloodrager underwent revert, restoring him to normal.

If bloodline powers require saving throws, DC is Cha DC.

### Aberrant

There is a taint in your blood that is both alien and bizarre. When you bloodrage, this manifests in peculiar and terrifying ways.

**Bonus Feats:** Combat Reflexes, Great Fortitude, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will.

**Bonus Spells:** enlarge person (7th), see invisibility (10th), displacement (13th), black tentacles (16th).

**Bloodline Powers:** While bloodraging, you gain the abilities and immunities of some aberrations, but show signs of your tainted heritage.

**Staggering Strike (Su):** At 1st level, when you score a critical hit the target must succeed at a Fortitude saving throw or be staggered for 1 round.

**Abnormal Reach (Su):** At 4th level, your limbs elongate; your reach increases by 5 feet.

**Aberrant Fortitude (Su):** At 8th level, you become immune to the sickened and nauseated conditions.

**Unusual Anatomy (Su):** At 12th level, your internal anatomy shifts and changes, giving you a 50% chance to negate any critical hit or sneak attack that hits you. The damage is instead rolled normally.

**Aberrant Resistance (Su):** At 16th level, you are immune to disease, exhaustion, fatigue, and poison, and to the staggered condition.

**Aberrant Form (Su):** At 20th level, your body becomes truly unnatural. You are immune to critical hits and sneak attacks. In addition, you gain blindsight with a range of 60 feet and your bloodrager damage reduction increases by 1. You have these benefits constantly, even while not bloodraging.

## Abyssal

Generations ago, a demon spread its filth into the essence of your bloodline. While it doesn't manifest in all of your kin, in those moments when you're bloodraging, you embody its terrifying presence.

**Bonus Feats:** Cleave, Great Fortitude, Improved Bull Rush, Improved Disarm, Intimidating Prowess, Toughness.

**Bonus Spells:** ray of enfeeblement (7th), bull's strength (10th), rage (13th), stonewall (16th).

**Bloodline Powers:** The power of the Abyss courses through your veins, causing horrific transformations during your bloodrage.

**Claws (Su):** At 1st level, you grow claws. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack. These attacks' damage dice is 1d6. At 4th level, these claws are considered magic weapons for the purpose of overcoming damage reduction. At 8th level, the damage dice increases to 1d8. At 12th level, these claws become flaming weapons, which deal an additional 1d6 points of fire damage on a hit.

**Demonic Bulk (Su):** At 4th level, when entering a bloodrage, you can grow one size category larger than your base size (as enlarge creature).

**Demon Resistances (Su):** At 8th level, you gain resistance 5 to acid, cold, and fire. At 16th level, these resistances increase to 10.

**Abyssal Bloodrage (Su):** At 12th level, bonus to attack and damage roll by your bloodrage increases by 1, but the penalty to AC becomes +5 instead of +2. At 16th level, this bonus increases by 2 instead. At 20th level, it increases by 3 instead.

**Demonic Aura (Su):** At 16th level, when entering a bloodrage you can exude an aura of fire. The aura is a 5-foot burst centered on you, and deals a number of points of fire damage equal to 2d6 + your Constitution modifier plus your bloodrage damage bonus to creatures that end their turns within it.

**Demonic Immunities (Su):** At 20th level, you're immune to electricity and poison. You have these benefits constantly, even while not bloodraging.

## Arcane

While others of your kin may be powerful wizards and sorcerers, the eldritch nature of the blood coursing through your veins transforms you into a spell-breaking terror.

Bonus Feats: Combat Reflexes, Disruptive, Improved Initiative, Iron Will, Quick Draw, Teleport Tactician

Bonus Spells: magic missile (7th), invisibility (10th), lightning bolt (13th), dimension door (16th).

Bloodline Powers: When you bloodrage, arcane power transforms you into an arcane juggernaut who can cut down even the most careful caster.

Disruptive Bloodrage (Su): At 1st level, the DC to cast spells defensively increases by 2 for enemies within your threatened area.

Arcane Bloodrage (Sp): At 4th level, when entering a bloodrage you can choose one of the following spells and apply its effects to yourself: blur, protection from arrows, resist energy (choose one energy type), or spider climb. These effects last for as long as you continue bloodraging, regardless of the spell's normal duration.

Greater Arcane Bloodrage (Sp):v At 8th level, when entering a bloodrage, you can apply the effects of either displacement or haste to yourself. This is in addition to arcane bloodrage, and otherwise works as that ability.

Caster's Scourge (Ex): At 12th level, you gain a number of extra reactions equal to your Cha modifier (minimum 1). You can use these reaction only to make opportunity attack against spellcasters in your threatened area who cast or attempt to cast defensively. You have this benefit constantly, even while not bloodraging.

True Arcane Bloodrage (Sp): At 16th level, when entering a bloodrage, you can choose one of the following spells and apply its effects to yourself: 7th polymorph self(choose a creature your size only) or transformation. This is in addition to arcane bloodrage and greater arcane bloodrage, and otherwise works as those abilities.

Caster's Bane (Ex): At 20th level, your opportunity damage against spellcasters gains +10 competence bonus.

## Celestial

By way of a celestial ancestor or divine intervention, the blood of angels fills your body with a holy potency, granting you a majestic visage and angelic powers when you enter your bloodrage.

Bonus Feats: Dodge, Improved Initiative, Iron Will, Spirited Charge, Weapon Focus.

Bonus Spells: bless (7th), resist energy (10th), heroism (13th), holy smite (16th).

Bloodline Powers: Your bloodline grants a number of resistances and changes your form to something angelic and terrible to behold when you bloodrage.

Angelic Attacks (Su): At 1st level, your melee attacks are considered good-aligned weapons for the

purpose of bypassing damage reduction. Furthermore, when you deal damage with a melee attack to an evil outsider, you deal an additional 1d6 points of damage. This additional damage stacks with effects such as align weapon and those granted by a weapon with the holy weapon special ability.

Celestial Resistances (Ex): At 4th level, you gain resistance 5 to acid and cold. At 12th level, these resistances increase to 10.

Conviction (Su): At 8th level, once per bloodrage you can reroll one ability check, skill check, or saving throw you just made. You must decide to use this ability after the die is rolled, but before the GM reveals the result. You must take the second result, even if it's worse.

Wings of Heaven (Su): At 12th level, you can choose to sprout feathery wings and fly with a speed of 60 feet. At 20th level, your fly speed increases to 80 feet.

Angelic Protection (Su): At 16th level, you gain a +2 class bonus to AC and saving throws against attacks made or effects created by evil creatures.

Ascension (Su): At 20th level, you become infused with the power of the heavens. You gain immunity to acid, cold, and petrification. You also gain resistance 10 to electricity and fire, as well as a +4 racial bonus on saving throws against poison. You have these benefits constantly, even while not bloodraging.

## Destined

Your bloodline is destined for great things. When you bloodrage, you exude a measure of greatness that makes all but the most legendary creatures seem lesser.

Bonus Feats: Diehard, Improved Initiative, Intimidating Prowess, Lightning Reflexes, Weapon Focus.

Bonus Spells: shield (7th), blur (10th), protection from energy (13th), freedom of movement (16th).

Bloodline Powers: Your future greatness grants you the might to strike your enemies in awe-inspiring ways.

Destined Strike (Su): At 1st level, as a free action up to three times per day, you can grant yourself an magical bonus equal to 1/2 your bloodrager level (minimum 1) on one melee attack. At 12th level, you can use this ability up to five times per day.

Fated Bloodrager (Su): At 4th level, you gain a +1 magical bonus to AC and on saving throws. At 8th level and every 4 levels thereafter, this bonus increases by 1 (to a maximum of +5 at 20th level).

Certain Strike (Su): At 8th level, you may reroll an attack roll once during a bloodrage. You must decide to use this ability after the die is rolled, but before the GM reveals the result. You must take the second result, even if it's worse.

Defy Death (Su): At 12th level, you can make VP action clench without expending vp once per day.

Unstoppable (Su): At 16th level, if your attack roll threatens critical, it is automatic hit regardless of target AC (as if you roll 20).

Victory or Death (Su): At 20th level, you gain immunity to paralysis and petrification, as well as to the stunned, dazed, and staggered conditions. You have these benefits constantly, even while not bloodraging.

### Draconic

At some point in your family's history, a dragon interbred with your bloodline. Now, the sublime monster's ancient power fuels your bloodrage.

Bonus Feats: Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Skill Focus, Toughness.

Bonus Spells: shield (7th), resist energy (10th), fly (13th), fear (16th).

Bloodline Powers: The power of dragons flows through you and manifests in a number of ways. At 1st level, you must select a chromatic or metallic dragon type (see the table below). Once chosen, this type cannot be changed. A number of your bloodline powers deal damage and grant resistances based on your dragon type, as noted below.

Dragon Type	Energy Type	Breath Shape
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone

Claws (Su): At 1st level, you grow claws. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack. These attack's damage dice is 1d6. At 4th level, these claws are considered magic weapons for the purpose of overcoming damage reduction. At 8th level, the damage dice increases to 1d8. At 12th level, these claws deal an additional 1d6 points of damage of your energy type on a hit.

Draconic Resistance (Ex): At 4th level, you gain resistance 5 against your energy type and a +2 natural armor bonus to AC. At 8th level, your energy resistance increases to 10 and your natural armor bonus increases to +3. At 16th level, your natural armor bonus increases to +5.

Breath Weapon (Su): At 8th level, you gain a breath weapon that you can use once per day. This breath



weapon deals 1d6 points of damage of your energy type per bloodrager level. Those caught in the area of your breath weapon can attempt a Reflex saving throw for half damage. The shape of the breath weapon depends on your dragon type (as indicated on the above table). At 16th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

**Dragon Wings (Su):** At 12th level, when entering a bloodrage, you can choose to have leathery wings grow from your back, giving you a fly speed of 60 feet. At 16th level, your fly speed increases to 80 feet.

**Dragon Form (Sp):** At 16th level, when entering a bloodrage, you can choose to take the form of your chosen dragon type (as 7th polymorph self).

**Power of Wyrms (Su):** At 20th level, you gain immunity to paralysis, sleep, and damage from your energy type. You also gain blindsense with a range of 60 feet. You have these benefits constantly, even while not bloodraging.

## Elemental

The power of the elements resides in you, and at times you can hardly control its fury. This influence comes either from an elemental outsider in your family history or from a moment when you or your ancestors were exposed to a powerful elemental force or cataclysm.

**Bonus Feats:** Cleave, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Weapon Focus.

**Bonus Spells:** burning hands\* (7th), scorching ray\* (10th), protection from energy (13th), freedom of movement(16th). (Spells marked with an asterisk [\*] always deal a type of energy damage determined by your element, regardless of the spell's normal effects. In addition, the subtypes of these spells change to match the energy type of your element.)

**Bloodline Powers:** One of the four elements infuses your being, and you can draw upon its power while bloodraging. At 1st level, you must select an element: air, earth, fire, or water. Once chosen, this element cannot be changed. A number of your abilities deal damage and grant resistances based on your element, as noted in the table below.

Element	Energy Type	Elemental Movement
Air	Electricity	Fly 60 feet (good)
Earth	Acid	Burrow 30 feet
Fire	Fire	+30 feet base land speed
Water	Cold	Swim 60 feet

**Elemental Strikes (Su):** At 1st level, three times a day as a free action you can imbue your melee attacks with elemental energy. For 1 round, your melee attacks deal an additional 1d6 points of damage of your energy type. 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.

**Elemental Resistance (Ex):** At 4th level, you gain energy resistance 10 against your energy type.

Elemental Movement (Su): At 8th level, you gain a special movement type or bonus to your speed based on your chosen element, as indicated on the above table.

Power of the Elements (Su): At 12th level, the energy damage done by your elemental strikes bloodline power bypasses resistance to that energy type, and still deals half damage to creatures that have immunity to energy of that type.

Elemental Form (Sp): At 16th level, once per day when entering a bloodrage, you can take an elemental form, as per 7th polymorph self.

Elemental Body (Su): At 20th level, elemental power surges through your body. You gain immunity to sneak attacks, critical hits, and damage from your energy type. You have these benefits constantly, even while not bloodraging.

## Fey

One of your ancestors was fey, or the fey realm somehow intermixed with your bloodline. This fact affects your bloodrage in tricky and surprising ways.

Bonus Feats: Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Step Up, Intimidating Prowess.

Bonus Spells: entangle(7th), hideous laughter (10th), haste (13th), confusion (16th).

Bloodline Powers: The power of the natural world saturates your being, and manifests itself when you bloodrage.

Confusing Critical (Su): At 1st level, fey power courses through your attacks. Each time you score a critical hit, the target must succeed at a Will saving throw or be confused for 1 round.

Leaping Charger (Su): At 4th level, you are able to leap over overgrowth and similar impediments with ease while charging. When you charge, you ignore difficult terrain and can make Athletics checks to jump with a class bonus equals to 1/2 bloodrager's level.

Blurring Movement (Su): At 8th level, you become a blur of motion when you move. As long as you move at least 10 feet, you gain the effects of blur for 1 round.

Quickling Bloodrage (Sp): At 12th level, while bloodraging you're treated as if you were under the effects of haste.

One with Nature (Su): At 16th level, creatures of the animal or plant types don't attack you unless they're compelled to do so by magic or you attack them first. Three times per day, you can transport yourself from one tree to another tree, as tree stride with half the transport range. Moving from one tree to another in this manner is a part move action and cost 10ft. of movement. You have these benefits constantly, even while not bloodraging.

Fury of the Fey (Su): At 20th level, when entering a bloodrage, you can choose one type of creature (and subtype for humanoids or outsiders) that can be affected by the bane weapon special ability. All of your melee attacks are considered to have the greater bane special ability corresponding to that type. This ability doesn't stack with other forms of bane.

## Infernal

The Pit lives in your blood. Maybe one of your ancestors was seduced by the powers of Hell or made a deal with a devil. Either way, corruption seethes within your lineage.

Bonus Feats: Blind-Fight, Combat Reflexes, Improved Disarm, Improved Sunder, Intimidating Prowess, Iron Will.

Bonus Spells: charm (7th), scorching ray (10th), suggestion (13th), fire shield (16th).

Bloodline Powers: When you bloodrage, hellfire infuses your blood with terrifying effects.

Hellfire Strike (Su): At 1st level, as a swift action up to three times per day you can infuse your attacks with hellfire. 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. This fire damage ignores non-outsider's resistance to fire and immunity.

Infernal Resistance (Ex): At 4th level, you gain fire resistance 5, as well as a +2 class bonus on saving throws against poison. At 8th level, your fire resistance increases to 10, and the bonus on saving throws against poison increases to +4.

Diabolical Arrogance (Su): At 8th level, you gain a +4 class bonus on saving throws against enchantment and fear effects.

Dark Wings (Su): At 12th level, when entering a bloodrage, you can grow batlike wings from your back, giving you a fly speed of 60 feet. At 16th level, your fly speed increases to 80 feet.

Hellfire Charge (Su): At 16th level, when you charge, the attack you make at the end of the charge gains the benefit of your hellfire strike without expending a use of it.

Fiend of the Pit (Su): At 20th level, you gain immunity to fire and poison. You also gain resistance 10 to acid and cold, and you gain the see in darkness ability. You have these benefits constantly, even while not bloodraging.

## Undead

The foul corruption of undeath is a part of you. Somewhere in the past, death became infused with your lineage. Your connection to the attributes of the undead bestows frightening power when you bloodrage.

Bonus Feats: Diehard, Dodge, Intimidating Prowess, Iron Will, Toughness.

Bonus Spells: chill touch (7th), false life (10th), vampiric touch (13th), energy drain (16th).

Bloodline Powers: When you enter a bloodrage, the powers of undeath manifest, empowering your attacks with fear and your body with foul resistances.

Frightful Charger (Su): At 1st level, when you hit a creature with a charge attack, that creature becomes shaken for 1/2 blood rage's level round(minimum 1) unless it succeed at Will Saving Throw. This effect does not cause an existing shaken or frightened condition (from this ability or another source) to turn into frightened or panicked. This is a mind-affecting fear effect.

Ghost Strike (Su): At 4th level, your melee attacks are treated as if they have the ghost touch weapon special ability.

Death's Gift (Su): At 8th level, you gain cold resistance 10, as well as DR 10/&#8212; against nonlethal damage.

Frightful Strikes (Su): At 12th level, as a swift action once per bloodrage you can empower your melee attacks with fear. For 1 round, creatures you hit with your melee attacks become shaken. Creatures that are already shaken become frightened. At 16th level, those that are already frightened become panicked. The target negates the effect with successful Will ST. This is a mind-affecting fear effect.

Incorporeal Bloodrager (Su): At 16th level, once per day you can choose to become incorporeal when you enter the bloodrage. You take only half damage from magic corporeal sources, and you take no damage from nonmagical weapons and objects. Your attacks deal damage as normal due to your ghost strike bloodrage power.

One Foot in the Grave (Ex): At 20th level, you gain immunity to cold, nonlethal damage, paralysis, and sleep. Your bloodrager damage reduction increases to 8. Unintelligent undead don't notice you unless you attack them. You gain a +4 morale bonus on saving throws against spells and spell-like abilities cast by undead. You have these benefits constantly, even while not bloodraging.