

Blood Knight:

Requirements: Non-Evil

HD: 1d10

Skills: 2+Int

Class Skills: Climb, Craft, Heal, Intimidate, Knowledge(Arcana), Knowledge(Planes), Spellcraft, Survival, and Swim

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1 st	2 nd	3 rd	4 th
1 st	1	2	0	2	Blood Weapon, Blood Bane	-	-	-	-
2 nd	2	3	0	3	Blood Blast	-	-	-	-
3 rd	3	3	1	3	Empowered Bane	-	-	-	-
4 th	4	4	1	4	Rune Sword	0	-	-	-
5 th	5	4	1	4	Arcane Armor Training	1	-	-	-
6 th	6\1	5	2	5	Extraordinary Bane	1	-	-	-
7 th	7\2	5	2	5	Blood Shield	1	0	-	-
8 th	8\3	6	2	6	Blood Armor	1	1	-	-
9 th	9\4	6	3	6	Blood Plague	2	1	-	-
10 th	10\5	7	3	7	Die Hard	2	1	0	-
11 th	11\6\1	7	3	7	Blood Pool	2	1	1	-
12 th	12\7\2	8	4	8	Blood Surge	2	2	1	-
13 th	13\8\3	8	4	8	Blood Feud	3	2	1	0
14 th	14\9\4	9	4	9	Arcane Armor Mastery	3	2	1	1
15 th	15\10\5	9	5	9	Blood Debt	3	2	2	1
16 th	16\11\6\1	10	5	10	Blood Bulwark	3	3	2	1
17 th	17\12\7\2	10	5	10	Arcane Protector	4	3	2	1
18 th	18\13\8\3	11	6	11	Abnormal Constitution	4	3	2	2
19 th	19\14\9\4	11	6	11	Shielded Ally	4	3	3	2
20 th	20\15\10\5	12	6	12	Blood Storm	4	4	3	3

Weapon and Armor Proficiency: Blood Knights are proficient with all Simple and Martial weapons, as well a Light, Medium and Heavy armor.

Spells: A Blood Knight casts divine spells which are drawn from the Bloodrager Spell List. To prepare or cast a spell, a Blood Knight must have a Constitution score equal to at least 10 + The Spell Level. The difficulty class for a saving throw against a Blood Knight's spell is 10 + The Spell Level + The Blood Knight's Constitution modifier. Like the Paladin and Cleric, the Blood Knight must prepare a spell list at the beginning of each day, after meditating for 1 hour.

Blood Bane(Sp): This ability can be used a number of times per day equal to their Blood Knight Level + Their constitution modifier. As a swift action, a Blood Knight can opt to take an additional 1d8 points of negative energy damage after making a successful attack. If they do so, they add the damage they take to the damage dealt to the enemy.

Blood Weapon(Ex): The Blood Knight performs a Blood blood ritual which saps the life of their opponents so the Knight can continue their quest. If an enemy died before or during the Blood Knight's turn, as a free action the Blood Knight may heal 1d8+Their Constitution modifier. They can use this ability a number of times per day equal to 3+Their Constitution Modifier.

Blood Blast(Sp): This ability can be used a number of times per day equal to their Constitution modifier. As a swift action, the Blood Knight can deal 1d8 damage to themselves, dealing half of that damage to a target creature within 5 feet. The creature must also take a constitution save or be stunned for 1 round.

Empowered Bane(Ex): Your blood has grown powerful from the Blood magics which flow through your body. When using *Blood Bane*, you can choose to deal either 1d8 or 2d8 to yourself and your enemy.

Rune Weapon(Ex): Your Blood Weapon has been anointed with blood runes, and you may use it to cast your spells without their spell components. You may also choose to add a spell which deals damage into your attack before you make the attack.

Arcane Armor Training: At 5th level, the Blood Knight gains the Arcane Armor Training feat, even if they do not meet the prerequisites. If they already have the feat, they may chose another combat feat.

Extraordinary Bane(Ex): Your banes have become extremely powerful, able to deal more damage than before. You may now opt for your *Blood Bane* to deal 1d8, 2d8, or 3d8 damage.

Blood Shield(Sp): You can use this ability a number of times per day equal to your Constitution Modifier. As a swift action, you can make your next attack deal half damage, though you gain temporary health equal to the damage dealt. If a creature dies or is brought to 0 hit points from this damage, the creature automatically dies and your temporary health gained from this ability is doubled. This temporary health lasts for 1 hour.

Blood Armor(Ex): Your armor is anointed in blood, both yours and your enemy's, and is bound to you for it. After a one hour ritual, your armor gains a red tint with arcane ruins glowing upon it in red. Your armor gains a pool of hit points equal to your Blood Knight level + your Constitution modifier, and any time you take damage, you can opt for your armor to take it instead. When your armor's hitpoints reach 0, the ruins fade away and will not return until the next day.

Blood Spikes(Sp): As a standard action, you can stab your sword into the ground and attack all creatures within 5 feet of you. For every creature hit in this manner, you take 1d6 negative energy damage. The attack deals your weapon's damage + the negative energy damage you took, and are also dazed for 1 round. All creatures must take a reflex save, if saved they take half damage and are not dazed. A Blood Knight can cast this a number of times per day equal to their Constitution modifier.

Die Hard: At 10th level, the Blood Knight gains the Die Hard feat, even if they do not meet the prerequisites. If they already have the feat, they may chose another combat feat.

Blood Pool(Ex): Your body begins creating more blood than needed for your rituals, granting you your Blood Knight Level + Constitution modifier worth of temporary hitpoints per day. These temporary hitpoints last the entire day, then are removed and added anew.

Blood Surge(Sp): Even when it is not your turn, you may damage yourself in order to act out of turn. You deal 3d8 damage to yourself, though you get to take a turn immediately. You can do this a number of times per day equal to half your constitution modifier rounded down.

Blood Feud(Sp): As a swift action, you can choose to deal either 1d6, 2d6, 3d6, or 4d6 damage to yourself. After the damage is dealt, you can choose a creature within 30 ft of you. A blood sigil floats above their head and they must make a willpower save, or they must move towards the Blood Knight in a straight line to enter melee with them, also dealing 1d4 damage per round. This lasts for a number of rounds equal to the number of dice you rolled to damage yourself.

Blood Debt(Sp): On any ally's turn, so long as they are within 30ft of the Blood Knight, they can spend a swift action in order to deal 1d8 damage to themselves. The damage dealt to them until their next turn is then healed onto the Blood Knight, including the initial 1d8 damage. This can be performed a number of times per day equal to the Blood Knight's Constitution modifier.

Blood Bulwark(Ex): The damage dealt by *Blood Shield* is no longer halved, and your temporary health now lasts for a number of hours equal to your Constitution modifier.

Arcane Protector(Ex): You've cast spells in armor for so long, it is almost like you are not even wearing it. Your spell failure chance is reduced by 30%, this does not stack with any other effect.

Abnormal Constitution(Ex): Your body has been broken, battered, stabbed and maimed not only by your enemies, but by yourself. It grew stronger with every hit, and now you can take blow mortal men would die from. Your Constitution score can now reach a total of 25.

Shielded Ally(Sp): You can now choose where to direct your temporary hitpoints from your *Blood Shield* ability. If cast on an ally, the hitpoints last for 30 minutes.

Blood Storm(Sp): You can use this ability once every 1d4 days. You deal 15d8 damage to yourself, bypassing any temporary health you may have. Every creature within 10 feet of you takes double that damage and are dazed for 1 round. On a successful reflex save, they take half damage and avoid being dazed. After using this ability you are sickened for 1d4 minutes.