Bloodrager

While many ferocious combatants can tap into a deep reservoir of buried rage, bloodragers have an intrinsic power that seethes within. Like black mages, bloodragers' veins surge with arcane power. While black mages use this power for spellcasting, bloodragers enter an altered state in which their blood becomes manifest, where the echoes of their strange ancestry lash out with devastating power. In these states, bloodragers can cast some arcane spells instinctively. The bloodrager's magic is as fast, violent, and seemingly unstoppable as their physical prowess.

The bloodrager is an archetype of the berserker class.

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 a +2 bonus on saving throws against spells that he or an ally casts. This bonus improves by 2 per four berserker levels after 3rd.

This ability replaces confuse immunity.

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

This ability replaces a rage power gained at 4th level.

Spells: Beginning at 4th level, a bloodrager gains the ability to cast black mage spells, which are drawn from the black mage spell list. A bloodrager begins play with 1 1st level black mage spell of his choice. Each time a character attains a new berserker level, he gains one spell of his choice to add to his list of spells. The free spell must be of spell levels he can cast. Like most spellcasters, a bloodrager can find or purchase scrolls with spells to add to his repertoire. Unlike other spellcasters, a bloodrager wearing armor does not affect his spellcasting ability.

To learn or cast a spell, the bloodrager must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a bloodrager's spell is 10 + the spell level + the bloodrager's Charisma modifier. In addition, a bloodrager gains additional MP for having a high attribute (Charisma).

Through 3rd level, a bloodrager has no caster level. At 4th level and higher, his caster level is equal to his berserker level -3.

Level	Base MP	Spell Level
4 th	1	1^{st}
5 th	2	1 st
6 th	3	1 st
7 th	4	2 nd
8 th	5	2 nd
9 th	6	2 nd
10 th	7	3 rd
11 th	8	3 rd
12 th	10	3 rd
13 th	12	4 th
14 th	14	4 th
15 th	16	4 th

16 th	19	4 th
17 th	22	4 th
18 th	25	4^{th}
19 th	29	4^{th}
20 th	33	4 th

This ability replaces destructive.

Spellrage (Su): At 9th level, upon entering a rage, the bloodrager can apply the effects a 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 rage. This consumes MP as if he had cast the spell.

This ability replaces silent threat.

Empowered Spellrage (Su): At 19th level, the bloodrager is as much spell as mortal flesh. When the bloodrager enters a rage, he can apply two spells to himself rather than one.

This ability replaces unstoppable.