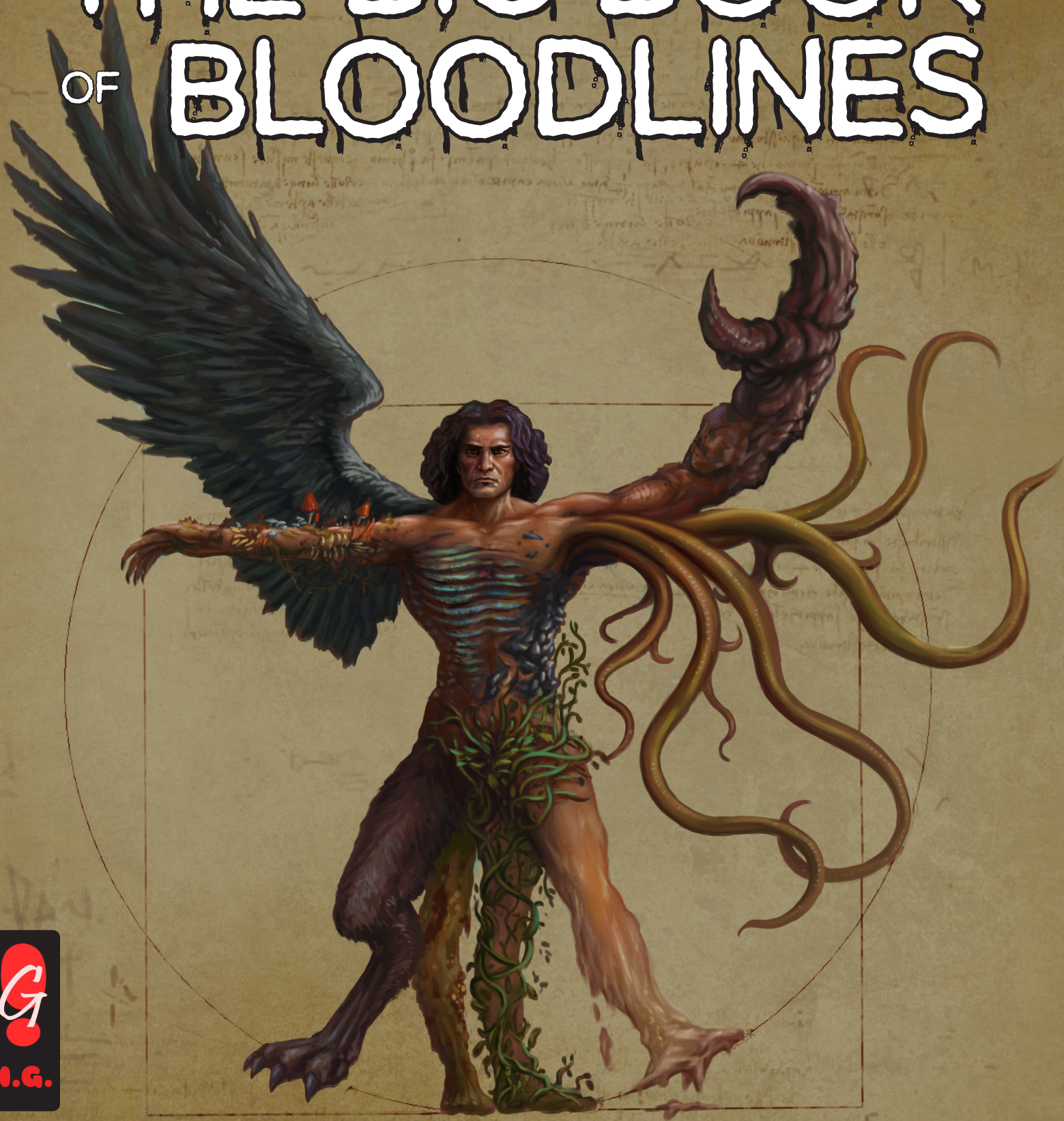


# THE BIG BOOK OF BLOODLINES



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

BRADLEY CROUCH





Introduction  
Table of Contents

**Table of Contents**

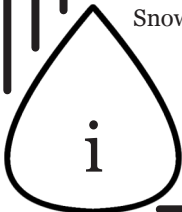
**Chapter 1: Bloodrager Bloodlines**

Alchemical	1
Alloyed	2
Banshee	2
Brineborn	4
Cacodaemon	5
Cannibal (Complex, Parent)	6
Cloudborn	8
Coldsnap	9
Constellations	9
Cosmic Dreamer (Complex)	10
Table: Fragmentary Prescience Progression	10
Crystalborn	12
Deepwater	13
Dryad (Complex)	14
Ethertouched (Complex)	16
Fungus (Complex)	18
Gelugon	20
Invisible Stalker	20
Jabberwock	21
Kyton	21
Leper	22
Librarian	23
Sidebar: Bloodlord Compatibility with the Librarian Bloodline	23
Table: Drinking Book Refill Rate	23
Table: Hard Drinking Book Refill Rate	24
Lich	26
Lycanthrope (Complex)	26
Mad Archon (Complex)	28
Sidebar: Bloodlord Compatibility with the Mad Archon Bloodline	28
Magmaborn	29
Table: Magma Spikes Placement	29
Maker	30
Marilith	31
Medusa	31
Mi-Go	32
Mime	33
Nuckelavee	34
Nullmind	34
Onmyodo	35
Sidebar: Talisman Rules for the Onmyodo Bloodline	35
Sidebar: Bloodlord Compatibility with the Onmyodo Bloodline	38
Phasmadaemon	40
Pixie	40
Puddling	41
Pufferfish	42
Siren (Complex)	43
Sidebar: Bloodlord Compatibility with the Siren Bloodline	43
Slayer	45
Sloth	46
Smidgen-god	46
Snowman	47

Soulstrummer (Complex)	48
Spelleater	49
Stormfront (Complex)	50
Temperance	51
Triumphant Snowball	52
Umbraborn	52
Unicorn	53
Vampire	54
Waking Dreams	54
Weird (Complex)	55
Whirlmaw	56
Zephyr	56
Zombie	57

**Chapter 2: Sorcerer Bloodlines**

<b>Chapter 2: Sorcerer Bloodlines</b>	<b>58</b>
Aeon	58
Algae	59
Angst	60
Archon	61
Avian	62
Bauble (Complex)	62
Blasphemy (Complex)	64
Brineborn	65
Butler	66
Cannibal (Complex, Parent)	67
Chameleon	68
Cloudborn	69
Contract	70
Crucidaemon	71
Crystalborn	72
Cuisine (Complex)	73
Currents	75
Drunkard	76
Ethertouched (Complex)	77
Extremophile	79
Florist (Complex)	80
Gambler	82
Gargoyle	83
Gravity	84
Gremlin	85
Haberdashery	86
Hexed	87
Imp	88
Iridescence	89
Juryrigging	90
Legerdemain	91
Lich	92
Lunar	92
Magmaborn	93
Table: Magma Spikes Placement	93
Magnetism	94
Medicine	95
Mimicry (Complex)	96
Money	98
Onmyodo (Complex)	99
Sidebar: Bloodlord Compatibility with the Onmyodo Bloodline	103
Percolation	104





Introduction  
Table of Contents/Credits/Introduction

Piranha	105
Polyfiend	106
Proselytized (Complex)	107
Pufferfish	108
Quasit	109
Radiation (Complex)	110
Rust (Complex)	113
Sentinel	114
Snow Queen	115
Solar	116
Spectre	117
Succubus	118
Swarm	118
Table:	
Teleportation	120
Thousand Revelations (Complex)	121
Transcendentalist	122
Treant	123
Vetala	124
Wanderlust (Complex)	125
Table: Natural Ingredients Modifiers	126
Wendigo	127
Wight	128
Wishweaver	129
<b>Chapter 3: The Bloodlord</b>	<b>130</b>
The Bloodlord	130
Sidebar: The Political Fallout of Magic from Within	130
Table: The Bloodlord	131
Bloodlord Favored Class Bonuses	136
Bloodlord Feats	137
Bloodlord Archetypes	138
Bloodbottler (Archetype)	138
Claimant (Archetype)	138
Enigmatist (Archetype)	140
Table: The Enigmatist	141
Mongrel Lord (Archetype)	142
<b>Appendix A: 3P Bloodline Glossary</b>	<b>144</b>
<b>Appendix B: Kickstarter Backers</b>	<b>146</b>
<b>Appendix C: Legal</b>	<b>147</b>



**An Interjection Games, LLC Production**

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

**Credits**

**Author**

Bradley Crouch

**Cover Artist**

Joe Shawcross

**Interior Artists**

Jeremy Corff

Gary DuPuis

Miguel Santos

**Introduction**

When the Pathfinder Roleplaying Game forked away from its parent, one of the biggest changes was psychological in nature. Back in the day, players designed their characters to avoid penalties, such as being forced to spend twice as many skill points on cross-class skills or losing 20% of all experience per class if multiclassed in the wrong fashion. These penalties were so numerous that they basically made a minefield and defined a “right” way to play by threatening players with the stick. Pathfinder, however, changed this psychology from the avoidance of penalties to the chase for additional bonuses. Where there once were penalized cross-class skills, there is now a bonus to class skills and cross-class skills simply don’t get the bonus, and where there once was a multiclassing penalty, there are now favored class bonuses and interesting class progression trees. This simple change to a positive, player-friendly outlook was one of the greatest aspects of the new way to do d20.

That said, the advent of hybrid classes was a particularly rocky period for the “chase bonuses rather than hide from penalties” philosophy of character design. Initially, since hybrid classes are effectively gestalt characters with the power of a single character class, multiclassing into the classes from which the hybrid drew its powers was forbidden. Since this lockdown on player agency went against everything put forth in previous base classes, there was significant backlash, and the decision to disallow such multiclassing was overturned. Though overturned, the hybrid classes had been built in an environment that assumed such multiclassing wasn’t going to be a thing, and their design included several decisions that made multiclassing quite onerous for certain combinations. One of the rockiest multiclass combinations is the sorcerer/bloodrager, for their bloodlines must match if multiclassing, and as both the bloodrager and the sorcerer have bloodlines that the other does not, this effectively locks out a number of character options from ever seeing the light of day.



## Introduction What It Does/First Party Bloodline Lists

### What the Big Book of Bloodlines Does

The Big Book of Bloodlines combats this by designating a number of bloodlines as parent bloodlines, then assigning thematically-similar bloodlines as children of those parents. When multiclassing a sorcerer with a bloodrager, all a player need do is ensure that the sorcerer bloodline and the bloodrager bloodline do one of the following:

- The two bloodlines share a parent.
- One bloodline is a parent, while the other is a child of the parent.
- The two bloodlines match.

This enables a multitude of new builds. For example, the Lich bloodline has Arcane and Undead as parents. If a sorcerer takes Lich, if and when he multiclassed with bloodrager, he may take any Arcane or Undead bloodline as his bloodrager bloodline.

In addition to the expansion of builds for existing classes, the Big Book of Bloodlines features the bloodlord, which hybridizes the concepts of the bloodrager and the sorcerer to make a base class that makes the expression and manipulation of bloodline powers its core feature. With its parent-centric design and ability to wield bits and pieces of up to four bloodlines at once, 130 pages of bloodlines may not seem like anywhere near enough.

Finally, the Big Book of Bloodlines features complex bloodlines, or bloodlines that stretch the bloodline concept to its very limits. Complex bloodlines do one or more of three things:

- Swap out bonus feats with something else, such as bloodline-specific talents or spells for an alternate system of casting baked right into the bloodline.
- Swap out bonus spells with something else, such as bloodline-specific talents or spells for an alternate system of casting baked right into the bloodline.
- Contain mechanics that cause the bloodline to play out like a minigame within a larger class framework.

Each complex bloodline tends to feel more like an archetype or prestige class than a bloodline, but its definition as a bloodline leads down a very interesting rabbit hole. Namely, a complex bloodline doesn't interfere with archetypes in the slightest, (except for very rare situations where bonus feats or bonus spells are totally removed to balance out the power of a particular bloodline) allowing for bizarre complex bloodline / archetype combinations that may or may not play anything like the class it should be once everything is said and done.

### List of Parent Bloodlines

Bloodlines marked with an asterisk (\*) are in this book. All others are first-party publications.

*Aberrant*  
*Abyssal*  
*Accursed*  
*Aquatic*  
*Arcane*  
*Boreal*  
*Cannibal\**  
*Celestial*  
*Daemon*  
*Destined*  
*Djinni*  
*Draconic*  
*Dreamspun*  
*Elemental* (air, earth, fire, water)  
*Fey*  
*Infernal*  
*Maestro*  
*Pestilence*  
*Serpentine*  
*Shadow*  
*Starsoul*  
*Undead*  
*Verdant*

### First-Party Child Bloodlines

In this section, all first-party bloodlines that are considered children are listed, along with their parent bloodlines.

#### Bloodrager

*Black Blood* - Accursed, Undead  
*Kyton* - Infernal, Shadow

#### Sorcerer

*Deep Earth* - Elemental (earth), Elemental (fire)  
*Div* - Djinni, Elemental (air)  
*Ectoplasm* - Undead  
*Efreeti* - Djinni, Elemental (fire)  
*Ghoul Sorcerer* - Arcane, Undead  
*Harrow* - Accursed, Destined  
*Impossible* - Accursed, Destined  
*Marid* - Boreal, Djinni, Elemental (water)  
*Martyred* - Destined  
*Nanite* - Elemental (earth), Pestilence  
*Oni* - Abyssal  
*Orc* - Destined  
*Protean* - Aberrant, Starsoul  
*Rakshasa* - Infernal  
*Shaitan* - Djinni, Elemental (earth)  
*Stormborn* - Elemental (air), Elemental (water)



## Chapter 1: Bloodrager Bloodlines

### Alchemical



## Chapter 1: Bloodrager Bloodlines

What do you get when you combine magic with a severe anger problem? Keep reading.

\*\*\*

### Alchemical

One of your ancestors experimented with the fundamental laws of nature, and the resulting backlash taints your family line to this day.

**Parent Bloodline(s):** Elemental (earth), Elemental (fire)

**Bonus Feats:** Blessing of Corrosion, Caustic Burn, Endurance, Fire God's Blessing\*, Great Fortitude, Improved Initiative, Skill Focus (Craft [alchemy]), Toughness

Feats marked with an asterisk (\*) have no racial prerequisite, but only if taken as an alchemical bloodline feat.

**Special:** whenever you may take a bloodline bonus feat, you may forego doing so. If you do, the damage reduction granted by your damage reduction class feature increases by +1.

**Bonus Spells:** *snapdragon fireworks* (7th), *resist energy* (10th), *fireball* (13th), *stoneskin* (16th)

**Bloodline Powers:** *Though impressive, none of your bloodline's tricks are very popular at parties.*

**Acidic Saliva (Su):** At 1st level, you become immune to all damage dealt by alchemical acid. Additionally, you may spit a gout of acid three times per day as a standard action. Treat this gout of acid as though it were a thrown flask of alchemical acid, except that creatures damaged by it take a -1 penalty to armor bonus to AC for every four bloodrager levels you possess. This penalty persists for 1d4 rounds.

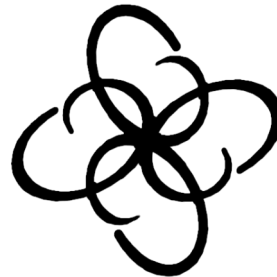
**Caustic Blood (Su):** At 4th level, whenever you are bloodraging, you deal 1 point of acid damage to creatures within 5 feet whenever you take piercing or slashing damage. A DC 10 + 1/2 your bloodrager level + your Charisma modifier Reflex save negates. This acid damage increases by +1 at 8th level and 16th level.

**Protecting Groups (Ex):** At 8th level, all unused, highly-reactive sites in your body chemistry have been covered by protecting groups that your body generates on its own. You have resistance 10 against both fire and acid, but lose this resistance for 1 round whenever you take force damage. At 16th level, this increases to resistance 20 against both fire and acid.

**Alchemist's Edge (Su):** At 12th level, whenever you are bloodraging, all weapons you wield gain the flaming weapon special ability. In addition, creatures struck by your weapons light on fire as the rules for alchemist's fire. If you have the Improved Unarmed Strike feat, your fists and natural weapons gain the benefits of this ability.

**Inert (Su):** At 16th level, you may brace for impact as a swift action, doubling the damage reduction granted by the damage reduction class feature for 1 round. This ability may be used three times per day.

**Tetrahedral Matrix (Ex):** At 20th level, the damage reduction granted by the damage reduction class feature increases by +2. In addition, whenever you take bludgeoning, piercing, or slashing damage, you gain a +1 luck bonus to AC for 1 round.



### Alchemical Bloodline Feats

#### Blessing of Corrosion

*Your body revels in the ravages of acid.*

**Prerequisite:** Alchemical bloodline

**Benefit:** When in combat, if you deal acid damage to an enemy whose number of Hit Dice is at least half your character level, you heal 1 hit point. You can only benefit from this healing once per round. Attacks that cause a target to take acid damage over multiple rounds heal you each round the target takes acid damage.

#### Caustic Burn

*The acidic taint in your blood comingles with the alchemist's fire you secrete.*

**Prerequisite:** Alchemist's edge bloodline power

**Benefit:** Creatures lit on fire by the alchemist's edge bloodline power also take 1d4 points of acid damage the following round. If the fire is put out, this acid damage does not occur.



## Chapter 1: Bloodrager Bloodlines

## Alloyed/Banshee

**Alloyed**

*Hailing from a long line of smiths, your sinews are steel, your heart is amalgamated, and other parts of your anatomy are brass.*

**Parent Bloodline(s):** Elemental (earth), Elemental (fire)

**Bonus Feats:** Bolstered Resilience, Dodge, Great Fortitude, Improved Bull Rush, Improved Critical, Improved Grapple, Iron Will, Weapon Focus

**Bonus Spells:** *shield* (7th), *weapon of awe* (10th), *greater magic weapon* (13th), *stoneskin* (16th)

**Bloodline Powers:** *Your bloodline makes your body increasingly metallic as you grow in power.*

*Increasingly Artificial (Ex):* At 1st level, your body begins to become tough and metallic. You gain a +3 armor bonus to AC, as well as a 10% chance to ignore precision damage, such as a rogue's sneak attack. At 4th level and every four bloodrager levels thereafter, this armor bonus to AC increases by +1 and the chance to ignore precision damage increases by +10%, to a maximum of a +7 armor bonus to AC and a 50% chance to ignore precision damage at 16th level.

*Acid Etching (Su):* At 4th level, you may cause weapons you wield to drip with acid as a swift action, dealing an additional point of acid damage for every four bloodrager levels you possess on their next successful hit this round.

*Sinews of Steel (Ex):* At 8th level, whenever you are bloodraging, your first successful hit with a two-handed melee weapon each round adds twice your Strength modifier to damage rather than just one-and-a-half times your Strength modifier to damage. Similarly, your first successful hit with a one-handed melee weapon wielded in the offhand each round adds your full Strength modifier to damage rather than just half your Strength modifier to damage.

*Brass Balls (Ex):* At 12th level, you are immune to fear.

*Amalgamated Heart (Ex):* At 16th level, your heart becomes metallic. You are immune to fatigue, and the exhausted condition's penalties are now lessened to be equivalent to that of fatigue. Despite its lessened penalties, you are not immune to exhaustion.

*Built (Ex):* At 20th level, you gain medium fortification, gain a +20-foot bonus to your base land speed, gain a +2 inherent bonus to Strength, and are treated as a construct for the purpose of gaining additional hit points based on size; however, all of this makes you very expensive to "fix". The material components cost of spells and abilities that raise you from the dead is increased by +50%.

**Banshee**

*The wail of the banshee sends chills up the spines of those who hear it.*

**Parent Bloodline(s):** Maestro, Undead

**Bonus Feats:** Banshee's Keening, Banshee's Murmur, Banshee's Wail, Echoing Screams, Iron Will, Greater Spell Focus, Spell Focus, Toughness.

**Bonus Spells:** *lesser confusion* (7th), *sound burst* (10th), *fear* (13th), *shout* (16th)

**Bloodline Powers:** *Your heritage grants you a measure of the banshee's legendary voice. Naturally, people really dislike getting into arguments with you.*

*Resonant Voice (Su):* At 1st level, whenever you are bloodraging, you deal an additional point of sonic damage with all melee attacks, as well as with spells that deal sonic damage. This bonus damage increases by +1 at 8th and 16th levels.

*Echoing Wail (Su):* At 4th level, creatures that successfully make their saving throw against one of your bonus spells are shaken for 1 round.



*Distracting Presence (Su):* At 8th level, whenever you are bloodraging, other creatures within 10 feet are shaken.

*Modulated Sound (Su):* At 12th level, the duration of your *lesser confusion* spell increases to 1 round per four caster levels.

*Unsettling Encore (Sp):* At 16th level, whenever you cast one of your bloodrager bonus spells, you may cast another bloodrager bonus spell with a lower spell level the following round without expending a spell slot.

*Form of the Banshee (Su):* At 20th level, your body becomes wispy and banshee-like. You become incorporeal, and weapons you wield have the *ghost touch* weapon special ability.



## Chapter 1: Bloodrager Bloodlines

### Banshee



#### Banshee Bloodline Feats

##### Banshee's Keening

*Whenever you raise your voice, the banshee in you lets loose whether you like it or not.*

**Prerequisite:** Banshee's Murmur

**Benefit:** Your banshee bloodline bonus spells deal an additional point of sonic damage. This additional damage is independent of any saving throw called for by the spell itself and is applied before the primary effects of the spell. In addition, add +1 to the Difficulty Class for all saving throws against your bloodline bonus spells. These bonuses stack with the bonuses from Banshee's Murmur.

**Special:** This feat can only be selected as a bloodline bonus feat.

##### Banshee's Murmur

*Even among those carrying the dubious gift of the banshee, your wailing is exceptionally irritating.*

**Prerequisite:** Banshee bloodline

**Benefit:** Your banshee bloodline bonus spells deal an additional point of sonic damage. This additional damage is independent of any saving throw called for by the spell itself and is applied before the primary effects of the spell. In addition, add +1 to the Difficulty Class for all saving throws against your bloodline bonus spells.

**Special:** This feat can only be selected as a bloodline bonus feat.

##### Banshee's Wailing

*Even when you whisper, a slight echo lingers.*

**Prerequisite:** Banshee's Keening

**Benefit:** Your banshee bloodline bonus spells deal an additional point of sonic damage. This additional damage is independent of any saving throw called for by the spell itself and is applied before the primary effects of the spell. In addition, add +1 to the Difficulty Class for all saving throws against your bloodline bonus spells. These bonuses stack with the bonuses from Banshee's Murmur and Banshee's Keening.

**Special:** This feat can only be selected as a bloodline bonus feat.

#### Echoing Screams

*Your banshee screams are particularly resonant.*

**Prerequisite:** Banshee's Murmur

**Benefit:** You may cast one of your banshee bloodline bonus spells as a swift action once per day. If you have the Banshee's Keening feat, you may cast one of your banshee bloodline bonus spells as a swift action twice per day instead. If you have the Banshee's Wailing feat, you may cast one of your banshee bloodline spells as a swift action three times per day instead.

**Special:** This feat can only be selected as a bloodline bonus feat.





**Brineborn**

*Once upon a time, an ocean-dwelling dragon desired to be part of your world.*

**Parent Bloodline(s):** Draconic, Elemental (water)

**Bonus Feats:** Dodge, Extend Spell, Great Fortitude, Lightning Reflexes, Saline Strike, Salty Fellow, Skill Focus (Swim), Spell Focus (conjuratation)

**Bonus Spells:** *corrosive touch* (7th), *acid arrow* (10th), *aqueous orb* (13th), *calcific touch* (16th)

**Bloodline Powers:** *Your powers focus on that of the ocean, specifically those associated with its saline properties.*

**Salty Hide (Su):** At 1st level, creatures that hit you in melee take a -1 penalty to their armor bonus to AC for 1 minute. This stacks to a maximum penalty of 1 + 1 for every four bloodrager levels you possess, maximum -6 at 20th level.

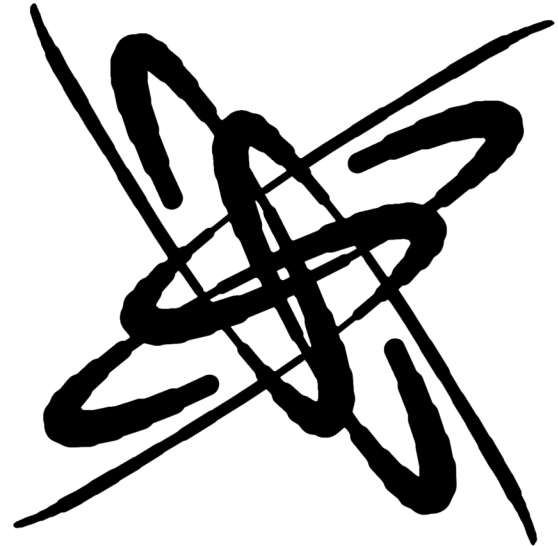
**Salt Lick (Ex):** At 4th level, you gain a tongue as a primary natural attack. Treat your tongue as though it were a whip, except that it deals lethal damage and ignores the damage reduction or hardness of any creature or object made of metal. Additionally, creatures you hit with your tongue take a -1 penalty to their armor bonus to AC for 1 minute, stacking as though it were the penalty imposed by the salty hide bloodline power. You may not make a tongue attack and a bite attack in the same round. At 8th level and every four bloodrager levels thereafter, your tongue's salty coating deals an additional point of damage on a successful hit. This additional damage is lethal.

**With the Fishes (Su):** At 8th level, you gain the ability to breathe water as though it were air, as the *water breathing* spell. In addition, you gain both a +1 dodge bonus to AC and a +8 competence bonus to Swim checks while submerged in water.

**Saltspray (Su):** At 12th level, you gain the ability to spew forth a belch of salty goo in a 60-foot line as a standard action. Those caught in the blast take 1d6 points of acid damage for every two bloodrager levels you possess and take a -2 penalty to armor bonus to AC, stacking as though it were the penalty imposed by the salty hide bloodline power. A successful Reflex save halves the damage. You may use this ability three times per day.

**Chinks in their Armor (Ex):** At 16th level, creatures suffering from an armor penalty to AC from the salty hide bloodline power take an additional 1d6 points of damage from all sources of piercing damage.

**Child of the Primal Wyrn (Ex):** At 20th level, you become immune to acid. In addition, the penalty imposed by your salty hide bloodline power no longer has a maximum (Even so, a creature's armor bonus to AC cannot be negative.). Finally, you may use the saltspray bloodline power two additional times per day.



**Brineborn Bloodline Feats**

**Saline Strike**

*Salt corrodes just as well as acid, so weaponizing your own chemical nature is just good common sense for those in the adventuring profession.*

**Prerequisite:** Salt lick bloodline power

**Benefit:** As a swift action, you lick a single weapon that you are wielding, encrusting it with salt. The next successful attack made by the licked weapon this round deals an additional point of damage, plus a further additional point of damage for every five bloodrager levels you possess. You cannot use a bite or tongue natural attack in the same round as this feat.

**Salty Fellow**

*Even among those with the blood of ocean-going dragons, you are considered to be quite salty.*

**Prerequisite:** Salty hide bloodline power

**Benefit:** If a creature affected by your salty hide bloodline power has no armor bonus to AC, then it imposes a penalty to natural armor bonus to AC rather than a penalty to armor bonus to AC.



## Chapter 1: Bloodrager Bloodlines

### Cacodaemon



#### Cacodaemon

*Cacodaemons are the single most common variety of daemon in existence. Greater daemons keep the soul-sniffers as though they were bloodhounds, and grand events that resemble twisted fox hunts tend to feature packs of the strange beasts.*

**Parent Bloodline(s):** Daemon

**Bonus Feats:** Drunken Brawler\*, Endurance, Fight On\*, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Toughness

Feats marked with an asterisk (\*) have no racial prerequisite, but only when taken as a cacodaemon bloodline feat.

**Bonus Spells:** *lesser confusion* (7th), *invisibility* (10th), *greater magic fang* (13th), *bestow curse* (16th)

**Bloodline Powers:** *As cacodaemons are soul eaters, your bloodline makes you quite adept at biting things.*

*Daemonic Maw (Ex):* At 1st level, your mouth fills with jagged teeth akin to that of the cacodaemon, granting you a bite as a primary natural attack. Starting at 8th level, your bite deals 1 point of Wisdom damage with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save to negate on a successful hit.

*Senses of the Soul Hunter (Su):* At 4th level, you gain *detect magic* and *detect good* as at-will spell-like abilities, using your bloodrager level - 3 as your caster level and Charisma as your key ability. In addition, you gain darkvision out to a range of 60 feet. If you already have darkvision, the radius of your existing darkvision increases by +30 ft. if the resulting radius would be greater than 60 ft.



*Cacodaemonical Resistances (Ex):* At 8th level, you gain resistance to acid, cold, electricity, and fire equal to half your bloodrager level, rounded down.

*Flight (Su):* At 12th level, you gain a 30-ft. fly speed with perfect maneuverability whenever you are bloodraging.

*Telepathy (Su):* At 16th level, you gain telepathy out to a range of 100 feet. In addition, whenever you bite a creature, you gain the ability to telepathically communicate with it at any range, assuming you are both on the same plane, for 24 hours.

*Soul Lock (Su):* At 20th level, you grow a pair of teeth that are actually refined soul gems. Once per day, whenever you reduce a creature to 0 or fewer hit points with your bite attack, you may attempt to consume that creature's soul (if any) as a swift action, killing that creature immediately with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save to negate. If your bite kills a creature, then you may consume its soul with no saving throw allowed. Each of your soul gem teeth can store a single soul; if both are occupied, you can no longer consume souls. This is a death effect. Any attempt to resurrect a body whose soul is trapped in a soul gem requires a DC 10 + 1/2 your bloodrager level + your Charisma modifier caster level check. Failure results in the spell having no effect, while success wrenches the soul from its prison and returns the creature to life as normal. If the soul gem rests in an unholy location, such as that created by the spell *unhallow*, the DC of this caster level check increases by +2.

As a full-round action, you may devour a soul that is trapped within one of your soul gem teeth, gaining temporary hit points equal to three times that creature's Hit Dice. These temporary hit points last for 1 hour. Once "devoured" in this manner, the soul moves on to its final destination and can be resurrected as normal once more. If a soul gem is ripped from your maw, a new one grows into place after one month has passed. Gems extracted from your mouth hold any souls already placed within, but new souls cannot be added to them. Despite this limitation, extracting your teeth allows you to sell your captured wares on the open market.





Chapter 1: Bloodrager Bloodlines  
Cannibal

**Cannibal (Complex, Parent)**

*You are what you eat.*

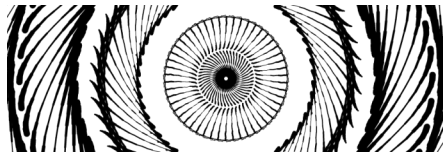
**Kickstarter Backer:** Christos Gurd

**Parent Bloodline(s):** None. This is a parent.

**Bonus Spells:** *magic fang* (7th), *grace* (10th), *greater magic fang* (13th), *hungry pit* (16th)

**Bonus Feats:** Brew Potion, Cleave, Create Sanguine Elixir, Fearsome Spell, Great Cleave, Great Fortitude, Lightning Reflexes, Skill Focus (Survival)

**Bloodline Powers:** *Flesh and spirit are two totally separate quantities, but they have their closest association at the moment of death. Your bloodline leverages this.*



**Devour Flesh (Su):** At 1st level, whenever a flesh-bearing creature within reach dies (or in the case of fleshy non-living creatures, such as undead and flesh golems, destroyed), you may devour part of its body as a swift action. Doing so establishes a connection with the spirit of the creature just as it expires, allowing you to copy one of its abilities, at least temporarily. Given the extremely time-sensitive nature of this connection, the act of establishing such a connection through the consumption of a creature's flesh must be performed at the instant of its expiration, and not a moment later.

When you devour a creature, you immediately learn which feats and abilities it possessed among those listed below, and you must choose one of those abilities to gain temporarily, even if you want none of the available abilities. If a creature has no abilities that you can take, you do not copy anything. If you copy a feat in this manner, you do not need to meet the prerequisites of that feat and gain full benefit from it; however, if you already have that feat, copying it to gain it twice does not result in that feat stacking unless its entry explicitly says that stacks with itself.

Each ability you copy occupies a cannibalism slot, and you cannot use the devour flesh bloodline power unless you have at least one empty cannibalism slot. Copied abilities only grant you benefit so long as they occupy a slot; once the slot becomes empty, the copied ability is lost. You have a single cannibalism slot at 1st level, and you gain additional cannibalism slots as you gain additional cannibal bloodline powers. Whenever you replenish your bloodrager spells for the day, all of your occupied cannibalism slots empty.

**Copyable Abilities**

**Feats**

- Combat Reflexes
- Dodge
- Endurance
- Fleet
- Great Fortitude
- Iron Will
- Lightning Reflexes
- Run
- Toughness
- Weapon Focus (any)

**Abilities**

**Energy Resistance (Ex):** Choose an energy type against which the devoured creature has resistance. You gain resistance to that energy type equal to 5 + your bloodrager level. A devoured creature must have resistance against one or more types of energy for you to select this ability.

**Low-light Vision (Ex):** You gain low-light vision. A devoured creature must have low-light vision for you to select this ability.

**Natural Armor (Ex):** You gain a +1 stacking natural armor bonus to AC. A devoured creature must have an innate (not from an item or spell) natural armor bonus to AC for you to select this ability.





## Chapter 1: Bloodrager Bloodlines

### Cannibal



*Enhanced Devouring (Ex):* At 4th level, you gain an additional cannibalism slot. In addition, the following abilities are now legal targets for copying with the devour flesh bloodline power.

#### Copyable Abilities

##### Feats

Arcane Strike  
Dodge  
Improved Initiative  
Lunge  
Mobility  
Power Attack  
Skill Focus (any)  
Spell Focus (any)  
Step Up

##### Abilities

*Damage Reduction (Ex):* You gain damage reduction X, where X is one-quarter your bloodrager level, rounded down. This damage reduction is overcome by the same means as the damage reduction of the creature from which you copied it. For example, if you copy damage reduction from a devil who has DR/silver and good, then the damage reduction you gain from devouring it is DR X/silver and good. This damage reduction stacks with that granted by the damage reduction class feature. A devoured creature must have innate (not from an item or spell) damage reduction for you to select this ability.

*Swimming (Ex):* You gain a swim speed of 15 feet. A devoured creature must have an innate (not from an item or spell) swim speed for you to select this ability.

*Making Room (Su):* At 8th level, you gain an additional cannibalism slot. In addition, you gain the ability to empty a filled cannibalism slot as a standard action once per day. You may use this ability an additional time per day at 20th level.

*Extreme Devouring (Ex):* At 12th level, you gain an additional cannibalism slot. In addition, the following abilities are now legal targets for copying with the devour flesh bloodline power.

#### Copyable Abilities

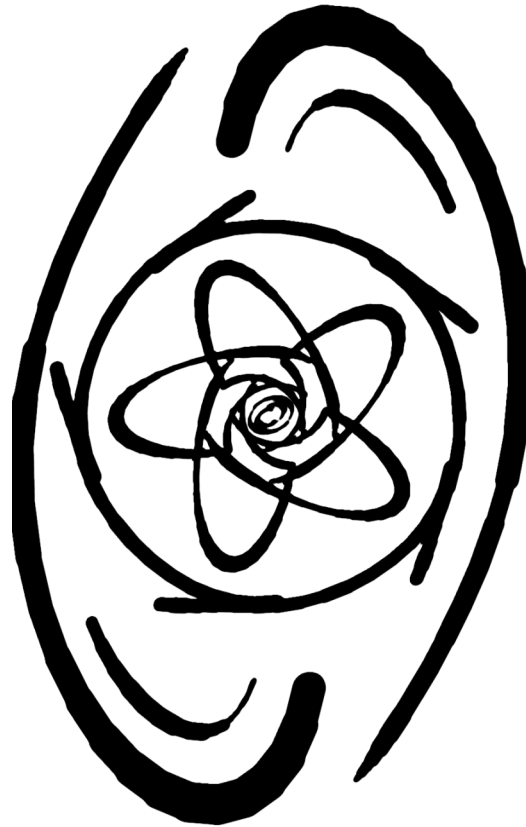
##### Feats

Greater Spell Focus (any)  
Improved Great Fortitude  
Improved Iron Will  
Improved Lightning Reflexes  
Step Up and Swing  
Weapon Specialization

#### Abilities

*Flight (Ex):* Your arms become a pair of scraggly wings, granting you a fly speed of 30 feet with clumsy maneuverability; however, you can only fly when your arms wield no equipment. A devoured creature must have an innate (not from an item or spell) fly speed for you to select this ability.

*Water Breathing (Ex):* You gain the ability to breathe water like a fish. A devoured creature must have the innate (not from an item or spell) ability to breathe underwater for you to select this ability.



*Going for Seconds (Su):* At 16th level, you gain an additional cannibalism slot. In addition, whenever you devour a creature with the devour flesh bloodline power, you may choose to fill two empty cannibalism slots with that creature's abilities rather than just one. This decision must be made before you learn what abilities the devoured creature had.

*Fleshtearer (Ex):* At 20th level, you gain two additional cannibalism slots. In addition, any feat for which you meet the prerequisites is now a legal target for copying with the devour flesh bloodline power.



**Cloudborn**

*Though many dragons are dismissive of the "lesser races", some find their relatively high-energy way of living to be intriguing, even intoxicating. It is from these few homophilic specimens that the blood of dragons enters the collective genome of humanoidkind.*

**Parent Bloodline(s):** Draconic, Elemental (air)

**Bonus Feats:** Cleave, Dodge, Improved Initiative, Lightning Reflexes, Lightning Stance, Mobility, Skill Focus (Fly), Wind Stance

**Bonus Spells:** *obscuring mist* (7th), *fog cloud* (10th), *lightning bolt* (13th), *extended call lightning* (16th)\*

Spells marked with an asterisk (\*) gain the benefit of the Extend Spell metamagic feat without increasing the casting time of the spell. You do not need to know the Extend Spell metamagic feat to cast these particular extended spells.

**Bloodline Powers:** *Your bloodline focuses on flight and storms.*

*Head in the Clouds (Su):* At 1st level, you add Fly to your list of bloodrager class skills. Each time you gain a bloodrager level, including your 1st level, you gain 1 rank in the Fly skill without expending a skill point. Your total ranks in the Fly skill cannot exceed your character level in this fashion. In addition, whenever you charge while bloodraging, you gain a fly speed equal to your base land speed with clumsy maneuverability until the end of your turn.



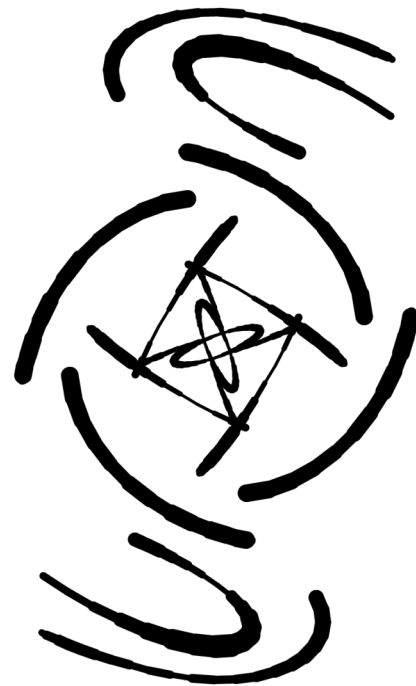
*Like the Wind (Su):* At 4th level, if you move more than 5 feet in a round while bloodraging, melee attacks made against you have a 5% miss chance for every four bloodrager levels you possess. This is a concealment effect.

*Body in the Clouds (Su/Sp):* At 8th level, you can fly, as the spell, for a number of minutes per day equal to your bloodrager level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. In addition, you can cast *feather fall* at will as a spell-like ability with a caster level equal to your bloodrager level -3 and Charisma as your key ability. This spell-like ability only affects you.

*Cloudshaper (Su):* At 12th level, you gain the ability to spew forth billowing banks of stratus clouds in a 30-foot cone as a standard action. Creatures caught in the initial blast of clouds take 1d4 points of electricity damage per bloodrager level with a Reflex save to negate. Treat these stratus clouds as a *fog cloud* that deals electricity damage equal to your bloodrager level to any creature that ends its turn while still in the clouds. A successful Fortitude save halves the damage. These clouds persist for rounds equal to your Charisma modifier. You may use this ability three times per day.

*Herald of the Storm (Ex):* At 16th level, you become statically charged until the end of your turn whenever you charge through a cloud effect, such as natural clouds and fog, *obscuring mist*, *fog cloud*, *cloudkill*, *stinking cloud*, or *solid fog*. When you are statically charged, melee weapons you wield gain the *mighty cleaving* weapon special ability and deal an additional 2d6 points of electricity damage on hit. Furthermore, while you are statically charged, you may make use of the *mighty cleaving* weapon special ability even if you don't have the Cleave feat.

*Child of the Primal Wyrn (Ex):* At 20th level, you become immune to electricity and deal 2d6 points of electric damage to creatures that hit you in melee. In addition, your body in the clouds bloodline power now grants you the ability to *fly* at will, as the spell.







## Chapter 1: Bloodrager Bloodlines

### Coldsnap/Constellations

#### Coldsnap

*Your line has fallen under the purview of a foul curse. Every so often, a child is born who remains icy to the touch even when sitting next to a lit hearth. Never will this child know warmth.*

**Parent Bloodline(s):** Accursed, Boreal

**Bonus Feats:** Bleeding Attack, Elemental Fist (cold), Elemental Strike (cold)\*, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Weapon Focus

Feats marked with an asterisk (\*) have no racial prerequisite, but only when taken as a coldsnap bloodline feat.

**Bonus Spells:** *chill touch* (7th), *ghoul touch* (10th), *vampiric touch* (13th), *bestow curse* (16th)

**Bloodline Powers:** *Though icy cold, your limbs gain a solidity that other creatures cannot match.*

**Permafrost (Su):** At 1st level, you gain the Improved Unarmed Strike feat as a bonus feat by virtue of having limbs that are permanently frozen. You do not need to meet the prerequisites for this feat. In addition, your unarmed strikes deal an additional point of cold damage for every four bloodrager levels you possess.

**Frozen Flesh (Ex):** At 4th level, you gain resistance to both fire and cold equal to your bloodrager level.

**Unyielding Form (Ex):** At 8th level, your flesh hardens considerably, making blows glance off and giving you an edge while wrestling. You gain DR X/bludgeoning, where X is half your bloodrager level, a +1 insight bonus to your natural armor bonus to AC, and a +2 bonus to combat maneuver checks made to grapple.

**Icy Presence (Ex):** At 12th level, whenever you could make a combat maneuver check to deal damage to a creature you have pinned in a grapple, you may instead make a combat maneuver check to stagger that creature for 2 rounds.

**Chill Aura (Su):** At 16th level, whenever you are bloodraging, you emit a 10-ft.-radius aura that deals 2d8 points of cold damage to other creatures that begin their turn in the aura. There is no saving throw.

**Heart of Ice (Su):** At 20th level, cold finally freezes your very heart, but you find a way to keep functioning. You become immune to cold and mind-affecting abilities. In addition, you gain moderate fortification, as the armor special ability, and your maximum hit points increase by +30; however, when reduced to 0 hit points via physical damage, your body shatters under the stress and you die instantly.

#### Constellations

*Your family has looked to the stars for so long that your blood is said to sparkle with their radiance.*

**Parent Bloodline(s):** Starsoul

**Bonus Feats:** Any teamwork feat

**Bonus Spells:** *shield of faith* (7th), *mass aid* (10th), *prayer* (13th), *mass cure light wounds* (16th)

**Bloodline Powers:** As the radiance of a star glows within you, it becomes a simple thing to craft a facsimile of the heavens with you at its center.

**Terrestrial Constellation (Su):** At 1st level, you form a constellation with all allies within 30 feet. You know the positions of each ally in the constellation, as the know direction spell. Further, starting at 8th level, you know their vital details, as the *status* spell.

The range of terrestrial constellation doubles at night.

**Crack the Whip (Su):** At 4th level, you may make Aid Another checks targeting any other individual in your constellation without regard to your actual position. You must still go through the actual motions of helping, however, making this ability fairly hard to use while tied up and the like. For example, you may make an Aid Another check to help the party fighter lift a rock while you are some thirty feet away, but must crouch down and look like you're trying to lift the rock from where you are positioned.

**Stellar Radiance (Su):** At 8th level, all other individuals in your constellation have a +1 luck bonus to saving throws. In addition, you gain the following ability.

**Stellar Sharing:** You may cast a spell with a target of "You" on any member of your constellation as a touch spell. You may cast spells on members of your constellation even if the spells do not normally affect creatures of the member's type.

**Fusion Edge (Su):** At 12th level, weapons wielded by any member of your constellation deal an additional 1d4 points of fire damage.

**Stellar Vigor (Su):** At 16th level, all members of your constellation gain 3 temporary hit points at the beginning of each of their turns. These temporary hit points last for 1 round.

**Stellar Permanence (Su):** At 20th level, all members of your constellation who have temporary hit points from any source also have DR 10/-.



**Cosmic Dreamer (Complex)**

*In your dreams, you see grand cyclopean vistas peopled by strange and blasphemous elder beings. Their sprawling architecture and the manner by which they twist nature to their will leaves no doubt in your mind that these beings are superior to your own people, and the manner in which some of them make it painfully obvious that they are aware of your intrusion is unsettling at the very least. Are these merely dreams, or do you truly visit these strange creatures every time you close your eyes?*

**Parent Bloodline(s):** Dreamspun, Starsoul

**Bonus Feats:** Arcane Strike, Diehard, Endurance, Improved Initiative, Iron Will, Lucid Dreamer, Spell Focus, Steadfast Personality

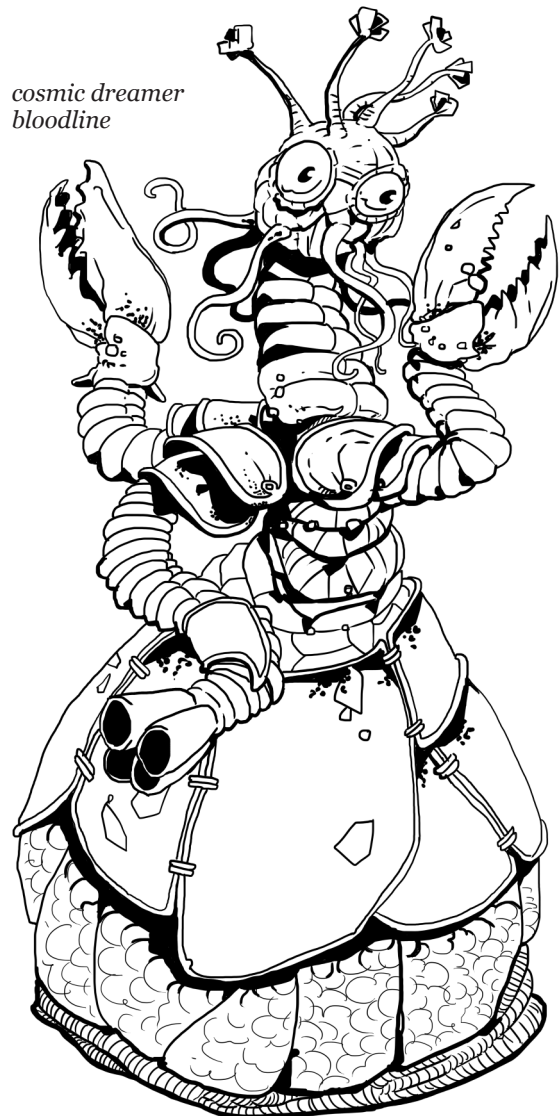
**Bonus Spells:** *embrace destiny* (7th), *augury* (10th), *channel the gift* (13th), *debilitating portent* (16th)

**Bloodline Powers:** *Your maddening dreams give you strange insights to the workings of the waking world.*

**Fragmentary Prescience (Su):** At 1st level, fleeting visions of staggering lucidity intermittently flood your mind. Each morning when your daily duration of the bloodrage class feature replenishes, roll 1d20 and record the result. At any point over the course of the day, you may use that roll for a single ability check, attack roll, initiative check, saving throw, skill check, or damage roll that uses a die of the same size (number of sides). This ability cannot be used to replace a roll that has already been made; the recorded result must be used instead of a roll. You can use each recorded result granted by this ability once per day, and whenever you roll new results, any unused results from prior days are lost.

At the levels shown on the table below, you gain the ability to roll and record additional dice of varying sizes each day, which can be used in the same manner as the d20 gained at 1st level. You may combine the recorded results of multiple dice, so long as the size of those dice add up to the size of the die whose roll is being replaced. For example, if you have a "5" stored from a d6 and a "3" stored from a d4, you may combine the d6 and the d4 to create the equivalent of an "8" rolled on a d10. This uses both recorded results.

Starting at 7th level, if all of your stored dice are expended, you may expend two 1st-level bloodrager spells as a standard action to roll 1d20 and record the result with the fragmentary prescience bloodline power. You may only have one d20 stored by fragmentary prescience at any one time.



*cosmic dreamer bloodline*

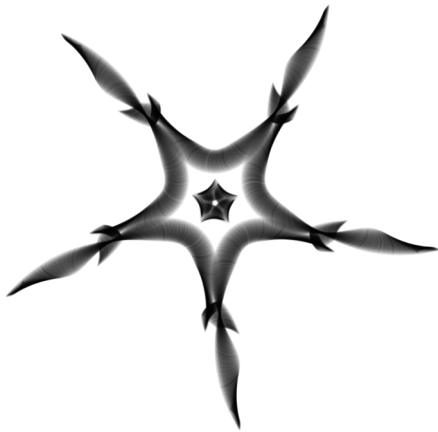
Table: Fragmentary Prescience Progression

Level	Die Gained
1	d20
4	d6
8	d4
12	d10
16	d8
20	d12

Chapter 1: Bloodrager Bloodlines  
Cosmic Dreamer



*Esoteric Knowledge (Ex):* At 4th level, you begin to find strange correlations between the world as you dream it and the world as it is. You gain an insight bonus equal to half your bloodrager level, rounded down, to all Knowledge skill checks made while bloodraging and may now make Knowledge skill checks while bloodraging. In addition, you gain Scribe Scroll as a bonus feat.



*Visions of Doom (Su):* At 8th level, the fleeting visions that assail you begin to intrude upon you in waking dreams. Whenever an effect that allows a saving throw would kill you, you receive a retroactive +1 luck bonus to your saving throw against this effect. If this would result in the saving throw being a success, you retroactively succeed. This bonus increases to +2 at 16th level.

*Somnographia (Ex):* At 12th level, your mind never truly shuts down, and you begin to write in your sleep. While sleeping, you may scribe scrolls using the Scribe Scroll feat as though you were perfectly lucid. This does not count against the maximum amount of time you may spend crafting each day, as it is a behavior that occurs automatically while you sleep. By extension, if you have already spent your daily allotment of crafting time, you may still scribe scrolls with this ability. Somnographia does not interfere with your rest in any way, shape, or form, and you awaken refreshed and surrounded by papers.



*See What I See! (Sp):* At 16th level, your dreams become transferable. You may cause any spell you cast to confuse those affected for 1 round on a failed saving throw. If the spell normally does not call for a saving throw, it now calls for a Will saving throw to negate this confusion effect. A spell to which this ability has been applied becomes mind-affecting.

*The Realization (Ex):* It's all real. At 20th level, you come to the sudden epiphany that your dreams are not merely dreams, but rather a look into the horrible past or future of this very world! You now roll two of each size of dice for the fragmentary prescience bloodline power and record each of them. In addition, whenever you use a die roll recorded with the fragmentary prescience bloodline power, you gain a +2 luck bonus to AC, saving throws, and attack rolls for 1d4 rounds. The duration of this ability stacks, but the bonus does not. Combining stored dice to get a single result counts as using multiple stored dice.

*constellations  
bloodline*





Chapter 1: Bloodrager Bloodlines  
Crystalborn**Crystalborn**

*Long ago, a crystal dragon crawled out of its refraction-heavy abode, saw something even more radiant to its eyes, and promptly devised a way to insert itself into your family line. Your family has suffered from irritating mineral growths ever since.*

**Parent Bloodline(s):** Draconic, Elemental (earth)

**Bonus Feats:** Fleet, Great Fortitude, Hungry Maw, Improved Critical (bite), Power Attack, Toughness, Weapon Focus (bite), Weapon Specialization (bite)\*

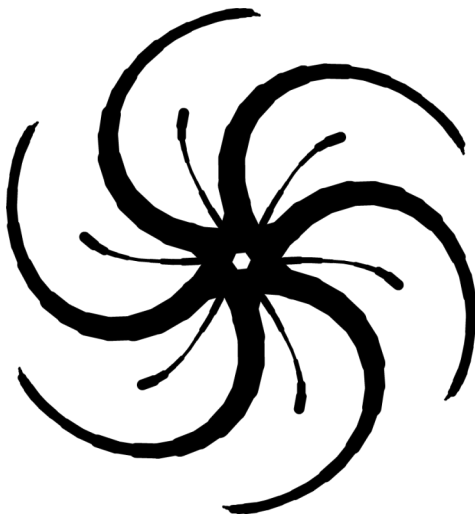
Feats marked with an asterisk (\*) have their fighter level prerequisite fulfilled by an equivalent bloodrager level, but only when taken as a crystalborn bloodline feat.

**Bonus Spells:** *color spray* (7th), *glitterdust* (10th), *greater magic fang* (13th), *stoneskin* (16th)

**Bloodline Powers:** *Your bloodline focuses on the properties of gemstone, that being their extreme hardness and propensity to play with light.*

**Mineral Jowl (Ex):** At 1st level, you gain a bite as a primary natural attack. It is treated as being made of crystal for the purpose of material-specific effects, such as overcoming damage reduction or ignoring a rust monster's touch.

**Chiming Skin (Su):** At 4th level, your skin's mineral content becomes great enough that the crystals begin to clink together when you get particularly emotional. Whenever you are bloodraging, you grant all allies within 10 feet the benefits of the inspire courage bardic performance as though you were a bard equal to one-third your bloodrager level. The radius of this ability increases by +5 feet at 12th level.



**Catch and Release (Su):** At 8th level, you may ready an action to catch an incoming ray with your mouth. Make a melee touch attack opposing the ranged touch attack used to deliver the ray. If you beat the ray's ranged touch attack by an amount greater than or equal to the spell's spell level, you catch the ray in your mouth, where it bounces about between your crystalline teeth. You may spit this ray as a standard action, making a ranged touch attack as though you had cast the spell yourself, but using the original caster's caster level and key ability for the determination of magnitude of effect, caster level checks, and save DCs. If you do not spit this ray by the end of your next turn, the spell eventually contacts flesh instead of mineral and you are struck by the ray. You may only hold one ray in your mouth at any one time and you cannot speak or use your bite attack while holding a ray in this manner.

At 16th level, you may spit a caught ray as an immediate action, but only if your target is the original caster or source of the ray.

**Prismatic Breath (Su):** At 12th level, you gain the ability to spew forth radiant color in a 30-foot cone as a standard action. Those caught in the cone take sonic damage equal to your bloodrager level with a Fortitude save to negate, then are subject to the effects of the *color spray* spell with a Will save to negate. Creatures that make their saving throw against this ability are immune to it for 24 hours. You may use this ability three times per day.

**Weaponized Chiming (Su):** At 16th level, creatures that critically hit you in melee are confused for 1 round as the crystals in your skin clink and chime in a confounding fashion. There is no saving throw.

**Child of the Primal Wyrms (Su):** At 20th level, you become immune to sonic. In addition, each creature affected by your prismatic breath bloodline power is treated as if its total number of Hit Dice were equal to its number of Hit Dice minus one-and-a-half times your Charisma modifier (if positive), minimum 1 HD. If all creatures affected by your prismatic breath bloodline power make their Will saving throw, then you retain your daily use of the ability.

**Crystalborn Bloodline Feats****Hungry Maw**

*Sometimes, your mouth is best used to catch an incoming morsel rather than chow down on that which is in front of you.*

**Prerequisite:** Catch and release bloodline power

**Benefit:** Whenever you make a full-attack action, you may elect not to make a bite attack. If you do not, you are treated as though you readied an action to catch a ray with the catch and release bloodline power.



## Chapter 1: Bloodrager Bloodlines

### Deepwater

#### Deepwater

*There are strange creatures lurking in the lightless abysses of the ocean's deep, chemotrophic or magotrophic beasts that have constructed great food webs without photosynthesis at its center. It is here that what is perfectly natural seems strange and otherworldly, making the definition of aberration significantly more difficult to pin down. And it is from here that some of the most bizarre mutations enter the genome of the surface world.*

**Parent Bloodline(s):** Aberrant, Aquatic

**Bonus Feats:** Cleave, Dodge, Great Cleave, Great Fortitude, Lunge, Mobility, Step Up, Toughness

**Bonus Spells:** *enlarge person* (7th), *weapon of awe* (10th), *greater magic weapon* (13th), *phantasmal killer* (16th)

**Bloodline Powers:** *Your heritage makes you strange and somewhat aberrant in the classic sense, but these mutations feel right, and those who observe closely enough may be able to tell that you are not at odds with nature.*

**Mucous Membrane (Ex):** At 1st level, your body becomes coated in slick mucus, granting you a +1 circumstance bonus to Swim and Escape Artist checks, and a +1 circumstance bonus to CMD against the grapple and reposition combat maneuvers. These bonuses increase by +1 for every four bloodrager levels you possess.

**Terror of the Deep (Ex):** At 4th level, whenever you are bloodraging, a number of tentacles burst forth from your body in a symmetrical pattern. As a standard action, you may use these tentacles to make an attack with a single melee weapon, effectively increasing your reach by +5 feet. At 8th level and 16th level, your reach is improved by an additional +5 feet when using this ability, to a maximum of +15 feet. This ability may be used in conjunction with the Cleave and Great Cleave feats.

**Chemotrophic (Ex):** At 8th level, you gain the ability to consume oil, oil shale, pitch, alchemical goods and reagents, pure ethanol, industrial waste, coal, wood, clothing, and other combustibles or byproducts as though they were food. When consuming such products as food, you are immune to their effects. For example, getting hit with a flask of alchemist's fire hurts, while eating a flask of alchemist's fire is delicious.

**Reach of the Deep (Ex):** At 12th level, whenever you are bloodraging, your reach increases by +5 feet for the purpose of making attacks of opportunity and your attacks of opportunity deal an additional 1d6 points of acid damage.

**Magotrophic (Su):** At 16th level, whenever you take damage from a spell of 1st-level or higher cast by somebody other than you, you gain 1 temporary round of bloodrage. This temporary round of bloodrage lasts for 1 minute. You can only gain 1 temporary round of bloodrage in this manner per creature per day.

**It Came from the Deep (Ex):** At 20th level, whenever you are bloodraging, you may expend 2 rounds of bloodrage duration to perform a whirlwind attack as the Whirlwind Attack feat, but with a +10-foot bonus to your reach.

*deepwater  
bloodline*



**Dryad (Complex)**

*Every now and then, a nature spirit gets quite attached to a ranger, a druid, or the occasional barbarian. It's fairly easy to tell if a clan has the touch of such a creature in their bloodline; green hair tends to run in the family.*

**Parent Bloodline(s):** Fey, Verdant

**Bonus Feats:** None.

Whenever you would gain a bonus feat, you choose one of the following aspects to add to your list of aspects instead. Aspects are used by a variety of dryad bloodline powers.

*Acidbite (Su):* Corrosive lichens lie upon the ground. Creatures that end their turn occupying a square covered by your vegetation take 1 point of acid damage, plus an additional point of acid damage for every four bloodrager levels you possess.

*Angry Vines (Su):* Creatures within 5 feet of a square covered in your vegetation that attack you in melee provoke an attack of opportunity from a number of wickedly-spiked vines growing in that vegetation. The vegetation has an attack modifier equal to your bloodrager class level + your Charisma modifier and deals 1d4 points of piercing damage, plus an additional point of piercing damage for every five bloodrager levels you possess, on a successful hit. The vegetation can only make a single attack of opportunity each time one is provoked in this manner, no matter how much vegetation is within striking distance of the offending creature. The vegetation may make one attack of opportunity, plus an additional attack of opportunity for every eight bloodrager levels you possess, per round. You must be at least 9th level to select this aspect.

*Flametongue (Su):* A multitude of flametongue flowers, an infamous heat-loving, heat-spewing plant, grow to maturity in an instant. Creatures that threaten a square covered by your vegetation may smash a melee weapon against the berries to coat it with its juice, a swift action. The next hit made by that weapon this round deals 1 point of fire damage, plus an additional point of fire damage for every five bloodrager levels you possess.

*Hair of the Mountain (Su):* Clusters of snow-white, nubbin-capped mushrooms on wispy stalks grow here, there, and everywhere. Creatures that threaten a square covered by your vegetation may bend over, grab some of these mushrooms, and eat them as a standard action that provokes attacks of opportunity. That creature gets DR 1/- for rounds equal to your Charisma modifier. At 12th and 18th level, this damage reduction increases by +1, to a maximum of DR 3/- at 18th level.

*Invigorating Blooms (Su):* Potent, aromatic blooms grant creatures that end their turn occupying a square covered by your vegetation a +10-foot bonus to base land speed on their next turn. This is an enhancement bonus that increases by +5 feet for every five bloodrager levels you possess.

*Mint (Su):* Sprigs of refreshing mint pop into being. Creatures that threaten a square covered by your vegetation may bend over, grab some mint, and eat it as a standard action that provokes attacks of opportunity. That creature gets fast healing 1 for rounds equal to your Charisma modifier. These benefits end immediately if you stop bloodraging. Starting at 15th level, eating mint grants fast healing 2 instead. You must be at least 9th level to select this aspect.

*Prescience Berry (Su):* Prescience berries pop up wherever they are needed. It's their shtick. Creatures that threaten a square covered by your vegetation may bend over, grab some of the berries, and eat them as a standard action that provokes attacks of opportunity. That creature gets a +4 insight bonus to its next attack made by the end of its next turn.

*Puckerberry Bushes (Su):* Miniscule, bonsai-like bushes of the enamel-melting puckerberry pop into being. Creatures that threaten a square covered by your vegetation may smash a melee weapon against the berries to coat it with its juice, a swift action. The next hit made by that weapon this round deals 1 point of acid damage, plus an additional point of acid damage for every five bloodrager levels you possess. You must be at least 9th level to select this aspect.

*Screaming Lilac (Su):* As the name suggests, screaming lilacs scream. What the name doesn't communicate is just how horribly tuneless and shrill that scream is. Creatures that end their turn occupying a square covered by your vegetation take 1 point of sonic damage and are shaken for 1 round with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Will save to negate. The lilacs cannot cause a creature to become frightened or panicked, even if that creature is already shaken from another effect. Screaming lilac is a mind-affecting fear effect, and it relies on audible components. You must be at least 9th level to select this aspect.

*Swiftroot (Su):* Swiftroot is slippery, grows quickly, and is among the most powerful weapons in the sylvan forest's arsenal when dealing with encroaching farmers. Creatures that threaten a square covered by your vegetation may bend over, grab a swiftroot, and then eat it as a standard action that provokes attacks of opportunity. That creature gets a +1 dodge bonus to AC for rounds equal to your Charisma modifier.





## Chapter 1: Bloodrager Bloodlines

## Dryad

*Whistleroot Tubers (Su):* A small colony of whistleroot tubers, effectively potato-like plants that explode to spread their seed once they reach maturity, digs into the earth. Creatures that end their turn occupying a square covered by your vegetation take 1 point of bludgeoning damage and are dazzled and deafened for 1d4 rounds with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save to negate the deafened effect. You must be at least 9th level to select this aspect.

**Bonus Spells:** *shillelagh* (7th), *barkskin* (10th), *plant growth* (13th), *command plants* (16th)

**Bloodline Powers:** *Your verdant heritage is embodied in an affinity for all that is green and growing.*

*Greenwalker (Su):* At 1st level, whenever you are bloodraging, your movement leaves behind a trail of newly-grown vegetation covering the ground of all squares through which you pass. If you move through water, you leave seaweed or an algal bloom in all squares through which you move, but if you move through the air, there is no trail of plants left behind. This vegetation lasts for 1 round before wilting and becoming useless. Any amount of fire damage dealt to a square wilts vegetation in that square immediately.

As a swift action, choose an aspect that you know. Your vegetation takes on the properties of the chosen aspect until the beginning of your next turn. You know all of the aspects listed below, and learn new aspects in place of bonus feats, listed above.

*Cinderbloom (Su):* Smoking flowers spring into being. Creatures that end their turn occupying a square covered in your vegetation take 1 point of fire damage, plus an additional point of fire damage for every four bloodrager levels you possess.

*Lifebloom (Su):* Uplifting, aromatic flowers pop into being. Living creatures that end their turn occupying a square covered in your vegetation are healed for 1 hit point of damage, plus an additional 1 for every five bloodrager levels you possess. Undead instead take that much damage with a Will save to negate.

*Steelroot (Su):* Steelroot is so named because it makes any man's digestive system as ironclad as an otyugh's. Creatures that threaten a square covered by your vegetation may bend over, grab a steelroot, and then eat it as a standard action that provokes attacks of opportunity. That creature gets a +2 alchemical bonus to saving throws against poison and disease effects for rounds equal to your Charisma modifier.

*Tanglebrush (Su):* Tough, creeping undergrowth and thorns pop into being. Creatures that enter the area covered by your vegetation take a -5 foot penalty to base land speed for 1 round, minimum 5 feet, with a DC 10 + 1/2 your bloodrager class level + your Charisma modifier Reflex save to negate. This penalty does not stack, though a creature that moves through multiple squares of vegetation must make multiple Reflex saves to avoid the penalty. Starting at 10th level, the penalty to base land speed imposed by this aspect increases to -10 feet.

*Green Thumb (Su):* At 4th level, you begin to radiate vegetation whenever you are particularly emotional. At the beginning of your turn whenever you are bloodraging, your vegetation spreads to the space you occupy, as well as all squares adjacent to the space you occupy.

*Firebreaker (Ex):* At 8th level, all of your vegetation within 10 feet of you is immune to fire damage. In addition, you gain resistance to fire equal to your bloodrager level.

*Life Begets Life (Su):* At 12th level, whenever a creature whose Hit Dice is at least half your character level dies while occupying a square covered in your vegetation, the remaining time before your existing vegetation wilts increases by +1d4 rounds.

*Diversity (Ex):* At 12th level, whenever you would choose an aspect for your vegetation, you choose two aspects instead. If your vegetation takes on two aspects that can be eaten, then a single standard action grabs and eats the plants created by both aspects.

*Verdant Dawn (Su):* At 16th level, you gain the ability to hurl a ball of green energy as a move action. Treat this as a thrown splash weapon with a range increment of 20 feet. A 10-foot-radius burst from the square of impact becomes covered in your vegetation.

*Green Warden (Su):* At 20th level, you gain DR 10/slashing and fast healing 5 while occupying a square covered by your vegetation. In addition, you may use the verdant dawn bloodline power as a free action once per hour.

*dryad bloodline*



**Ethernouched (Complex)**

Your family has a long history of producing ethermancers, ethermagi, and other practitioners of ethermagic; however, not all connections to the ether are powerful enough to allow for a total focus on the gift. This is where you fall.

**Parent Bloodline(s):** Aberrant, Starsoul

**Bonus Feats:** Great Fortitude, Iron Will, Lightning Reflexes, Toughness, Void's Embrace, Void Study, Voidchild, Voidkissed

**Bonus Spells:** None. Whenever you would gain a bonus spell, you instead choose one of the following manifestations. Whenever you use the channeled blast bloodline power, you may add a single manifestation to the resulting blast at no additional cost.

**Athermal Extremes:** Your blast deals your choice of acid or electric damage. This overwrites the bludgeoning damage normally dealt by it.

**Atrophy:** Creatures dealt damage by your channeled blast take 1 point of damage to an ability score of your choice. A successful DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save negates.

**Deep Impact:** Creatures damaged by your blast take a -2 penalty to attack rolls for 1 round.

**Empower Ether:** Your blast deals +1 damage for every four bloodrager levels you possess.

**Extremes of Infinity:** Your blast deals your choice of fire or cold damage. This overwrites the bludgeoning damage normally dealt by it.

**Farshaping:** The range of your blast is now 120 feet. You must be at least 13th level to select this manifestation.

**Inorganic Formulation:** Your blast ignores the hardness of unattended inanimate objects.

**Merciful Ether:** Your blast deals nonlethal damage.

**Noxious Blast:** Creatures damaged by your blast are sickened for 1 round with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save to negate.

**Raw Ether:** Creatures damaged by your blast are entangled for 1 round with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Reflex save to negate.

**Shaped Blast:** Your blast deals your choice of piercing or slashing damage. This overwrites the bludgeoning damage normally dealt by it.

**Bloodline Powers:** Your hereditary connection to the ether, though imperfect, is still a tool you can leverage.

**Familiar with the Blast (Ex):** At 1st level, your connection to the ether makes you exceptionally familiar with the concept of evocation magic. You have a +1 luck bonus to saving throws against evocation spells and spell-like abilities. At 4th level and every four levels thereafter, this bonus increases by +1, to a maximum of a +5 luck bonus to saving throws against evocation spells and spell-like abilities at 16th level.

*ethernouched bloodline*



**Channeled Blast (Sp):** At 4th level, you may channel your inherent arcane power in such a way that it simulates the raw power of the ether. As a standard action, you may expend a bloodrager spell of any level to produce a ray of energy. Make a ranged touch attack with a range of 60 feet, dealing 1d3 points of bludgeoning damage per bloodrager level you possess, to a maximum of five times the spell level of the spell expended, plus additional bludgeoning damage equal to your Charisma modifier.

In addition, select two of the manifestations that are listed above in place of bonus spells. You gain the selected manifestations.

**Ether Pool (Su):** At 8th level, you gain an ether pool, the hallmark of all practitioners of ethermagic. The number of points in your ether pool is equal to half your bloodrager level, rounded down. Whenever you would expend a bloodrager spell to pay for the channeled blast bloodline power, you may instead expend ether points equal to the spell level of the spell that would otherwise have been expended.

The ether pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.



## Chapter 1: Bloodrager Bloodlines

### Ethertouched/Frost Worm

*Ether Vampirism (Ex):* At 12th level, whenever you kill or destroy a creature with the channeled blast bloodline power, you gain 1 ether point.

*Channeled Alteration (Sp):* At 16th level, whenever you use the channeled blast bloodline power, you gain the benefits of one of the abilities listed below. Each time you use the channeled blast bloodline power, you may select a different ability.

*Ablative Ether:* Choose acid, cold, electric, fire, or sonic. You gain resistance 20 against the chosen energy type until the end of your next turn.

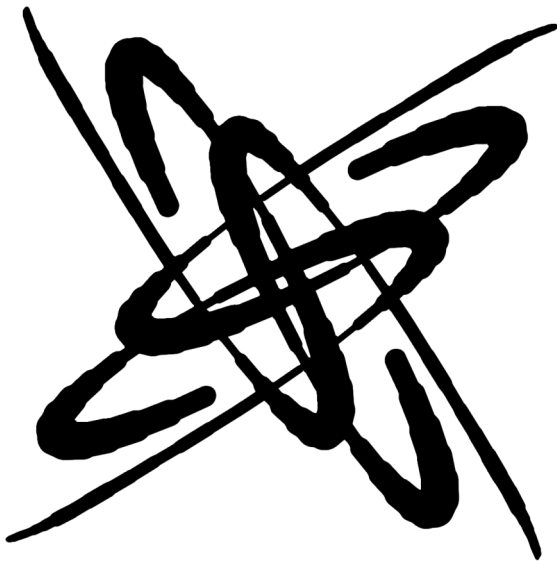
*Cosmic Wards:* You gain a +8 armor bonus to AC equal until the end of your next turn.

*Edge with Ether:* You gain a +3 circumstance bonus to weapon damage rolls until the end of your next turn.

*Ethereal Resistance:* You gain a +2 insight bonus to your choice of Fortitude, Reflex, or Will saves until the end of your next turn.

*Light Speed:* You gain a +30-foot bonus to base land speed until the end of your next turn. This is an enhancement bonus.

*Ethereal Apotheosis (Sp):* At 20th level, you may add two manifestations to blasts produced by the channeled blast bloodline power. If you add two manifestations that change the damage type of your blast, the blast deals half damage of one type and half damage of the other type.



### Frost Worm

*Scholars chalk this bloodline up to wizardly meddling. It makes no sense otherwise.*

**Parent Bloodline(s):** Boreal, Serpentine

**Bonus Feats:** Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Stand Still, Weapon Focus (bite)

**Bonus Spells:** *expeditious retreat* (7th), *resist energy* (10th), *greater magic fang* (13th), *ice storm* (16th)

**Bloodline Powers:** *They say the frost worm lives inside you; you know enough about what happens to the earth when a frost worm surfaces to hope this is metaphorical.*

*Jaws of the Worm (Ex):* At 1st level, you grow a pair of mouth-pincers, thus granting you a bite as a primary natural attack. In addition, you have a +2 bonus to Strength for the purpose of determining the damage dealt by your bite.

*Frigid Blood (Su):* At 4th level, your blood turns ridiculously cold whenever you are bloodraging, dealing 1d3 + half your bloodrager level, rounded down, points of cold damage to the first creature that deals piercing or slashing damage to you in melee each round.

*Temperature Control (Ex):* At 8th level, you gain resistance to cold and fire equal to 5 + your bloodrager level whenever you are bloodraging.

*Trill (Su):* At 12th level, you gain the ability to emit a strange trilling sound that affects all creatures within a 30-ft. radius as a full-round action. Affected creatures must succeed on a DC 10 + 1/2 your bloodrager level + your Charisma modifier Will save or be fascinated for as long as you continue to trill (you can maintain this trill by concentrating). Once a creature has resisted or broken the effect, it cannot be affected again by your trill for 24 hours. This is a sonic mind-affecting effect, and you may use it twice per day, plus an additional time per day for every four levels beyond 12th.

*Spew Frost (Sp):* At 16th level, you gain the ability to cast *scorching ray* as a spell-like ability, using your bloodrager level - 3 as your caster level and Charisma as your key ability. When cast as a spell-like ability in this fashion, *scorching ray* deals cold damage rather than fire damage and gains a 4th ray at caster level 15th. This ability can be used three times per day.

*Death Throes (Su):* When killed at 20th level, you explode in a 100-foot-radius burst that deals 12d6 cold damage and 8d6 piercing damage (DC 10 + 1/2 your bloodrager level + your Charisma modifier Reflex half).





Fungus

**Fungus (Complex)**

*The spores of some sort of supernatural fungus taints your very being.*

**Parent Bloodline(s):** Pestilence, Verdant

**Bonus Feats:** Cleave, Elemental Strike (acid)\*, Endurance, Extra Rage, Great Fortitude, Improved Great Fortitude, Ironguts\*, Toughness

Feats marked with an asterisk (\*) have no racial prerequisite, but only when taken as a fungus bloodline feat.

**Bonus Spells:** None. Instead, whenever you would gain a bonus spell, you choose one of the following varietals to add to your list of varietals instead. Varietals are used by various fungus bloodline powers.

*Clodhopper (Su)*  
Duration: 1 round/2 levels

This varietal hangs in the air, leaving a persistent cloud of spores. If a plume of spores with this varietal touches a sufficient quantity of earth or unworked stone, the spores dig deep into it and wrench forth an earth elemental whose size varies based on your bloodrager level as dictated by the table below. You treat this earth elemental as though it were a summoned creature under your command; however, since it was not actually summoned, it has no home plane to which it can be sent back, nor can your control over the elemental be subverted by spells that specifically subvert the link between summoner and summoonee. If the earth elemental moves beyond the bounds of the plume of spores that created it, it immediately falls apart and a new elemental does not take its place. By the same token, once the duration of the plume ends, the elemental falls apart and is effectively destroyed.



*Ghoul's Foothold (Su)*  
Duration: instantaneous with lingering effects; see text

Creatures caught in the plume gain temporary hit points equal to 5 + half your bloodrager level, rounded down. These temporary hit points last for 10 minutes.

*Gnomish Puffball (Su)*  
Duration: instantaneous

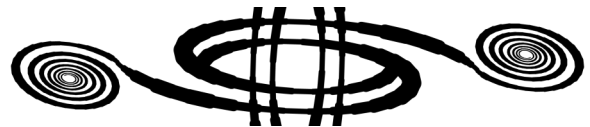
Creatures caught in the plume find themselves in a cloud of spores one moment and in the midst of a plume of flame the next, taking 1d3 points of fire damage per bloodrager level you possess with a Reflex save for half damage.

You do not benefit from the evasion or improved evasion class features when taking damage from this varietal.

*Inksquirtter (Su)*  
Duration: 1 round/2 levels

This varietal hangs in the air, leaving a persistent cloud of spores. This plume is particularly dense, duplicating the effects of the *obscuring mist* spell. Starting at 16th level, it duplicates the effects of the *solid fog* spell instead.

The radius of the spore plume bloodline power is halved, rounded down to the nearest 5 feet, when used in conjunction with this varietal.



*Javacap (Su)*  
Duration: instantaneous with lingering effects; see text

Creatures caught in the plume gain the benefits of the *haste* spell for 1 round per four bloodrager levels you possess.

Creatures without a functioning nervous system are immune to this varietal.

*Letharcap (Su)*  
Duration: instantaneous with lingering effects; see text

Creatures caught in the plume have the penalties of the *slow* spell imposed upon them for 1 round per four bloodrager levels you possess. A successful Fortitude save negates.

Creatures without a functioning nervous system are immune to this varietal.

## Chapter 1: Bloodrager Bloodlines

## Fungus

*Magic Mushrooms (Su)*

Duration: instantaneous with lingering effects; see text

Creatures caught in the plume are confused for 1 round with a Will save to negate. Starting at 15th level, creatures that are confused in this manner roll twice on the confusion table and you choose which result is taken.

Creatures without a functioning nervous system are immune to this varietal.

*Steelmunch (Su)*

Duration: instantaneous

Unattended metal objects caught in the plume take damage equal to your bloodrager level with no saving throw allowed. Attended metal objects and metallic creatures take damage equal to your bloodrager level with a Reflex save to negate. This damage ignores the hardness of a material, but cannot reduce an object's hit points below 1.

**Bloodline Powers:** *Your bloodline makes you a walking fungal infestation.*

*Spore Plume:* At 1st level, your body hair begins to fall out and the resulting empty follicles begin to produce thousands and thousands of mycotic spores. Whenever you are bloodraging, you may expend 1 spore point to eject a plume of one of your known spore varietals as a standard action. This plume of spores is a burst centered on you with a radius of 5 feet + 5 feet for every four bloodrager levels you possess.

You may choose to automatically succeed on any saving throw called for by plumes of spores you eject.

You begin play with the following varietals.

*Bloody Murder (Su)*

Duration: 1 round/level

This varietal hangs in the air, leaving a persistent plume of spores. Those within the area of effect of the plume have a +1 morale bonus to Strength and Constitution, but take a -1 penalty to Armor Class. At 6th level and every six bloodrager levels thereafter, both the morale bonus to Strength granted by and the penalty to Armor Class imposed by this varietal increase by +1.

*Redcap (Su)*

Duration: instantaneous with lingering effects; see text

Spores take root in and on the bodies of creatures caught in the plume and begin to attempt to break them down as less virulent mushrooms would a log or corpse. For the next 1d4+1 rounds, creatures that were caught in the plume take 1 point of damage, plus an additional point of damage for every two bloodrager levels you possess at the beginning of each of their turns with a Fortitude save to negate.

Creatures not made of organic materials, such as non-fleshy golems, incorporeal creatures, and most elementals, are immune to this varietal.

*Second Wind (Su)*

Duration: instantaneous with lingering effects; see text

Creatures caught in the plume have fast healing equal to one third your bloodrager level, rounded down, minimum 1, for 1d4 rounds.

Unliving creatures, such as constructs and undead, are immune to this varietal.

*Spore Pool (Su):* At 1st level, you gain a spore pool, a measure of just how much of your body has been turned into a spawning bed for endless varieties of fungal spores. The number of points in your spore pool is equal to 3 + one-third your bloodrager level, rounded down.

The spore pool is replenished each morning after 8 hours of rest; these hours do not need to be consecutive.

*Seeder's Boon (Ex):* At 4th level, whenever you use the spore plume bloodline power, the damage reduction granted by the damage reduction class feature increases by +1 for 1 minute. This duration of this bonus stacks.

*Enraged Plume (Su):* At 8th level, whenever you would expend a spore point, you may expend 5 rounds of your daily duration of the bloodrage class feature instead.

*Decay's Herald (Ex):* At 12th level, you become immune to all diseases.

*Scatterburst (Ex):* At 16th level, when rolling for initiative, you may choose to take a +4 bonus to your initiative roll, but if you do, you must use the spore plume bloodline power in the first round of combat.

*Seeder's Priority (Su):* At 20th level, you may expend an additional spore point to use the spore plume bloodline power as a swift action. You can only use the spore plume bloodline power once per round.

Chapter 1: Bloodrager Bloodlines  
Gelugon/Invisible Stalker**Gelugon**

Your family line is part of a gelugon's circuitous plan to bring about a horrible catastrophe in the mortal realm.

**Parent Bloodline(s):** Boreal, Elemental (water), Infernal

**Bonus Feats:** Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus

**Bonus Spells:** *silent image* (7th), *status* (10th), *fly* (13th), *ice storm* (16th)

**Bloodline Powers:** Your bloodline makes you a planner, as well as a cackler.

*Battlefield Strategist (Ex):* At 1st level, you gain the ability to observe a creature's actions as a swift action. At the beginning of your next turn, you gain a +1 insight bonus to attacks, AC, and saving throws against that creature. This bonus lasts for 1 round, and increases to a +2 insight bonus at 12th level.

*Infernal Resistance (Ex):* At 4th level, you gain resistance equal to half your bloodrager level, rounded down, against acid, cold, electricity, and fire.

*Squad Commander (Ex):* At 8th level, you gain a teamwork feat as a bonus feat. You must meet the prerequisites of this feat. Whenever you replenish your spells for the day, you may also train one ally per four bloodrager levels in the use of one teamwork feat that you know. Until the next time you replenish spells for the day, creatures you train gain the benefits of the chosen teamwork feat.

*Natural Leader (Ex):* At 12th level, you gain the Leadership feat as a bonus feat. You do not need to meet the prerequisites of this feat. Your cohort, if any, gains the battlefield strategist bloodline power as a bloodrager of its character level - 3.

*Advanced Tactics (Ex):* At 16th level, all movement into or out of a square that you threaten provokes attacks of opportunity, even if that movement would not normally provoke attacks of opportunity due to spells, abilities, or even the nature of the movement itself (such as 5-foot steps). Creatures only provoke a single attack of opportunity per 5 feet moved in this manner.

*Supreme Strategist (Ex):* At 20th level, your battlefield strategist bloodline power becomes passive. Rather than needing to spend actions to observe a creature and gain the bonus next round, you instead gain constant insight bonuses against all other creatures within 60 feet.

**Invisible Stalker**

Invisible stalkers have a way of slipping themselves into family trees with nobody being the wiser.

**Parent Bloodline(s):** Elemental (air), Shadow

**Bonus Feats:** Canny Tumble, Combat Reflexes, Dodge, Improved Critical, Lightning Reflexes, Mobility, Skill Focus (Stealth), Spring Attack

**Bonus Spells:** *vanish* (7th), *grace* (10th), *fly* (13th), *greater invisibility* (16th)

**Bloodline Powers:** Your bloodline makes you quick, stealthy, and deadly.

*Weightless Step (Su):* At 1st level, you gain Fly as a class skill. In addition, when falling while bloodraging, you can use a wall to slow your descent if you are within arm's reach of it. You take damage as though your fall were 5 feet shorter per bloodrager level you possess

*Wind Shear (Ex):* At 4th level, you gain a +1 bonus to initiative rolls. This bonus increases by +1 for every four bloodrager levels you possess beyond 4th.

*Flying Leap (Su):* At 8th level, whenever you are bloodraging, you gain the ability to grant yourself a fly speed of 60 feet with perfect maneuverability as a swift action. This ability lasts for 1 round.

*Reflexive Invisibility (Sp):* At 12th level, you may cast the *vanish* spell as an immediate action whenever you are critically hit by an enemy. At 20th level, you may instead cast it whenever you are damaged.

*Clarity of Rage (Su):* At 16th level, you gain the benefits of the *see invisibility* spell whenever you are bloodraging. In addition, while bloodraging, you automatically confirm all critical threat rolls made against creatures that are unaware of your presence.

*Eternal Stalker (Sp):* At 20th level, the duration of your *greater invisibility* and *vanish* spells become 1 minute/level.





## Chapter 1: Bloodrager Bloodlines

## Jabberwock/Kyton

**Jabberwock**

*"Beware the jabberwock, my son! It may start asking why it's not invited to family reunions."*

**Parent Bloodline(s):** Dragon, Fey

**Bonus Feats:** Ability Focus (eyes of flame or whiffling breath), Beartrap Bite, Dodge, Iron Will, Lightning Reflexes, Run, Toughness, Weapon Specialization (bite)\*

Feats marked with an asterisk (\*) have their fighter level prerequisite fulfilled by an equivalent bloodrager level, but only when taken as a jabberwock bloodline feat.

**Bonus Spells:** *magic fang* (7th), *grace* (10th), *greater magic fang* (13th), *fear* (16th)

**Bloodline Powers:** *With a heritage such as this, you're almost sure to drag in a kill before brillig.*

**Jaws That Bite (Ex):** At 1st level, you gain a bite as a primary natural attack. At 8th level, you are treated as though you were one size category larger for the purpose of the base damage die of your bite, increasing to two size categories larger at 16th level.

**Claws That Catch (Ex):** At 4th level, whenever you are bloodraging, you have a +1 bonus to grapple checks for every four bloodrager levels you possess.

**Manxome Foe (Ex):** At 8th level, whenever you enter a bloodrage, spells, items, and abilities treat you as your choice of both male and female or neither male nor female for the duration of your bloodrage. In addition, while bloodraging, you deal an additional +2 damage to creatures with a single gender.

**Eyes of Flame (Su):** At 12th level, if you are bloodraging at the beginning of your turn, you may deal 2d6 points of fire damage to a creature within 30 feet with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Reflex save to negate. This is a free action.

**Whiffling Breath (Su):** At 16th level, as a standard action while you are bloodraging, you may either move 5 feet and expel a blast of hot air or expel a blast of hot air and move 5 feet. This blast of hot air is a 60-foot line that deals 1d6 points of damage per two bloodrager levels you possess with a Reflex save for half. In addition, those damaged by the hot air are subject to a trip combat maneuver with a CMB equal to your bloodrager class level + your Charisma modifier. You may use this ability three times per day.

**Burbling as it Goes (Su):** At 20th level, creatures that begin their turn within 10 feet of you while you are bloodraging must make a DC 10 + 1/2 your bloodrager class level + your Charisma modifier Will save or be both shaken and confused for 1 round.

**Kyton**

*Though the kyton tend to be focused upon inflicting pain on mortals, sometimes they play such a long game that it looks like they're actually building something at times.*

**Parent Bloodline(s):** Infernal, Shadow

**Bonus Feats:** Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Iron Will, Toughness

**Bonus Spells:** *touch of bloodletting* (7th), *blistering invective* (10th), *twilight knife* (13th), *transplant visage* (16th)

**Bloodline Powers:** *Your lineage is heavy with the influence of the devils who shunned Hell itself.*

**Chains that Bind (Su):** At 1st level, whenever you enter a bloodrage, you sprout a series of heavy chains that coil about your body and drag along the ground. Treat this as a spiked chain with which you are proficient and can draw as though you had the Quick Draw feat. Since these chains are grafted to your body, they cannot be stolen with the steal combat maneuver, but you can still be disarmed as normal. These chains persist for the duration of your bloodrage and have an enhancement bonus equal to one-quarter your bloodrager level, rounded down.

**Hideous Grafts (Ex):** At 4th level, your body begins to shift away from its organic origins and becomes markedly more artificial. You gain light fortification while bloodraging. At 12th level, you gain medium fortification while bloodraging and light fortification while not bloodraging. At 20th level, you gain heavy fortification while bloodraging.

**Whirling Chains (Ex):** At 8th level, whenever you make use of the Cleave, Great Cleave, or Whirlwind Attack feats while bloodraging, you deal bleed damage equal to your Charisma modifier to all adjacent creatures with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Reflex save to negate.

**Scarred Flesh (Ex):** At 12th level, you become immune to bleed and fear.

**Eternal Chains (Ex):** At 16th level, the reach of the spiked chain produced by the chains that bind bloodline power increases by +5 feet. Further, your chain gains the *flaming* and *vicious* weapon special abilities.

**Feast Upon Pain (Su):** At 20th level, whenever you deal bleed damage, you gain temporary hit points equal to the amount of bleed damage dealt. These temporary hit points stack to a maximum of 20 and last for 1 round. In addition, all weapons you wield gain the *wounding* weapon special ability.



**Leper**

*Leprosy is a horrible disease, but when it's brought about by magical means, it's so very much worse.*

**Parent Bloodline(s):** Accursed, Pestilence

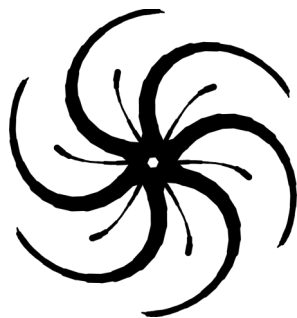
**Bonus Feats:** Diehard, Endurance, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Stoic, Toughness

**Bonus Spells:** *remove fear* (7th), *resist energy* (10th), *vampiric touch* (13th), *stoneskin* (16th)

**Bloodline Powers:** *Your bloodline focuses on the ability to take yourself apart for your fleeting tactical advantage.*

*Improvised Reach (Su):* At 1st level, you gain the ability to detach one of your arms in a painless fashion as a standard action that provokes attacks of opportunity. So long as you wield your detached arm as though it were a one-handed weapon, you still have motor control over the detached arm, and can even wield equipment in the detached arm's grip. While using your detached limb to wield a weapon or manipulate an object from afar, this increases your reach by an amount equal to your base reach; generally, this is +5 feet for Small and Medium creatures. You can also make use of your detached limb as though it were a club, but gain no bonus to your reach when doing so. You can reattach an arm that has been pulled off in this manner as a standard action that provokes attacks of opportunity.

Your detached arm has hit points equal to 10 + your bloodrager level and hardness equal to your Charisma modifier + the damage reduction granted by the damage reduction class feature. If destroyed, it cannot be reattached and is lost permanently.



*Regeneration (Su):* At 4th level, if you permanently lose any limbs or organs as a result of the use of one of your bloodline powers, those parts regrow after a period of 1 week. At 12th level, this ability instead applies to limbs and organs lost by any means.

*Eye Spy (Su):* At 8th level, you gain the ability to eject one of your eyeballs as a standard action that provokes attacks of opportunity. While ejected, your eyeball has a fly speed of 20 feet with perfect maneuverability; an AC of 8 + your natural armor, dodge, luck, and deflection bonuses to AC; and you can see through it and telepathically control its movement out to a distance of 120 feet. Beyond this range, it simply falls to the ground motionless. Telepathically controlling the movement of your eye is a move action. You can reattach your eye as a standard action that provokes attacks of opportunity.

Your ejected eye has hit points equal to 5 + your bloodrager level, an AC of 9, and hardness equal to your Charisma modifier + the damage reduction granted by the damage reduction class feature. If destroyed, it cannot be reattached and is lost permanently.



*Deadened Nerves (Ex):* At 12th level, you gain resistance 10 against cold and fire, as well as immunity to fear. This increases to resistance 20 against cold and fire at 20th level.

*Crumple Zones (Ex):* At 16th level, whenever you would be critically hit while all of your limbs are present and attached to your body, you may instead allow your body to fall apart as an immediate action. All of your arms fall off as though detached with the improvised reach bloodline power, but the critical hit is negated and treated as a normal hit instead. This ability may be used a number of times per day equal to your Charisma modifier.

*Persistence of the Shattered Form (Ex):* At 20th level, you gain DR 5/-. This stacks with the damage reduction class feature and applies to the hardness of detached arms and ejected eyes. In addition, your surface nerves deaden fully, eliminating your sense of touch, but granting you heavy fortification.



Chapter 1: Bloodrager Bloodlines  
Librarian

**Librarian (Complex)**

*It may seem strange that being a librarian can make a family tree twist and shift, but it all makes sense when one considers just how many books are ancient arcane grimoires. The magic rubs off after a decade or two.*

**Parent Bloodline(s):** Arcane

**Bonus Feats:** Arcane Strike, Improved Initiative, Iron Will, Run, Silent Spell, Skill Focus (Move Silently), Spell Focus, Still Spell

**Bonus Spells:** *blot* (7th), *silence* (10th), *explosive runes* (13th), *sepia snake sigil* (16th)

**Bloodline Powers:** *Your bloodline focuses on the maintenance of a collection of books, as well as the enforcement of a proper reading area.*

*Walking Library (Su):* At 1st level, you begin to gather a collection of special books. Choose two books for which you meet the prerequisites from the list below. So long as you have access to your equipment, you gain the benefit of the chosen books. Some books do not cease to grant their benefit immediately upon losing them, and this is detailed in that book's entry should that be the case. Should you become permanently separated from a book, you find a new copy of that book after one week of searching in a civilized area. The new copy costs 100 gp. At 4th level and every four levels thereafter, you gain your choice of an additional book.

*The Art of War:* This tome details a number of tactics that sound like common sense once you've digested them, but the elegance of the simplicity presented is their true power. Kobolds, of course, disagree. You gain a +1 bonus to CMB and CMD, increasing by +1 for every nine bloodrager levels you possess, to a maximum of a +3 bonus to CMB and CMD at 18th level.

*The Big Book of Trivia:* This huge tome overflows with random factoids and "Did You Know?" sidebars, granting a +2 bonus to all Knowledge checks that have a target DC of 20 or lower. In addition, you may make Knowledge checks untrained if the target DC is 20 or lower. At 4th level and every four levels thereafter, the maximum target DC at which this book functions increases by +2, to a maximum of DC 30 Knowledge checks at 20th level.

*Bureaucracy:* If there was ever a book to make a man lose faith with the world, it is this account of the increasingly-bureaucratic nature of things. You may bloodrage for an additional 2 rounds per day, increasing by an additional +1 round for every four bloodrager levels you possess. If you lose access to your equipment, you retain this bonus until the next time you replenish your daily bloodrage duration.

**Sidebar: Bloodlord Compatibility with the Librarian Bloodline**

When taking bloodline powers and bonus feats from the librarian bloodline, the bloodlord base class is subject to the following guidelines:

Each of the books granted by the walking library bloodline power is treated as a separate bloodline power by the bloodlord. That is to say, if walking library is taken as a 1st-level bloodline power, then the bloodlord selects a single book available to 1st-level bloodragers and gains benefit from it whenever he prepares that bloodline power in the corresponding bloodline power slot. Similarly, if taken as a 12th-level bloodline power, the bloodlord selects a single book available to 12th-level bloodragers and lower, and so on and so forth. A bloodlord can take as many or as few multiples of the walking library bloodline power as he wishes, and there's nothing stopping him from taking just a capstone book at 20th level.

*Deep Study:* Choose a book that you already have. Any numerical bonus granted by that book doubles. You must be 20th level to select this "book".

**Note:** Since this is an option to enhance a book, and not a book itself, it is not subject to being lost and recovered. Similarly, since some books are fun and useful toys rather than numerical bonuses, an example being Drinking Book, this option will not be of any use applied to certain books.

*Drinking Book:* This false book opens up to reveal a hip flask. While interred in its hiding hole, this hip flask slowly produces a fluid that acts just like a potion of *cure light wounds* with a caster level equal to your bloodrager level. Once this fluid is consumed, the hip flask must be stored within its accompanying book for an amount of time based on your bloodrager level to produce another dose of fluid. (See **Table: Drinking Book Refill Rate**, below)

Opening the *Drinking Book* and retrieving the hip flask within is a move action that provokes attacks of opportunity.

**Table: Drinking Book Refill Rate**

Bloodrager Level	Time to Produce
1-5	24 hours
6-10	12 hours
11+	6 hours



*Elements of Magic:* Those who learn magic by booklearning go through many hoops to get to the level of aptitude that sorcerers and bloodragers take for granted. *Elements of Magic* tears arcane magic down to its basest components, which, paradoxically, are more difficult to learn than finished spells, and presents these fundamentals in a way that allows for rapid experimentation and research with cantrip and near-cantrip magic. This book counts as sufficient research material for the creation of arcane spells of 2nd-level or lower. You must be at least 12th level to select this book.

*Explorer's Translation Guide:* Those who explore the world are wont to learn new languages, if only to solve the sorts of crises that are too complex to be averted with wild pantomiming. Upon gaining this book, choose a language that is not considered secret. You gain the ability to speak this language. At 4th level and every four bloodrager levels thereafter, choose an additional language to learn. If you lose access to your equipment, you retain the languages granted by this book for 24 hours.

*Life Preserver:* This book shifts about in your pack on its own accord. The first time you would be critically hit each day, the book is somehow in the right place at the right time, negating that critical hit by taking the brunt of the hit for you. You must be at least 12th level to select this book.

*Hard Drinking Book:* This false book opens up to reveal a hip flask. While interred in its hiding hole, this hip flask slowly produces a fluid that acts just like a potion of *cure moderate wounds* with a caster level equal to your bloodrager level. Once this fluid is consumed, the hip flask must be stored within its accompanying book for an amount of time based on your bloodrager level to produce another dose of fluid. (See **Table: Hard Drinking Book Refill Rate**, below)

Opening the *Hard Drinking Book* and retrieving the hip flask within is a move action that provokes attacks of opportunity. You must have the *Drinking Book* book and be at least 12th level to select this book.

Table: Hard Drinking Book Refill Rate

Bloodrager Level	Time to Produce
12-15	12 hours
16-18	8 hours
19+	6 hours

*Hoarder:* Rather than gain a book, you instead choose two other books that could be taken by a 12th-level bloodrager. You gain these books. You must be 20th level to select this "book".

**Note:** Since this is an option to gain multiple books, and not a book itself, it is not subject to being lost and recovered. The books gained by selecting this option, however, are subject to being lost and recovered like any other book.

*Leadership, or: How I Learned to Stop Worrying and Sacrifice My Cohort:* Upon gaining this book, you gain Leadership as a bonus feat. You do not need to meet the prerequisites of this feat. In addition, you treat your leadership score as though it were +1 higher than normal and do not take a penalty to your leadership score for causing the death of a cohort the first time such an event occurs each year. If you lose access to your equipment, you retain the Leadership feat, but lose the other benefits of this book after 24 hours. You must be at least 8th level to select this book.

*Mental Conditioning:* This book details methods by which you can keep your mind as sharp as any blade. You gain a +1 alchemical bonus to Intelligence, Wisdom, and Charisma whenever you are bloodraging. You must be at least 8th level to select this book.

*Monograph on the Manufacture and Organic Growth of Various Armors Endemic to the Prime Material Plane:* This monograph is the masterpiece of Milton Bellows, a small town blacksmith made wizard-smith, and serves as an exhaustive reference for any individual who desires to learn the techniques of far-flung shores. You gain a +5 insight bonus to Craft checks made to produce armor, as well as a +1 luck bonus to attack rolls made against creatures with either an armor bonus to AC or a natural armor bonus to AC. This luck bonus increases to +2 at 12th level. You must be at least 4th level to select this book.

*Neverending Page Turner:* This book is a neverending tale that somehow remains riveting no longer how long you've read it, and just owning a book of this sort makes sleep seem significantly less necessary. You need only sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows you to replenish your spells after only 2 hours, but does not allow you to replenish them more than once per day. If you lose access to your equipment, you retain this bonus until the next time you replenish your spells for the day. You must be at least 12th level to select this book.

*Physical Conditioning:* This book details methods by which you can strengthen your body. You gain a +1 alchemical bonus to Strength, Dexterity, and Constitution whenever you are bloodraging. You must be at least 8th level to select this book.





## Chapter 1: Bloodrager Bloodlines

### Librarian

*Silent Magic:* When in an area of magical silence, your Silent Spell metamagic feat does not increase the spell level of any spell to which it is applied. You must know the Silent Spell feat to select this book.

*Spells for Simpletons, Vol. 1:* When trying to teach magic to simpletons, no language was easy enough, so the *Spells for Simpletons* series contains light enchantments to make the going easier. The problem, of course, is that cheap mass-production of the books produced similarly-cheap enchantments, which had a tendency to fritz out, turn a reader's skin, say, purple, and quit working entirely. Those few books that are still functioning are as dangerous as they are useful, and it takes a true librarian to keep them together. Upon gaining this book, choose a 1st-level spell on the bloodrager spell list. You gain this spell as a 1st-level bloodrager bonus spell, and your choice cannot be changed. If you lose access to your equipment, you lose access to this bonus spell the next time you replenish your spells for the day. You must be at least 4th level to select this book.

*Spells for Simpletons, Vol. 2:* Upon gaining this book, choose a 2nd-level spell on the bloodrager spell list. You gain this spell as a 2nd-level bloodrager bonus spell, and your choice cannot be changed. If you lose access to your equipment, you lose access to this bonus spell the next time you replenish your spells for the day. You must be at least 8th level to select this book.

*Spells for Simpletons, Vol. 3:* Upon gaining this book, choose a 3rd-level spell on the bloodrager spell list. You gain this spell as a 3rd-level bloodrager bonus spell, and your choice cannot be changed. If you lose access to your equipment, you lose access to this bonus spell the next time you replenish your spells for the day. You must be at least 12th level to select this book.

*Spells for Simpletons, Vol. 4:* Upon gaining this book, choose a 4th-level spell on the bloodrager spell list. You gain this spell as a 4th-level bloodrager bonus spell, and your choice cannot be changed. If you lose access to your equipment, you lose access to this bonus spell the next time you replenish your spells for the day. You must be at least 16th level to select this book.



*Spells for Simpletons, Vol. 5:* Upon gaining this book, choose a 6th-level or lower spell on the sorcerer spell list. You gain this spell as a 4th-level bloodrager bonus spell, and your choice cannot be changed. If you lose access to your equipment, you lose access to this bonus spell the next time you replenish your spells for the day. You must be 20th level to select this book.

*Staying Sane:* Written by one of the calmest bloodragers ever, this tome details how to fly into a rage without letting your guard down. While bloodraging, you do not take a penalty to AC. If you lose access to your equipment, you retain this bonus until the next time you replenish your daily rounds of bloodrage. You must be at least 8th level to select this book.

*Tales of Lothar the Ironhide:* This anthology recounts the adventures of the notoriously-impervious barbarian Lothar the Ironhide. The damage reduction granted by your damage reduction class feature increases by +5. If you lose access to your equipment, you retain this bonus until the next time you replenish your daily rounds of bloodrage. You must be 20th level to select this book.

*The Warded Book of Wards:* Powerful wards have kept this book in mint condition despite its age and use. You gain resistance to acid, cold, electricity, fire, and sonic equal to 2 + one-quarter your bloodrager class level, rounded down. You must be at least 4th level to select this book.

*Wolfram's Guide to the Pennywise Arcanist:* This tome details various ways to cast spells without expending so much magical energy. You gain a +4 bonus to Charisma for the purpose of determining your bonus spells per day. You must be at least 16th level to select this book.

librarian bloodline





## Chapter 1: Bloodrager Bloodlines

## Lich/Lycanthrope

**Lich**

*An undead spellcaster of tremendous power inserted itself into your family tree somewhere. It's best not to ask how.*

**Parent Bloodline(s):** Arcane, Undead

**Bonus Feats:** Empower Spell, Endurance, Extend Spell, Great Fortitude, Iron Will, Maximize Spell, Thanatoptic Spell, Toughness

**Bonus Spells:** *gentle repose* (7th), *speak with dead* (10th), *animate dead* (13th), *enervate* (16th)

**Bloodline Powers:** *You can call upon the powers of deep magical knowledge and the thwarting of death itself.*

**Necrotic Aspect (Ex):** At 1st level, whenever you are bloodraging, you have a +1 insight bonus to saving throws against death effects, as well as light fortification. This increases to a +2 insight bonus and medium fortification at 8th level, and a +3 insight bonus and heavy fortification at 16th level.

**Fearsome Visage (Su):** At 4th level, whenever you enter a bloodrage, creatures within 10 feet of you are shaken for rounds equal to your Charisma modifier with a DC 10 + 1/2 your bloodrager class level + your Charisma modifier Will save to negate. Creatures that successfully make their saving throw are immune to this ability for 24 hours.

**Deep Metamagic (Sp):** At 8th level, you may use each metamagic feat you have taken as a bloodrager bonus feat once per day without modifying the spell level or casting time of that spell.

**Arcane Excellence (Ex):** At 12th level, choose a school of magic. You treat your caster level as +1 higher when casting spells of the chosen school while bloodraging. At 20th level, choose an additional school of magic.

**Well of Knowledge (Sp):** At 16th level, you may cast each of your bloodrager bonus spells once per day without expending a spell slot.

**Metamagic Mastery (Sp):** At 20th level, you may use each metamagic feat you know once per day without modifying the spell level or casting time of that spell. The Quicken Spell metamagic feat still modifies the casting time of the spell to which it is applied, as normal. This stacks with the deep metamagic bloodline power, granting you two such daily uses of metamagic feats taken as bloodrager bonus feats.

**Lycanthrope (Complex)**

*The curse of the lycanthrope can be inherited, albeit in a lesser form.*

**Parent Bloodline(s):** Accursed, Starsoul

**Lycanthrope Bonus Feats:** Dodge, Great Fortitude, Run, Weapon Focus (bite), Weapon Specialization (bite)\*

**Werebear Bonus Feats:** Beartrap Jaw, Bleeding Critical (bite)\*, Improved Critical (bite)

**Werebeaver Bonus Feats:** Improved Sunder, Power Attack, Skill Focus (Craft [any])

**Wererat Bonus Feats:** Combat Reflexes, Mobility, Spring Attack

**Werewolf Bonus Feats:** Amplified Rage\*, Combat Reflexes, Coordinated Charge

Feats marked with an asterisk (\*) have their fighter level prerequisite fulfilled by an equivalent bloodrager level, but only when taken as a lycanthrope bloodline feat.

**Bonus Spells:** *magic fang* (7th), *alter self* (10th), *greater magic fang* (13th), *moonstruck* (16th)

**Bloodline Powers:** *While it may be a curse, there is no denying that the average lycanthrope is a physical powerhouse.*

**Lycanthropic Heritage:** At 1st level, you must choose whether your family's lycanthropic curse takes the form of the werebear, werebeaver, wererat, or werewolf. Your choice influences the list of bonus feats made available to you, as well as a number of your bloodline powers.

**Bite of the Lycanthrope (Ex):** At 1st level, you gain a bite as a primary natural attack. This bite gains additional properties depending on your lycanthropic heritage.

**Werebear:** Your bite deals an additional 2 points of damage.

**Werebeaver:** Your bite ignores the damage reduction or hardness of all wooden creatures and objects.

**Wererat:** Your bite deals 1 point of bleed damage. This bleed damage stacks, to a maximum of 1 point of bleed damage + 1 point for every four bloodrager levels you possess.

**Werewolf:** Creatures dealt damage by your bite take a -1 penalty to attack rolls for 1 round. At 12th level, this increases to -2.



## Chapter 1: Bloodrager Bloodlines

### Lycanthrope

*Hide of the Lycanthrope (Su):* At 4th level, your lycanthropic origins begin to grant you supernatural toughness. You gain DR 1/silver. The damage reduction granted by this ability stacks with the damage reduction class feature and increases by +1 for every four bloodrager levels beyond 4th.

*Rend and Tear (Ex):* At 8th level, as a full-attack action, you may make multiple iterative attacks with your bite natural weapon as though you were making a full attack with a manufactured weapon. While making a full attack in this manner, you cannot attack with any other weapons, including other natural weapons.

*Quirks of the Lycanthrope:* At 12th level, you gain the below ability that corresponds to your lycanthropic heritage.

*Werebear (Su):* Whenever you are bloodraging, you gain resistance to acid, cold, and fire equal to the sum of the damage reduction granted by the damage reduction class feature + the damage reduction granted by hide of the lycanthrope.

*Werebeaver (Su):* Once per day while out in the open, you may go into a sort of lycanthropic trance as a full-round action that provokes attacks of opportunity. Assuming there is sufficient material within 60 feet and sufficient space centered on you, you descend into an apoplectic fit of gnawing and spitting, kicking up all sorts of dust in the process. When the dust settles, the available materials have been transformed into a totally functional, if windowless, 10-foot x 10-foot cabin, complete with a front door. Given the stress your jaws just went through, you are unable to speak or make a bite attack for 1 hour after using this ability.

*Wererat (Sp):* You gain the ability to cast *vanish* and *invisibility* as spell-like abilities with a caster level equal to your bloodrager class level -3 and Charisma as your key ability. Each spell gained in this manner can be cast once per day and can only target you.

*Werewolf (Ex):* Once per day, you can learn one bonus teamwork feat as a full-round action that provokes attacks of opportunity. You retain knowledge of the chosen feat until the next time you use this ability, at which point you promptly forget it before choosing a new bonus teamwork feat. In effect, you lose the old bonus feat in exchange for the new bonus feat. You still must meet the prerequisites for the bonus teamwork feats chosen. You treat all allies within 10 feet as though they had this bonus teamwork feat.

*Fear the Lycanthrope (Su):* At 16th level, whenever you are bloodraging, creatures within 30 feet that have fewer Hit Dice than you do are shaken.

*Curse's Boon (Su):* At 20th level, whenever you are bloodraging, you have fast healing 5, the hide of the lycanthrope bloodline power grants an additional DR 5/silver, and your bite attack bypasses all metal-based damage reduction.



lycanthrope  
bloodline



**Mad Archon (Complex)**

*An encounter with an insane archon has far-reaching consequences for mortals. Namely, the echoes of that fateful day live on for generations.*

**Parent Bloodline(s):** Accursed, Celestial

**Bonus Feats:** Dodge, Elemental Strike (fire)\*, Far Shot, Fleet, Improved Initiative, Iron Will, Point Blank Shot, Toughness

Feats marked with an asterisk (\*) have no racial prerequisite, but only when taken as a mad archon bloodline feat.

**Bonus Spells:** The mad archon bloodline gives two distinct sets of bonus spells. You have access to both of these sets, but one can only be used while bloodraging, while the other can only be used while not bloodraging.

**While Bloodraging:** *magic weapon* (7th), *spear of purity* (10th), *greater magic weapon* (13th), *holy smite* (16th)

**While Not Bloodraging:** *cure light wounds* (7th), *aid* (10th), *prayer* (13th), *cure critical wounds* (16th)

**Bloodline Powers:** *Though your blood is suffused with the urge to further the platform of the archons, that impulse is dulled by lack of clarity.*

*Archon's Determination (Ex):* At 1st level, you gain DR X/cold iron whenever you are bloodraging, and DR X/silver whenever you are not bloodraging, where X is equal to 1 + one-quarter your bloodrager level, rounded down. This stacks with the damage reduction class feature.



*Shifting Resistances (Ex):* At 4th level, you have resistance to fire and cold equal to your bloodrager level whenever you are bloodraging. In addition, you have resistance to acid and electricity equal to your bloodrager level whenever you are not bloodraging.

*Uncertain Insight (Su):* At 8th level, you gain the ability to see moments into the future, but the view is very unclear. Whenever you make a d20 roll, but before you know the results of that roll, you may take both a -2 penalty and a +1d6 bonus to that roll as an immediate action. This ability may be used twice per day while bloodraging, and twice per day while not bloodraging.

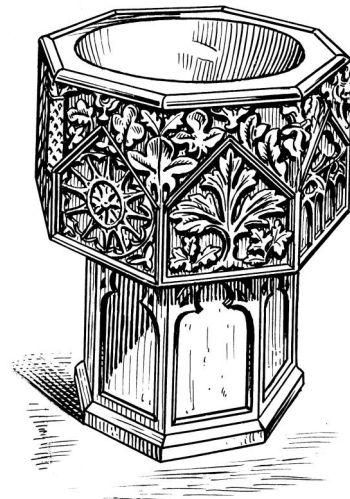
*Smite the... Something? (Su):* At 12th level, if you are Good, weapons you wield are considered good for the purpose of overcoming damage reduction whenever you are bloodraging, but are considered evil for the purpose of overcoming damage reduction whenever you are not bloodraging. Conversely, if you are Evil, weapons you wield are considered evil for the purpose of overcoming damage reduction whenever you are bloodraging, but are considered good for the purpose of overcoming damage reduction whenever you are not bloodraging. If you are Neutral, then, upon gaining this ability, you must choose whether this ability considers you Good or Evil. This decision cannot be changed.

*Muddled Magic (Sp):* At 16th level, you treat your caster level as though it were +2 higher when casting bloodrager bonus spells while bloodraging. In addition, the Difficulty Class of all saving throws called for by your bloodrager bonus spells is +2 higher whenever you are not bloodraging.

*Greater Muddled Magic (Sp):* At 20th level, spells you cast while bloodraging gain the benefits of the Empower Spell metamagic feat without modifying the casting time or spell level of that spell. In addition, whenever you cast a spell while not bloodraging, the next bloodrager bonus spell of the same spell level or lower that you cast this round may be cast as a swift action.

**Sidebar: Bloodlord Compatibility with the Mad Archon Bloodline**

Since the mad archon bloodline grants twice as many bloodline bonus spells as is normal, a bloodlord only gains the ability to cast each spell-like ability sourced from this bloodline once per day. The restrictions on when that spell can be cast (only while bloodraging or only while not bloodraging) still apply.







Chapter 1: Bloodrager Bloodlines  
Magmaborn

**Magmaborn**

*If you trace your bloodline back far enough, a magma dragon considered one of your ancestors to be hot stuff. Your family has been living with the fallout ever since.*

**Parent Bloodline(s):** Draconic, Elemental (fire)

**Bonus Feats:** Ability Focus (hot foot), Dodge, Improved Initiative, Lightning Reflexes, Scorching Weapons\*, Skill Focus (Fly), Spell Focus (evocation), Toughness

Feats marked with an asterisk (\*) have no racial prerequisite, but only when taken as a magmaborn bloodline feat.

**Bonus Spells:** *burning hands* (7th), *scorching ray* (10th), *fireball* (13th), *flame strike* (all damage is fire damage) (16th)

**Bloodline Powers:** *Your bloodline focuses on the powers of a fire dragon.*

**Hot Foot (Su):** At 1st level, whenever you are bloodraging, you may draw heat up out of the earth as a standard action. Nominate a 5-foot radius burst whose center is within 60 feet of your position and under which is earth or stone. Creatures who enter the area or begin their turn in the area take fire damage equal to your bloodrager level. Those who begin their turn in the area have a Fortitude save to negate, while those who enter are allowed no saving throw. You may only have one instance of this ability in effect at any one time, and whenever you stop bloodraging, its effects end immediately.

**Hot-blooded (Ex):** Starting at 4th level, you have fire resistance equal to twice your bloodrager level.

**Magma Spikes (Su):** At 8th level, you may call superheated spires of rock up out of the earth as a standard action whenever you are bloodraging. Nominate a 20-foot square whose center is within 60 feet of your position, then roll 1d44 four times and consult the table below. (To roll d44, roll 2d4, but treat one d4 as 10s and one d4 as 1s. Add the two results together. For example, a roll of 3, then 2 is 32.) Reroll all duplicate results until they are no longer duplicates. The cells of the table correspond to the individual 5-foot squares of the 20-foot square nominated. For each 5-foot square rolled, if there is earth or stone beneath it and if that square is not already impassible terrain, a spike of superheated rock bursts out of the ground to a height of ten feet. Creatures in that space are subject to an attack with an attack modifier equal to your bloodrager level + your Charisma modifier, dealing 1d6 fire damage for every two bloodrager levels you possess on a successful hit. All creatures occupying a square that gets "spiked" move to their choice of any unoccupied, non-impassible adjacent space. This movement provokes attacks of opportunity. If there is no adjacent space to which a creature can move, then that magma spike crumbles immediately and is lost. For as long as they persist, magma spikes as impassible terrain.

Creatures that begin their turn within 5 feet of a magma spike take 1d6 points of fire damage with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save to negate. If within 5 feet of multiple magma spikes, this damage stacks and is treated as a single source of damage with a single Fortitude save to negate all of it. Whenever you stop bloodraging, all of your magma spikes crumble and are lost.

This ability may be used once per day, plus an additional time per day at 16th level.

**Moving Heat (Su):** At 12th level, if you are within 60 feet of the area heated by your hot foot bloodline power, you may move that area 5 feet as a swift action.

**Flaming Hide (Su):** At 16th level, flames begin to shoot from your body whenever you are bloodraging. At the beginning of your turn, all creatures within 10 feet of you take 3d6 points of fire damage with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save to negate.

**Child of the Primal Wyrms (Ex):** At 20th level, you become immune to fire. In addition, whenever you use the magma spikes bloodline power, you may reroll the randomized position of one of the magma spikes, but must choose to do so before you roll the position of the next spike. Finally, you may maintain two instances of the hot foot bloodline power at one time. In areas where both instances overlap, damage does not stack, but you never allow Fortitude saves to negate.

Table: Magma Spikes Placement

d44; the circle marks center of the nominated 20' square			
11	12	13	14
21	22	23	24
31	32	33	34
41	42	43	44



**Maker**

*Your family tends to be drawn to great artists, and those who intermarry with you tend to have rich and creatively-fulfilling lives. Inevitably, your family and produced a child who is also an artist.*

**Parent Bloodline(s):** Destined, Maestro

**Bonus Feats:** Arcane Strike, Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Forge Ring, Lightning Reflexes, Scribe Scroll

**Bonus Spells:** *mending* (7th), *minor creation* (10th), *greater magic weapon* (13th), *major creation* (16th)

**Bloodline Powers:** *You have been trained in how to create, but your blood surges with the power to motivate.*

*Familiar with Stuff (Ex):* At 1st level, you get a +2 luck bonus to saving throws against spells sourced from an item, such as a wand, command word wondrous item, or scroll. In addition, when creating a magic item, 8 hours of work completes an additional 100 gp of the item's base price worth of work for every bloodrager level you possess. For example, a 10th-level bloodrager can craft a magic item with a base price of 2,000 gp in only 8 hours.

*Stuffamancy (Ex):* At 4th level, you treat your bloodrager caster level as though it were +3 higher for the purpose of crafting magic items.

*Read it in a Book Once (Sp):* At 8th level and every bloodrager level thereafter, select a spell from any spell list whose spell level is equal to or less than the highest bloodrager spell level you can cast. You are treated as though you can cast that spell for the purpose of meeting the construction requirements of items that require the Craft Magic Arms and Armor, Forge Ring, or Craft Wondrous Item feats to construct.

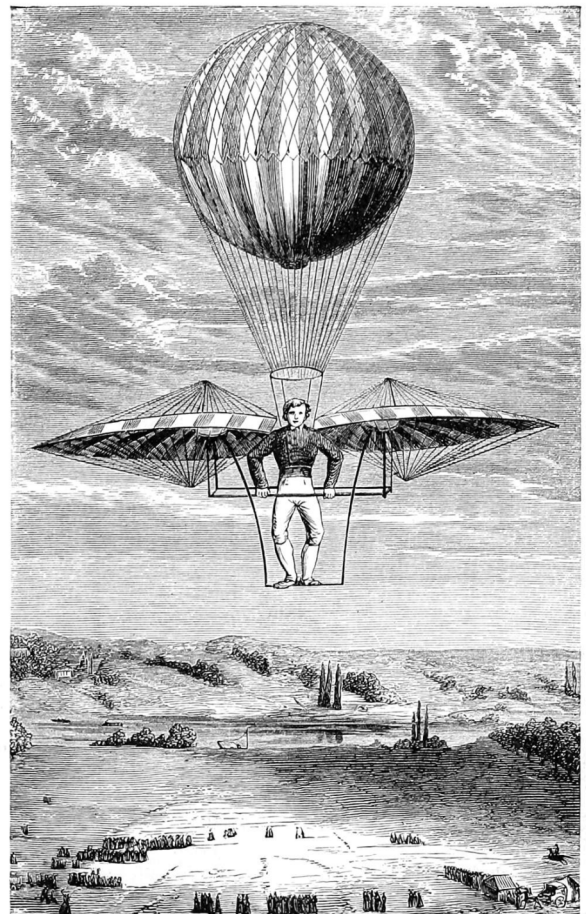
At the game master's discretion, this ability can apply to other magic item creation feats. The intent of this ability is to allow the creation of equipment, not canned spell items. Potions, wands, staves, scrolls, and so on should never be producible with this ability (until the capstone).

*Wand Whipper (Su):* At 12th level, you gain a wand pool, a measure of your knowledge of the art of wandmaking. The number of points in your wand pool is equal to half your bloodrager level, rounded down. By expending a number of wand points equal to the spell level of the spell contained in a wand you are wielding, you may activate that wand without expending a charge.

The wand pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

*Mass Production (Ex):* At 16th level, whenever you complete the construction of a magic item that required 8 hours of work or less to complete, you may choose to create a second copy of that item without having to invest time into its production. You must supply all materials and spells for the second copy of the item, but its production time is effectively zero. This ability cannot be used in conjunction with an item that was produced instantaneously through the use of this ability.

*Stuffamaster (Sp):* At 20th level, your read it in a book once bloodline power applies to all item creation feats, not just Craft Magic Arms and Armor. Forge Ring, and Craft Wondrous Item. In addition, your wand whipper bloodline power is now compatible with rods and staves, not just wands. The size of your wand pool increases by an amount equal to your Charisma modifier, if positive.





## Chapter 1: Bloodrager Bloodlines

## Marilith/Medusa

**Marilith**

*The snake-demonesses of the Abyss are peerless swordswomen, for even the greatest mortal has issues with six swords at once.*

**Parent Bloodline(s):** Abyssal, Serpentine

**Bonus Feats:** Critical Focus, Dodge, Great Fortitude, Improved Disarm, Penetrating Strike\*, Spell Focus (transmutation), Weapon Focus, Weapon Specialization\*

Feats marked with an asterisk (\*) have their fighter level prerequisite fulfilled by an equivalent bloodrager level, but only when taken as a marilith bloodline feat.

**Bonus Spells:** *infernal healing* (7th), *weapon of awe* (10th), *fly* (13th), *telekinesis* (16th)

**Bloodline Powers:** *Your bloodline focuses on the martial prowess of the serpentine marilith.*

*Extra Limbs (Ex):* At 1st level, you grow an extra arm just below one of your existing arms. Unlike those with which you were born, this extra arm is small and spindly, much in the same manner that the arms of a tyrannosaurus are far too small for its frame. As such, your extra arms cannot wield shield, you cannot attack with weapons in your extra arms as part of a full-attack action, and your extra arms do not increase the number of magic rings you can wear. You grow an additional extra arm at 8th level and every four bloodrager levels thereafter, to a maximum of four extra arms at 16th level.

*Marilith's Fortitude (Ex):* At 4th level, you gain resistance to electricity equal to your bloodrager level, as well as an insight bonus to saving throws against poison equal to one-quarter your bloodrager level, rounded down.

*Taking Cover (Ex):* At 8th level, you gain a stacking shield bonus to AC equal to the number of arms granted by the extra limbs bloodline power that are not wielding anything. (*Wielding is distinct from wearing. Basically, if the hands need to grab at something, it's wielding. If something goes on the arm, like a bracelet or ring, that's wearing.*)

*The Need to Accessorize (Ex):* At 12th level, you gain the ability to wear a third magical ring. This ring goes on one of your extra arms.

*Blademaster (Sp):* At 16th level, you gain *blade barrier* as a 4th-level bloodrager bonus spell. Use of this spell consumes two spell slots.

*Mastery of Extremities (Ex):* At 20th level, you may include up to two of your extra arms in full-attack actions. You also gain the Multiattack feat as a bonus feat. You do not need to meet the prerequisites of this feat.

**Medusa**

*At some time in the distant past, one of your ancestors caught the eye of a medusa and didn't turn to stone.*

**Parent Bloodline(s):** Elemental (earth), Serpentine

**Bonus Feats:** Diehard, Endurance, Fast Healer, Great Fortitude, Heroic Recovery, Improved Great Fortitude, Spell Focus, Toughness

**Bonus Spells:** *shield of faith* (7th), *barkskin* (10th), *haste* (13th), *stoneskin* (16th)

**Bloodline Powers:** *Your powers focus on the stability of earth, the agility of the serpent, and the petrification powers of the medusa herself.*

*Coiling Hair (Ex):* At 1st level, your hair becomes motile, granting you a tentacle as a secondary natural attack whenever you are bloodraging.

*Serpentine Heritage (Ex):* At 4th level, you gain a +4 racial bonus to CMD against the trip combat maneuver, as well as a +4 racial bonus to Escape Artist checks made to escape from a grapple. In addition, your base land speed increases by +5 feet, plus an additional +5 feet at 12th level and 20th level.

*Stone Constitution (Ex):* At 8th level, you gain a +2 luck bonus to saving throws against transmutation spells.

*Serpent's Kiss (Ex):* At 12th level, the tentacle secondary natural attack granted by the coiling hair bloodline power gains the following poison.

**Type** poison (injury)

**Save** Fortitude DC 10 + 1/2 bloodrager level + Charisma modifier

**Frequency** 1/round for 2 rounds

**Effect** 1 Str damage, 1 Dex damage, 1 Con damage

**Cure** 1 save

*Avalanche (Sp):* At 16th level, whenever you cast one of your bloodrager bonus spells, it may be cast as a swift action if you target yourself, and only yourself, with it.

*Medusa's Gaze (Su):* At 20th level, whenever you are bloodraging, you gain a pale imitation of the medusa's stony gaze. As a swift action, you may focus your gaze on a single creature within 30 feet, staggering that creature for 1 round with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save to negate. In addition, you gain a +2 natural armor bonus to AC. This stacks with other sources of natural armor.





**Mi-Go**

*The extraterrestrial fungoids known as mi-go are masters of biology, magic, and esoteric technology. Though they do not always come to a new planet to satisfy their curiosity - sometimes they're after the resources - their propensity to cut and splice for their own edification, or amusement, makes their influence disturbingly regular in the family trees of other sapients.*

**Parent Bloodline(s):** Aberrant, Starsoul, Verdant

**Bonus Feats:** Combat Reflexes, Deceitful, Dodge, Improved Critical, Improved Grapple, Skill Focus (Knowledge [any]), Weapon Finesse, Weapon Focus

**Bonus Spells:** *magic weapon* (7th), *grace* (10th), *twilight knife* (13th), *wreath of blades* (16th)

**Bloodline Powers:** *Your body shows signs of extraterrestrial experimentation, and allows you to function somewhat similarly to that of the tinkers who did this to your line.*

*Surgical Precision (Ex):* At 1st level, you gain the benefits of the Weapon Focus feats corresponding to the weapons you are currently wielding whenever you are bloodraging. At 12th level, you also gain the benefits of the Weapon Specialization feats corresponding to the weapons you are currently wielding whenever you are bloodraging.

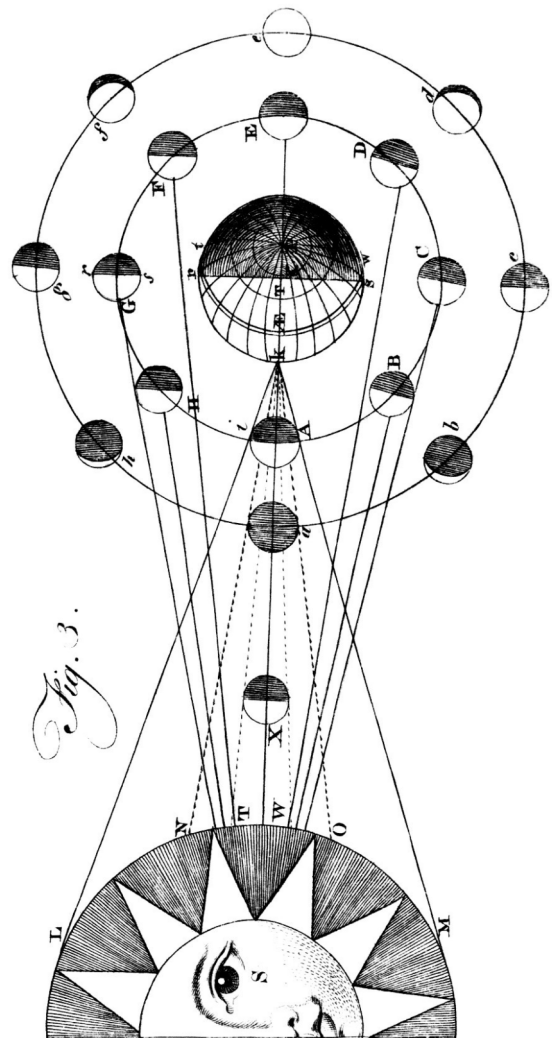
*Mi-go Resistances (Ex):* At 4th level, you gain resistance to cold, electricity, and fire equal to your bloodrager level.

*Diaphanous Wings (Ex):* At 8th level, you grow a pair of diaphanous wings. Though these wings cannot support your weight and allow for flight, they do grant you an added measure of balance, granting you a +2 bonus to initiative checks and Acrobatics skill checks. This bonus to Acrobatics skill checks increases by +1 for every four levels beyond 8th, to a maximum of +5 at 20th level.

*Alien Anatomy (Ex):* At 12th level, you gain medium fortification. In addition, you have fast healing 2 while bloodraging.

*Mi-Go Technology (Ex):* At 16th level, you gain the ability to ignore feat requirements for magic item creation; however, the cost to produce a magic item while ignoring its feat requirements is equal to its price instead of half its price, effectively doubling the gp cost required to create it. You use the Heal skill rather than the Spellcraft skill to craft magic items in this manner. Other creatures attempting to use magic items made using this ability take a -5 penalty to any Use Magic Device checks.

*Spacefarer (Su):* At 20th level, you become immune to both asphyxiation and explosive decompression. This has far-reaching implications. First, you can survive in the hard vacuum of outer space, as well as on the sea floor and other hostile environments whose primary hazard is pressure, or lack thereof. Further, you can simply hold your breath indefinitely to avoid any and all inhaled hazards, such as molds and poisons.







## Mime

*Few performers are as eager to box themselves into a particular role as is the mime.*

**Parent Bloodline(s):** Maestro, Psychic

**Bonus Spells:** *ear-piercing scream* (7th), *silence* (10th), *fly* (13th), *shout* (16th)

**Bonus Feats:** Dodge, Iron Will, Lunge, Lunging Spell Touch, Silent Spell, Step Up, Still Spell, Toughness

**Bloodline Powers:** *That which you see in the mind's eye becomes quite real when you lay it out with your craft.*

**Mime Routines:** This bloodline makes use of mime routines. You can only perform one mime routine at a time, but can still perform them while bloodraging.

*Is This Yours? (Su):* At 1st level, you learn the following mime routine, which you can perform as a standard action while at least two of your hands aren't holding anything. Reaching down, you wince comically as you grip one end of something incredibly heavy and struggle upright with it in your grip. Treat this unseen object as a masterwork greatclub with an enhancement bonus equal to one-quarter your bloodrager level, rounded down. You are proficient with the unseen greatclub, and may attack with it as though it were actually there. At any time, you can drop the club as a free action, ending the routine. You can maintain the performance of this routine for 2 rounds per day per bloodrager level. This duration does not need to be consecutive, but it must be spent in 1-round increments.

*Self-Mimolation (Su):* At 4th level, you learn the following mime routine, which you can perform as a standard action. You let out a silent scream, and, within moments, it's obvious that you're covered in roaring flames! You gain a +4 circumstance bonus to CMD against the grapple combat maneuver, and deal 1d4 + half your bloodrager level fire damage, rounded down, to creatures that hit you while unarmed or with a natural attack. At any time, you can end the routine as a free action. You can maintain the performance of this routine for 2 rounds per day per bloodrager level. This duration does not need to be consecutive, but it must be spent in 1-round increments.

*Hush! (Ex):* At 8th level, you gain the Improved Unarmed Strike feat. In addition, creatures you damage with an unarmed attack lose the ability to speak for 1 round with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate. Creatures that make their Fortitude save against this ability are immune to being silenced in this fashion for 24 hours.

*Power of Silence (Su):* At 12th level, your bloodrager bonus spells gain the benefits of the Silent Spell metamagic feat without increasing their spell level or casting time, as well as a +2 bonus to their effective caster level; however, if you speak, you lose the benefits of this ability until the next time you replenish your bloodrager spells for the day.

*There's a Wall There (Su):* At 16th level, you learn the following mime routine, which you can begin to perform as a standard action while at least one of your hands aren't holding anything. You pantomime the existence of a 15-foot square wall that behaves as the *wall of force* spell. The wall springs into existence in any location you like, so long as part of the wall is within reach of you, and remains in existence so long as you remain within reach of it with at least one free hand. At any time, you can end the routine as a free action. You can maintain the performance of this routine for 1 round per day per bloodrager level. This duration does not need to be consecutive, but it must be spent in 1-round increments.

*Deputizing (Ex):* At 20th level, you gain the ability to deputize an ally without the mime bloodline whenever you replenish your spells for the day. The ally must stay with you while you replenish your spells to gain benefit from this ability. Until the next time you replenish your spells for the day, the chosen ally gains the benefits of the *is this yours?* and *self-mimolation* bloodline powers as a 10th-level bloodrager. In addition, you treat your bloodrager level as though it were +5 higher for the purpose of your mime routines.





## Chapter 1: Bloodrager Bloodlines

## Nuckelavee/Nullmind

**Nuckelavee**

*The dreaded nuckelavee has somehow forced its way into your family tree. As a result, chaos and destruction follows gleefully in the wake of your kin.*

**Parent Bloodline(s):** Abyssal, Aquatic, Pestilence

**Bonus Feats:** Dodge, Great Fortitude, Mounted Combat, Mounted Onslaught, Power Attack, Run, Spirited Charge, Trample

**Bonus Spells:** *ray of enfeeblement* (7th), *defoliate* (10th), *vampiric touch* (13th), *contagion* (16th)

**Bloodline Powers:** *Having an aquatic horse demon in your pedigree grants you powers associated with cavalry and the destruction of life.*

*Horse and Rider (Ex):* At 1st level, any creature you are actively using as a mount has a +1 luck bonus to AC and a +1 morale bonus to natural weapon damage. At 8th level and 16th level, these bonuses increase by +1.

*Death and Decay (Su):* At 4th level, living creatures you damage with a spell or a weapon attack take 1 point of damage at the beginning of your next turn for every four bloodrager levels you possess. You gain temporary hit points equal to the damage inflicted in this manner. These temporary hit points last for 1 minute.

*Fording the River (Ex):* At 8th level, you treat all aquatic difficult terrain as though it were not difficult. Additionally, you have a +2 circumstance bonus to Fortitude saving throws while in salt water and retain this bonus for 1 round after leaving the water.

*Runner of the Apocalypse (Ex):* At 12th level, whenever you are bloodraging, feats that grant you a numerical bonus while you are mounted also grant you that bonus while you are on foot. Feats that grant a bonus to your mount or grant you the ability to interact with your mount in a special manner still do not apply. Additionally, if you have an ability or feat that applies to mounted charges, you may gain its benefits when making a charge on foot. If a charge would grant more than one attack, this ability only applies to the first attack.

*The Charger's Presence (Su):* At 16th level, whenever you are bloodraging, you project an *antimagic field* with a radius of 10 feet that affects only conjuration (healing) spells and spells from the plant domain. This antimagic field moves as you do, keeping you at its center.

*Curse of the Nuckelavee (Su):* At 20th level, creatures you kill cannot be raised from the dead save by the *wish* or *miracle* spells. In addition, whenever you kill a living creature, you gain temporary hit points equal to its Hit Dice. These temporary hit points last for 1 hour.

**Nullmind**

*In a world of enchanters, fey, fiends, and horrifying walking brains that eat brains, it behooves you to gird your mind as well as your body.*

**Parent Bloodline(s):** Psychic

**Bonus Spells:** *remove fear* (7th), *blistering invective* (10th), *dispel magic* (13th), *dream shield* (16th)

**Bonus Feats:** Arcane Strike, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Survival), Steadfast Personality, Threnodic Spell, Toughness

**Bloodline Powers:** *The only mind in your head is your own.*

*Aura of Nullmind (Su):* At 1st level, you project a 30-ft. radius aura while you are bloodraging. Creatures in the aura have a +1 insight bonus to saving throws against mind-affecting abilities, increasing by +1 for every nine bloodrager levels you possess. Starting at 12th level, whenever a creature enters the radius of your aura, you may choose not to grant it the benefits of the aura.

*Mindbreaker (Ex):* At 4th level, you gain a +1 circumstance bonus to weapon and spell damage rolls against creatures currently under the effects of a mind-affecting ability. This increases by +1 for every four bloodrager levels you possess beyond 4th, to a maximum of a +4 circumstance bonus at 16th level.

*Slippery When Mad (Ex):* At 8th level, whenever you are bloodraging when you fail your saving throw against an enchantment effect, you can attempt it again 1 round later at the same DC. You only get this one extra chance to succeed on your saving throw.

*Mindsear (Su):* At 12th level, creatures you decline to grant the benefits of the aura of nullmind bloodline power instead take 1d3 + your Charisma modifier points of damage at the beginning of each of their turns for as long as they're within range of your aura.

*Terrible Retribution (Ex):* At 16th level, whenever you would be controlled by a compulsion spell or ability, you ignore the effects of that spell or ability for 1 round. If you deal damage to the source of that compulsion effect during this time, and if the source is a creature, then it must make a concentration check (DC 10 + total damage dealt by you this round) or the compulsion effect ends immediately.

*Mental Armor (Sp):* At 20th level, you gain *mind blank* as a 4th-level bloodrager bonus spell and *spell immunity* as a 3rd-level bloodrager bonus spell. Your *mind blank* spell can only target yourself, and your *spell immunity* spell can only grant protection against enchantment and illusion spells.



## Chapter 1: Bloodrager Bloodlines

### Onmyōdo

#### Onmyōdo (Complex)

*To a practitioner of onmyōdo, gods are everywhere. They preside over the classical domains, such as weather and commerce, but they also preside over specific geographic locations, or even specific trees and shrubs! These spirit-gods are known as kami, and those who practice onmyōdo act as liaisons between the kami and the mortal world. Your family has a rich history of this flavor of ambassadorship, and some scions of the line have an innate connection to the spirit world that doesn't need a lick of training. Lucky you.*

**Kickstarter Backer:** Sasha Hall

**Parent Bloodline(s):** Elemental (any)

**Bonus Spells:** None

**Bonus Feats:** None. Instead, whenever you would gain a bonus feat, select a prayer from the list below. You must meet all of the prerequisites of the chosen prayer. You can only take a prayer once. If you know at least one prayer, you may place talismans as though you were an onmyōji equal to your bloodrager level; however, you treat your effective onmyōji level as though it were equal to half your bloodrager level, rounded down, for the purpose of determining the number of talismans you can place per day. You cannot place o-fuda talismans while bloodraging.

When using talismans, you have an effective onmyōji level equal to your sorcerer level + your levels in talisman-using classes.

#### Sidebar: Talisman Rules for the Onmyōdo Bloodline

The following is a copy of the official talisman rules for the onmyōji base class, minus rules for prayer acquisition. This bloodline handles that aspect of talismans differently.

Onmyōji are known for their connection with the spirits that populate the world, and one of the most iconic interactions with them is the manufacture of talismans fueled by the supernatural power of these spirits. Talismans are small tokens, usually made of cloth, paper, or wood, that have been decorated with glyphs showing the provenance of its source of power, and filled with one or more prayers that give that power direction.

Talismans come in two flavors: o-fuda and omamori.

When placing a talisman (see the individual listings for o-fuda and omamori talismans), the onmyōji selects a single prayer that he knows that is compatible with the chosen type of talisman. For its duration, the talisman

elicits the chosen prayer's effect. To place a talisman, an onmyōji must have one hand free and a Wisdom score equal to at least  $10 + 1/2$  the minimum level of the prayer added to the talisman. Each day, an onmyōji can place a number of talismans equal to his onmyōji level + his Wisdom modifier.

Both o-fuda and omamori talismans never allow saving throws. A talisman of any kind has hardness equal to the onmyōji's Wisdom modifier and hit points equal to three times the onmyōji's class level. Melee attacks made against an o-fuda talisman are automatically successful, while melee attacks made against an omamori talisman are automatically successful if the subject of the talisman is willing to have its talisman struck; otherwise, the attack is made against the touch AC of the subject +2. Ranged attacks are made against an AC of 9 if the target is an o-fuda talisman or an omamori talisman worn by a willing subject, or made against the touch AC of the subject +2 if the subject is unwilling.

O-fuda talismans take damage from area of effect abilities, such as the fireball spell, as normal, while omamori talismans only take damage from area of effect abilities if the subject either rolls a natural "1" on its saving throw or intentionally fails its saving throw. If a talisman is reduced to 0 hit points, it is destroyed and its effects end immediately; otherwise, a talisman has a duration of 3 rounds + 1 round per onmyōji level.

**O-fuda:** O-fuda talismans were originally designed to ward entire households at once, keeping out evil spirits and bad luck, or promoting fortune and cheer within its boundaries. Taken out of its traditional home and made a tool for the adventuring onmyōji, o-fuda talismans are the gold standard for area warding. When an o-fuda talisman is placed on a solid surface in an unoccupied 5-foot square the onmyōji threatens, a standard action, it affects a 10-foot radius centered on the talisman. Once placed, an o-fuda becomes affixed to that surface and cannot be moved unless it is destroyed or its duration ends.

**Omamori:** Omamori talismans were originally designed for personal protection, and this translates well to the adventuring profession. When an omamori talisman is placed on a creature occupying a square the onmyōji threatens, a standard action, it affects just that creature. If the creature is not a willing recipient, then the onmyōji must make a melee touch attack. If successful, the talisman is affixed to the subject and cannot be removed unless it is destroyed or its duration ends. A failed melee touch attack provokes attacks of opportunity, but does not consume a daily talisman use.



**Choju**

*Longevity is a common desire, and choju talismans reportedly help to extend life.*

*O-fuda:* The maximum hit points of all allies in the area increases by an amount equal to your effective onmyōji level.

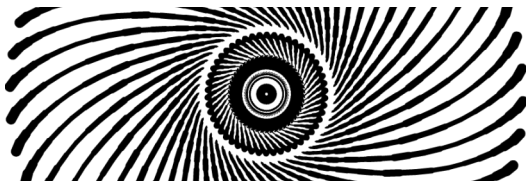
*Omamori:* The subject's maximum hit points increases by an amount equal to your effective onmyōji level.

**Dampen Elements**

*A word of warding can reduce, or even negate, the damaging power of the elements.*

*O-fuda:* When placing the talisman, choose acid, cold, electricity, fire, force, or sonic. All allies in the area have resistance equal to your effective onmyōji level against the chosen energy type.

*Omamori:* The subject has resistance equal to your effective onmyōji level against acid, cold, electricity, fire, and sonic damage.

**Empower Elements**

Requires: Bloodrager 7

*Nearby kami can be convinced to help the recipient of such a talisman, lending their power to weaponry whose modus operandi is similar to their own.*

*O-fuda:* When placing the talisman, choose acid, cold, electricity, or fire. Weapon special abilities, spells, and abilities that deal damage of the chosen energy type enhancing weapons allies in the area wield deal an additional point of damage of that energy type. Further, energy damage of the chosen type dealt as part of weapon damage by an ally in the area ignores resistance equal to half your effective onmyōji level, rounded down.

*Omamori:* When placing the talisman, choose acid, cold, electricity, or fire. Weapons the subject wields deal an additional 1d4 points of damage of the chosen energy type. Further, weapon special abilities, spells, and abilities that deal damage of the chosen energy type enhancing weapons the subject wields (including the energy damage granted by this talisman itself) deal an additional point of damage of that energy type. Finally, energy damage of the chosen type dealt as part of weapon damage by the subject ignores resistance equal to your effective onmyōji level.

**Fukashi**

Requires: Bloodrager 13

*Fukashi, or "invisibility", is a potent aid for those whose lives depend on not drawing the attention of an upset oni.*

*O-fuda:* All allies in the area become invisible, as the *invisibility* spell. If an ally attacks while in the area, he immediately becomes visible and cannot be made invisible again by this talisman.

*Omamori:* The subject becomes invisible, as the *invisibility* spell. Starting at 16th level, the subject instead becomes invisible as the *greater invisibility* spell, but the talisman takes 10 points of damage every time the subject attacks. This damage ignores hardness.

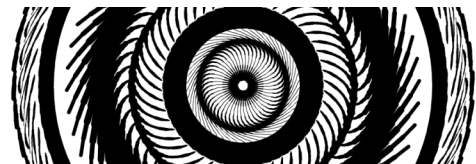
**Gankake**

Requires: Bloodrager 7

*A very open-ended talisman, the gankake is a prayer focus that acts to focus spiritual energy where it is needed the most.*

*O-fuda:* All allies in the area are healed for an additional 1d6 points of damage by friendly channeled energy effects. In addition, whenever an ally in the area is healed by a friendly channeled energy effect, he gets a +1 sacred bonus to attack rolls for 1d4 rounds.

*Omamori:* The subject is healed for an additional 2d6 points of damage by friendly channeled energy effects. In addition, whenever the subject is healed by a friendly channeled energy effect, he gets a +2 sacred bonus to attack rolls for 1d4 rounds.

**Gankosa**

*Though stubbornness may seem to be a particularly odd thing to promote, and it is, an individual who is stubborn enough will simply refuse to lay down and die.*

*O-fuda:* All allies in the area have a +2 resistance bonus to saving throws. This bonus increases by +1 for every six effective onmyōji levels you possess.

*Omamori:* The subject has a +2 resistance bonus to saving throws. This bonus increases by +1 for every four effective onmyōji levels you possess, to a maximum of a +5 resistance bonus to saving throws at 12th level. At 16th level, the subject also has a +1 morale bonus to saving throws.



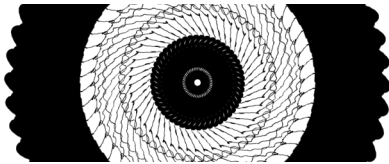
**Hishi**

Requires: Bloodrager 7

*Named after the water caltrop plant, the hishi talisman produces green mimics of said plant that are, nevertheless, as dangerous as military materiel.*

*O-fuda:* The area becomes covered in spiny metal objects resembling water caltrops. The water caltrops produced by this talisman follow the rules for caltrops, except that they ignore damage reduction, have a base attack bonus equal to half your effective onmyōji level, rounded down, and vanish when the talisman's duration expires.

*Omamori:* When this talisman is placed, a leaf-textured bag appears at the subject's hip. The subject also gains caltrop points equal to half your effective onmyōji level, rounded down. As a standard action, the subject may spend any number of caltrop points. For each caltrop point the subject spends, he places water caltrops in an unoccupied square in reach. Water caltrops cannot be placed in a square that already contains water caltrops. Water caltrops follow the rules for caltrops, except that they ignore damage reduction, have a base attack bonus equal to half your effective onmyōji class level, rounded down, and vanish when the talisman's duration expires.

**Kaiun**

Requires: Bloodrager 13

*One of the most common talismans is one that simply grants good luck.*

*O-fuda:* All allies in the area have a +1 luck bonus to AC, skill checks, and saves. This bonus does not stack with other kaiun talismans.

*Omamori:* The subject has a +2 luck bonus to AC, skill checks, and saves. This bonus does not stack with other kaiun talismans.

**Kibin**

Requires: Bloodrager 13

*Those who are fast on their feet live to see the next combat. A talisman such as this helps to ensure that the onmyōji's charges are among the victors.*

*O-fuda:* Allies that begin their turn in the area gain the benefits of the haste spell for 1 round.

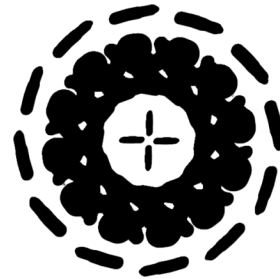
*Omamori:* The subject gains the benefits of the haste spell.

**Moeru Shita**

*Literally "flaming tongue", this talisman allows those affected by it to expectorate a wide variety of weapons-grade materials. Obviously, such a talisman was invented for the adventuring profession and is almost never seen warding a home.*

*O-fuda:* When placing this talisman, choose acid, cold, or fire. All allies in the area gain the ability to spit weaponized saliva of that energy type across the room as a standard action. Spitting is a ranged touch attack with a range of 60 feet that deals 1d8 + your effective onmyōji level damage of the chosen energy type on a successful hit.

*Omamori:* When placing this talisman, choose acid, cold, or fire. The subject gains the ability to spit weaponized saliva of that energy type across the room as a standard action. Spitting is a ranged touch attack with a range of 60 feet that deals 1d8 + your effective onmyōji level damage of the chosen energy type on a successful hit. In addition, on a successful hit, other creatures within 5 feet of the primary target take splash damage equal to half your effective onmyōji level, rounded down.

**Protection from Antipodes**

*"Evil" really is a subjective concept. As society becomes more complicated, the various dichotomies by which "evil" can be defined expands, and the idea of a "yakuyoke", or avoidance of evil, talisman becomes harder to define.*

*O-fuda:* Each ally in the area gains a +2 deflection bonus to AC against creatures whose alignment opposes the ally's alignment on one or more alignment axes. True neutral allies treat Lawful Good, Chaotic Good, Lawful Evil, and Chaotic Evil as opposed alignments. This deflection bonus to AC increases by +1 at 8th level and every five effective onmyōji levels thereafter.

*Omamori:* The subject gains a +2 deflection bonus to AC and a +2 resistance bonus to saving throws against creatures whose alignment opposes the subject's alignment on one or more alignment axes. True neutral allies treat Lawful Good, Chaotic Good, Lawful Evil, and Chaotic Evil as opposed alignments. These bonuses increase by +1 at 8th level and every five effective onmyōji levels thereafter.

Chapter 1: Bloodrager Bloodlines  
Onmyōdo**Protection from Spirits**

Requires: Bloodrager 7

*One of the classic uses for o-fuda is keeping evil spirits out of the household. This is readily adapted by an adventuring onmyōji who has the gall to go seek out said spirits on their own turf.*

**O-fuda:** All allies in the area have a +2 deflection bonus to AC against incorporeal creatures. In addition, non-magical weapons wielded by allies in the area are treated as magical weapons for the purpose of being able to damage incorporeal creatures. Starting at 11th level, all weapons wielded by allies in the area gain the *ghost touch* weapon special ability.

**Omamori:** The subject gains a +3 deflection bonus to AC against incorporeal creatures. In addition, weapons wielded by the subject gain the *ghost touch* weapon special ability. Starting at 11th level, incorporeal creatures can be critically hit by the subject and weapons wielded by the subject deal an additional 1d6 points of damage to incorporeal creatures. This additional damage is multiplied on a critical hit.

**Shiawase**

Requires: Bloodrager 7

*Nearly all sapient creatures desire happiness, for a happy creature is usually a healthy creature. Accordingly, an enterprising onmyōji knows how to provide it.*

**O-fuda:** All allies in the area who are not suffering from an ongoing fear effect have a +1 morale bonus to Strength. This bonus increases by +1 at 10th level and 17th level.

**Omamori:** If the subject is not suffering from an ongoing fear effect, it has a +2 morale bonus to Strength and Constitution. This bonus increases by +1 at 10th level and 17th level.

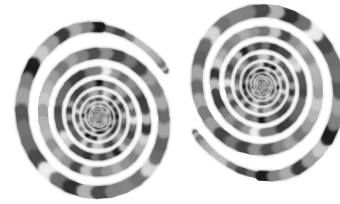
**Vengeful Flames**

Requires: Bloodrager 10

*Sometimes, a talisman of protection does not actively protect the wearer, but instead acts much in the same way as a monarch butterfly: those who attack it are so thoroughly displeased that they may not do so again.*

**O-fuda:** Creatures that successfully make a melee attack against an ally in the area take 1 + half your effective onmyōji level fire damage, rounded down.

**Omamori:** Creatures that attack the subject in melee take 1d8 + half your effective onmyōji class level fire damage, rounded down. This talisman is triggered whether or not the attack actually hits.

**Yakuyoke**

Requires: Bloodrager 10

*Yakuyoke omamori are specifically designed to avert the "midlife crisis". They do this by making the body feel younger until the mind is too set in its ways to do anything about the physical sensations of encroaching age. When applied to the adventuring profession, they simply extend the range of ages at which an adventurer can be successful.*

**O-fuda:** none

**Omamori:** The subject's ability score penalties due to age are as treated as though he were one age category younger than he actually is. For example, a middle-aged character receives the mental ability score bonuses for being middle-aged, but takes no penalty for being middle-aged. Similarly, a venerable character receives the mental ability score bonuses for being venerable, but takes physical ability score penalties as though he were merely of old age. The duration of this talisman's effect is 24 hours.

**Sidebar: Bloodlord Compatibility with the Onmyōdo Bloodline**

When taking bloodline powers and bonus feats from the bloodrager variant of the onmyōdo bloodline, the bloodlord base class is subject to the following guidelines:

If the bloodlord prepares the spirit pool bloodline power, he does not automatically gain all of the spirit pool abilities attached to it. Instead, he gains the first spirit pool ability (reach of the spirits) if he has at least one onmyōdo bloodline power prepared, the second (lingering blessing) if he has at least two prepared, and so on.

If the bloodlord has at least one onmyōdo bloodline power prepared, he may take prayers as bonus feats. These prayers, and the related ability to place talismans, only function if one or more onmyōdo bloodline powers are prepared that day, and each prayer known can be placed in a talisman a maximum of twice per day.

## Chapter 1: Bloodrager Bloodlines

### Onmyōdo



**Bloodline Powers:** *Your bloodline focuses on investing power in little paper tags.*

**Spirit Pool (Su):** At 1st level, you gain a pool of spirit points, a measure of your ability to petition the spirit realm for aid. The number of points in your spirit pool is equal to your Charisma modifier, plus an additional 1 for every three bloodrager levels you possess. Your bloodrager levels stack with any levels you possess in other spirit pool-granting classes for the purpose of determining the size of your spirit pool. If one class has a larger base size for its spirit pool, then use the larger base size.

In addition, choose a single prayer (listed above in place of bonus feats) for which you meet the prerequisites. You gain the chosen prayer.

The spirit pool is replenished each morning after 8 hours of rest or meditation. These hours do not need to be consecutive.

By spending 1 point from your spirit pool, you can do one of the following:

**Reach of the Spirits:** As a swift action, you may increase your reach by 5 feet per bloodrager level for the purpose of placing talismans. This effect lasts for 1 round.

**Lingering Blessing:** As a swift action, you may increase the remaining duration of a single talisman within 60 feet by 5 rounds. There is no limit to how high the remaining duration of a talisman can go in this fashion. You must be at least 3rd level to use this ability.

**Iron Talismans:** As a swift action, you may increase the hardness of all active talismans within 60 feet by an amount equal to your Wisdom modifier. This is an enhancement bonus. This effect lasts for 1 round. You must be at least 7th level to use this ability.

**Spiritual Beacon:** As a swift action, you may increase the radius of a single o-fuda talisman within 60 feet by 5 feet. This is an enhancement bonus. This effect lasts for the duration of the talisman. You must be at least 11th level to use this ability.

If you are at least 15th level, you may increase the radius of two o-fuda talismans within 60 feet instead.

By spending 2 points from your spirit pool, you may do one of the following:

**Juxtaposed Prayer:** As a swift action, you may change the sorts of creatures targeted by a single o-fuda talisman within 60 feet. Choose “allies”, “all creatures”, or “foes”. For the remainder of its duration, the talisman affects creatures of the type chosen rather than the type listed in its entry. You must be at least 19th level to use this ability.

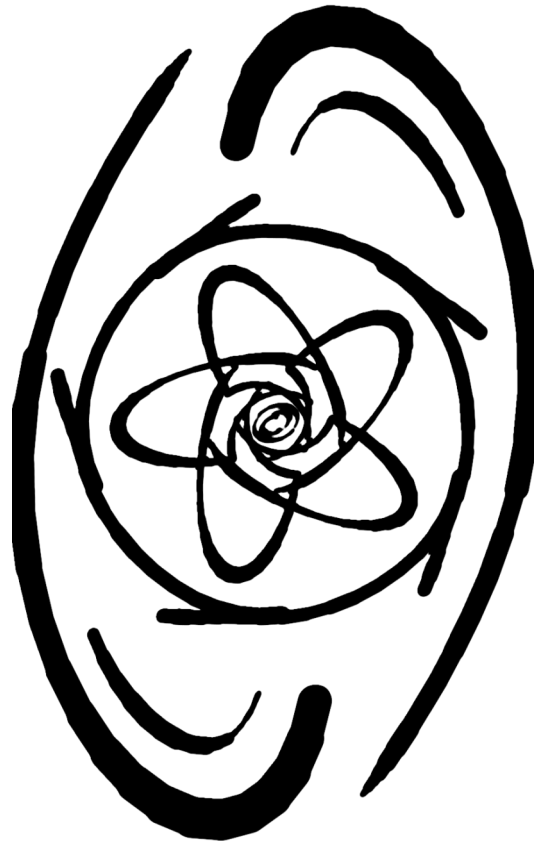
**Faux Wisdom (Ex):** While other practitioners of onmyōdo must work hard to maintain communication with the spirit world, you just go out and do it. At 4th level, you gain a +1 bonus to Wisdom for the purpose of all onmyōdo bloodline powers that use Wisdom as a key ability. This bonus increases by +1 at 8th, 12th, and 16th levels, to a maximum of +4 at 16th level.

**Rapid Placement (Ex):** At 8th level, you may place a talisman as a swift action whenever you enter a bloodrage, but only if you have no active talismans. This bypasses the usual inability to place talismans while bloodraging.

**Enraged Connection (Su):** At 12th level, whenever you are bloodraging, the remaining duration of all of your placed talismans increases by +1 round at the end of each of your turns.

**Tongue of the Earth (Su):** At 16th level, you gain the ability to speak with elementals as though you were permanently subject to the *tongues* spell.

**Militia of Spirits (Su):** At 20th level, you may spend 4 spirit points as a standard action to summon an elder elemental as the *summon monster VIII* spell with a caster level of 20th.



**Phasmadaemon**

*Masters of illusion that they are, the phasmadaemon can indeed exert very real influence on a mortal line. Yours is but one of many they've twisted in an effort to damn the masses to their hunting ground.*

**Parent Bloodline(s):** Daemon, Shadow

**Bonus Feats:** Blind-Fight, Dodge, Extend Spell, Improved Blind-Fight, Spell Focus (illusion or necromancy), Weapon Finesse, Weapon Focus, Wind Stance

**Bonus Spells:** *entropic shield* (7th), *blistering invective* (10th), *displacement* (13th), *fear* (16th)

**Bloodline Powers:** *Your bloodline focuses on fear and illusion working in concert.*

*Fear Factor (Ex):* At 1st level, you can use the Intimidate skill to demoralize a creature in place of an attack in a full-attack action.

*Terrify and Triumph (Ex):* At 4th level, you gain a +1 luck bonus to attack rolls and saving throws made against creatures that are shaken, frightened, or panicked. This increases to a +2 luck bonus at 16th level. In addition, creatures you critically hit in melee are shaken for 1d4 rounds with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Will save to negate.

*Feeding on Fear (Su):* At 8th level, you gain 1 temporary hit point at the beginning of each of your turns for each shaken, frightened, or panicked creature within 30 feet, max 10 temporary hit points. These temporary hit points last for 1 round.

*Hardened to Terror (Su):* At 12th level, you become immune to fear and radiate an aura of malevolence that causes other creatures within 30 feet to be shaken with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Will save to negate. Creatures that make their saving throw are immune to your aura for 24 hours.

*Tangible Horror (Su):* At 16th level, you gain the *shadow evocation* and *shadow conjuration* spells as 4th-level bloodrager bonus spells. If a creature succeeds at its Will save to disbelieve either of these spells, the conjured or evoked spell has 50% the normal effect or is 50% likely to occur, rather than 20%.

*Mantle of Fear (Ex):* At 20th level, you gain a +2 luck bonus to AC and DR 10/- against creatures that are shaken, frightened, or panicked. This stacks with the damage reduction granted by the damage reduction class feature.

**Pixie**

*Your family carries the mischievous touch of a pixie that hit your ancestors so hard that you can still feel it.*

**Parent Bloodline(s):** Arcane, Fey

**Bonus Feats:** Dodge, Hover, Improved Initiative, Improved Feint, Iron Will, Lightning Reflexes, Skill Focus (Fly), Wind Stance

**Bonus Spells:** *hideous laughter* (7th), *invisibility* (10th), *major image* (13th), *shocking image* (16th)

**Bloodline Powers:** *The influence of mischievous fae makes you quite the trickster, yourself.*

*Confusing Mind (Ex):* At 1st level, you gain a +1 luck bonus to saving throws against mind-affecting abilities. This bonus increases by +1 for every four bloodrager levels you possess.

*Sneak Attack (Ex):* At 4th level, whenever you are bloodraging, your attack deals extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. This extra damage is 1d6 at 4th level, and increases by 1d6 for every eight bloodrager levels you possess. Sneak attack damage is not multiplied on a critical hit. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack a creature with concealment.

*Flight of the Pixie (Su):* At 8th level, whenever you are bloodraging, a pair of enormous ethereal pixie wings appear on your back. These wings grant you a fly speed of 30 feet with good maneuverability.

*Here, There, and Everywhere! (Ex):* At 12th level, whenever you are bloodraging, you are treated as though you are flanking creatures that are flanking you.

*Piping of the Pixie (Sp):* At 16th level, you can cast *irresistible dance* twice per day as a spell-like ability. Your caster level is equal to your bloodrager level and Charisma is your key ability.

*Very Slippery Mind (Ex):* At 20th level, if you are affected by an enchantment spell or effect and fail your saving throw, you may attempt it again (and again) at the beginning of each subsequent turn at the same DC.



## Chapter 1: Bloodrager Bloodlines

### Puddling



#### Puddling

*Your familial pedigree includes a healthy dose of subterranean, sentient ooze.*

**Parent Bloodline(s):** Aberrant, Arcane

**Bonus Feats:** Brew Potion, Craft Wondrous Item, Great Fortitude, Greater Spell Focus (evocation), Scribe Scroll, Skill Focus (Perception), Spell Focus (evocation), Toughness

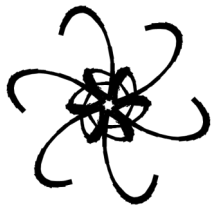
**Bonus Spells:** *ear-piercing scream* (7th), *sound burst* (10th), *daylight* (13th), *shout* (16th)

**Bloodline Powers:** *Your anatomy is somewhat amorphous and resonates with slight amounts of arcane power.*

**Visual Linguist (Ex):** At 1st level, you learn the puddling language of puddle as a bonus language. Puddle is effectively two languages, the first being a series of squeaks and wobbling sounds that functions like any other spoken language, and the second being a complex visual language that focuses on creating flashes of light in varying colors and intensities. Your hybrid anatomy gives you the ability to emit flashes of colored light as a standard action, thus granting you both the ability to speak visual puddle and the ability to be a "mobile, multicolored signal flare". A DC 0 Perception check spots any light you emit in this manner, and you can relay messages over long distances in this manner.

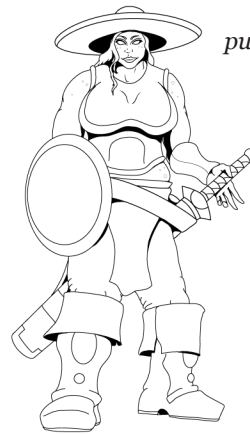
**Ooze Anatomy (Ex):** At 4th level, your anatomy becomes increasingly amorphous, granting you light fortification. At 12th level, you gain medium fortification instead. At 20th level, you gain heavy fortification instead.

**Arcane Curiosity (Sp):** At 8th level, you may cast each of your bloodline bonus spells once per day without consuming a spell slot.



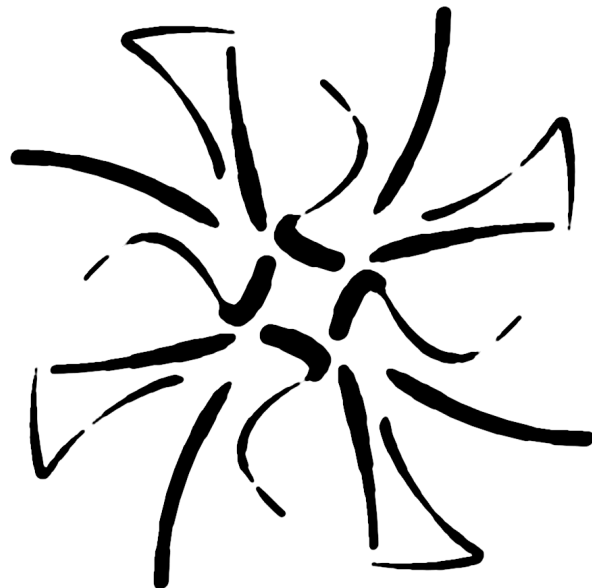
**Amorphous Anatomy (Ex):** At 12th level, you may squeeze into spaces two size categories smaller than you are with no penalty.

**Immunity through Curiosity (Su):** At 16th level, whenever you are bloodraging, you gain spell resistance equal to your bloodrager level + 5, but only against spells that are not considered harmless.



puddling bloodline

**Neverending Study (Sp):** At 20th level, whenever you replenish your spells for the day, you may study any number of arcane scrolls whose combined spell level adds up to six or less. (Treat a 0th-level spell as though its level were 1/2.) You may cast the spell contained in each scroll studied in this manner once per day as a spell-like ability with a caster level equal to your bloodrager level - 3. These spells use Charisma as their key ability. Studying scrolls does not consume them. The next time you study scrolls in this manner, all unused spell-like abilities gained from your previous study are lost. When studying a scroll that is not on your spell list, you must succeed on a DC 12 + twice the scroll's spell level caster level check, else the scroll is consumed and you do not gain the ability to cast that spell as a spell-like ability.



**Pufferfish**

*Apparently, if your ancestor is bitten/poked/rubbed by a radioactive/mutant/magical/fiendish dire pufferfish, the descendants end up having pufferfish spines. Magic: it doesn't have to make sense.*

**Parent Bloodline(s):** Aquatic

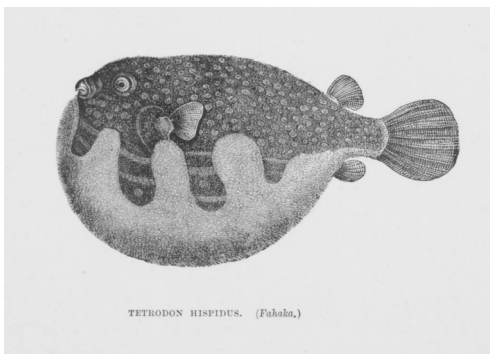
**Bonus Spells:** *hydraulic push* (7th), *delay poison* (10th), *water breathing* (13th), *nereid's blessing* (16th)

**Bonus Feats:** Charging Hurler, Dodge, Fleet, Great Fortitude, Improved Charging Hurler, Point-Blank Shot, Skill Focus (Swim), Weapon Focus (spines)

**Bloodline Powers:** *Your ancestor's chance mishap grants you the awesome strength and power of an irritable, inflatable fish.*

*Pufferfish Spines (Ex):* At 1st level, your body becomes covered in wicked, retractable spines that deal 1 point of piercing damage, plus an additional point of piercing damage for every three bloodrager levels you possess, to creatures that hit you in melee with natural attacks or while unarmed. Starting at 8th level, you deal this retributive piercing damage to any creature that makes a successful melee attack against you, not just those making use of natural attacks and attacks made while unarmed.

*Spine Burst (Su):* At 4th level, you gain the ability to spurt hundreds of needle-like spines in a cohesive blast of pain and poking. You can launch your spines three times per day as a standard action, dealing 1d6 points of piercing damage for every two bloodrager levels you possess to all other creatures in a 10-ft. radius centered on you. A successful DC 10 + 1/2 your bloodrager level + your Charisma modifier Reflex save halves the damage. Creatures that fail their Reflex save take a point of bleed damage for every '1' you roll on the damage dice for this ability.



*Sudden Inflation (Ex):* At 8th level, whenever you enter a bloodrage, you may choose to puff up and increase in size by one size category for the duration of your bloodrage. This does not increase your reach, nor does it alter your ability scores, but all other effects of changing size, such as an increase in the space you occupy, still occur. You may use this ability even if other creatures occupy the space you will occupy once you increase in size. Creatures occupying such spaces may either make an opposed combat maneuver check to arrest your inflation or make a Reflex save to get out of the way of it. If a single creature succeeds on the opposed combat maneuver check, you deflate with a sad little flatulent sound and do not increase in size; however, all creatures that choose to oppose you with a combat maneuver check or those that fail their Reflex save to get out of the way (DC 10 + 1/2 your bloodrager level + your Charisma modifier) take 1d4 + 1/2 your bloodrager level points of piercing damage, rounded down. When you expand, creatures occupying the space you wish to take up are shunted directly away to the nearest space unoccupied by you, if possible. Creatures that make their Reflex save against your inflation may instead move adjacent to you to avoid your increase in space (going from Medium to Large increases your space by +5 feet, so a creature that makes its Reflex saving throw may move 5 feet) as a free action. None of this movement provokes attacks of opportunity.

*Venom Immunity (Ex):* At 12th level, you gain immunity to all poisons.

*Pufferfish Poison Use (Ex):* At 16th level, you gain the ability to apply a dose of poison to your own body as a full-round action that provokes attacks of opportunity. You cannot accidentally waste a dose by poisoning yourself in this manner. The poison works its way to your pufferfish spine pores. As a result, the next time you use the spine burst bloodline ability, all creatures dealt damage by it become poisoned by the poison you applied to your body. The Difficulty Class of this poison is reduced by -2 due to the fact that a single dose is spread amongst many spines. Activities that would denature or dilute the poison, such as being subjected to extreme heat for a prolonged period of time or taking a bath, strip the poison off of your body and waste the dose.

*Pufferfish Poison Glands (Ex):* At 20th level, your anatomy finally becomes capable of producing actual pufferfish poison. Your cheeks bulge out slightly with a pair of fat, weeping glands, which produce a total of three doses of pufferfish poison daily. Once harvested from your cheeks, pufferfish poison denatures and becomes useless after 24 hours.

**Type** poison (injury)

**Save** Fortitude DC 10 + 1/2 bloodragerlevel + Charisma modifier

**Frequency** 1/minute for 10 minutes

**Effect** paralyzed for 1 minute; **Cure** 1 save



## Chapter 1: Bloodrager Bloodlines

### Siren

#### Siren (Complex)

*Though the standard modus operandi for sirens is to lure sailing ships, and their occupants, to their doom, there are sufficient hybrid sirens spawn out there in the world to show that simply killing said sailors isn't their only motivation.*

**Parent Bloodline(s):** Aquatic, Maestro

**Bonus Feats:** Discordant Voice, Extend Spell, Extra Performance, Great Fortitude, Iron Will, Skill Focus (Perform [any vocal]), Skill Focus (Swim), Spellsong

**Bonus Spells:** *charm person* (7th), *suggestion* (10th), *water breathing* (13th), *dominate person* (16th)

**Bloodline Powers:** *Like the sirens themselves, your voice has the supernatural ability to alter mood and allegiance.*

**Bardic Performance:** At 1st level, you are trained to use the Perform (any vocal) skill to create magical effects on those around him, including himself if desired. You can use this ability for a number of rounds per day equal to 2 + your Charisma modifier. At each level after 1st, you can use bardic performance for 1 additional round per day. Each round, you can produce any one of the types of bardic performance that you have mastered, as indicated by your level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. You may perform while bloodraging. Changing a bardic performance from one effect to another requires that you stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

At 8th level, you can start a bardic performance as a move action instead of a standard action, but only if you are currently bloodraging.

Each bardic performance has audible components, visual components, or both.

If a bardic performance has audible components, the targets must be able to hear you for the performance to have any effect, and many such performances are language dependent (as noted in the description). If you are deaf, you have a 20% chance to fail when attempting to use a bardic performance with an audible component. If you fail this check, the attempt still counts against your daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to you for the performance to have any effect. If you are blind, you have a 50% chance to fail when attempting to use a bardic performance with a visual component. If you fail this check, the attempt still counts against your daily limit. Blind creatures are immune to bardic performances with visual components. If an archetype would replace some of your bloodline powers, then that archetype replaces the bardic performances listed below of the corresponding level, not the ability listed above. If an archetype replaces all of your bloodline powers, then the entire bardic performance ability is replaced.

#### List of Bardic Performances

**Distraction (Su):** At 1st level, a bloodrager can use his performance to counter magic effects that depend on sight. Each round of the Distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bloodrager (including the bloodrager himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bloodrager's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the Distraction is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the Distraction, but it must use the bloodrager's Perform check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

#### Sidebar: Bloodlord Compatibility with the Siren Bloodline

When taking bloodline powers from the siren bloodline, the bloodlord base class is subject to the following guidelines:

Each of the performances granted by the bardic performance bloodline power is treated as a separate bloodline power by the bloodlord. That is to say, if bardic performance is taken as a 1st-level bloodline power, then the bloodlord selects a single performance available to 1st-level bloodragers and gains benefit from it whenever he prepares that bloodline power in the corresponding bloodline power slot. Similarly, if taken as a 12th-level bloodline power, the bloodlord selects a single performance available to 12th-level bloodragers and lower, and so on and so forth. A bloodlord can take as many or as few multiples of the bardic performance bloodline power as he wishes, and there's nothing stopping him from taking just a capstone performance at 20th level and moving on.



## Chapter 1: Bloodrager Bloodlines

## Siren

*Fascinate (Su):* At 1st level, a bloodrager can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bloodrager, and capable of paying attention to him. The bloodrager must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bloodrager has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bloodrager's level + the bloodrager's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bloodrager cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bloodrager continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

*Rallying Cry (Su):* A bloodrager of 4th level or higher can use his performance to rally dispirited allies. Each round he makes an Intimidate check. Any ally (including the bloodrager) within 30 feet may use this check in place of his own saving throw against fear and despair effects. Those already under a fear or despair effect can attempt a new save each round using the bloodrager's Intimidate check. Rallying cry does not work on effects that don't allow saves. This is a mind-affecting ability that uses audible components.

*Suggestion (Sp):* A bloodrager of 8th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bloodrager can use this ability more than once against an individual creature during an individual performance.

A Will saving throw (DC 10 + 1/2 bloodrager's level + bloodrager's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible components.

*Dirge of Doom (Su):* A bloodrager of 12th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to take become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the bloodrager's performance. The effect persists for as long as the enemy is within 30 feet and the bloodrager continues the performance. The performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components.

*Frightening Tune (Sp):* A bloodrager of 16th level or higher can use his performance to cause fear in his enemies. To be affected, an enemy must be able to hear the bloodrager perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the bloodrager's level + the bloodrager's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear the bloodrager's performance. Frightening tune relies on audible components.

*Mass Suggestion (Sp):* This ability functions just like suggestion, but allows a bloodrager of 20th level or higher to make a *suggestion* simultaneously to any number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components.







## Chapter 1: Bloodrager Bloodlines

### Slayer

#### Slayer

*We've all heard the stories. A legendary hero goes off and kills some great evil in the world, then that hero's line gets saddled with the thankless job of keeping the watch just in case that great evil returns. Such a task isn't simply tradition. It's in the blood itself.*

**Parent Bloodline(s):** Destined

**Bonus Feats:** Favored Enemy Spellcasting\*, Favored Defense\*, Great Fortitude, Iron Will, Power Attack, Skill Focus (Bluff, Perception, Sense Motive, or Survival), Slayer's Knack\*, Weapon Focus

Feats marked with an asterisk (\*) have no favored enemy prerequisite and apply to the creature type chosen for the ancestor's favored enemy bloodline power, but only when taken as a slayer bloodline feat. You are considered to have a ranger level equal to your bloodrager level for the purpose of these feats.

**Bonus Spells:** *alarm* (7th), *invisibility* (10th), *greater magic weapon* (13th), *guards and wards* (16th)

**Bloodline Powers:** *You excel at the destruction of a particular type of creature.*

**Ancestor's Favored Enemy (Ex):** At 1st level, you select a creature type from the ranger favored enemies table. You gain a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the selected type. Likewise, you get a +1 bonus on weapon attack and damage rolls against them. You may make Knowledge skill checks untrained when attempting to identify these creatures.

At 4th level and every four levels thereafter, the bonus against your ancestor's favored enemy increases by +1.

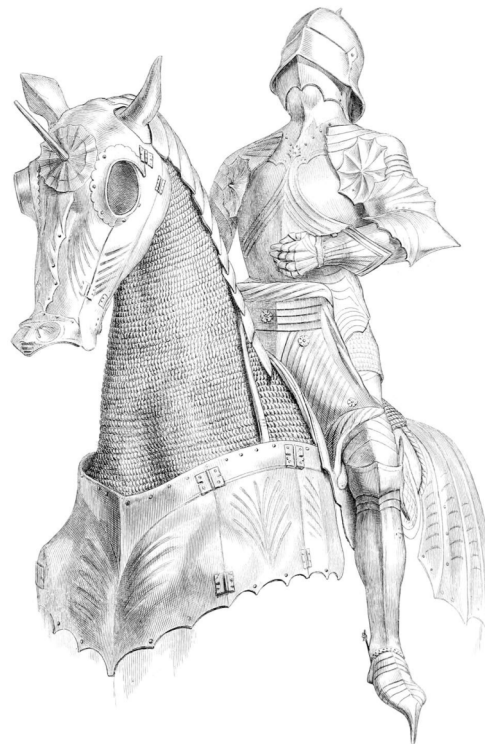
**Bisection Study (Ex):** At 4th level, you gain a +2 bonus to critical threat confirmation rolls, and deal an additional 2 points of damage on a critical hit. This damage is not multiplied on a critical hit, but doubles against creatures that are subject to your ancestor's favored enemy bloodline power.

**Ages at the Whetstone (Su):** Waiting for the return of a great evil is tedious business, for they always seem to take their sweet time. At 8th level, piercing or slashing weapons you have had in your possession for at least half of the previous week are considered to have the *keen* weapon special ability.

**Slayer's Savvy (Su):** At 12th level, whenever you are bloodraging, weapons you wield automatically bypass the damage reduction of creatures subject to your ancestor's favored enemy bloodline power. In addition, if creatures of the type of your ancestor's favored enemy generally have damage reduction that requires a specific type of material, such as cold iron or silver, to overcome, all weapons you wield are considered to be made of that material whenever you are bloodraging.

**Trained in their Ways (Ex):** At 16th level, you gain a +2 luck bonus to AC and saving throws against creatures that are subject to your ancestor's favored enemy bloodline power.

**Spirit of the Ancestral Weapon (Su):** At 20th level, choose any number of weapon special abilities whose total enhancement modifiers sum up to +5 or less. Whenever you are bloodraging, weapons you wield gain the benefits of the chosen weapon special abilities.



*E. Villet - Le-Duc Art*

*E. M. Loren - Art*



**Sloth**

*We'll get around to figuring out how sloth managed to become hereditary.*

**Parent Bloodline(s):** Abyssal, Infernal

**Bonus Feats:** Diehard, Endurance, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Slow Faller, Toughness

**Bonus Spells:** *ray of enfeeblement* (7th), *ghoul touch* (10th), *slow* (13th), *enervation* (16th)

**Bloodline Powers:** *It's not laziness. It's economy of movement.*

*Aura of Lethargy (Su):* At 1st level, creatures that begin their turn within 30 feet of you while you are bloodraging take a -5-foot penalty to all modes of movement, to a minimum of 5 feet. Starting at 8th level, this penalty increases to -10 feet. Starting at 16th level, you penalize all creatures within 60 feet of you instead.

*An Object at Rest Cannot Be Stopped! (Ex):* At 4th level, if you did not move in the previous round, you receive a +1 deflection bonus to AC for every four bloodrager levels you possess.

*Shared Fatigue (Su):* At 8th level, whenever you are fatigued or exhausted, creatures you damage in melee become fatigued for 1 round.

*Slow and Steady (Su):* At 12th level, your speed is never modified by armor, difficult terrain, or encumbrance. In addition, you can no longer charge, but creatures cannot charge you.

*Lights Out (Ex):* At 16th level, creatures you critically hit in melee fall asleep for 1 minute with a Fortitude save to negate. If a creature falls asleep in this manner, it takes no damage from the critical hit.

*Absolute Sloth (Su):* At 20th level, all movement made by foes within 60 feet provokes attacks of opportunity, even if it normally wouldn't. In addition, whenever you are bloodraging, you are treated as though you were fatigued for the purpose of the shared fatigue bloodline power.

**Smidgen-god**

*When a mortal mates with a deity, the result is a demigod. When that demigod's great-great-great-great-great grandchild mates with a mortal, the result is what is jokingly referred to as a smidgen-god. The spark of divinity is there, but it's so diluted that it only expresses itself in the rarest of circumstances.*

**Parent Bloodline(s):** Destined

**Bonus Feats:** None. Instead, whenever you would gain a feat, you add a cleric spell of a level you can cast to your list of bloodrager spells known.

**Bonus Spells:** *command* (7th), *effortless armor* (10th), *prayer* (13th), *death ward* (16th)

**Bloodline Powers:** *Despite not having a divine background in an occupational sense, your very heritage gives you a bit of a divine edge.*

*Smite the Opposite (Su):* One of the most basic truths of deities is that they get all bent out of shape when confronted with their opposite. At 1st level, you gain a +1 sacred bonus to damage rolls made against creatures whose alignment opposes yours on at least one alignment axis. A True Neutral character treats Lawful Good, Chaotic Good, Lawful Evil, and Chaotic Evil as opposing alignments for the purpose of this ability. This bonus increases by +1 at 8th and 16th level, to a maximum of +3.

*Divine Health (Ex):* At 4th level, you gain a +2 bonus to saving throws against poisons, diseases, and curses. At 16th level, select poisons, diseases, or curses. You become immune to the chosen condition.

*Touch the Spark (Su):* At 8th level, whenever you enter a bloodrage, you gain a +1 sacred bonus to a random ability score. This bonus lasts for the duration of your bloodrage and increases to a +2 sacred bonus at 16th level.

*Overflowing Wellspring (Ex):* At 12th level, whenever you are bloodraging, you gain temporary hit points equal to your Charisma modifier at the beginning of each of your turns. These temporary hit points last for 1 round.

*Unflinching Sight (Su):* At 16th level, you gain the benefits of the *true seeing* spell permanently.

*Quasidivine (Su):* At 20th level, you focus your divine spark as tightly as you can; though you still fall far short of true divinity by necessity, you still have something to show for the effort. You gain a +1 sacred bonus to saving throws and DR 15/good and evil. In addition, whenever you enter a bloodrage, select one of the following bloodline powers: smite the opposite, touch the spark, or overflowing wellspring. The effects of that bloodline power are doubled for the duration of your bloodrage.



## Chapter 1: Bloodrager Bloodlines

### Snowman



#### Snowman

*“And the kobolds say he can freeze and slay just as well as you or me.” -An overheard conversation between two wizards*

**Parent Bloodline(s):** Boreal

**Bonus Feats:** Cleave, Extend Spell, Extra Rage, Fleet, Iron Will, Rugged Northerner, Skill Focus (Survival), Spell Focus (conjunction or evocation)

**Bonus Spells:** *icicle dagger* (7th), *frigid touch* (10th), *sleet storm* (13th), *ice storm* (16th)

**Bloodline Powers:** *Your bloodline gives you power over ice and snow.*

**Trail of Snow (Su):** At 1st level, whenever you are bloodraging, you leave behind a trail of snow in the squares through which you move. Other creatures treat squares with snow in them as difficult terrain. This snow persists for the duration of your bloodrage or until a source of fire, such as a torch or the *fireball* spell, affects that square.

**Snowball (Ex):** At 4th level, you may scoop some snow from your body and hurl it as an attack action. Treat a snowball as a thrown weapon with a range increment of 15 feet, a base damage die of 1d4 for Medium creatures (1d3 for Small, 1d6 for Large), and a critical profile of 19-20/x2. Snowballs deal bludgeoning damage. If you can make multiple attacks, then you can throw multiple snowballs as a full-attack action. Whenever you are bloodraging, the critical multiplier of your snowballs increases to x3, mainly because you have no issues with forming snowballs around lumps of coal when you're that upset.

**Wintry Influence (Su):** At 8th level, you gain resistance to cold equal to your bloodrager level. In addition, creatures that begin their turn adjacent to you are fatigued for 1 round with a DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save to negate.



**Frosty Wrath (Su):** At 12th level, whenever you are bloodraging, you may slam the ground as a standard action, causing icicles to burst from those squares that are subject to the trail of snow bloodline power. Make a single attack roll with an attack modifier of your bloodrager level + your Charisma modifier. Each creature other than you that is either occupying or adjacent to a square covered in snow from the trail of snow bloodline power is subject to this attack, and takes 1d8 + your Charisma modifier points of piercing damage on a successful hit.

**Legions of Snow (Su):** At 16th level, whenever you are bloodraging, you may slam the ground as a standard action, causing balls of snow to erupt from those squares that are subject to the trail of snow bloodline power. A number of Small, Medium, Large, and/or Huge snow elementals (treat a snow elemental as an earth elemental with no extraordinary abilities) whose total Hit Dice is equal to your bloodrager level or less burst into existence anywhere you choose within 60 feet of you, so long as part of the space each elemental occupies is affected by the trail of snow bloodline power. These elementals persist for the duration of your bloodrage and follow your commands as though they were summoned creatures. You may use this ability once per day.



**Snowgeneration (Su):** At 20th level, the fact that your body is slowly becoming packed snow allows you to regenerate any severed limbs as the *regenerate* spell once per day as a standard action, but only if you occupy a space that has snow in it.

Chapter 1: Bloodrager Bloodlines  
Soulstrummer**Soulstrummer (Complex)**

*Every now and then, a daemon in a particularly sporting mood tempts a mortal with an object of great value and challenges him to claim it in a contest of skill. Of course, the mortal must put something of value up to be claimed if he loses, and given this is a daemon we're talking about, that something is almost always the mortal's soul. One such variety of daemon is musically-inclined, and tends to bet shiny fiddles made of gold. Should the mortal win the contest, he and his are marked forever by the close scrape with oblivion. That said, the fiddle IS shiny...*

**Parent Bloodline(s):** Daemon, Maestro

**Bonus Feats:** None. Instead, whenever you would gain a bloodline bonus feat, select one of the intros listed below. These are used by the intros bloodline power. All intros rely on audible components. You must meet the prerequisites for that intro.

*Amplification (Su):* This intro amplifies the sound you make. The first time you deal sonic damage each round, you deal additional sonic damage equal to  $1d3 + 1/2$  your bloodrager level. This effect lasts for the duration of your bloodrage.

*Blaring Note (Su):* This intro deals deafens all other creatures within 30 feet with a DC  $10 + 1/2$  your bloodrager level + your Charisma modifier Fortitude save to negate. This deafness effect lasts for the duration of your bloodrage.

*Bolstering Tune (Su):* This intro grants a +1 luck bonus to attack rolls and saving throws to all allies within 30 feet. You must be at least 6th level to take this intro.

*Cacophonous Crescendo (Su):* Upon performing it and again each round at the beginning of your turn, this intro deals 1 point of sonic damage to all other creatures within 30 feet of you with a DC  $10 + 1/2$  your bloodrager level + your Charisma modifier Fortitude save to negate. Each round after the first, the damage dealt by this intro increases by +1, to a maximum of half your bloodrager level, rounded down. At 10th level, damage increases by +2 each round instead of +1 per round, but retains the same maximum. This effect lasts for the duration of your bloodrage. You must be at least 6th level to take this intro.

*Cast Like a Die (Su):* Once per round, an ally within 30 feet of you may reroll an attack roll, skill check, saving throw, or ability check as an immediate action, but takes a -2 penalty on this reroll. The ally must choose to take this reroll before knowing the result of the roll. This effect lasts for the duration of your bloodrage, and your remaining rounds of bloodrage for the day decreases by -1 whenever a creature makes use of this intro. This effect lasts for the duration of your bloodrage. You must be at least 15th level to take this intro.

*Empowering Tune (Su):* Choose acid, cold, electricity, or fire. This intro causes all allies within 30 feet to deal an additional point of damage whenever they deal damage of the chosen type. This effect lasts for the duration of your bloodrage.

*Fill with Purpose (Su):* This intro grants you a +2 deflection bonus to AC, increasing by +1 for every six bloodrager levels you possess, for the duration of your bloodrage.

*Inspire Terror (Su):* This intro causes all foes within 30 feet to become shaken with a DC  $10 + 1/2$  your bloodrager level + your Charisma modifier Will save to negate. Affected creatures continue to be shaken until they leave the area of effect of the intro or until you cease to perform this intro. Creatures that walk into the area of effect of the intro must immediately make a Will saving throw against the intro. Creatures that make their Will saving throw are immune to this intro for the remainder of the performance. If you stop performing and conduct again, the creature is one again susceptible to the intro. This is a mind-affecting ability that lasts for the duration of your bloodrage. You must be at least 6th level to take this intro.

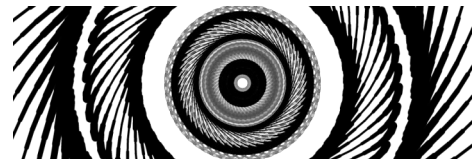
*Interlude (Su):* This intro grants you a temporary round of bloodrage duration when performed. This temporary round of bloodrage duration persists for the duration of your bloodrage. You must be at least 15th level to take this intro.

*Last March of the Stone Giants (Su):* This intro grants all allies within 30 feet DR  $1/-$ , increasing by +1 for every six bloodrager levels you possess, for the duration of your bloodrage.

*Now is the Time of Hammer! (Su):* This intro summons forth a magnificent greatclub with an enhancement bonus equal to one-quarter your bloodrager level, rounded down, maximum +5. In order to perform this intro, you must have a free hand, and the greatclub persists for the duration of your bloodrage. You must be at least 6th level to take this intro.

*Staccato (Su):* This intro grants the keen weapon special ability to all weapons you wield. This effect lasts for the duration of your bloodrage. You must be at least 15th level to take this intro.

*Uplift (Su):* This intro grants all allies within 30 feet temporary hit points equal to your bloodrager level. These temporary hit points last for the duration of your bloodrage.





## Chapter 1: Bloodrager Bloodlines

### Soulstrummer/Spelleater



**Bonus Spells:** *ear-piercing scream* (7th), *sound burst* (10th), *heroism* (13th), *shout* (16th)

**Bloodline Powers:** *Your bloodline focuses on the power of music.*

**Intros:** At 1st level, whenever you enter a bloodrage, you may perform one of your known intros as a free action. In addition, select two intros for which you meet all the prerequisites. You gain these intros.

**Rosin Collection (Su):** Rosin is the resin of specific types of pine trees, and is typically used to treat the bows of stringed instruments. At 4th level, you gain the ability to harvest a much more sinister form of rosin derived directly from the souls of living creatures. Whenever a humanoid creature that you damaged in the last minute dies, you gain a unit of rosin. Such rosin remains fresh for 1 week before spoiling and becoming useless, and you can only store a number of portions of rosin not to exceed your Charisma modifier at any one time. When applied to your very body, a standard action that provokes attacks of opportunity, you gain your choice of one of the following benefits for minutes equal to your bloodrager level. Application of a second batch of rosin ends the benefit of the first immediately.

Only creatures whose Hit Dice is greater than or equal to half your character level yield rosin.

1. The Difficulty Class of saving throws called for by your intro increases by +1.
2. You treat your bloodrager level as though it were +1 higher for the purpose of determining the magnitude of effect of your intros.
3. You gain a +1 insight bonus to saving throws.
4. You gain one temporary round of bloodrage duration.

**Trained Ear (Ex):** At 12th level, you gain a +2 luck bonus to saving throws against spells and abilities that rely on audible components or have the sonic descriptor.



**Daemon Ditty (Su):** At 16th level, whenever you cease bloodraging, you may make an Intimidate skill check to demoralize a creature within 30 feet. Whenever you collect rosin, if that creature was demoralized at the moment of death, you collect two units of rosin instead.

**Singing in Tongues (Ex):** At 20th level, whenever you enter a bloodrage, you may perform up to two of your known intros as a free action rather than just one.

### Spelleater

*Magic's everywhere, so why not make a meal of it?*

**Kickstarter Backer:** Christos Gurd

**Parent Bloodline(s):** Arcane, Cannibal

**Bonus Spells:** *detect magic* (7th), *see invisibility* (10th), *dispel magic* (13th), *spell immunity* (16th)

**Bonus Feats:** Arcane Strike, Brew Potion, Cleave, Create Sanguine Elixir, Great Cleave, Improved Iron Will, Iron Will, Power Attack

**Bloodline Powers:** *Your bloodline is basically what happens when magic cannibalizes itself.*

**Dampen Magic (Su):** At 1st level, you treat the caster level of all spells and spell-like abilities that affect you as though their caster level were -1 lower than normal. This increases to a -2 penalty to caster level at 12th level. This does not apply to spells you cast upon yourself.

**Spellvomit (Su):** At 4th level, whenever you make a successful saving throw against a spell while bloodraging, you treat your next spell cast within the next minute as though its caster level were +1 higher.

**Shrug it Off (Su):** At 8th level, your ability to shrug off magical damage becomes superhuman. Whenever you are bloodraging, spells and spell-like abilities that deal half damage on a successful saving throw instead deal one-quarter damage on a successful saving throw.

**Spellscraps (Su):** At 12th level, you gain the ability to consume magical waste. Whenever you cast a bloodrager spell, you gain fast healing equal to that spell's level for 1 round. This stacks with other forms of fast healing.

**Blazing Vengeance (Su):** At 16th level, whenever you take acid, cold, electricity, fire, or sonic damage from a spell or spell-like ability while bloodraging, your next successful melee attack deals an additional 2d6 points of damage of the appropriate type. Should you cease bloodraging, any held energy granted by this ability dissipates.

**Devourer of Magic (Su):** At 20th level, you are always entitled to a saving throw (DC 10 + spell level + key ability modifier) to negate the effects of a spell that normally doesn't allow a saving throw. The type of saving throw to which you are entitled varies based on the spell's school.

**Fortitude** - Conjunction (damaging), Necromancy, Transmutation

**Reflex** - Evocation

**Will** - Abjuration, Conjunction (non-damaging), Divination, Enchantment, Illusion, Universal

Chapter 1: Bloodrager Bloodlines  
Stormfront**Stormfront (Complex)**

*Your family has been long associated with the scent of o-zone.*

**Parent Bloodline(s):** Elemental (air), Elemental (water)

**Bonus Feats:** Combat Reflexes, Dodge, Fleet, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Lightning Stance, Wind Stance

**Bonus Spells:** None. Instead, whenever you would gain a bonus spell, choose one of the types of precipitation listed below. Precipitation is used by the thunderhead bloodline power.

**Acid Rain:** Creatures that begin their turn within the area of the thunderstorm take a -1 penalty to their natural armor bonus to AC for 1 round, as well as 1 point of acid damage, plus an additional point of acid damage for every six bloodrager levels you possess. At 13th level, this form of precipitation imposes a -2 penalty to natural armor bonus to AC instead.

**Debris:** This thunderstorm's strong winds have picked up debris, which whips about everywhere. The thunderstorm grants concealment as the obscuring mist spell. Starting at 13th level, it grants concealment as the solid fog spell instead.

**Freezing Rain:** A distinct chill is in the air surrounding this thunderstorm. Creatures that begin their turn within the area of the thunderstorm find their bodies coated in a thin layer of ice, reducing both the Maximum Dexterity Bonus of their armor by -1 and imposing a -1 penalty to attack rolls for 1 round. These penalties increase by +1 at 13th level.

**Gusts:** While not exactly precipitation, some storms are defined by their ridiculous winds. Creatures attempting to enter or move within the thunderstorm must make a DC 10 + 1/2 your bloodrager level + your Charisma modifier Strength check or treat the area of the thunderstorm as difficult terrain this round.

**Hail:** When a strong updraft draws falling rain back to the heights of a thunderhead, that rain freezes, and when it fails to fall again and again, it merely gathers water that freezes in layers, much in the same way that pearls, onions, or parfaits come into being. Finally, when it is too heavy for the updraft, a frozen projectile falls from the sky to make somebody's life miserable. At the beginning of your turn, those caught in the thunderstorm take bludgeoning damage equal to half your bloodrager level, rounded down, with a DC 10 + 1/2 your bloodrager class level + your Charisma modifier Reflex save for half damage.

**Lightning:** This thunderstorm all but crackles with electricity. Once per round, you can direct a bolt of lightning to strike a single creature within the area of the thunderstorm as a swift action, dealing electricity damage equal to your bloodrager level with a DC 10 + 1/2 your bloodrager class level + your Charisma modifier Reflex save for half damage.

**Bloodline Powers:** *Your bloodline focuses on the power of the storm itself.*

**Static Armaments (Su):** At 1st level, weapons you wield deal an additional point of electricity damage whenever you are bloodraging. This additional electricity damage increases by +1 for every six bloodrager levels you possess, to a maximum of 4 additional electricity damage at 18th level.

**Thunderhead (Su):** At 4th level, whenever you enter a bloodrage, a great bank of black clouds spews forth from your body and produces a miniature thunderstorm. This miniature thunderstorm, a 20-ft.-radius centered on you, moves as you do. Choose a type of precipitation that you know. Other creatures in the radius of the thunderstorm are subject to the chosen precipitation. Types of precipitation are learned in place of bloodrager bonus spells. Upon gaining this ability, you learn the following type of precipitation.

**Rain:** This thunderstorm produces an exceptional downpour of rain. Those caught in the thunderstorm gain resistance to fire 5; have 5 points of their electricity resistance, if any, ignored by all sources of electricity damage; and are treated as dazzled when making ranged attacks. Creatures that do not rely on sight cannot be dazzled in this fashion; however, creatures that do rely on sight, but are normally immune to being dazzled, still take this penalty. It's not a problem with the eyes. It's a transient obstruction!





## Chapter 1: Bloodrager Bloodlines

### Stormfront/Temperance

*The Oncoming Storm (Ex):* At 8th level, you gain a +2 bonus to initiative checks. This increases to a +4 bonus at 16th level.

*Thunderstruck (Su):* At 12th level, whenever you enter a bloodrage, you gain the benefits of the *haste* spell for 1 round. You can only gain the benefits of this ability once per minute.

*Multicell (Su):* At 16th level, whenever you create a thunderstorm using the thunderhead bloodline power, you may choose two forms of precipitation rather than just one. If you do, you consume an additional round of daily bloodrage duration each round. If you do not, the DC of any ability checks or saving throws called for by the single form of precipitation chosen increases by +1.

*Master of the Storm (Su):* At 20th level, each of your types of precipitation gain an additional effect.

*Acid Rain:* Creatures that begin their turn within the area of the thunderstorm take a -2 penalty to Fortitude saves for 1 round.

*Debris:* Creatures that begin their turn within the area of the thunderstorm take 2d6 points of slashing damage as dirt and grit scours away at their bodies.

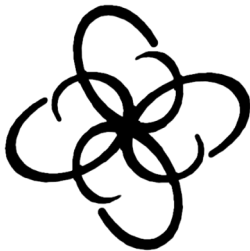
*Freezing Rain:* Creatures that begin their turn within the area of the thunderstorm deal half damage with all magical or supernatural sources of fire damage for 1 round.

*Gusts:* Creatures that fail their Strength check against this form of precipitation fall prone.

*Hail:* All other creatures treat the area of the thunderstorm as difficult terrain.

*Lightning:* Creatures wearing metal armor take double damage from this form of precipitation and take a -2 penalty to their Reflex save against it.

*Rain:* Firearms fired within the area of the thunderstorm have a 50% misfire chance, unless their misfire chance would normally be higher.



### Temperance

*Everything is best in moderation.*

**Parent Bloodline(s):** Celestial

**Bonus Feats:** Arcane Strike, Bouncing Spell, Endurance, Enlarge Spell, Extend Spell, Iron Will, Skill Focus (Perception), Toughness

**Bonus Spells:** *cure light wounds* (7th), *calm emotions* (10th), *locate object* (13th), *healing warmth* (16th)

**Bloodline Powers:** *Your bloodline helps you be happy and effective with what you have.*

*Moderation (Su):* At 1st level, your bloodrage grants a morale bonus to Wisdom rather than a morale bonus to Strength, as well as a +2 luck bonus to Armor Class rather than a -2 penalty to Armor Class. In addition, while bloodraging, you may perform actions that require concentration, as well as use Intelligence, Charisma, and Dexterity-based skills.

*Easily Sated (Ex):* At 4th level, you are happily fed by an amount of trail rations meant for a creature one size category smaller than you are. This effectively allows one unit of trail rations meant for a creature of your size to last for four times longer. In addition, you need only sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows you to prepare spells that require rest to do so after only 2 hours, but does not allow you to prepare spells more than once per day.

*From a Content Soul (Sp):* At 8th level, your bloodrager bonus spells use your Wisdom modifier rather than your Charisma modifier for the purpose of calculating their DC if your Wisdom modifier is greater than your Charisma modifier. In addition, you may add any metamagic feat you know with a level increase of +1 or less to a casting of one of your bloodrager bonus spells without increasing the casting time or the spell level of that spell.

*Enforced Temperance (Su):* At 12th level, whenever you are bloodraging, other creatures within 10 feet of you receive no benefit from morale bonuses.

*Back to Basics (Su):* At 16th level, whenever you are attacked by a weapon with an enhancement bonus while bloodraging, you gain a luck bonus to AC equal to the enhancement bonus of that weapon against that attack.

*Everything in Moderation (Su):* At 20th level, you can always take 10 on any d20 roll you make, but must decide to do so before you roll. In addition, all critical hits made against you deal maximum possible damage, but have a critical multiplier of 1x. Damage that does not multiply on a critical hit, such as sneak attack damage, is not maximized in this fashion.



## Chapter 1: Bloodrager Bloodlines

### Triumphant Snowball/Umbraborn

#### Triumphant Snowball

*When a peasant defeats a corrupt knight with a pitchfork, that is a triumph. When a village bands together to chase off a dragon, that is also a triumph. When a snowball sails through Hell itself and comes out unscathed, that is a triumph for the ages.*

**Parent Bloodline(s):** Destined, Dreamspun

**Bonus Feats:** Diehard, Dodge, Endurance, Flanking Foil, Great Fortitude, Improved Initiative, Sidestep, Still Spell

**Bonus Spells:** *shield* (7th), *heroism* (10th), *greater magic weapon* (13th), *greater heroism* (self only) (16th)

**Bloodline Powers:** *Your bloodline focuses on overcoming ridiculous odds and triumphing in the face of adversity.*

*Unbreakable (Ex):* At 1st level, you gain DR 1/-, which stacks with the damage reduction granted by the damage reduction class feature. This damage reduction increases by +1 at 8th and 16th level, to a maximum of DR 3/- at 16th level.

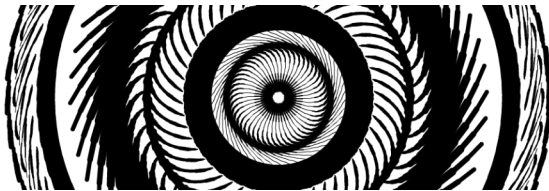
*Unstoppable (Ex):* At 4th level, you gain a +2 morale bonus to attack and damage rolls against creatures whose total number of Hit Dice is greater than or equal to your character level + 4. While bloodraging, you gain this bonus against creatures whose total number of Hit Dice is greater than or equal to your character level.

*Unflankable (Su):* At 8th level, while bloodraging, you cannot be flanked for any reason unless you are helpless, and whenever a creature would normally be granted a flanking bonus against you while you are bloodraging, you instead gain a flanking bonus against it.

*Unshakable (Ex):* At 12th level, you gain immunity to fear while you are bloodraging.

*Ungankable (Su):* At 16th level, you gain the benefits of the *death ward* spell while you are bloodraging.

*Unsquishable (Ex):* At 20th level, you gain heavy fortification. In addition, the first time you would be brought below 1 hit point each day, your hit points are instead set to 1.



#### Umbraborn

*Long ago, an umbral dragon found one of your ancestors to be more appealing than the particular treasure they hunt far and wide to acquire.*

**Parent Bloodline(s):** Draconic, Shadow

**Bonus Feats:** Cleave, Enlarge Spell, Great Cleave, Iron Will, Skill Focus (Stealth), Spell Focus (conjunction or necromancy), Thanatoptic Spell, Wind Stance

**Bonus Spells:** *darkness* (7th), *ghoul touch* (10th), *animate dead* (13th), *phantasmal killer* (16th)

**Bloodline Powers:** *Your bloodline is a confused mix of abilities centered on the inevitability of death.*

*Death Sense (Su):* At 1st level, whenever you are bloodraging, you can *detect undead* at will, as the spell. Whenever you stop bloodraging, any ongoing *detect undead* effect begun in this fashion ends immediately.

*Umbral Sight (Ex):* Starting at 4th level, areas of magical darkness do not impede your vision. In addition, you gain a +4 insight bonus to critical hit confirmation rolls.

*Death's Assurance (Su):* At 8th level, creatures you reduce to 0 or fewer hit points, but do not kill, are immediately subject to *death knell*, as the spell, as a free action. You may choose not to make use of this ability.

*Shadowspew (Su):* At 12th level, you gain the ability to spew forth a plume of shadowy fumes in a 60-foot cone as a standard action. Those caught in the blast take 1d6 points of negative energy damage for every three bloodrager levels you possess and become fatigued for 1 minute. A successful DC 10 + 1/2 your bloodrager level + your Charisma modifier Fortitude save halves the damage and negates the fatigued condition. Additionally, the area of the breath attack is considered to be an area of magical darkness, as the *deeper darkness* spell, for 2d6 rounds. The negative energy damage dealt by this ability does not heal undead; rather, they are simply immune to it. You may use this ability three times per day, but must wait 1d4+1 rounds between uses.

*Wardbreaker (Su):* At 16th level, whenever you are bloodraging, creatures you hit in melee that are subject to an ongoing *death ward* effect have that spell dispelled. Creatures that are not subject to an ongoing *death ward* effect take 1d8 points of negative energy damage instead.

*Child of the Primal Wyrms (Ex):* At 20th level, you become immune to cold. In addition, you are healed by both positive and negative energy.





## Unicorn

*Unicorns tend to be averse to any mortal who isn't a virgin, so how their magic ended up in your veins remains a bit of a mystery.*

**Parent Bloodline(s):** Celestial, Fey

**Bonus Feats:** Animal Affinity, Animal Soul\*, Dodge, Extra Rage, Fleet, Improved Initiative, Mobility, Toughness

Feats marked with an asterisk (\*) have no prerequisite, but only when taken as a unicorn bloodline feat.

**Bonus Spells:** *cure light wounds* (7th), *heroism* (10th), *mass aid* (13th), *death ward* (16th)

**Bloodline Powers:** *Your bloodline fills you with the strength and ferocity of the unicorn.*

**Restorative Rage (Ex):** Unicorns are known for their incredible capacity for healing others. This manifests as a capacity for healing yourself. At 1st level, you have fast healing 1 whenever you are bloodraging. This increases to fast healing 2 at 8th level and fast healing 3 at 16th level.

**Aligned Weapons (Ex):** At 4th level, weapons you wield are considered good for the purpose of overcoming damage reduction.

**Ferocity of the Unicorn (Ex):** Starting at 8th level, your bloodrage grants a morale bonus to Dexterity equal to half the morale bonus it grants to Strength, rounded down.

**Unicorn Tamer (Su):** At 12th level, you gain the service of a unicorn. This creature functions as a paladin's bonded mount, using your bloodrager level as your effective druid level, with the exception that it also has the ability listed below. Unicorn tamer does not grant you an additional bonded mount, should you already have one. Should you ever replace your bonded mount, you must do so with a unicorn. Unlike a normal unicorn, your unicorn mount can cast *cure moderate wounds* 2/day. The caster level for its spell-like abilities is 12th. Despite the fact that a unicorn is stronger than the average mount, no level modifier is applied to your effective druid level to account for this. Your bloodrager levels stack with any bonded mount-granting class levels you possess when determining the power of your bonded mount. At 16th level, your unicorn can cast *cure moderate wounds* 3/day and *cure serious wounds* 1/day. At 20th level, your unicorn can cast *cure serious wounds* 2/day and *cure critical wounds* 1/day.

**Watchful Eye (Su):** If the unicorn is within 30 feet of its master, it gains a real-time view of its master's vitals and can cast its healing spells through this link, as the *status* spell.

**Healer's Knack (Sp):** At 16th level, whenever you take 25 or more points of damage in a single round, you gain the ability to cast the *cure light wounds* spell as a spell-like ability with a caster level equal to your bloodrager level and Charisma as your key ability for 1 round. If you target an individual other than yourself with this spell-like ability, it is cast as a swift action rather than as a standard action.

**Unicorn's Blood (Su):** At 20th level, your blood takes on the curative properties of the unicorn. You are immune to all poisons and diseases and have a +4 luck bonus to saving throws against curse effects. In addition, once per day as a full-round action that provokes attacks of opportunity, you may cut yourself and share your blood with a living creature, dealing 1d4 points of Constitution damage to yourself, but granting the creature with which you shared your blood the benefits of the *cure critical wounds*, *remove disease*, *remove curse*, and *neutralize poison* spells with a caster level equal to your bloodrager level. If you are immune to Constitution damage for any reason, then you cannot share your blood.

unicorn bloodline



Chapter 1: Bloodrager Bloodlines  
Vampire/Waking Dreams**Vampire**

*Vampires are known to take mortal mates from time to time, and apparently some of them have figured out how to sire mortal offspring. Your family's blood is living proof of the possibility of such undead influence.*

**Parent Bloodline(s):** Undead

**Bonus Feats:** Bleeding Critical\*, Critical Focus, Great Fortitude, Improved Initiative, Iron Will, Step Up, Step Up and Swing, Toughness

Feats marked with an asterisk (\*) have their fighter level prerequisite fulfilled by an equivalent bloodrager level, but only when taken as a vampire bloodline feat.

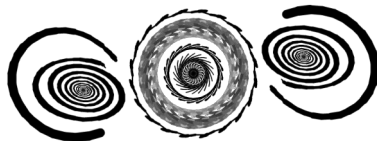
**Bonus Spells:** *charm person* (7th), *grace* (10th), *fly* (13th), *freedom of movement* (16th)

**Bloodline Powers:** *Though the curse of vampirism has not been passed down through the generations, some lingering traits have.*

*Sanguine Miser (Ex):* At 1st level, whenever you begin to bloodrage, all bleed effects currently in effect on you end immediately. While bloodraging, you are immune to bleed.

*Bloody Rage (Ex):* At 4th level, whenever you are bloodraging, your weapon attacks deal an additional 1d4 points of bleed damage and your damaging spells deal additional bleed damage equal to the spell level of the spell.

*Devour the Lifeblood (Su):* At 8th level, whenever you deal bleed damage, you gain temporary hit points equal to the amount of bleed damage dealt, to a maximum of half your bloodrager level, rounded down. These temporary hit points last for 10 minutes.



*Wounding Weaponry (Ex):* At 12th level, whenever you are bloodraging, weapons you wield have the *wounding* weapon special ability.

*Vampiric Persistence (Ex):* At 16th level, whenever you are both bloodraging and have temporary hit points, you are immune to mind-affecting abilities.

*Vitality of the Leech (Ex):* At 20th level, you have a fly speed of 60 feet with good maneuverability and DR 15/silver whenever you have temporary hit points.

**Waking Dreams**

*There is a strange place that exists for a few seconds after waking from a particularly lucid dream. For just an instant, your flights of fancy feel almost... tangible.*

**Parent Bloodline(s):** Djinni, Dreamspun

**Bonus Feats:** Bouncing Spell, Craft Wondrous Item, Extra Rage, Improved Iron Will, Iron Will, Penetrating Spell, Power Attack, Spell Focus (conjunction)

**Bonus Spells:** *sleep* (7th), *haunting mists* (10th), *deep slumber* (13th), *minor creation* (16th)

**Bloodline Powers:** *Sleeping and waking blurs.*

*Dominance over Dreams (Ex):* At 1st level, you gain a +1 luck bonus to saving throws against mind-affecting abilities. This bonus increases by +1 at 8th and 16th levels, to a maximum of +3.

*Powernapping (Ex):* At 4th level, you need only to sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows you to replenish your spells after only 2 hours, but does not allow you to replenish them more than once per day. In addition, your natural healing rate doubles.

*Somnambulance (Su):* At 8th level, whenever you are asleep by magical means, such as the *sleep* spell, but not by natural means, such as going to bed, you may act and defend yourself as though you were merely staggered.

*Dreams Made Real (Su):* At 12th level, whenever you enter a bloodrage, you conjure forth the shadowy apparition of a single creature, as the *shadow conjuration* spell mimicking *summon monster IV*. At 16th level, it mimics *summon monster V*, and at 20th level, it mimics *summon monster VI*. These creatures are 50% real, and the DC of any Will save to recognize the creature's true nature is equal to 10 + 1/2 your bloodrager level + your Charisma modifier. This apparition persists for the duration of your bloodrage or until destroyed.

*Uninterrupted Rest (Su):* At 16th level, you gain the benefits of the *mind blank* spell whenever you are unconscious for any reason.

*All is Dreams (Su):* At 20th level, whenever you interact with a creature, you may attempt to "disbelieve" it as a swift action. Make a Will save against a DC of 10 + 1/2 the creature's Hit Dice + the creature's Charisma modifier, min 0. If successful, you treat that creature as though it were 50% real in accordance with the *shadow conjuration* spell. This does not affect the creature's hit points. If you fail your save, you cannot attempt to disbelieve ANY creature for 1 hour, and you cannot attempt to disbelieve that specific creature for 24 hours.

**Weird (Complex)**

*Your family once made use of the advice of the weirds, oracular beings each associated with one of the primal elements. Now, touched by their cryptic advice, your family is bound to see it through, but it is not truly fate that propels you. Rather, it is the lingering curse of asking such alien beings in the first place.*

**Parent Bloodline(s):** Accursed, Elemental (air, earth, fire, or water)

**Special:** When you select this bloodline, choose air, earth, fire, or water. You treat the associated elemental bloodline as a parent bloodline, and many of your bloodline powers interact with this decision. Further, a subset of your bonus feats and all of your bonus spells are sourced from your element of choice. Once selected, the element cannot be changed.

**Bonus Feats:** Arcane Strike, Elemental Spell (chosen element), Empower Spell, Skill Focus (Knowledge [planes]), Spell Focus (conjuration, evocation, or transmutation)

*Air Feats:* Dodge, Improved Initiative, Lightning Reflexes

*Earth Feats:* Endurance, Great Fortitude, Toughness

*Fire Feats:* Lightning Reflexes, Power Attack, Skill Focus (Intimidate)

*Water Feats:* Dodge, Iron Will, Combat Expertise

**Bonus Spells:** See chosen element

*Air Spells:* *shocking grasp* (7th), *grace* (10th), *lightning bolt* (13th), *dimension door* (16th)

*Earth Spells:* *corrosive touch* (7th), *acid arrow* (10th), *slow* (13th), *stoneskin* (16th)

*Fire Spells:* *burning hands* (7th), *heat metal* (10th), *fireball* (13th), *fire trap* (16th)

*Water Spells:* *obscuring mist* (7th), *chill metal* (10th), *mermaid's grace* (13th), *creeping ice* (16th)

**Bloodline Powers:** *A doom has been placed upon your line. Though you are not destined to see your task through, the stress and suffering of having fate's attention will only be gone once somebody in your line finishes the job.*

*Oracle's Doom (Su):* At 1st level, you gain the ability to reroll a d20 roll as an immediate action a number of times per day equal to your Charisma modifier. This must be done before you know the results of the roll. The type of d20 rolls you can reroll is dependent upon your chosen element.

*Air:* Reflex saving throws and initiative checks

*Earth:* Concentration checks and Fortitude saving throws

*Fire:* Attack rolls

*Water:* Defensive combat maneuver checks (escaping a grapple, etc) and Will saving throws

*Elemental Heritage (Ex):* At 4th level, you gain resistance to the energy type associated with your chosen element equal to your bloodrager class level.

*Air:* Electricity

*Earth:* Acid

*Fire:* Fire

*Water:* Cold

*Elemental Edge (Su):* At 8th level, whenever you are bloodraging, weapons you wield deal an additional 1d8 points of damage of the energy type associated with your chosen element.

*Surmounting the Obstacles (Ex):* At 12th level, you gain the benefit associated with your chosen element below.

*Air:* You can no longer become staggered, and ignore the effects of difficult terrain.

*Earth:* You become immune to all diseases.

*Fire:* You become immune to fear.

*Water:* You become immune to all poisons.

*Elemental Ignition (Su):* At 16th level, whenever you are bloodraging, you become wreathed in energy, dealing 2d8 points of damage of the energy type associated with your chosen element to creatures that hit you in melee.

*Elemental Apotheosis (Su):* At 20th level, you become immune to the energy type associated with your chosen element. In addition, you gain the benefits of the elemental edge and elemental ignition bloodline powers at all times, but damage dealt by these bloodline powers is maximized whenever you are bloodraging.





## Chapter 1: Bloodrager Bloodlines

## Whirlmaw/Zephyr

**Whirlmaw**

*The whirlmaw is such a terrifying amalgamation of skin flaps, teeth, and more teeth that even those who get away from one are never quite the same again.*

**Kickstarter Backer:** Christos Gurd

**Parent Bloodline(s):** Aberrant, Cannibal

**Bonus Feats:** Critical Focus, Fleet, Great Fortitude, Improved Bull Rush, Improved Initiative, Intercept Charge, Rhino Charge, Weapon Focus

**Bonus Spells:** *magic fang* (7th), *levitation* (10th), *greater magic fang* (13th), *stoneskin* (16th)

**Bloodline Powers:** Though sourced from a strange creature, your bloodline's ability to close gaps and tear things to shreds has wide applicability.

*Whirling Maw (Ex):* At 1st level, you gain a bite attack as a primary natural attack. At 8th level, you gain the Improved Critical (bite) feat as a bonus feat. You do not need to meet the prerequisites of this feat.

*Flame Retardant (Ex):* At 4th level, you gain resistance to fire equal to one-and-a-half times your bloodrager level, rounded down.

*Burrowing Bite (Ex):* At 8th level, if you successfully hit a creature that is at most one size category smaller than you are with your bite attack, you may immediately attempt to start a grapple as a free action with a +2 bonus on the grapple check. If the grapple check is successful, your mouth immediately begins to burrow into the flesh of the creature, dealing bite damage each round until the grapple is broken.

*Flying Charger (Ex):* At 12th level, you grow a number of leathery flaps all over your body whenever you are bloodraging, which grant you a fly speed of 60 feet with good maneuverability. Whenever you make a charge attack while flying, you gain a +4 bonus on your first attack roll (rather than the normal +2 bonus), and do not take the normal -2 penalty to Armor Class, but only when you perform a bite attack as your first attack made on the charge.

*Predatory Senses (Ex):* At 16th level, you gain darkvision 60 ft. In addition, whenever you are bloodraging, you gain tremorsense 30 ft.

*Toothy Pounce (Ex):* At 20th level, whenever you make a charge while bloodraging, you can make a full attack rather than a single attack, but all attacks in that full attack must be bite attacks.

**Zephyr**

*Even a gentle wind can grind a mountain to dust given time.*

**Parent Bloodline(s):** Elemental (air)

**Bonus Feats:** Deadly Aim, Dodge, Improved Initiative, Lightning Reflexes, Manyshot, Point Blank Shot, Rapid Reload, Weapon Finesse

**Bonus Spells:** *entropic shield* (7th), *grace* (10th), *haste* (13th), *wind wall* (16th)

**Bloodline Powers:** Your bloodline is predicated upon the wind's wiles.

*Blown Off Course (Su):* At 1st level, ranged attacks made against any creature within 10 feet of you, including yourself, are made at a -1 penalty to-hit. At 12th level, the penalty increases to a -2 penalty.

*Snatch and Grab (Ex):* At 4th level, whenever a ranged attack fails to hit a creature affected by your blown off course bloodline power by exactly 1, if that attack used ammunition, then you may catch that ammunition as though you had the Snatch Arrows feat. At 12th level, you may catch ammunition that misses its target by 2 or less.

*Shifting Winds (Ex):* At 8th level, whenever you would be permitted to make an attack of opportunity, you may instead move 5 feet. This movement does not provoke attacks of opportunity and consumes one of your attacks of opportunity for the round.

*Ammo's Ammo (Ex):* At 12th level, you may use arrows, bolts, and shuriken interchangeably. Your proficiency with and the base damage of such ammo depends on what you're pretending to use that ammo as. For example, if you throw arrows as though they were shuriken, then the arrows deal shuriken base damage and you are only proficient with them if you are proficient with shuriken, whereas if you fire shuriken from a bow, the shuriken deal arrow base damage and your proficiency is bow-based.

*Danger Close (Ex):* At 16th level, whenever you are bloodraging, you may add your Strength modifier instead of your Dexterity modifier to attack rolls when making ranged attacks against creatures within 20 feet. You do not provoke attacks of opportunity when making a ranged attack in this manner.

*Debris Storm (Su):* At 20th level, ammunition you throw or fire has the *flaming*, *frost*, and *shock* weapon special abilities. In addition, whenever you miss a ranged attack with a throwing weapon or ammo-firing ranged weapon, you may immediately make another attack against the same target as a swift action. This additional attack uses the same attack modifier as the original attack.





## Chapter 1: Bloodrager Bloodlines

### Zombie

#### Zombie

*Zombies are mindless creatures, yes, and the idea that one could find its way into your bloodline is indeed ridiculous, but wizards have a great deal of transgressions to account for.*

**Parent Bloodline(s):** Pestilence, Undead

**Bonus Feats:** Great Fortitude, Improved Critical (bite), Improved Grapple, Improved Unarmed Attack, Run, Skill Focus (Intimidate), Toughness, Weapon Specialization (bite)\*

Feats marked with an asterisk (\*) have their fighter level prerequisite fulfilled by an equivalent bloodrager level, but only when taken as a zombie bloodline feat.

**Bonus Spells:** *gentle repose* (7th), *bear's endurance* (10th), *greater magic fang* (13th), *death ward* (16th)

**Bloodline Powers:** *Your powers revolve around brains.*

*Zombie's Maw (Ex):* At 1st level, you gain a bite as a primary natural attack. Whenever you critically hit with your bite while bloodraging, you deal 1 point of Intelligence damage. Creatures without a brain or with a base Intelligence of less than 3 are immune to this ability, and Intelligence damage dealt in this manner cannot reduce a creature's Intelligence below 2.

*Mages Have Brains! (Ex):* At 4th level, whenever you are bloodraging, you gain the benefits of the Disruptive feat. At 12th level, you gain the benefits of the Spellbreaker feat while bloodraging.

*Filthy Eater (Ex):* At 8th level, your bite infects those bitten with filth fever.

*Filth Fever:* bite—injury; **save** Fortitude DC 10 + 1/2 your bloodrager level + your Constitution modifier; **onset** 1d3 days; **frequency** 1/day; **effect** 1d3 Dex damage and 1d3 Con damage; **cure** 2 consecutive saves.

*Brainfood (Ex):* At 12th level, you may harvest the brains of recently-deceased spellcasters and consume them to power your own magic. If you have a spellcaster's brain in your hands when you cast a spell with a casting time of 1 standard action or less, you may increase the casting time to a full-round action and eat the held brain as part of casting the spell. If you do, you treat your caster level as though it were +2 higher for the purpose of that spell. Spellcaster brains spoil 24 hours after the spellcaster's death, and spoiled brains grant no benefit when consumed. Spells that keep a body from decomposing, such as *gentle repose*, can be used to keep brains from spoiling.

*You are What you Eat (Sp):* At 16th level, whenever you consume a spellcaster's brain with the brainfood bloodline power, choose a single 1st or 2nd-level spell that the spellcaster knew (if he was a spontaneous spellcaster) or had prepared (if he was non-spontaneous spellcaster). You gain the ability to cast this spell once as a spell-like ability. The caster level of this spell is the lesser of your caster level or the deceased spellcaster's caster level, and its key ability is Charisma. You may only store one spell in this manner at any one time. If you consume another spellcaster's brain, you lose the spell-like ability granted from previous brains.

*Brainiac (Ex):* At 20th level, you gain DR 10/slashing and treat the brains of creatures with a base Intelligence of 3 or greater as though they were potions of cure moderate wounds (CL 5th). This damage reduction stacks with the damage reduction class feature. All brains spoil in the same manner as spellcaster brains, detailed above.

*zombie bloodline*



**Chapter 2: Sorcerer Bloodlines**

*When everything from dragon blood to a connection with nature is enough to spontaneously-generate a spellcaster, some of the more ridiculous bloodlines, such as caffeine addiction, start to sound rather reasonable.*

\*\*\*

**Aeon**

*Your line shows the influence of the aeons, a race of "stream-of-consciousness" beings that concern themselves with the maintenance of the universe.*

**Parent Bloodline(s):** Dreamspun, Starsoul

**Class Skill:** Perception

**Bonus Spells:** *erase* (3rd), *make whole* (5th), *adjustable polymorph* (7th), *fabricate* (9th), *planar adaptation* (11th), *hardening* (13th), *memory of function* (15th), *polymorph any object* (17th), *time stop* (19th)

**Bonus Feats:** Arithmancy\*, Extend Spell, Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Perception), Spell Focus (transmutation), Tenacious Transmutation

Feats marked with an asterisk (\*) have their Spell Focus prerequisite satisfied by any Spell Focus feat rather than the specific Spell Focus feat listed, but only when taken as an aeon bloodline feat.

**Bloodline Arcana:** You treat your caster level as though it were +1 higher when casting transmutation spells.

**Bloodline Powers:** *Your powers reflect your otherworldly heritage, as well as your charge.*

**Alien Anatomy (Ex):** At 1st level, you gain a +1 luck bonus to saving throws against poison and disease effects. This bonus increases by +1 at 7th level and every six levels thereafter, to a maximum of +4 at 19th level

**Void Form (Su):** At 3rd level, your body begins to shift to something only semi-tangible, granting you a deflection bonus to AC equal to one-third your sorcerer level, rounded down, maximum +5.

**Enforce Causality (Su):** At 9th level, whenever a creature within 60 feet would be granted a reroll or a retroactive bonus to a roll, you may deny that reroll or bonus as an immediate action. A successful DC 10 + 1/2 your sorcerer level + your Charisma modifier Will save negates. This ability may be used a number of times per day equal to your Charisma modifier.

**All-Belonging (Ex):** At 15th level, you are always considered to be a native creature of the plane in which you are currently located.

**Correct the Timeline (Su):** At 20th level, you gain the ability to rewind time to the beginning of your previous turn as a standard action. This undoes everything that happened in the last six seconds, including movement, damage, healing, expenditure of spell slots, and so on. The sole exception to this rewinding is the fact that the daily use of this ability remains expended even after the rewind. Usage of this ability staggers you for 1 round; however, since time literally rewinds when you use this ability and the round in which you spent a standard action to use this ability now no longer exists, you are considered staggered in a brand new round in which you have performed no actions. You remember what happened just before the rewind; ergo, if this ability rewinds time to just before a surprise round, you may act in the surprise round. This ability may be used once per day.





## Algae

*It turns out that enchanted runoff from the right kind of wizarding institution can have far-reaching consequences.*

**Parent Bloodline(s):** Aquatic, Verdant

**Class Skill:** Swim

**Bonus Spells:** *grease* (3rd), *entangle* (5th), *plant growth* (7th), *control water* (9th), *transport via plants* (aquatic plants only) (11th), *freezing sphere* (13th), *animate plants* (15th), *seamantle* (17th), *world wave* (19th)

**Bonus Feats:** Bolstered Resilience\*, Brew Potion, Fleet, Great Fortitude, Iron Will, Sea Legs\*\*, Skill Focus (Swim), Toughness

Feats marked with an asterisk (\*) increase the damage reduction of the algal armor bloodline power, and having access to the algal armor bloodline power fulfills their prerequisite, but only when taken as an algae bloodline feat.

Feats marked with two asterisks (\*\*) have no prerequisite, but only when taken as an algae bloodline feat.

**Bloodline Arcana:** Your magic is considered divine, not arcane, when casting a bloodline bonus spell that is on the druid spell list. Divine spells are not subject to arcane spell failure. You cannot cast a bloodline bonus spell that is on the druid spell list while wearing metal armor or wielding a metal shield.

**Bloodline Powers:** *Your bloodline grants you dominion over water and aquatic plantlife.*

**Algal Armor (Su):** At 1st level, you gain the ability to coat your body in algae as a standard action. This algae grants a +4 armor bonus to AC, increasing by +1 for every four sorcerer levels you possess, and grants DR 2/slashing or piercing, increasing by +1 for every five sorcerer levels you possess. This ability functions for 3 + your Charisma modifier minutes per day. These minutes do not need to be consecutive, but must be used in one-minute increments.

**Steady Feet (Ex):** At 3rd level, the fact that you've spent so much time with algae, which turns rocks and the like into slippery deathtraps, has made you a very steady-footed individual. While moving at normal speed, you are immune to the effects of slippery surfaces, such as ice or the *grease* spell. You can still slip and fall if you run across these surfaces.

**Algal Bloom (Su):** At 9th level, you gain the ability to hurl a blob of algae as a standard action. Treat a hurled blob of algae as a thrown splash weapon with a range increment of 15 feet that can either target a creature or a grid intersection. All creatures within 10 feet of the point of impact are covered in thick, green slime and are blinded permanently with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Reflex save to negate. This blindness effect ends immediately if an affected creature takes fire damage, is splashed with or becomes immersed in water, or takes a standard action to wipe the algae off. Creatures whose means of sight is not reliant upon light, such as blindsense, are unaffected by this ability, while creatures that are normally immune to being blinded, but rely on light to see, are still blinded. (Their eyes are working just fine, but they're covered in gunk.) This ability may be used a number of times per day equal to your Charisma modifier.

**Dead Zone (Ex):** Whenever algae blooms en masse, then dies en masse, there is a sudden need for oxygen to decompose said bloom. In many cases, there's simply not enough and the local fauna begin to die off as the dead algae suffocates everything. At 15th level, creatures coated in algae from the algal bloom bloodline power take 1 point of Constitution damage at the beginning of each of their turns. Creatures that do not need to breathe are immune to this ability.

**Growing Season (Su):** At 20th level, you may now use the algal bloom bloodline power at will as a standard action, as well as three times per day as a swift action. In addition, the algal armor bloodline power now grants DR/- and has no limited daily duration.





Angst

Angst

*You are the chosen one, and you hate every minute of it.*

**Parent Bloodline(s):** Accursed, Destined

**Class Skill:** Diplomacy

**Bonus Spells:** *true strike* (3rd), *warding weapon* (5th), *weapon of awe* (7th), *death ward* (9th), *dream* (11th), *antimagic field* (13th), *finger of death* (15th), *protection from spells* (17th), *wish* (19th)

**Bonus Feats:** Craft Magic Arms and Armor, Craft Wondrous Item, Greater Iron Will, Iron Will, Skill Focus (Diplomacy), Spell Focus (any), Weapon Focus\*, Weapon Specialization\*

Feats marked with an asterisk (\*) must apply to the weapon gained with the improbably-valuable ancestral weapon bloodline power and have their fighter level prerequisite satisfied by a corresponding sorcerer level, but only if taken as an angst bloodline feat.

**Bloodline Arcana:** You can cast spells unhindered when separated from your bonded object. It's not like you care about it or anything...

**Bloodline Powers:** *Your powers proclaim you to be The One, whether you like it or not.*

**Improbably-Valuable Ancestral Weapon (Su):** At 1st level, you gain the arcane bond ability as a wizard equal to your sorcerer level, using an exotic weapon as your bonded object. Additionally, you gain the Exotic Weapon Proficiency feat corresponding to the chosen weapon as a bonus feat. You do not need to meet the prerequisites of this feat. You may not choose a familiar or other type of bonded item, and may use the hand holding your bonded weapon for somatic components.

**Endearing Flaw (Su):** At 3rd level, your clumsy, negative traits begin to shine forth in such a way that you become adorably endearing even when in the throes of failure. As it turns out, though you may be prone to stumbling, you only happen to do so when you're sure to be caught by somebody you'd like to take for a lover. You take a -2 penalty to Acrobatics, Climb, and Swim checks; however, whenever you fail a check for one of these skills, you do so in an incredibly adorable fashion, imposing a -1 penalty to weapon damage rolls made against you until the beginning of your next turn. Damage can be reduced to 0 in this fashion. For every three sorcerer levels you possess beyond 3rd, the penalty imposed by your adorable failure increases by -1, to a maximum of a -6 penalty to weapon damage rolls at 18th level.

**Everybody Loves Me... and I Have No Idea Why! (Ex):** At 9th level, you begin to attract just about everyone to your banner, even though you don't want them around. You don't even remember getting a banner! In any case, you gain the Leadership feat as a bonus feat. You do not need to meet the prerequisites for this feat. You never take a penalty to your Leadership score for failure, aloofness, cruelty, or causing the death of your cohort. You can never choose not to have a cohort. A new one just happens to show up 30 days after the death of the last one, no matter how far away from civilization you are.

**Memories of a Lost Mentor (Su):** At 15th level, you begin to brood over a lost mentor. It might not even be your mentor; at this point in your development, all of the residual brooding done by your ancestors begins to mingle with your own and it becomes particularly difficult to remember exactly what it is you're supposed to be upset about. It had to have been important, though. Surely the sort of stuff that leads to riveting character development. Whenever you would be killed by any effect that calls for a saving throw, you retroactively gain a +2 luck bonus to that saving throw. If that would turn a failure into a success, then it retroactively does so.

**The Chosen One (Su):** At 20th level, you become the chosen one. Yippee. Your first three natural 1s rolled each day are treated as natural 20s instead.

archon bloodline







## Chapter 2: Sorcerer Bloodlines

## Archon

**Archon**

*You are favored in the eyes of the archons of the celestial host.*

**Parent Bloodline(s):** Celestial, Elemental (fire)

**Class Skill:** Fly

**Bonus Spells:** *burning hands* (3rd), *scorching ray* (5th), *fly* (7th), *lesser planar ally* (9th), *flame strike* (11th), *mass cure moderate wounds* (13th), *delayed blast fireball* (15th) *holy word* (17th), *meteor swarm* (19th)

**Bonus Feats:** Arcane Shield, Burning Spell, Great Fortitude, Improved Initiative, Intensified Spell, Share Healing, Skill Focus (Fly), Skill Focus (Intimidate)

**Bloodline Arcana:** Your fire spells deal an additional point of damage per damage die.

**Bloodline Powers:** *Your connection with the archons of the celestial host grants you abilities in line with their own, as well as a wide-open line of communication to call down the aid of various lesser celestials.*

*Lantern's Light (Su):* At 1st level, you gain the ability to fire a ray of light at a single creature within 30 feet as a standard action, dealing 1d3 damage, plus an additional point of damage for every two sorcerer levels you possess, on a successful ranged touch attack. Oozes and undead take double damage from this ability. This ability may be used a number of times per day equal to 3 + your Charisma modifier.

*Harbinger's Cage (Su):* At 3rd level, you gain the ability to hinder a creature's movement by manifesting the scraps of dozens of fallen harbinger archons. As a standard action, you cover a creature within 30 feet with the twisted steel of fallen harbinger archons, entangling that creature for 2d4 rounds with no saving throw allowed.

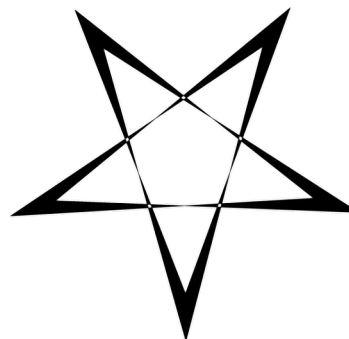


The subject can break free by making a DC 10 + 1/2 your sorcerer level + your Charisma modifier Strength check or by dealing 10 points of damage to the steel scraps with a weapon. A creature trying to damage the steel scraps does not need to make an attack roll; hitting them is automatic, after which the creature that hits makes a damage roll to see how much of the scraps he has sloughed off. The scraps have hardness equal to your sorcerer level.

*Archon's Charge (Su):* At 9th level, you gain the Improved Familiar feat as a bonus feat. You do not need to meet the prerequisites for this feat. In addition, you gain an arcane bond as a wizard equal to your sorcerer level. You must take a familiar as your selection, and that familiar must be a harbinger archon. Archon's charge does not grant you an additional familiar, should you already have one. Should you ever replace your familiar, you must do so with a harbinger archon. If you have a familiar that is not a harbinger archon, it doesn't gain the benefits of any archon bloodline powers that modify your familiar. For the purpose of determining the power of your familiar, your sorcerer levels stack with your levels in other familiar-granting classes.

*Herald's Trumpet (Sp):* At 15th level, you gain the ability to perform a ritual requiring 10 minutes of uninterrupted chanting with the intent of summoning a small squadron of archons. You may perform this ritual once per day. Once completed, the ritual summons your choice of six lantern archons, six harbinger archons, or four spyglass archons. These archons are bound to you as though summoned by the *lesser planar ally* spell, with the following exceptions. First, if this is the first time you have summoned archons in this manner this week, they do not require payment of you if you task them with a job that follows the constraints of their alignment. Second, the archons are only summoned for 24 hours or until their task is completed. Third, all archons summoned by this ritual have hardness equal to your Charisma modifier.

*Earthbound Celestial (Su):* At 20th level, the range of your lantern's light and harbinger's cage bloodline powers increases to 60 feet and you may use the lantern's light bloodline ability as a swift action. Further, the herald's trumpet bloodline ability summons an additional number of archons equal to half again the base amount of whatever type of archon you elect to summon, and will also summon a single legion archon if you are willing to pay for its services.



Chapter 2: Sorcerer Bloodlines  
Avian/Bauble**Avian**

*You have a link to super-advanced stealth dinosaurs.*

**Parent Bloodline(s):** Elemental (air), Serpentine

**Class Skill:** Fly

**Bonus Spells:** *vanish* (3rd), *eagle's splendor* (5th), *fly* (7th), *greater invisibility* (9th), *sonic thrust* (11th), *sirocco* (13th), *scouring winds* (15th), *greater shout* (17th), *winds of vengeance* (19th)

**Bonus Feats:** Dodge, Extend Spell, Fleet, Hover, Improved Initiative, Lightning Reflexes, Quicken Spell, Skill Focus (Fly)

**Bloodline Arcana:** You treat your caster level as though it were +2 higher for the purpose of determining the duration of both air spells and spells that grant a fly speed.

**Bloodline Powers:** *Your bloodline focuses on the power of the avian.*

*Ruffled Feathers (Ex):* At 1st level, you grow thousands upon thousands of downy feathers, which instinctively bristle whenever you are threatened. While in a combat in which you have acted at least once, you gain a stacking +1 armor bonus to AC, as creatures attacking you aren't quite sure where fluffy feathers end and soft flesh begins. As this uncertainty of form applies to all creatures attempting to harm you, this ability is treated as a force effect for the purpose of incorporeal touch attacks made against you. This increases to a stacking +2 armor bonus to AC at 9th level.

*Scratching for Worms (Ex):* At 3rd level, you gain a +4 bonus to Survival checks made to look for food. In addition, you gain a +2 bonus to attack rolls against animals and magical beasts, as you know how to crack shells and pierce hides to get at the food within.

*Wings (Ex):* At 9th level, you grow a pair of wings, granting you a fly speed of 30 feet with good maneuverability, increasing to 60 feet at 15th level.

*Eagle-eyed (Ex):* At 15th level, you roll twice and take the better result whenever you make a Perception skill check or a ranged attack.

*Avian Hybrid (Ex):* At 20th level, you become some sort of strange avian hybrid, part man and part beast. As a result, spells that only affect humanoids or spells that only affect animals do not affect you. In addition, you gain a bite and two claws as primary natural attacks and treat your base attack bonus as though it were that of a cleric equal to your character level when making a full attack with your natural weapons.

**Bauble (Complex)**

*Both flame and artistry are part of your heritage, and the two have mingled in your veins in a most unexpected way. In essence, you're a walking glass art studio.*

**Parent Bloodline(s):** Elemental (fire), Maestro

**Class Skill:** Perform

**Bonus Spells:** *burning hands* (3rd), *heat metal* (5th), *fireball* (7th), *minor creation\** (9th), *major creation\** (11th), *hardening* (13th), *delayed blast fireball* (15th), *wall of lava* (17th), *meteor swarm* (19th)

Spells marked with an asterisk (\*) can produce glass objects even if the spell description says otherwise. Glass objects produced in this manner have the same duration as objects made of vegetable matter.

**Bonus Feats:** Bauble Shaper, Brew Potion, Craft Wondrous Item, Great Fortitude, Lattice Weaver, Skill Focus (Craft [any]), Skill Focus (Perform [any]), Spell Focus (conjuration, evocation, or transmutation)

**Bloodline Arcana:** Whenever you cast a sorcerer spell of 1st level or higher, weapons you wield become coated with a thin layer of glass. This layer of glass is used by various bauble bloodline powers. In addition, broken weapons that become coated with a thin layer of glass are no longer treated as broken until the next time it takes damage. Whenever you replenish your spells for the day, all glass coatings you created in the previous day melt away.

**Bloodline Powers:** *The art of glassblowing has found a permanent home in you.*

*Spellglass (Su):* At 1st level, you master the creation of spellglass, a variant of crystal glass that can catch magical energy in its lattice. Whenever you meditate to replenish your sorcerer spells for the day, you may also produce a sphere of spellglass, plus an additional sphere of spellglass for every six sorcerer levels you possess. The maximum number of spheres of spellglass that you can possess at any one time is equal to the number of spheres of spellglass you can produce in one sitting (one plus one for every six sorcerer levels, plus any additional spheres granted by feats or abilities). As such, if you have spheres of spellglass remaining from previous days, the amount of spellglass you can produce on the current day is reduced. When producing spellglass, you can elect to have any number of existing spheres from previous days degrade into regular glass. If you do, the degraded sphere no longer counts against your maximum and you may replace it right away. Degraded glass loses any spell it was previously storing, if any.



## Chapter 2: Sorcerer Bloodlines

## Bauble

While holding a sphere of spellglass, you may fill it with any 0th-level or 1st-level spell you know that affects only a single creature and has a range of greater than personal. The time it takes to do so is equal to the casting time of the spell filling the spellglass sphere and is subject to attacks of opportunity and concentration checks as a spell. This consumes one of your spell slots for the day just like a standard casting of a spell. At 5th level and every four sorcerer levels thereafter, the maximum spell level of spell that can fill one of your spellglass spheres increases by +1, to a maximum of 5th-level spells at 17th level. Once filled, a spellglass sphere will not accept a second spell, but loses its current spell the next time you replenish your spells for the day. Any creature may hurl a spellglass sphere as a standard action, treating it as a thrown weapon with a range increment of 20 feet. On a successful ranged touch attack, the sphere cracks open and the creature struck is treated as the contained spell's target. If the contained spell normally requires an attack roll, that attack roll succeeds automatically, but cannot critically hit. A sphere of spellglass cannot be thrown as part of a full-attack action.

**Instant Art (Su):** At 3rd level, you can coat part of a creature's body with hot, liquid glass as a standard action. Make a melee touch attack. If you hit, the creature becomes coated in what is effectively a very specific type of lava that cools down to become clear (ie glass), taking 1d8 points of fire damage each round for rounds equal to your Charisma modifier. There is no saving throw against this damage; however, attempts to cool the glass, such as pouring water over it, rolling in snow, taking cold damage, or jumping into a pool of water reduces the duration of the ability by 1 round. Keeping the affected portion of the body submerged in water or similar thermal mass for an entire round reduces the duration by 2 rounds instead. The duration of this ability cannot be reduced by more than 2 rounds each round. This ability may be used once per day at 3rd level, plus an additional time per day at 7th level and every four sorcerer levels thereafter.

**Art for the Masses (Ex):** At 9th level, your spellglass spheres gain the ability to be filled with spells sourced from other creatures. The maximum spell level with which the sphere may be filled is -1 lower than normal if the creature doing the filling is not you. In addition, you may produce an additional sphere of spellglass whenever you replenish your spells for the day.

Further, weapons that become coated in a thin layer of glass through the use of your bloodline arcana gain the *spell storing* weapon special ability; however, your glass lattice is inferior to an actual *spell storing* enhancement, thereby only allowing spells of 1st level or lower to be stored. If a weapon loses its glass coating while a spell is stored in the glass lattice, the spell is lost.

**Artist's Gesture (Ex):** At 15th level, whenever you fail a ranged touch attack made to deliver a spellglass sphere, you may reroll it. If this reroll would result in a successful ranged touch attack, then it is retroactively considered to be successful. Further, the *quasi-spell storing* weapon special ability granted to weapons you coat in glass via your bloodline arcana can now support spells of up to 2nd level.

**Master Glassblower (Ex):** At 20th level, you reach the apex of your craft. The number of spellglass spheres you produce whenever you replenish your spells for the day increases by an additional +2. Further, the fire damage dealt by your instant art bloodline power increases by +1d8 per round. Finally, your body becomes covered in a thin layer of glass that somehow bends and flexes without breaking. As a result, rays that strike you have a 25% chance to be reflected back at their source, using the original attack roll to determine whether they hit.

**Bauble Bloodline Feats****Bauble Shaper**

*Most of those with your bloodline see spellglass as a happy accident, a thing that just happens to come into being whenever they meditate upon their magic. You have decided that the baubles are the main event and the spells are the happy accident.*

**Prerequisite:** Spellglass bloodline ability, sorcerer level 5th

**Benefit:** The number of spheres of spellglass you produce whenever you replenish your spells for the day increases by +1.

**Special:** You can gain Bauble Shaper multiple times. Each additional time, the required sorcerer level to gain it increases by +6.

**Lattice Weaver**

*Art is meant to be shared, and a true artist ensures that a piece is moving for everyone with whom it interacts.*

**Prerequisite:** Art for the masses bloodline ability, sorcerer level 13th

**Benefit:** The maximum spell level with which your spellglass spheres can be filled is the same for all creatures.

**Normal:** The maximum spell level with which your spellglass spheres can be filled is -1 lower if the creature doing the filling is not you personally.

Chapter 2: Sorcerer Bloodlines  
Blasphemy**Blasphemy (Complex)**

*Your line is touched by the asura, beings that are quite literally the product of deific disagreement and strife.*

**Parent Bloodline(s):** Aberrant

**Class Skill:** Knowledge (religion)

**Bonus Spells:** See the favored flock bloodline power.

**Bonus Feats:** Believer's Boon\*, Blessed Striker\*, Divine Defiance, Empower Spell, Heighten Spell, Iron Will, Steadfast Personality, Weapon Focus

For the purpose of feats marked with an asterisk (\*), you are considered to worship yourself as a deity. Your "deific portfolio" includes the domain you select as part of the favored flock bloodline power, as well as those alignment domains (Lawful, Chaos, etc.) that match your alignment. This only applies when these feats are taken as blasphemy bloodline feats.

**Bloodline Arcana:** Your damaging spells deal an additional point of damage per damage die against creatures that are subject to your favored flock bloodline power.

**Bloodline Powers:** *The gods are belligerent children with more power than they deserve, and you are an example of the need to cull them.*

**Favored Flock (Ex):** At 1st level, choose a deity. You gain a +2 insight bonus to attack rolls made against those who claim the chosen deity as their primary deity, and a +1 insight bonus to attack rolls made against divine spellcasters in general. At 3rd level and every six sorcerer levels thereafter, choose another deity.

In addition, choose a single cleric domain. The domain spells of the chosen domain are your sorcerer bonus spells. You gain the 1st-level domain spell as your sorcerer bonus spell for attaining 3rd level, the 2nd-level domain spell as your sorcerer bonus spell for attaining 5th level, and so on. Your sorcerer bonus spells are considered divine spells, and are not subject to arcane spell failure.

**Laughing at the Divines (Ex):** At 3rd level, you gain a +1 luck bonus to saving throws against divine spells, as well as the supernatural abilities of divine spellcasting classes, such as clerics and oracles. This increases to a +2 luck bonus at 11th level.

**Divine Intervention (Sp):** At 9th level, you gain the ability to counterspell divine spells with any spell of the same school that is one or more spell levels higher than the target spell.

**Domain Mockery (Su):** At 15th level, you gain the domain powers of the domain you chose at 1st level as a cleric equal to half your sorcerer level.

**Church of the Blasphemer (Su):** At 20th level, you take your bloodline's blasphemous slant to its logical conclusion. By shunning all other churches, and by drawing power unto yourself, you become a (very minor) god. You are now considered biologically immortal. As a result, you no longer age and cannot die from old age; however, you can still be slain by violent means. In addition, you may take on a number of clerics not to exceed your base Charisma modifier, minimum 1. (Your base Charisma modifier is derived from your base Charisma score + your inherent bonus to Charisma, if any.) You grant these clerics divine spells as though you were a god whose portfolio includes the domain you selected at 1st level, as well as those alignment domains that match your own alignment; however, as you are not a full-fledged god, you cannot grant divine spells of greater than 3rd level in this fashion, thus forcing those who decide to worship you to multiclass or simply not gain new spells known should they proceed beyond cleric level 6th. This includes both standard spells and domain spells. Clerics who worship you who decide to continue gaining cleric levels beyond 6th may prepare spells in higher-level slots and take up the use of metamagic to gain as much use as possible from their otherwise-questionable career decision.

Should you die, your clerics immediately lose access to their spells. Taking steps to assure that death is merely a setback, such as a phylactery, a waiting clone, or a hackneyed plot device, negates this.







## Chapter 2: Sorcerer Bloodlines

### Brineborn

#### Brineborn

*Your family is considered to be full of rather salty fellows.*

**Parent Bloodline(s):** Draconic, Elemental (water)

**Class Skill:** Swim

**Bonus Spells:** *adhesive spittle* (3rd), *acid arrow* (5th), *communal protection from energy* (7th), *acid pit* (9th), *acidic spray* (11th), *acid fog* (13th), *caustic eruption* (15th), *horrid wilting* (17th), *storm of vengeance* (19th)

**Bonus Feats:** Athletic, Draconic Defender, Extend Spell, Great Fortitude, Ironhide\*, Manifested Blood (acid), Skill Focus (Swim), Toughness

Feats marked with an asterisk (\*) have their Spell Focus prerequisite satisfied by any Spell Focus feat rather than the specific Spell Focus feat listed, but only when taken as an aeon bloodline bonus feat.

Feats marked with an asterisk (\*) have no specific race prerequisite, but only when taken as a brineborn bloodline bonus feat.

**Bloodline Arcana:** You treat your caster level as though it were +1 higher when casting spells with the acid descriptor.

**Bloodline Powers:** *Your bloodline focuses on the corrosive powers of salt, and the breed of dragon that embraces this to its fullest.*

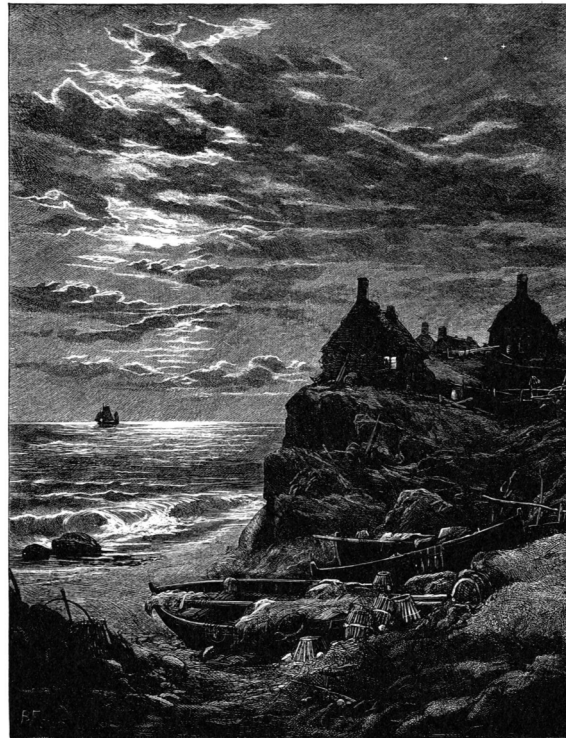
**Salted Spellcasting (Su):** At 1st level, creatures dealt damage by your spells or spell-like abilities take a -1 penalty to their armor bonus to AC for 1 minute. This stacks to a maximum penalty of 2 + 1 for every four sorcerer levels you possess, maximum -7 at 20th level.

**Saline Crystals (Ex):** At 3rd level, your body becomes coated in a carpet of salt crystals, granting you a +4 armor bonus to AC. Creatures that hit you in melee take a -1 penalty to their armor bonus to AC for 1 minute, stacking as though it were the penalty imposed by the salted spellcasting bloodline power. At 6th level and every three levels thereafter, the armor bonus to AC granted by this ability increases by +1, to a maximum of a +9 armor bonus to AC at 18th level.

**Salt in the Wound (Su):** At 9th level, your damaging sorcerer bonus spells deal an additional 1d6 points of acid damage to creatures with no armor bonus to AC. This increases to 2d6 damage at 20th level.

**Saltspray (Su):** At 15th level, you gain the ability to spew forth a belch of salty goo in a 60-foot line as a standard action. Those caught in the blast take 1d8 points of acid damage for every two sorcerer levels you possess and take a -3 penalty to their armor bonus to AC for 1 minute, stacking as though it were the penalty imposed by the salted spellcasting bloodline power. A successful DC 10 + 1/2 your sorcerer level + your Charisma modifier Reflex save halves the damage and reduces the salted spellcasting effect to a -1 penalty to armor bonus to AC. You may use this ability three times per day, though you cannot use this ability more than once per minute.

**Child of the Primal Wyrms (Ex):** At 20th level, you become immune to acid. In addition, creatures affected by your salted spellcasting bloodline power take damage equal to the magnitude of the penalty imposed by it at the beginning of your turn. Finally, you may use the saltspray bloodline power two additional times per day.



**Butler**

*Servitude can get to be so ingrained in a family's history that it becomes part of the blood.*

**Parent Bloodline(s):** Destined

**Special:** This bloodline can only be taken by those creatures that are the cohort of or in servitude to another creature. This other creature is hereafter referred to as 'the master'.

**Class Skill:** Diplomacy

**Bonus Spells:** *unseen servant* (3rd), *arcane lock* (5th), *phantom driver* (7th), *secure shelter* (9th), *mage's faithful hound* (11th), *hardening* (13th), *instant summons* (15th), *discern location* (17th), *time stop* (19th)

**Bonus Feats:** Archon Diversion\*, Archon Justice\*, Archon Style\*, Combat Reflexes, Focused Spell, Great Fortitude, Improved Initiative, In Harm's Way

Feats marked with an asterisk (\*) do not require the Improved Unarmed Strike feat to meet their prerequisite, but only when taken as butler bloodline bonus feats.

**Bloodline Arcana:** Treat your caster level as though it were +1 higher when casting harmless, single-target spells targeting the being to which you are subservient.

**Bloodline Powers:** *The influence of your bloodline is hardwired to make life easier...for somebody else.*

*Dinner is Served (Sp):* At 1st level, you gain the ability to cast *create food and water* three times per day as a spell-like ability using your sorcerer level as your caster level. If any creature other than your master touches food conjured in this fashion, it immediately spoils and becomes useless.

Starting at 9th level, you may also touch and consume food created in this manner without it spoiling automatically. Starting at 15th level, your master gains the benefits of the *heroes' feast* spell if he spends at least 1 hour consuming food you conjure in this fashion. He can only gain this benefit once per day.

*Let Me Get That for You (Ex):* At 3rd level, all Aid Another checks targeting your master succeed automatically. In addition, you gain the Bodyguard feat as a bonus feat. You do not need to meet the prerequisites of this feat.

*Polishing the Silver (Su):* At 9th level, you learn how to polish metallic weapons to such a degree that they actually become more dangerous. So long as you spend at least 1 hour per day polishing one of your master's metallic piercing or slashing weapons, that weapon is considered to have the *keen* weapon special ability when wielded by either you or your master.

Starting at 15th level, you may polish two qualifying weapons in this manner instead of just one. The polishing time does not increase.

*Estate Manager (Ex):* At 15th level, you have perfected the process with which you manage your master's holdings. If your master owns businesses, estates, or other holdings, the net profit of those holdings increases by 5%, to a maximum of an additional 100 gp per month.

*Battle Butler (Su):* At 20th level, if your master's is alive and his current hit points are less than, then your first attack roll made each round is automatically considered to be a natural 20 so long as you are within 30 feet of him. Further, if your master is alive and his current hit points are less than 0, his current hit points are set to 1 if you remain adjacent to him for 1 round.



butler bloodline

## Chapter 2: Sorcerer Bloodlines

### Cannibal



#### Cannibal (Complex, Parent)

*You are what you eat.*

**Kickstarter Backer:** Christos Gurd

**Parent Bloodline(s):** None. This is a parent.

**Class Skill:** Survival

**Bonus Spells:** *magic fang* (3rd), *boiling blood* (5th), *blood biography* (7th), *locate creature* (9th), *hungry pit* (11th), *mass bull's strength / mass cat's grace / mass bear's endurance* (pick one) (13th), *finger of death* (15th), *discern location* (17th), *dominate monster* (19th)

**Bonus Feats:** Endurance, Extend Spell, Fearsome Spell, Great Fortitude, Lightning Reflexes, Piercing Spell, Skill Focus (Survival), Spell Focus

**Bloodline Arcana:** Your damaging spells deal additional bleed damage equal to the spell's spell level on a failed saving throw. If a damaging spell has no saving throw, then it cannot benefit from this ability.

**Bloodline Powers:** *Flesh and spirit are two totally separate quantities, but they have their closest association at the moment of death. Your bloodline leverages this.*

**Devour Flesh (Su):** At 1st level, whenever a flesh-bearing creature within reach dies (or in the case of fleshy non-living creatures, such as undead and flesh golems, destroyed), you may devour part of its body as a swift action. Doing so establishes a connection with the spirit of the creature just as it expires, allowing you to copy one of its abilities, at least temporarily. Given the extremely time-sensitive nature of this connection, the act of establishing such a connection through the consumption of a creature's flesh must be performed at the instant of its expiration, and not a moment later.

When you devour a creature, you immediately learn which feats and abilities it possessed among those listed below, and you must choose one of those abilities to gain temporarily, even if you want none of the available abilities. If a creature has no abilities that you can take, you do not copy anything. If you copy a feat in this manner, you do not need to meet the prerequisites of that feat and gain full benefit from it; however, if you already have that feat, copying it to gain it twice does not result in that feat stacking unless its entry explicitly says that stacks with itself.



Each ability you copy occupies a cannibalism slot, and you cannot use the devour flesh bloodline power unless you have at least one empty cannibalism slot. Copied abilities only grant you benefit so long as they occupy a slot; once the slot becomes empty, the copied ability is lost. You have a single cannibalism slot at 1st level, and you gain additional cannibalism slots as you gain additional cannibal bloodline powers. Whenever you replenish your sorcerer spells for the day, all of your occupied cannibalism slots empty.

#### Copyable Abilities

##### Feats

Combat Reflexes  
Dodge  
Endurance  
Fleet  
Great Fortitude  
Improved Initiative  
Iron Will  
Lightning Reflexes  
Run  
Toughness  
Weapon Focus (any)

##### Abilities

**Energy Resistance (Ex):** Choose an energy type against which the devoured creature has resistance. You gain resistance to that energy type equal to 5 + your sorcerer level. A devoured creature must have resistance against one or more types of energy for you to select this ability.

**Low-light Vision (Ex):** You gain low-light vision. A devoured creature must have low-light vision for you to select this ability.

**Natural Armor (Ex):** You gain a +1 stacking natural armor bonus to AC. A devoured creature must have an innate (not from an item or spell) natural armor bonus to AC for you to select this ability.

**Remote Consumption (Su):** At 3rd level, you gain an additional cannibalism slot. In addition, whenever you kill or destroy a flesh-bearing creature with a ray spell, you forge a momentary connection with that creature's dying spirit, allowing you to devour it with the devour flesh bloodline power as though it were within reach.





Chapter 2: Sorcerer Bloodlines  
Cannibal/Chameleon

*Enhanced Devouring (Ex):* At 9th level, you gain an additional cannibalism slot. In addition, the following abilities are now legal targets for copying with the devour flesh bloodline power.

**Copyable Abilities****Feats**

Any metamagic feat  
Dodge  
Eldritch Heritage  
Greater Spell Focus (any)  
Lunge  
Mobility  
Power Attack  
Skill Focus (any)  
Spell Focus (any)

**Abilities**

*Damage Reduction (Ex):* You gain damage reduction X, where X is one-quarter your sorcerer level, rounded down. This damage reduction is overcome by the same means as the damage reduction of the creature from which you copied it. For example, if you copy damage reduction from a devil who has DR/silver and good, then the damage reduction you gain from devouring it is DR X/silver and good. This damage reduction stacks with that granted by the damage reduction class feature. A devoured creature must have innate (not from an item or spell) damage reduction for you to select this ability.

*Flight (Ex):* Your arms become a pair of scraggly wings, granting you a fly speed of 30 feet with clumsy maneuverability; however, you can only fly when your arms wield no equipment. A devoured creature must have an innate (not from an item or spell) fly speed for you to select this ability.

*Swimming (Ex):* You gain a swim speed of 15 feet. A devoured creature must have an innate (not from an item or spell) swim speed for you to select this ability.

*Water Breathing (Ex):* You gain the ability to breathe water like a fish. A devoured creature must have the innate (not from an item or spell) ability to breathe underwater for you to select this ability.

*Making Room (Su):* At 15th level, you gain an additional cannibalism slot. In addition, you gain the ability to empty a filled cannibalism slot as a standard action once per day. You may use this ability an additional time per day at 20th level.

*Fleshtearer (Ex):* At 20th level, you gain two additional cannibalism slots. In addition, any feat for which you meet the prerequisites is now a legal target for copying with the devour flesh bloodline power.

**Chameleon**

*The chameleon is the posterchild of misdirection in the animal kingdom, and like most unique creatures, they draw experimenting spellcasters to them like moths to a flame. You owe your pseudo-reptilian nature to one such experiment.*

**Parent Bloodline(s):** Shadow

**Class Skill:** Stealth

**Bonus Spells:** *expeditious retreat* (3rd), *invisibility* (5th), *adjustable disguise* (7th), *freedom of movement* (9th), *planar adaptation* (11th), *mislead* (13th), *statue* (15th), *polymorph any object* (17th), *etherealness* (19th)

**Bonus Feats:** Dodge, Fleet, Improved Initiative, Run, Silent Spell, Skill Focus (Stealth), Spell Focus, Still Spell

**Bloodline Arcana:** Other creatures treat your caster level as though it were +3 higher when attempting to dispel your spells that grant invisibility.

**Bloodline Powers:** *Amusingly, chameleon literally translates to "lion of the ground". Like the reptilian lion-thing in your pedigree, you are stealthy, quick, and capable of some fairly nasty ambushes.*

*Lion of the Ground (Ex):* At 1st level, you gain a +2 bonus to Climb checks and a +5-ft. bonus to your base land speed, increasing to a +3 bonus to Climb checks and a +10-ft. bonus to base land speed at 9th level.

*Adaptive Skin (Su):* At 3rd level, whenever you take acid, cold, electricity, fire, or sonic damage, you gain resistance equal to your sorcerer level against that type of energy damage for 1d4 rounds.

*Blending In (Ex):* At 9th level, if you did not move in the previous round, then you can use the Stealth skill to hide, even while being observed. Moving in the current round does not remove this benefit until your next turn.

*Darting Tongue (Ex):* At 15th level, you may use your tongue to deliver touch spells, thus increasing your reach with touch spells by +10 feet so long as you can open your mouth and deploy said tongue.

*Consummate Sneaker (Sp):* At 20th level, whenever you cast a bloodline bonus spell, you gain the benefits of the *vanish* spell as though you had cast it upon yourself. While invisible, your damaging spells deal an additional +1d6 points of damage.



## Chapter 2: Sorcerer Bloodlines

### Cloudborn



#### Cloudborn

*Dragons take on a number of disparate aspects for reasons yet to be understood by other races. Some believe that the bloodlines that affect sorcerers and their ilk are a related phenomenon. The fact that a particular flavor of dragon inserting itself into a humanoid family tree tends to spawn a number of children with properties similar to that of the dragon's "flavor" lends credibility to this claim.*

**Parent Bloodlines:** Draconic, Elemental (air)

**Class Skill:** Fly

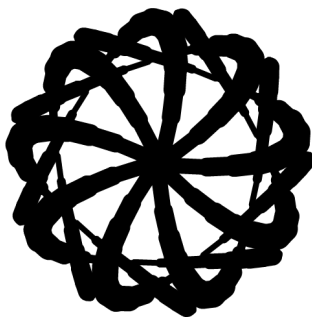
**Bonus Spells:** *shocking grasp* (3rd), *flaming sphere\** (5th), *lightning bolt* (7th), *call lightning* (9th), *lightning arc* (11th), *chain lightning* (13th), *empowered call lightning storm\*\** (15th), *stormbolts* (17th), *ride the lightning* (19th)

Spells marked with an asterisk (\*) deal electricity damage rather than their listed type.

Spells marked with two asterisks (\*\*) gain the benefit of the Empower Spell metamagic feat without increasing the casting time of the spell. You do not need to know the Empower Spell metamagic feat to cast these particular empowered spells.

**Bonus Feats:** Bouncing Spell, Dodge, Empower Spell, Improved Initiative, Lightning Reflexes, Lunging Spell Touch, Manifested Blood (electricity), Skill Focus (Fly)

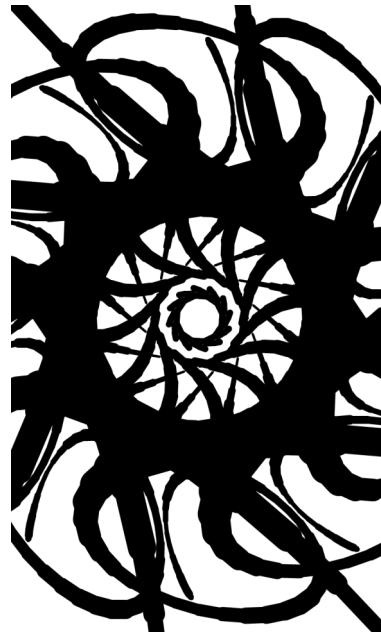
**Bloodline Arcana:** Your spells with the electricity descriptor deal additional electricity damage equal to their spell level. Creatures that fail their saving throw against one of your spells with the electricity descriptor, if any, take a -1 penalty to Reflex saves for 1 round.



**Bloodline Powers:** *Your bloodline grants you abilities similar to those of those dragons whose homes are in the clouds.*

*Like the Wind (Ex):* At 1st level, you gain a bonus to initiative rolls equal to the number of bloodline powers you possess from this bloodline.

*Head in the Clouds (Ex):* At 3rd level, you grow a pair of draconic wings, granting you a fly speed of 15 feet with clumsy maneuverability. Your wings are fairly undeveloped, and if you use your wings for three consecutive rounds, they cramp up and become useless at the beginning of the 4th round. If your wings cramp up, they cannot be used for 1 hour or until you receive magical or supernatural healing. At 9th level, your fly speed increases to 30 feet with poor maneuverability, and at 15th level, your fly speed increases to 60 feet with average maneuverability. In addition, starting at 9th level, your wings become fully developed and can no longer cramp.



*Residual Charge (Sp):* At 9th level, whenever you cast a 2nd-level or higher spell with the electricity descriptor, you may capture the residual electricity of the spell and immediately cast the *shocking grasp* spell as a swift action. You may use this ability three times per day without expending one of your spell slots, after which you may expend spell slots to continue casting in this manner.

*Repurposed Charge (Su):* At 15th level, whenever you lose a retained charge of the *shocking grasp* spell due to casting a new spell, you gain the benefits of the *haste* spell for 1d4 rounds.

*Child of the Primal Wyrms (Ex):* At 20th level, you become immune to electricity, deal an additional 2d6 points of electricity damage with unarmed and natural attacks, and deal 2d6 points of electricity damage to creatures that hit you in melee. In addition, your repurposed charge bloodline power now grants all allies within 10 feet the benefits of the *haste* spell when triggered and your *shocking grasp* spell deals damage to all foes adjacent to the creature touched.

Chapter 2: Sorcerer Bloodlines  
Contract**Contract**

*At some point in the distant past, your ancestor made a deal with a creature, be it fiend or fey, and the language of this contract has shaped your line from then on out.*

**Parent Bloodline(s):** Devil, Fey

**Class Skill:** Diplomacy

**Bonus Spells:** *delusional pride* (3rd), *compassionate ally* (5th), *suggestion* (7th), *confusion* (9th), *dominate person* (11th), *geas/quest* (13th), *mass hold person* (15th), *mass suggestion* (17th), *dominate monster* (19th)

**Bonus Feats:** Great Fortitude, Greater Spell Focus (enchantment), Heighten Spell, Iron Will, Silent Spell, Skill Focus (Diplomacy), Skill Focus (Intimidate), Spell Focus (enchantment)

**Bloodline Arcana:** Other creatures treat your caster level as though it were +2 higher when attempting to dispel your compulsion spells.

**Bloodline Powers:** *Your bloodline's powers are associated with the power of the binding contract.*

**Weaken the Will (Su):** At 1st level, you gain the ability to cloud the mind of a creature within 30 feet as a standard action, imposing a -2 penalty to Will saves for 1 minute with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Will save to reduce the duration to 1 round. Starting at 11th level, you impose a -4 penalty to Will saves instead. This ability is mind-affecting and can be used a number of times per day equal to 3 + your Charisma modifier.

**Master of Magical Legalese (Ex):** At 3rd level, you gain a +1 insight bonus to saving throws made against charm and compulsion effects. This increases by an additional +1 at 8th level and every five sorcerer levels thereafter, to a maximum of +5 at 18th level.

**Read the Fine Print! (Sp):** At 9th level, a creature under the effects of one of your compulsion spells takes a -2 penalty to any additional saving throws made against that spell. This increases to a -4 penalty at 15th level.

**Extended Term (Sp):** At 15th level, you gain the Extend Spell feat as a bonus feat. You do not increase the level of the spell slot used by compulsion spells to which you apply this feat, but you still increase the casting time as normal for spontaneous spells.

**Indentured Servitude (Sp):** At 20th level, you gain the *indenture* spell as a 9th-level sorcerer bonus spell. *Indenture* functions just like *dominate monster*, with the following differences.

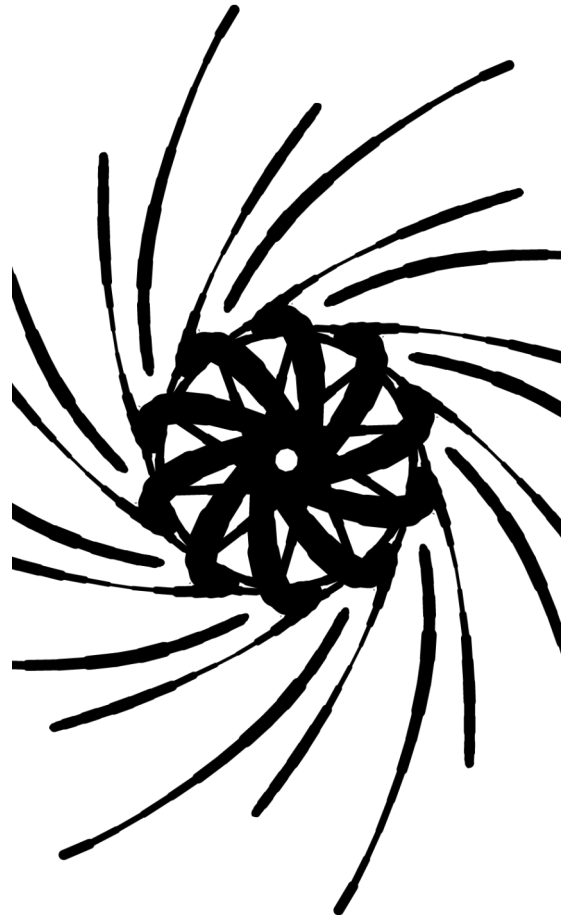
The target of the spell is one willing creature, and that creature must not be affected by any other mental compulsion effects.

The duration of the spell is undefined, and must be defined by the two parties, caster and subject, reaching an agreement. This agreement includes terms of cancellation, if applicable. The duration may be permanent.

If the caster already has an ongoing instance of the *indenture* spell, it ends immediately should he cast it again.

There is no saving throw. Additionally, no secondary saving throws are allowed should the subject be told to perform an action that goes against its nature.

Though this is a mind-affecting spell, sapient creatures that are immune to mind-affecting abilities can be affected by this spell should they agree to its terms.



## Chapter 2: Sorcerer Bloodlines

### Crucidaemon



#### Crucidaemon

Your line has a *crucidaemon* somewhere in its depths, and many inquisitors, trapsmiths, and sadistic engineers reside in your family tree as a result.

**Parent Bloodlines:** Daemon, Elemental (earth), Maestro

**Class Skill:** Knowledge (engineering)

**Bonus Spells:** *corrosive touch* (3rd), *zone of truth* (5th), *greater magic weapon* (7th), *whip of centipedes* (9th), *hold monster* (11th), *blade barrier* (13th), *firebrand* (15th), *incendiary cloud* (17th), *transmute blood to acid* (19th)

**Bonus Feats:** Dodge, Great Fortitude, Intensified Spell, Iron Will, Piercing Spell, Skill Focus (Craft [trap]), Skill Focus (Perception), Weapon Focus (any piercing)

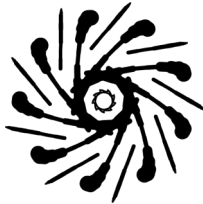
**Bloodline Arcana:** Treat your caster level as though it were +1 higher whenever you cast a spell as part of an interrogation.

**Enhanced Interrogation (Ex):** At 3rd level, whenever you deal damage to a creature with a slashing or piercing weapon, you gain a circumstance bonus to Intimidate checks made to interrogate that creature equal to the base damage rolled for that attack. This bonus does not stack with other instances of itself and lasts for 1 minute.

**Mass of Scars (Ex):** At 9th level, your body begins to harden to a mass of gouged-up iron granting you DR X/-, where X is half your sorcerer level, rounded down.

**Hours with the Whetstone (Su):** At 15th level, all piercing and slashing weapons that have been in your possession for the majority of the previous week have the *keen* weapon special ability. Further, your *keen* weapons and spells you deliver with a ray deal bleed damage equal to your Charisma modifier on a successful hit.

**Flayer of Flesh (Su):** At 20th level, you have become a true master of flaying flesh. Whenever you inflict bleed damage, your target takes a -1 penalty to attack rolls for 1 minute, maximum -4, and becomes shaken for 1 minute with a DC 20 + your Charisma modifier Will save to negate the shaken effect.



**Bloodline Powers:** Like the *crucidaemon*, your powers focus on the infliction of pain through blade and trap, and interrogation is quite the natural skill.

**Master Trapper (Ex):** At 1st level, you gain a supply of four special bear traps with the following trap profile. These traps are reusable and cannot be sold; however, should you ever lose one, you automatically replace it the next time you replenish your spells for the day.

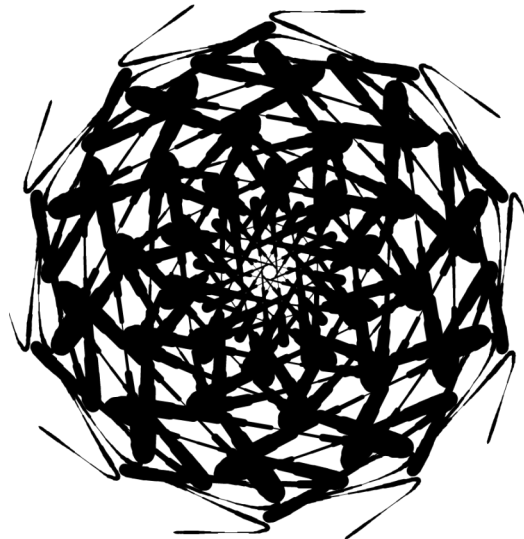
**Type** mechanical;

**Perception DC** 10 + 1/2 sorc level + Charisma mod;

**Disable Device DC** 15 + 1/2 sorc level + Charisma mod;

**Trigger** location; **Reset** manual

**Effects** Sharp jaws (atk +10 + sorcerer level; melee 2d6 + Charisma modifier plus 1/2 sorcerer level bleed); sharp jaws spring shut around the creature's ankle and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 15 + 1/2 sorcerer level + a Charisma modifier Disable Device check, a DC 15 + 1/2 sorcerer level + Charisma modifier Escape Artist check, or a DC 21 + 1/2 sorcerer level + Charisma modifier Strength check.



Chapter 2: Sorcerer Bloodlines  
Crystalborn**Crystalborn**

Your line carries the blood of a crystalline dragon who found one of your ancestors to be more enticing than the hunt for more jewels.

**Parent Bloodlines:** Draconic, Elemental (earth)

**Class Skill:** Fly

**Bonus Spells:** *color spray* (3rd), *glitterdust* (5th), *spiked pit* (7th), *stoneskin* (9th), *passwall* (11th), *extended rainbow pattern\** (13th), *prismatic spray* (15th), *prismatic wall* (17th), *prismatic sphere* (19th)

Spells marked with an asterisk (\*) gain the benefit of the Extend Spell metamagic feat without increasing the casting time of the spell. You do not need to know the Extend Spell metamagic feat to cast these particular extended spells.

**Bonus Feats:** Combat Reflexes, Echoing Spell, Great Fortitude, Heighten Spell, Greater Weapon Focus (claws), Skill Focus (Fly), Toughness, Weapon Focus (claws)

**Bloodline Arcana:** Whenever you cast a spell, you get a +2 insight bonus to saving throws made against spells of the same school for 1 round.

**Bloodline Powers:** *Your powers focus on the scintillating properties of the light reflected from crystals, and the persistence of the earth itself.*

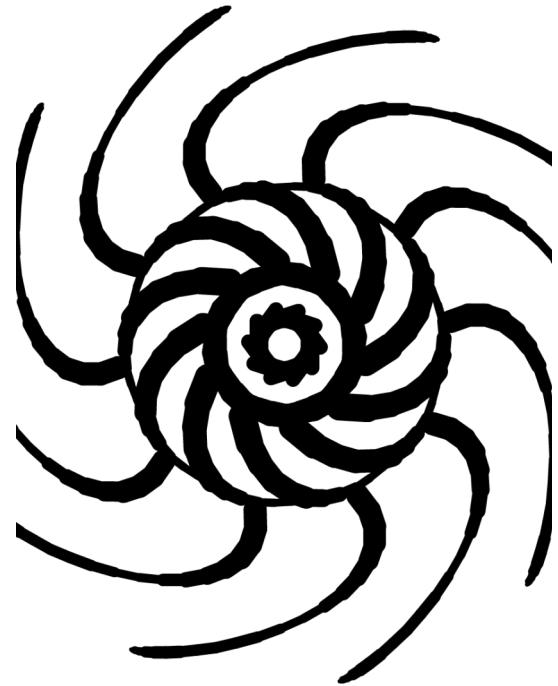
**Mineral Hide (Ex):** At 1st level, you gain DR X/-, where X is the number of bloodline powers you possess from this bloodline.

**Quartz Claws (Su):** At 3rd level, you gain two claws as primary natural attacks. Whenever you cast a spell with a range of "touch" from the sorcerer spell list, you can deliver the spell through your claws as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, you can make one free melee attack with your claws (at your highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

**Weaponized Chiming (Su):** At 9th level, creatures that critically hit you in melee are confused for 1 round as the crystals in your skin clink and chime in a confounding fashion.

**Catch and Capture (Su):** At 15th level, you may expend all of your remaining attacks of opportunity for the round to attempt to catch an incoming ray with your claws. Make a melee touch attack opposing the ranged touch attack used to deliver the ray. If you win the opposed roll, you catch the ray in your claws and retain the charge. You may now deliver the ray as though it were a melee touch spell. The spell still uses its original caster's caster level and key ability score for determining the magnitude of effect and Difficulty Class of any saving throws it calls for, but you are treated as the caster for all other purposes.

**Child of the Primal Wyrms (Su):** At 20th level, you become immune to sonic. In addition, you gain a +2 bonus to attack rolls made to catch rays with the catch and capture bloodline ability and treat the caster level of any ray caught in this manner as though it were the greater of your caster level or the original caster's caster level. Finally, the damage reduction granted by the mineral hide bloodline ability doubles.





**Cuisine (Complex)**

*You hail from a long line of master chefs or food connoisseurs.*

**Parent Bloodline(s):** Cannibal

**Class Skill:** Handle Animal

**Bonus Spells:** *grease* (3rd), *gentle repose* (5th), *dominate animal* (7th), *repel vermin* (9th), *find quarry* (11th), *blade barrier* (13th), *elemental body IV* (fire only) (15th), *frightful aspect* (17th), *sympathy* (19th)

**Bonus Feats:** Alternate Preparation Mastery, Arcane Strike, Great Fortitude, Improved Critical (any slashing) Mundivore, Toughness, Veggivore, Weapon Focus (any slashing)

**Bloodline Arcana:** The number of portions of meat that you can consume each day is equal to double the number of portions of meat that other creatures can consume per day.

**Bloodline Powers:** *With you around, any meat-bearing creature can be made wholesome and delicious.*

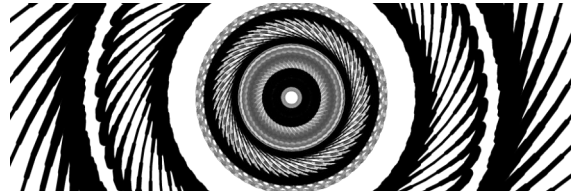
*Butcher (Ex):* At 1st level, you may butcher the fresh (1 hour old or newer) corpse of any (previously) living, meat-bearing creature, be it a moose, fish, or halfling. Butchering a creature requires 1 minute of uninterrupted effort and produces 1 portion of meat for Small and smaller creatures, 2 portions of meat for Medium creatures, and an additional portion of meat for every size category above Medium. Portions of meat remain fresh for 24 hours before spoiling, though they remain fresh indefinitely in arctic environments or while under the effects of the *gentle repose* spell. *Gentle repose* can preserve up to ten portions of meat in a single casting.

If a suitable source of heat, such as a campfire, stove, or persistent fire magic effect, is available, then you can cook your meat. It takes 10 minutes to cook, and up to four portions of meat can be cooked at once. Any creature that consumes meat as part of its diet can consume a portion of meat; this requires one minute of uninterrupted chewing and swallowing. Upon consumption of the portion, the creature is healed for 1d8 + half your sorcerer level points of damage, rounded down. A creature may consume one portion of your meat per day. At 11th level, your superior cooking skills allow creatures to consume an additional portion of meat per day. Cooked meat remains fresh and edible for 72 hours and interacts with *gentle repose* in the same manner as raw meat.



*Slicing Implements (Su):* Starting at 3rd level, manufactured piercing and slashing weapons you wield have their enhancement bonus increased by +1, to a maximum of +6. In addition, starting at 9th level, piercing and slashing weapons you wield gain the *keen* weapon special ability, but only when attacking animals and magical beasts.

*Spiced Meat:* Starting at 9th level, whenever you cook meat, choose one of the spices below to add to all of the portions being cooked.



*Chiles (Su)* - When consumed, this portion of meat causes the consumer's stomach to gurgle and swell irritably. Any time over the course of the duration of this ability, the consumer can belch forth a ray of fire for every five sorcerer levels you possess at a creature within 30 feet. All rays must target the same creature and deal 4d6 points of fire damage on a successful ranged touch attack. This ability lasts for 1 hour, but ends immediately when the consumer belches.

*Garlic (Su)* - When consumed, this portion of meat grants the consumer the benefits of the *sanctuary* spell, but only against attempted bite attacks. Unlike the *sanctuary* spell, this ability does not end immediately if the consumer makes an aggressive action. In addition, the subject gains a +1 deflection bonus to AC, increasing by +1 for every six sorcerer levels you possess beyond 6th. This ability lasts for 1 hour.

*Meat (Su)* - MORE MEAT! When consumed, this portion of meat heals grants the consumer fast healing 1 for rounds equal to your sorcerer level.

*Pepper (Su)* - When consumed, this portion of meat grants the consumer a +2 resistance bonus to saving throws for 1 hour. This bonus increases by +1 at 9th level and every six sorcerer levels thereafter, to a maximum of +4 at 15th level.

*Salt (Su)* - When consumed, this portion of meat causes the consumer to radiate an aura of fear. Creatures of the same creature type or subtype as the corpse from which the portion of meat was first taken are shaken when within 10 feet of the consumer with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Will save to negate. Creatures that fail their saving throw against this ability cannot attempt another saving throw against it for 24 hours. Creatures that make their saving throw against this ability are immune to this ability for 24 hours.

Chapter 2: Sorcerer Bloodlines  
Cuisine

*Going for Seconds (Su):* Starting at 15th level, whenever a creature consumes a portion of meat that you cooked, weapons it wields gain the *bane* weapon special ability. This weapon special ability is keyed to the creature type or subtype matching the corpse from which the portion of meat was first taken. This ability lasts for 1 hour, but if the creature consumes another portion of meat, it ends immediately.

*Butcher Baron (Su):* At 20th level, melee weapons you wield gain the *throwing*, *returning*, and *wounding* weapon special abilities. Whenever you kill a butcherable creature with a melee attack, it falls apart into already-butchered portions of meat. In addition, you may choose to have those new portions of meat be cooked instantly by the very force of your incredible culinary prowess. If you choose to cook meat instantly in this fashion, you cannot spice the meat with the spiced meat bloodline power. Finally, whenever you consume a portion of meat that you cooked, you gain a +6 enhancement bonus to Strength and the ability to make an additional attack at your full base attack bonus, plus any appropriate modifiers, whenever you make a full-attack action. This does not stack with the *speed* weapon special ability, the *haste* spell, or other, similar effects. This ability lasts for 1 hour.

**Cuisine Bloodline Feats****Alternate Preparation Mastery**

*When a fisherman has a catch, but no fire, he reaches for limes or vinegar and makes ceviche. When a hunter snags a deer, good ol' desiccation will do for jerky. Lack of fire does not mean lack of dinner, as you've learned.*

**Prerequisite:** Butcher bloodline power

**Benefit:** You have learned how to "cook" meat in ways that do not require a standard campfire. If portions of raw meat take acid damage or fire damage by your hand or at your direction, then the meat is considered cooked. Similarly, if left in a spell that produces a fog effect, such as *obscuring mist* or *solid fog*, for the entire duration of that spell, then the meat is considered cooked. You may season meat with the spiced meat bloodline power before you cook meat in this fashion.

**Mundivore**

*Is it meat? You'll eat it.*

**Prerequisite:** Butcher bloodline power

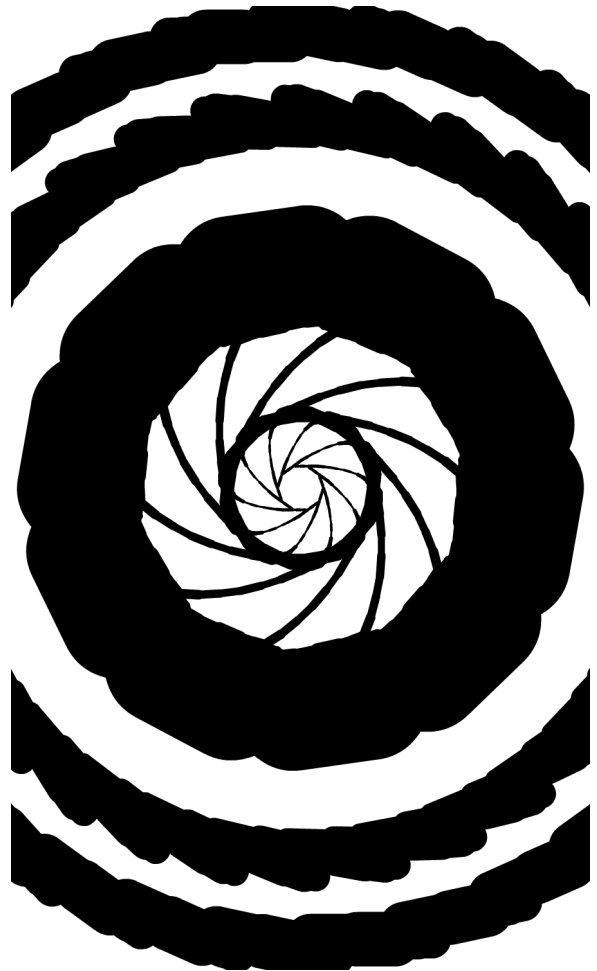
**Benefit:** You can butcher all meat-bearing creatures, not just living meat-bearing creatures. This adds flesh golems, zombies, vampires, and other such creatures to the list of creatures that can be reduced to portions of meat with the butcher bloodline power.

**Veggievore**

*Try a little salad from time to time!*

**Prerequisite:** Butcher bloodline power

**Benefit:** You can butcher all plant creatures as though they were meat-bearing. This adds the plant creature type to the list of creatures that can be reduced to portions of "meat" with the butcher bloodline power.



## Chapter 2: Sorcerer Bloodlines

### Currents



#### Currents

Whether they be currents of air or currents of water, the world's natural highways drive everything from shipping to exploration. Your family's reliance on these currents has led to a deep connection with them.

**Parent Bloodline(s):** Aquatic, Elemental (air)

**Class Skill:** Fly and Swim

**Bonus Spells:** *air bubble* (3rd), *extended expeditious retreat\** (5th), *water walk* (7th), *air walk* (9th), *fickle winds* (11th), *control water* (13th), *control weather* (15th), *seamantle* (17th), *winds of vengeance* (19th)

Spells marked with an asterisk (\*) gain the benefit of the Extend Spell metamagic feat without increasing the casting time of the spell. You do not need to know the Extend Spell metamagic feat to cast these particular extended spells.

**Bonus Feats:** Extend Spell, Fleet, Improved Initiative, Iron Will, Sea Legs, Skill Focus (Fly), Skill Focus (Survival), Skill Focus (Swim)

**Bloodline Arcana:** You treat your caster level as though it were +1 higher when casting spells that increase movement speed or grant a new form of movement, such as *haste* and *fly*, respectively.

**Bloodline Powers:** Your bloodline focuses on mobility through sea and sky, but also touches upon those conditions that hamper travel, such as inclement weather.

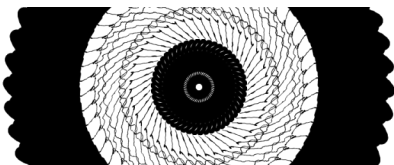
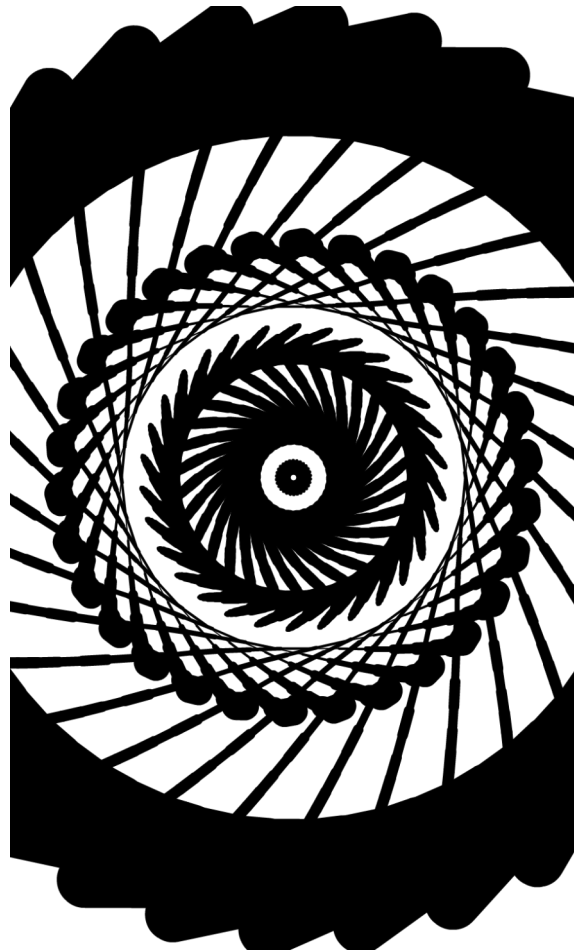
*Follow the Current (Ex):* At 1st level, whenever you take a move action or run, you treat your base land speed as though it were +10 feet greater if you move in a straight line. This is an untyped bonus.

*Navigator (Su):* At 3rd level, you ignore the effects of difficult terrain. In addition, for 1 round after you move through a square of difficult terrain, your allies also ignore the effects of difficult terrain in that particular square.

*Air and Sea (Ex):* At 9th level, you gain a fly speed of 30 feet with poor maneuverability and a swim speed of 20 feet. At 15th level, your fly speed increases to 45 feet with good maneuverability and your swim speed increases to 30 feet.

*Plot a Course (Su):* At 15th level, you can vanish in a puff of water and air as a standard action, teleporting up to 10 feet per sorcerer level as the *dimension door* spell. Unlike the *dimension door* spell, you can take any number of touched allies with you, but each ally taken with you halves the maximum distance of this ability. For example, a 16th-level sorcerer can take one ally, reducing the maximum teleport range to 80 feet, two allies, reducing the range to 40 feet, three allies, reducing the range to 20 feet, and so on. This ability may be used three times per day.

*Arcane Navigator (Su):* At 20th level, you realize that the swirling vortex of magical energy inhabiting your world follows currents all its own. Whenever you cast a spell, it gains a +1 bonus to the Difficulty Class of all saving throws it calls for and you treat your caster level as though it were +1 higher. These bonuses apply if and only if that spell shares a subschool or descriptor with a spell you cast in the last minute.



Chapter 2: Sorcerer Bloodlines  
Drunkard**Drunkard**

*We all know somebody who's affected by this bloodline. He has a talent or skill that only awakens when he's totally blitzed, or where others fall flat on their face and start to gibber in that way that only a drunk does, this individual could go off, sign a contract with a fiend, and not get screwed over by the fine print.*

**Parent Bloodline(s):** Accursed

**Class Skill:** Acrobatics

**Bonus Spells:** *enhance water* (3rd), *tattoo potion* (5th), *pugwampi's grace* (7th), *confusion* (9th), *cleanse* (11th), *legend lore* (13th), *power word blind* (15th), *mind blank* (17th), *dominate monster* (19th)

**Bonus Feats:** Brew Potion, Create Sanguine Elixir, Dodge, Great Fortitude, Improved Initiative, Ironguts\*, Raging Blood, Truth in Wine

Feats marked with an asterisk (\*) have no race prerequisite, but only when taking said feats as drunkard bloodline bonus feats.

**Bloodline Arcana:** You gain a +1 bonus to the Difficulty Class of your spells if your subject is drunk.

**Bloodline Powers:** *Your family's history with alcohol isn't deleterious in the least. Strangely, you seem to function at your peak when blitzed.*

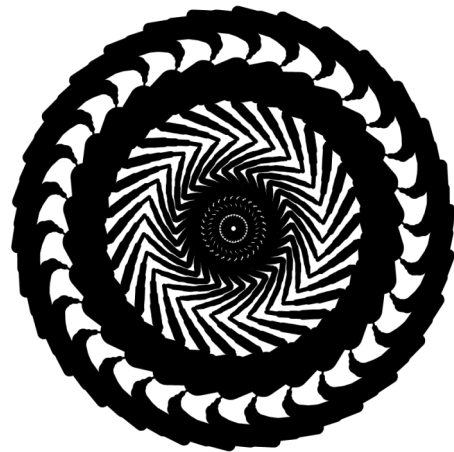
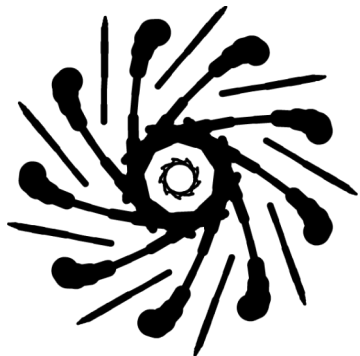
*Drunken Charmer (Ex):* At 1st level, you tend to become significantly more charming when there's some alcohol in your belly. You gain a +1 bonus to all Charisma-based skills for 1 hour after consuming an alcoholic beverage. This bonus increases by +1 for every eight sorcerer levels you possess, to a maximum of +3 at 16th level.

*Liver of Steel (Ex):* At 3rd level, your liver becomes hardy enough to qualify for dwarven citizenship. You gain a +2 luck bonus on saving throws made against poison, disease, and the sickened and nauseated conditions.

*Staggering Trajectory (Su):* At 9th level, you gain the ability to "turn" your ray and line spells once over the course of their flight. This means that you can stop the ray or line in mid-flight as an immediate action, change its angle, and have the spell continue on its course. You have a 50% chance to miss creatures you cannot see when that creature becomes affected by a ray or line "turned" in this fashion and all modifiers for cover continue to apply. You can use this ability a number of times per day equal to your Charisma modifier.

*Ethanol's Protective Haze (Ex):* At 15th level, you become immune to mind-affecting abilities for 1 hour whenever you consume an alcoholic beverage. This immunity is lost after a single mind-affecting ability is used upon you, forcing you to drink another alcoholic beverage to regain it.

*Drunken Master (Su):* At 20th level, you gain a ki pool, as well as the Deny Death and Ki Stand feats as bonus feats. You do not need to meet the prerequisites of these feats. The number of points in your ki pool is equal to 1; however, whenever you consume an alcoholic beverage, you gain a +2 luck bonus to saving throws for 1 minute, as well as 1 temporary ki point that lasts for 1 hour. Finally, as a swift action, you may expend 1 ki point to gain a +4 bonus to concentration checks until the beginning of your next turn.





## Chapter 2: Sorcerer Bloodlines

### Ethertouched



#### Ethertouched (Complex)

*Your family has a long history of producing ethermancers, ethermagi, and other practitioners of ethermagic; however, not all connections to the ether are powerful enough to allow for a total focus on the gift. This is where you fall.*

**Parent Bloodlines:** Aberrant, Starsoul

**Class Skill:** Knowledge (planes)

**Bonus Feats:** Great Fortitude, Iron Will, Lightning Reflexes, Toughness, Void's Embrace, Void Study, Voidchild, Voidkissed

**Note:** Void's Embrace, Void Study, Voidchild, and Voidkissed can all be found in Ultimate Ethermagic or Strange Magic by Interjection Games. Since all of these feats link back into the extensive spellbook of their parent book, they are not reprinted here because they're useless without the rest of the book behind them.

**Bonus Spells:** None. Whenever you would gain a bonus spell, you instead choose one of the following manifestations. Whenever you use the channeled blast bloodline power, you may add a single manifestation to the resulting blast at no additional cost.

*Athermal Extremes:* Your blast deals your choice of acid or electricity damage.

*Atrophy:* Creatures dealt damage by your blast take 1 point of damage to an ability score of your choice. A successful DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save negates.

*Deep Impact:* Creatures damaged by your blast take a -2 penalty to attack rolls for 1 round.

*Empower Ether:* Your blast deals +1 damage for every four sorcerer levels you possess.

*Extremes of Infinity:* Your blast deals your choice of fire or cold damage. This overwrites the bludgeoning damage normally dealt by it.

*Farshaping:* The range of your blast is now 120 feet. You must be at least 13th level to select this manifestation.

*Inorganic Formulation:* Your blast ignores the hardness of unattended inanimate objects.

*Merciful Ether:* Your blast deals nonlethal damage.

*Noxious Blast:* Creatures damaged by your blast are sickened for 1 round with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate.

*Raw Ether:* Creatures damaged by your blast are entangled for 1 round with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Reflex save to negate.

*Shaped Blast:* Your blast deals your choice of piercing or slashing damage. This overwrites the bludgeoning damage normally dealt by it.

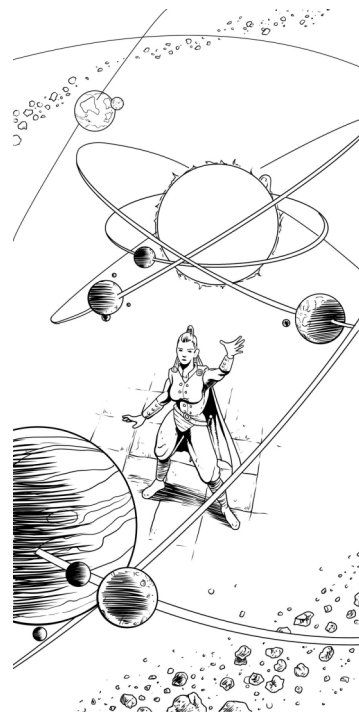
*Shielding Blast:* Residual energy left behind by your blast grants a +4 shield bonus to AC for 1 round. While affected by this manifestation, you are immune to *magic missile*.

*Staggering Blast:* Creatures dealt damage by your blast take a -1 penalty to a saving throw of your choice for 1 round.

**Bloodline Powers:** *Your hereditary connection to the ether, though imperfect, is still a tool you can leverage.*

*Channeled Blast (Sp):* At 1st level, you may channel your inherent arcane power in such a way that it simulates the raw power of the ether. As a standard action, you may expend a sorcerer spell of any level to produce a ray of energy. Make a ranged touch attack with a range of 60 feet, dealing 1d4 points of bludgeoning damage per sorcerer level you possess, to a maximum of five times the spell level of the spell expended, plus additional bludgeoning damage equal to your Charisma modifier.

In addition, select two of the manifestations that are listed above in place of bonus spells. You gain the selected manifestations.





## Chapter 2: Sorcerer Bloodlines

## Ethertouched

*Ether Pool (Su):* At 3rd level, you gain an ether pool, the hallmark of all practitioners of ethermagic. The number of points in your ether pool is equal to  $3 + 1/2$  your sorcerer level, rounded down. Whenever you would expend a sorcerer spell to pay for the channeled blast bloodline power, you may instead expend ether points equal to the spell level of the spell that would otherwise have been expended.

The ether pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

*Ether Vampirism (Ex):* At 9th level, whenever you kill or destroy a creature with the channeled blast bloodline power, you gain 1 ether point. You can surpass the base maximum size of your ether pool in this fashion, but as replenishing your ether pool sets the number of ether points in the pool to the base maximum value each morning, you can eventually lose additional ether points gained in this fashion.



*Channeled Alteration (Sp):* At 15th level, whenever you use the channeled blast bloodline power, you gain one of the following benefits. Each time you use the channeled blast bloodline power, you may select a different ability.

*Ablative Ether:* Choose acid, cold, electric, fire, or sonic. You gain resistance 20 against the chosen energy type until the end of your next turn.

*Cosmic Wards:* You gain a +8 armor bonus to AC equal until the end of your next turn.

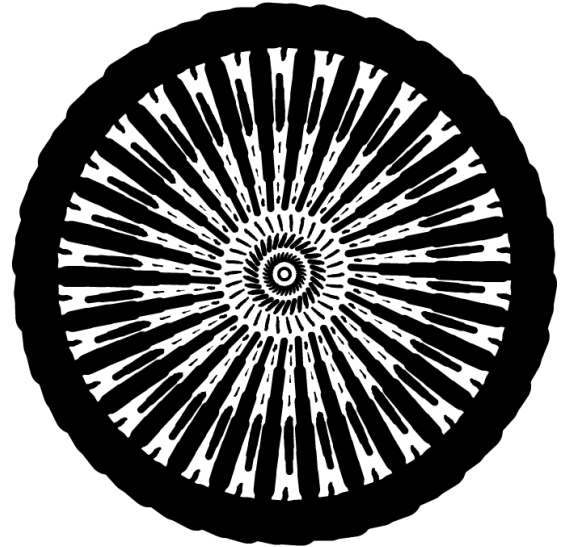
*Edge with Ether:* You gain a +3 circumstance bonus to weapon damage rolls until the end of your next turn.

*Ethereal Fortitude:* You gain a +2 insight bonus to Fortitude saves until the end of your next turn.

*Ethereal Reflexes:* You gain a +2 insight bonus to Reflex saves until the end of your next turn.

*Ethereal Willpower:* You gain a +2 insight bonus to Will saves until the end of your next turn.

*Light Speed:* You gain a +30-foot bonus to base land speed until the end of your next turn. This is an enhancement bonus.



*Ethereal Apotheosis (Sp):* At 20th level, you may add two manifestations to blasts produced by the channeled blast bloodline power. If you add two manifestations that change the damage type of your blast, the blast deals half damage of one type and half damage of the other type.

## Chapter 2: Sorcerer Bloodlines

### Extremophile



#### Extremophile

*The more ridiculous the environment, the more you tend to laugh in its face.*

**Parent Bloodline(s):** Aquatic, Boreal, Elemental (fire), Serpentine

**Class Skill:** Survival

**Bonus Spells:** *shield* (3rd), *barkskin* (5th), *protection from energy* (7th), *freedom of movement* (9th), *life bubble* (11th), *repulsion* (13th), *spell turning* (15th), *protection from spells* (17th), *freedom* (19th)

**Bonus Feats:** Adaptive Offense, Delta Sleeper, Extend Spell, Field Forager, Great Fortitude, Iron Will, Lightning Reflexes, Spell Focus (abjuration)

**Bloodline Arcana:** You have a +1 luck bonus to saving throws against spells that deal acid, cold, electricity, fire, or sonic damage.

**Bloodline Powers:** *Your bloodline focuses on survival in harsh environments.*

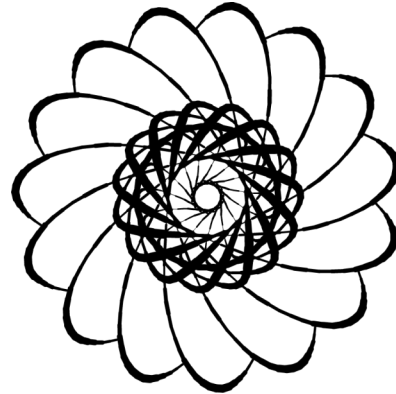
**Survivalist (Ex):** At 1st level, you gain both DR X/- and resistance X, where X is equal to your sorcerer level, against damaging environmental effects, such as sandstorms, lava flocs, burning buildings, freezing water, or acid rain. You have no protection against such effects caused by magic.

**Adaptive (Su):** At 3rd level, you permanently gain the benefits of the *endure elements* spell.

**Unflinching Sight (Su):** At 9th level, you gain the ability to see through magical and normal fogs, mists, sandstorms, and similar obscurement.

**Reactive Immunity (Su):** At 15th level, whenever you take acid, cold, electricity, fire, force, or sonic damage, you gain resistance 30 against that energy type for 2d4+1 rounds.

**Extreme Survivalist (Ex):** At 20th level, you become immune to all deleterious non-magical effects of the environment, including damage. Sandstorms cannot blind you; extreme heat cannot fatigue you; lava cannot incinerate you; cold cannot freeze you; outer space cannot decompress you; and so on. You still require air, water, and food to remain a functioning biological system; however, so situations that remove you from such necessities for too long can still kill you. (This, of course, is waived if you've already found ways around needing air, water, and/or food.)



#### Extremophile Bloodline Feats

##### Adaptive Offense

*You turn your environment into a weapon.*

**Prerequisite:** Adaptive bloodline power

**Benefit:** Whenever you take acid, cold, electricity, fire, or sonic damage, weapons you wield and damaging spells you cast deal an additional point of damage of that energy type until the end of your next turn.

##### Delta Sleeper

*Delta sleep is the most restful form of sleep, and while many individuals spend most of their night trying to attain it, you're there as soon as your head hits the pillow.*

**Prerequisite:** Adaptive bloodline power, sorcerer level 7th

**Benefit:** You need only sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows you to replenish spells after only 2 hours, but this does not allow you to replenish spells more than once per day.

##### Field Forager

*Your bloodline shifts your anatomy slightly, allowing you to absorb small amounts of nutrients from what you crush underfoot.*

**Prerequisite:** Adaptive bloodline power

**Benefit:** You absorb nutrients from plantlife you step on. Whenever you spend 4 or more hours walking, running, or marching barefoot in a single day, you absorb sufficient nutrients in this manner not to require the consumption of food in the usual manner. This feat does not function in environments without plantlife to step upon, such as deserts.

**Florist (Complex)**

*Angiosperms, or flowering plants, are one of plantlife's greatest innovations. By combining an offering of free calories with complicated chemical and visual signaling, animals become reproductive allies. From this initial innovation, flowers have become ornate and specific in nature, sometimes choosing their shape in such a way that only a single species of animal can interact with them properly. Regardless of that which drives them, humanoids tend to find these blooms, or at least some of them, as beautiful, the result being outside manipulation to produce the most attractive blooms possible.*

**Parent Bloodline(s):** Verdant

**Class Skill:** Knowledge (nature)

**Bonus Spells:** *entangle* (3rd), *barkskin* (5th), *plant growth* (7th), *command plants* (9th), *oasis* (11th), *transport via plants* (13th), *animate plants* (15th), *horrid wilting* (17th), *regenerate* (19th)

**Bonus Feats:** Whenever you would gain a bonus feat, you instead select one of the varieties from the list below. Varietals are used in conjunction with the corsage and bouquet bloodline powers. You can only take a varietal once unless it says otherwise.

*Cinderbloom (Su):* The incendiary cinderbloom makes a particularly dangerous ornament, but some like their flowers the way they like their weapons: deadly. While under the effects of cinderbloom, a creature's manufactured and natural weapons deal an additional point of fire damage. Starting at 11th level, a creature affected by cinderbloom deals 2 additional points of fire damage instead.

*Gnomish Psychedelics (Su):* Gnomish psychedelics are a series of closely-related flowers that have undertaken generations of magically-assisted selective breeding. The end result is a bloom so riotous in color that even the total abstainer can enjoy the sensory overload sought after by junkies. When added to a corsage or bouquet, choose any two of acid, cold, electricity, fire, or sonic. While under the effects of gnomish psychedelics, a creature has resistance equal to half your sorcerer level, rounded down, against the chosen energy types. You must be at least 5th level to select this varietal.

**Special:** When applying standard bearer to gnomish psychedelics, you do not increase the resistance granted by the varietal by +1. Instead, you choose a third energy type against which the varietal protects.

*Gnomish Puffball (Su):* Though most definitely not a flower, there are enough underground races out there to make stocking mushrooms at a flower shop a thing that does happen from time to time. Whenever the effects of a corsage or bouquet containing gnomish puffball ends for any reason, it detonates, dealing fire damage equal to your sorcerer level to all creatures in a 5-ft. radius. If the corsage or bouquet was allowed to have its duration expire naturally, the wielder/wearer is immune to this effect. You must be at least 5th level to select this varietal.

*Hair of the Mountain (Su):* An unobtrusive white cap mushroom with a propensity for growing long, wispy stems, hair of the mountain is used in much the same manner as baby's breath and other accent flowers. Florists who serve dwarves tend to keep a hell of a lot of the stuff in stock. While under the effects of hair of the mountain, a creature has DR 1/-. Starting at 11th level, a creature affected by hair of the mountain has DR 2/- instead. You must be 5th level to select this varietal.

*Prescience Berry (Su):* When in bloom, the many tiny flowers of the prescience berry look like a plethora of eyeballs. While under the effects of prescience berry, a creature has a +1 insight bonus to AC. Starting at 11th level, prescience berry also grants a +1 insight bonus to attack rolls.

*Puckerberry (Su):* The incredibly-sour puckerberry nevertheless produces some fairly attractive flowers before growing its fruits. While under the effects of puckerberry, a creature's manufactured and natural weapons deal an additional point of acid damage. Starting at 11th level, a creature affected by puckerberry deals 2 additional points of acid damage instead.

*Snoop (Su):* Snoop is a tiny flower on a long stalk whose level of flexibility can only be described as contortionistic. It bends and twists toward sources of temperature differentials, movement, and noise, as if always curious about what's around the corner. While under the effects of snoop, a creature knows the current hit points of all adjacent creatures as though they were under the effects of the status spell. You must be at least 11th level to select this varietal.

*Standard Bearer (Su):* Though not a flower, the standard bearer is considered absolutely essential in many large arrangements thanks to its propensity to attract other plants to it. As standard bearer works best with other plants, it can only be added to a bouquet; when added to a bouquet, choose two other varieties present in that bouquet. All numerical bonuses granted by the chosen varieties increase by +1. You must be at least 11th level to select this varietal.





## Chapter 2: Sorcerer Bloodlines

## Florist



**Staunchroot (Su):** Staunchroot, the end result of a bunch of clerics of a goddess of agriculture and healing getting together and finding a way to delegate their spell selection elsewhere in their deity's portfolio, sports large, white blooms with a red cross shape stamped in the middle of each petal. While under the effects of staunchroot, a creature gains fast healing 1 for 1 round whenever it takes damage, and all bleed damage dealt to it is reduced by half. You must be at least 11th level to select this varietal.

**Ubiquitine (Su):** Though not a beautiful plant by any means, ubiquitous is so successful biologically that it has managed to become the plant kingdom's live-in critic without threatening its overall survival. Simply put, if its surroundings aren't beautiful, ubiquitous dies rather than deign to put up with it. As a result, ubiquitous is popular among those learning the ropes of floristry, for keeping the ubiquitous alive is the first step toward being a true master of the art. While under the effects of ubiquitous, a creature has a +1 competence bonus to all Charisma-based skill checks.

**Yarrow (Su):** Yarrow is commonplace in traditional medicine, where it is lauded for its astringent properties. While under the effects of yarrow, a creature gains 2 temporary hit point at the beginning of each of its turns. Starting at 11th level, yarrow grants 3 temporary hit points per round instead. These temporary hit points last for 1 round.

**Bloodline Arcana:** You may expend a spell slot of 1st level or greater in place of expending a daily use of the corsage bloodline power.

**Bloodline Powers:** *At its most essential, you have flower power.*

**Corsage (Su):** At 1st level, you gain the ability to pin a corsage upon the chest of a willing creature occupying a square you threaten with a non-reach weapon as a standard action that provokes attacks of opportunity. Choose a varietal you know. The pinned creature gains the benefit of the chosen varietal for minutes equal to your sorcerer level. A corsage has hardness equal to your Charisma modifier and hit points equal to twice your sorcerer level. If destroyed or removed from the pinned creature early, or if a second corsage is pinned to same creature, the effects of the first corsage end immediately. This ability may be used a number of times per day equal to 3 + your Charisma modifier.

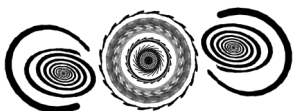
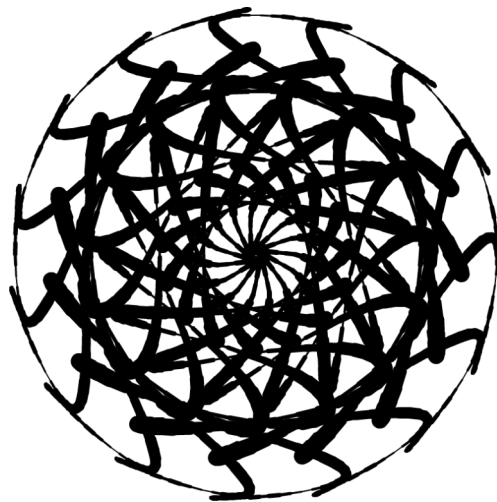
In addition, select two varietals (listed above in place of bonus feats) for which you meet all the prerequisites. You gain these varietals.

**Bouquet (Su):** At 3rd level, you gain the ability to give a bouquet of flowers to a willing creature occupying a square you threaten with a non-reach weapon as a standard action that provokes attacks of opportunity. Choose three varietals you know. The bouquet grants the benefits of the chosen varietals for rounds equal to your sorcerer level, but only when held in a hand, tentacle, or other such appendage as though it were a one-handed weapon. A bouquet has hardness equal to your Charisma modifier and hit points equal to twice your sorcerer level. If destroyed, the effects of the bouquet end immediately. At 11th level and 19th level, you choose an additional varietal when giving a creature a bouquet of flowers, for a maximum of five varietals at 19th level. This ability may be used a number of times per day equal to your Charisma modifier.

**Floral Burst (Su):** At 9th level, you gain the ability to produce a 20-ft. burst of pollen and petals centered within 60 feet of you as a standard action. Select a varietal you know. Creatures caught in the burst gain the benefits of the selected varietal for rounds equal to your Charisma modifier. Usage of this ability consumes a daily use of the bouquet bloodline power or two daily uses of the corsage bloodline power.

**Late Bloomer (Su):** At 15th level, whenever the duration of a bouquet expires naturally, the creature holding it, if any, may select a varietal present in the bouquet. If it does, that varietal leaps out of the bouquet and affixes itself to the holder's chest. Treat this varietal as though it were a newly-pinned corsage.

**Flower Pressing (Su):** At 20th level, the duration of your corsages increases to 8 hours. In addition, your corsages may now contain up to two varietals. Your bloodline arcana now requires the expenditure of a spell slot of 3rd level or higher.





Chapter 2: Sorcerer Bloodlines  
Gambler

**Gambler**

*Magic can not only scramble a man, but it can also affect his progeny. Your great grandfather once remarked that there was magic in the roll of a die or the flop of a card, if only because we as a collective give these instruments of chaos their power. As one of many ridiculously-lucky progeny, you have to admit that he was onto something.*

**Parent Bloodline(s):** Djinni

**Class Skill:** Sleight of Hand

**Bonus Spells:** *embrace destiny* (3rd), *ill omen* (5th), *pugwumpi's grace* (7th), *beacon of luck* (9th), *extended haste\** (11th), *true seeing* (13th), *limited wish* (15th), *nine lives* (17th), *wish* (19th)

Spells marked with an asterisk (\*) gain the benefit of the Extend Spell metamagic feat without increasing the casting time of the spell. You do not need to know the Extend Spell metamagic feat to cast these particular extended spells.

**Bonus Feats:** Arcane Strike, Born Lucky, Deadly Dealer, Harrowed, Iron Will, Lucky Halfling\*, Skill Focus (Sleight of Hand), Toughness

Feats marked with an asterisk (\*) have no specific race prerequisite, but only when taken as a gambler bloodline bonus feat.

**Bloodline Arcana:** You treat your caster level as though it were +1 higher against creatures that gambled with you in the last week.

**Bloodline Powers:** *Gambler sorcerers don't show any outward signs of their heritage, unless they're into buying ostentatious clothing with their winnings.*

**Gambler's Reflexes (Ex):** A gambler who wins as often as you do tends to get fairly good at running away from angry losers. At 1st level, you gain a +1 bonus to initiative rolls and a +5-ft. bonus to your base land speed. This bonus to base land speed is an enhancement bonus and only applies if you did not attack or cast a non-harmless spell in the previous round. Your initiative bonus increases by +1 for every eight sorcerer levels you possess, and your bonus to base land speed increases by +5 feet for every six sorcerer levels you possess.



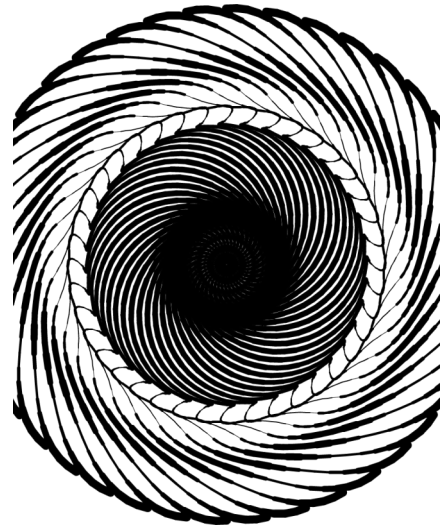
**Cheat Destiny (Ex):** At 3rd level, whenever you cast the *embrace destiny* spell, you may roll two 20-sided dice, subtract 2 from the result rolled on each, and choose which one to store as per the spell. This is not a penalty; rather, you adjust the "natural" result of the die roll. At 11th level, the range and target of the *embrace destiny* spell changes to the following:

**Range:** 30 feet  
**Target:** one willing creature

**Incredible Luck (Ex):** At 9th level, you gain a +1 luck bonus to attack rolls, skill checks and saving throws.

**Charmed Life (Su):** At 15th level, whenever you or a creature within 10 feet is about to make a d20 roll, you may have that creature forego the upcoming roll as an immediate action. If you do so, you choose what the result of the forgone d20 roll is. You cannot choose '1' or '20'. This ability may be used twice per day.

**Favored of Lady Luck (Ex):** At 20th level, whenever you make use of the *cheat destiny* bloodline power, you no longer subtract 2 from the result rolled on each d20, but rather add 2 to the result instead. In addition, the largest luck bonus affecting you at any one time treats itself as though it were +1 higher.



**Gambler Bloodline Feats**

**Born Lucky**

*You are quite used to avoiding danger by the skin of your teeth while others get turned to ash.*

**Prerequisite:** Gambler bloodline, Great Fortitude, Iron Will, or Lightning Reflexes

**Benefit:** You gain a +1 luck bonus to saving throws.



## Gargoyle

*The stony influence of the gargoyle is felt quite keenly in your blood.*

**Parent Bloodline(s):** Elemental (earth), Shadow

**Class Skill:** Stealth

**Bonus Spells:** *blend* (3rd), *invisibility* (5th), *chameleon stride* (7th), *stoneskin* (9th), *wall of stone* (11th), *flesh to stone* (13th), *mass invisibility* (15th), *protection from spells* (17th), *regeneration* (19th)

**Bonus Feats:** Diehard, Endurance, Fast Healer, Great Fortitude, Improved Great Fortitude, Skill Focus (Stealth), Stealthy, Toughness

**Bloodline Arcana:** Spells you cast that grant you a bonus to Stealth checks, function as camouflage, or turn you invisible are extended without modifying the casting time or spell level of the spell.



**Bloodline Powers:** *Hardy and eternally patient, you embody the traits of the gargoyle.*

*Stony Flesh (Ex):* At 1st level, stony flecks begin to embed themselves within your skin. You have DR X/-, where X is half your sorcerer level, rounded up.

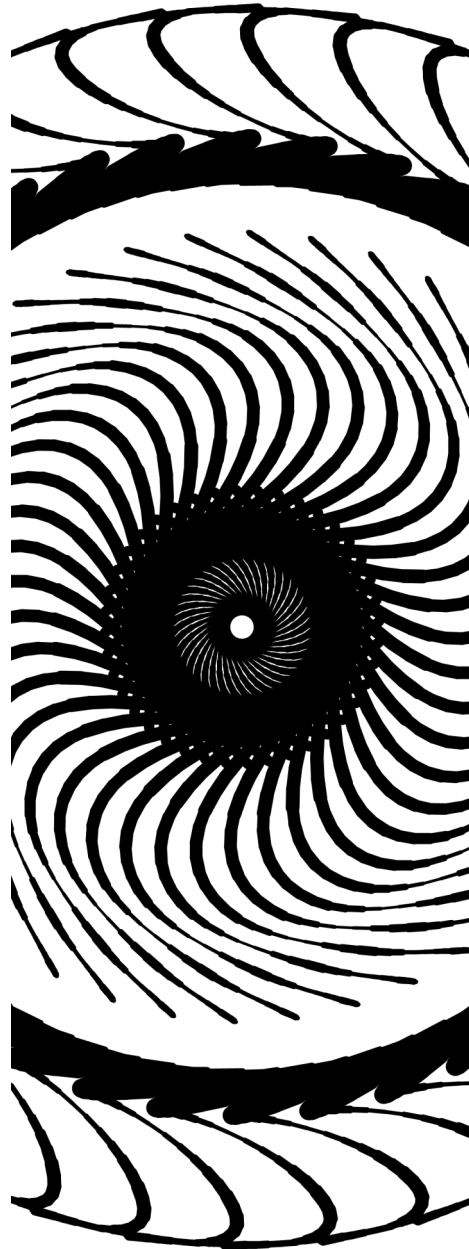
*Freeze (Ex):* At 3rd level, you can hold yourself so still that you appear to be a statue. While using freeze, you can take 20 on Stealth checks to hide in plain sight as a statue.

Starting at 9th level, you have fast healing 2 while using freeze. You can only heal in this manner for a number of rounds per day equal to your Charisma modifier.

*Claws of the Gargoyle (Ex):* At 9th level, you gain two claws as primary natural attacks. These claws ignore a creature's natural armor bonus to AC, as well as the damage reduction of creatures with the earth subtype.

*Flight of the Gargoyle (Ex):* At 15th level, you grow a pair of stony, bat-like wings, which grant you a fly speed of 60 feet with clumsy maneuverability. In addition, when not in flight, you may hide behind your wings in the same way that a warrior can hide behind a tower shield, granting yourself total cover as a standard action. Unlike using a shield or other implement, the wings are part of your body and, thus, your cover getting attacked or shot still hurts you; however, all damage rolls for attacks that strike your wings are automatically considered to be minimum damage.

*Goliath (Ex/Sp):* At 20th level, you increase in size by one size category. This is an adjustment to your base size and, as such, can be further modified by spells. In addition, you can cast the *enlarge person* and *reduce person* spells at will with a caster level equal to your sorcerer level using Charisma as your key ability.





**Gravity**

Those in your family who took the time to get an academy education tend to be voted "most likely to think they're the center of the universe."

**Parent Bloodlines:** Starsoul

**Class Skill:** Climb

**Bonus Spells:** *ant haul* (3rd), *staggering fall* (5th), *hostile levitation* (7th), *gravity well* (9th), *overland flight* (11th), *mass fly* (13th), *reverse gravity* (15th), *summon monster VIII* (elder gravity elemental) (17th), *implosion* (19th)

**Bonus Feats:** Arcane Armor Mastery, Arcane Armor Training, Dodge, Fleet, Improved Initiative, Lightning Reflexes, Spell Focus (transmutation), Strong Back

**Bloodline Arcana:** You gain a +1 bonus to the Difficulty Class of any transmutation spell you cast that either reduces the speed of or staggers the subject. This stacks with the Spell Focus feat.



**Bloodline Powers:** Your bloodline focuses on gravitational forces and proximity control.

*Shun Gravity (Su):* At 1st level, you gain the ability to push yourself away from the earth as a standard action. This functions as the *levitate* spell, save that your maximum altitude is 5 feet, increasing by 5 feet for every four sorcerer levels you possess, maximum 30 feet at 20th level, and that you can maintain this levitation for a number of rounds per day equal to 3 + twice your Charisma modifier. These rounds do not need to be sequential, though they must be used in one-round increments.

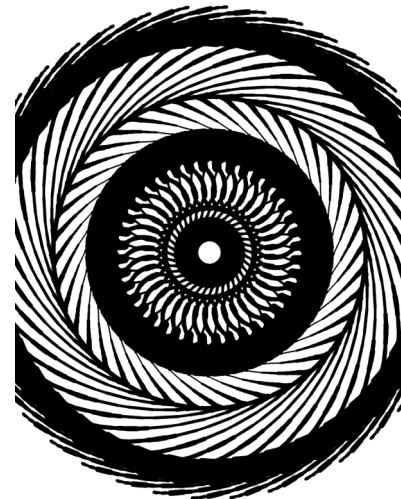
*Reduced Pull (Ex):* At 3rd level, your maximum carrying capacity doubles. (Increasing your carrying capacity increases the thresholds for light, medium, and heavy loads.)

*Heavy Load (Su):* At 9th level, you learn how to increase gravity's influence on a single creature within 60 feet as a standard action. The subject is treated as though it were carrying a heavy load for 2 rounds with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Will save to negate. This ability may be used a number of times per day equal to your Charisma modifier.

*Retributive Load (Su):* At 15th level, the first creature to hit you in melee each round is battered by gravitational forces, staggering it for 1 round with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate.

*Gravitational Lensing (Su):* At 20th level, you have learned how to manipulate gravity such that you warp local space-time. As a standard action, you can grant yourself one of the following bonuses. This bonus is permanent until dismissed, but you can only have one such bonus in effect at a single time.

1. You gain a +6 deflection bonus to AC.
2. You become invisible, as the *invisibility* spell. This effect ends immediately if you perform an action that would end the *invisibility* spell.
3. Your reach increases by +10 feet.



**Gravity Bloodline Feats**

**Strong Back**

*Some say that the worst part of campaigning is weight of all the gear. Honestly, you never cared all that much.*

**Prerequisite:** Shun gravity bloodline power, Str 13, Con 13

**Benefit:** You gain a +4 bonus to Strength for the purpose of determining your carrying capacity. Further, a medium load is considered a light load for the purpose of abilities and class features that become inactive whenever you are carrying a medium load or heavier.



## Chapter 2: Sorcerer Bloodlines

### Gremlin



#### Gremlin

*The fey are of three camps. The first are noble protectors who care not for the workings of the mortal races and have no issue with killing them should they get in the way. The second see mortal races as playthings and use them to further their own goals. The third camp, however, is too busy coming up with complicated practical jokes to do much else. Your line has been long snared by this third camp.*

**Parent Bloodline(s):** Accursed, Fey

**Class Skill:** Sense Motive

**Bonus Spells:** *entangle* (3rd), *web* (5th), *dispel magic* (7th), *poison* (9th), *baleful polymorph* (11th), *plague storm* (13th), *fairy ring retreat* (15th), *horrid wilting* (17th), *wish* (19th)

**Bonus Feats:** Extend Spell, Great Fortitude, Greater Spell Focus, Heighten Spell, Improved Initiative, Iron Will, Spell Focus, Toughness

**Bloodline Arcana:** You treat your caster level as though it were +1 higher when attempting to dispel a magical effect.

**Bloodline Powers:** *You can sow the mischief of the gremlins who once got your ancestor good with a joke for the ages.*

*Suddenly, Briars! (Su):* At 1st level, whenever a creature within 60 feet reaches into its backpack, pouches, or interdimensional storage space to retrieve an item, you can conjure up a number of prickly briars within that container that stab and poke away as an immediate action, dealing 1d8 points of piercing damage and 1 point of bleed damage with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate. You deal an additional point of piercing damage and an additional point of bleed damage for every three sorcerer levels you possess. This ability can be used a number of times per day equal to 3 + your Charisma modifier.



*Warts and All (Su):* At 3rd level, you can ready an action to polymorph a potion that a creature within 60 feet is about to drink into a toad, which then gets kissed in hilarious fashion. A DC 10 + 1/2 your sorcerer level + your Charisma modifier Will save made by the potion negates. Make a Bluff check against the drinker whenever you use this ability. If successful, the drinker does not count as attending the potion for the purpose of allowing it to use its saving throws, should they be better. This ability can be used a number of times per day equal to 3 + your Charisma modifier.

**Note:** A magic item's Fortitude, Reflex, and Will save bonuses are equal to 2 + half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

At 9th level, you may expend three daily uses of this ability to perform it as an immediate action.



*Slapstick (Su):* Gratuitous slapstick: is there anything it can't do? At 9th level, whenever another creature within 30 feet falls prone for any reason, it takes bludgeoning damage equal to your Charisma modifier. You can suppress and resume this ability as a standard action that provokes attacks of opportunity.

*Schadenfreude (Ex):* At 15th level, you gain temporary hit points equal to your Charisma modifier whenever a creature takes damage from the slapstick bloodline power, or whenever you use the suddenly, briars! or warts and all bloodline powers. These temporary hit points last for 1 minute.

*Power Word: Hilarity (Su):* At 20th level, whenever a creature within 30 feet attempts to use a spell trigger item, a spell completion item, or a command word item, you may, as an immediate action, cause that item to let out an explosion rather than perform its normal function. A DC 10 + 1/2 your sorcerer level + your Charisma modifier Will save made by the item negates the subversion of its function. Make a Bluff check against the activating creature whenever you use this ability. If successful, that creature does not count as attending the item for the purpose of allowing it to use its saving throws, should they be better (see the note associated with the warts and all bloodline power above). If subverted, the item deals 10d6 points of fire damage to the creature that attempted to use it, and the item is treated as having been used, meaning charges, daily uses, and so on are consumed. There is no saving throw against the fire damage. This ability may be used three times per day.

**Haberdashery**

*Though much more common among gnomes, puddings, and the new rich, an absolute obsession over proper headgear can take hold of anyone.*

**Parent Bloodline(s):** Accursed, Pestilence

**Class Skill:** Knowledge (nobility)

**Bonus Spells:** *crafters' fortune* (3rd), *make whole* (5th), *shrink item* (7th), *minor creation* (9th), *major creation* (11th), *disintegrate* (13th), *arcane cannon\** (15th), *polymorph any object* (17th), *shapechange\** (19th)

Spells marked with an asterisk (\*) can use your bonded object as a focus.

**Bonus Feats:** Combat Expertise, Empower Spell, Extend Spell, Skill Focus (Diplomacy), Lightning Reflexes, Silent Spell, Spell Focus, Toughness

**Bloodline Arcana:** Whenever you use your bonded object to cast a spell without expending a spell slot, that spell is subject to your choice of one of the following metamagic feats without increasing the spell's casting time or spell level: Empower Spell, Extend Spell, or Silent Spell. You do not need to know the selected feat.

**Bloodline Powers:** *Hats are awesome.*

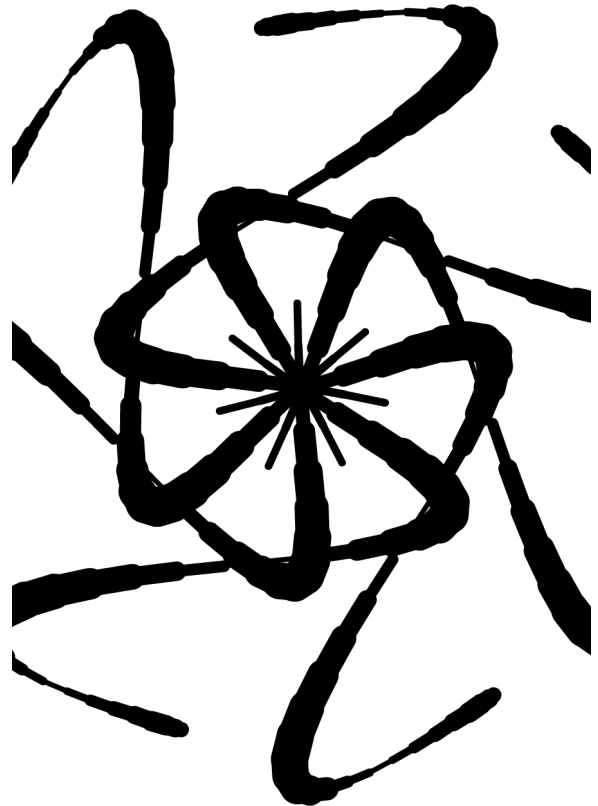
**Best. Hat. EVER! (Su):** At 1st level, you gain an arcane bond as a wizard equal to your sorcerer level. You must select to take a bonded object, and that object must be a hat. Best. Hat. EVER! does not grant you an additional bonded object, should you already have one. Should you ever replace your bonded object, you must do so with a hat. If your bonded object is not a hat, it doesn't gain the benefits of the haberdashery bloodline's bloodline arcana or other bloodline powers that modify your bonded object. Your sorcerer levels stack with any bonded object-granting class levels you possess when determining the power of your hat.

**Hat Magic (Su):** At 3rd level, your bonded object gives you the ability to cast a 1st-level or lower sorcerer spell once per day without expending a spell slot. This increases to twice per day at 9th level, three times per day at 15th level, and four times per day at 20th level. Starting at 15th level, you may cast spells of 2nd level or lower in this manner.

**The Wonders of Haberdashery (Su):** At 9th level, you may use your hat as though it were a *rod of wonder* three times per day. At 20th level, you roll twice on the *rod of wonder* random effects table and choose which result to use.

**Hat Trick (Sp):** At 15th level, if your bonded object is within 300 feet of your position, you may call out to it as a standard action that provokes attacks of opportunity, causing it to appear in your hands. This ability does not function if you or your bonded object are subject to the *dimensional anchor* or *antimagic field* spells, though any creature holding onto your hat is not entitled to a saving throw to stop you from taking it back. Your hat loses the benefit of the hat magic bloodline power for 1 minute after using this ability.

**Tinfoil Lining (Su):** At 20th level, your bonded object becomes immune to all spells cast by anyone other than you. In addition, while wearing your bonded object, you are subject to a permanent *mind blank* effect.





## Hexed

*At some point in the distant past, your ancestor drew the ire of a particularly powerful being who decided that cursing your entire line was the proper thing to do. Over time, this curse has become diluted, but its influence still crops up from time to time.*

**Parent Bloodline(s):** Accursed, Arcane

**Class Skill:** Survival

**Bonus Spells:** *ill omen* (3rd), *blindness/deafness* (5th), *aura of cannibalism* (7th), *bestow curse* (9th), *feast on fear* (11th), *major curse* (13th), *waves of exhaustion* (15th), *symbol of death* (17th), *cursed earth* (19th)

**Bonus Feats:** Create Sanguine Elixir, Deep Hexing, Extra Hex, Iron Will, Sorcerous Bloodstrike, Spell Hex\*, Split Hex, Toughness

Feats marked with an asterisk (\*) have no prerequisites when taken as a hexed bloodline feat.

**Special:** You are considered to be a witch equal to your sorcerer level, and to know the hex class feature, for the purpose of meeting the prerequisites of sorcerer bonus feats. Hexes gained through sorcerer bonus feats can only be used once per day and are considered to be bloodline powers for the purpose of sanguine elixirs and the Sorcerous Bloodstrike feat.

**Bloodline Arcana:** You know the cackle witch hex as a witch equal to your sorcerer level, but you can only use it if you have already cast a spell from the curse subschool this round.

**Bloodline Powers:** *The curse that afflicts your family has worn down over time. Thanks to this, your line's connection to such deleterious powers can now be turned to benefit.*

**Evil Eye (Su):** At 1st level, you gain the evil eye witch hex as a witch equal to your sorcerer level, save that this hex may be used a number of times per day equal to 3 + your Charisma modifier.

**Trusted Raven (Su):** At 3rd level, you gain an arcane bond as a wizard equal to your sorcerer level. You must take a familiar as your selection, and that familiar must be a raven. Trusted raven does not grant you an additional familiar, should you already have one. Should you ever replace your familiar, you must do so with a raven. If you have a familiar that is not a raven, it doesn't gain the benefits of any hexed bloodline powers that modify your familiar. Your sorcerer levels stack with any familiar-granting class levels you possess when determining the power of your familiar granted by this bloodline power.

**Fortunate Misfortune (Su):** At 9th level, you gain the fortune and misfortune witch hexes as a witch equal to your sorcerer level, save that you can only use each hex once per day.

**Harrowing Curse (Su):** At 15th level, you gain the harrowing curse witch hex as a witch equal to your sorcerer level, save that you can only use this hex once per day.

**Master Hexcaster (Su):** At 20th level, you may use the evil eye, fortune, and misfortune hexes two additional times per day. In addition, you gain the death curse hex as a witch equal to your sorcerer level, save you can only use this hex once per day.

## Hexed Bloodline Feats

### Deep Hexing

*Your family's curse aligns quite well with a particular hex. The ancient affliction must be quite like this little trick of yours.*

**Prerequisite:** Hexed bloodline

**Benefit:** Choose a hex you know that was granted as part of a hexed bloodline power or through a hexed bloodline bonus feat. You may use the chosen hex an additional time per day.

**Special:** You can gain Deep Hexing multiple times. Each time, you can use the hex chosen the first time you gained this feat an additional time per day.





Imp

**Imp**

Those who celebrate the influence of infernal blood tend to want their patron to be as high up in the infernal hierarchy as possible. Not only is this good for bragging rights, but there's also a slight chance that powerful sorcerers may attract the attention of their sire and become part of the hierarchy themselves. For all of their megalomaniacal aspirations, however, most of those with infernal blood have the blood of imps, and imps are too busy being kicked about to lift up the prodigies among their progeny.

**Parent Bloodline(s):** Infernal

**Class Skill:** Survival

**Bonus Spells:** *infernal healing* (3rd), *scorching ray* (5th), *vision of hell* (7th), *wall of fire* (9th), *damnation stride* (11th), *planar binding* (13th), *banishment* (15th), *incendiary cloud* (17th), *gate* (19th)

**Bonus Feats:** Burning Spell, Dazing Spell, Flaring Spell, Greater Spell Focus (conjuration or evocation), Hover, Spell Focus (conjuration or evocation), Toughness, Unfettered Familiar

**Bloodline Arcana:** Whenever you cast a sorcerer bonus spell, you gain fast healing equal to its spell level for 1 round.

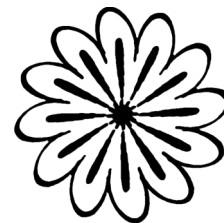
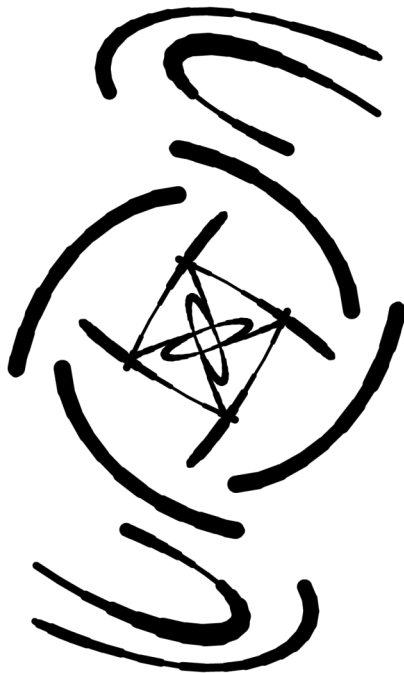
**Bloodline Powers:** *Though low on the infernal totem pole, imps are resilient, can fly, and have access to potent magic. When these traits are transplanted into a humanoid, they can really take flight.*

*Infernal Detection (Su):* At 1st level, you can use *detect magic* and *detect good* at will, as the spells. You can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good or magical, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not *detect magic* or *detect good* in any other object or individual within range.

*Infernal Resilience (Ex):* At 3rd level, your skin begins to gain a red tinge, granting you resistance to acid, cold, and fire equal to your sorcerer level.

*Infernal Attaché (Su):* At 9th level, you gain the Improved Familiar feat as a bonus feat. You do not need to meet the prerequisites for this feat. In addition, you gain an arcane bond as a wizard equal to your sorcerer level. You must take a familiar as your selection, and that familiar must be an imp counselor. Infernal Attaché does not grant you an additional familiar, should you already have one. Should you ever replace your familiar, you must do so with an imp counselor. If you have a familiar that is not an imp counselor, it doesn't gain the benefits of any imp bloodline powers that modify your familiar. Your sorcerer levels stack with any familiar-granting class levels you possess when determining the power of your familiar granted by this bloodline power.

*Infernal Blessing (Su):* At 15th level, you sprout an enormous pair of imp-like wings, gaining a fly speed of 50 ft. with good maneuverability. These wings may be drawn back into your body, or deployed once more, as a standard action that provokes attacks of opportunity. While the wings are drawn back, you gain a +1 bonus to initiative checks and a +2 dodge bonus to AC.



*Infernal Apotheosis (Ex):* At 20th level, your skin finally darkens to a ruddy red, and a pair of infernal horns burst from your forehead. You gain immunity to fire, DR 10/good and silver, and all weapons you wield are treated as both evil and lawful for the purpose of overcoming damage reduction. At this point, somebody in the infernal hierarchy has taken notice of you. As a result, you gain a second imp counselor as a familiar. Should you lose either of your imp counselors by any means, a new one finds its way to you at no cost to you after 24 hours.





## Iridescence

*You have been touched by the Iridescence, a strange and ineffable force that empowers the lines of those who most closely follow the tenets of the couatl, whether they themselves be couatl, human, or otherwise.*

**Kickstarter Backer:** Cecil Maye

**Parent Bloodline(s):** Celestial, Serpentine

**Class Skill:** Diplomacy

**Bonus Spells:** *endure elements* (3rd), *cure moderate wounds* (5th), *gaseous form* (7th), *freedom of movement* (9th), *dominate person* (11th), *mass eagle's splendor* (13th), *holy word* (15th), *mass cure critical wounds* (17th), *gate* (19th)

**Bonus Feats:** Divine Deception, Divine Protection, Great Fortitude, Iron Will, Quick Channel, Reactive Healing, Skill Focus (Fly)

**Bloodline Arcana:** Sorcerer spells you cast that are on the cleric spell list have their caster level increased by +1.

**Bloodline Powers:** *Your bloodline concerns itself with several of the central abilities of the couatl, namely pseudo-divine magic, flight, and telepathy.*

*Touching the Divine (Su):* At 1st level, you gain the ability to cast divine spells without a divine focus. Additionally, creatures that require a divine focus to cast spells satisfy this requirement by being adjacent to you.

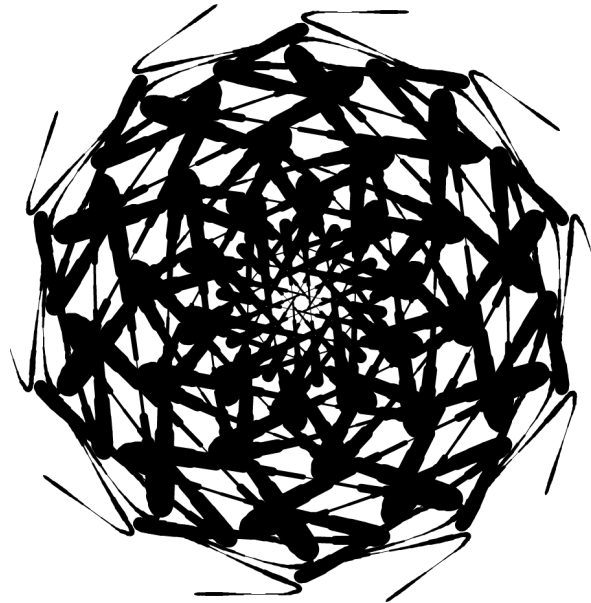
Whenever you gain another bloodline power from this bloodline, you can add any one spell from the cleric spell list to your list of sorcerer spells known. You treat all spells selected in this manner as arcane spells. Selected spells must be of a level that you are capable of casting.

*Enhanced Telepathy (Su):* At 3rd level, you gain telepathy out to a range of 30 feet. If you already have telepathy, or if you later gain telepathy, its range increases by +30 feet. At 15th level, the range of your telepathy increases by +30 feet.

*Channel Energy (Su):* At 9th level, you can channel positive energy like a cleric, using your sorcerer level as your effective cleric level when determining the amount of damage healed (or caused to undead) and the DC. You can use this ability a number of times per day equal to your Charisma modifier, minimum 0.

*Scintillating Wings (Su):* At 15th level, you grow a pair of multicolored wings, granting you a 60-ft. fly speed with good maneuverability. In addition, creatures that attack you in melee are dazzled for 1 round with no saving throw allowed. This triggers whether or not the attack is successful.

*Grasping the Divine (Su):* At 20th level, your sorcerer spells are all considered divine spells and you are considered a divine spellcaster rather than an arcane spellcaster.



**Juryrigging**

*Necessity is the mother of invention, and juryrigging is invention's practical cousin.*

**Parent Bloodline(s):** Dreamspun, Maestro

**Class Skill:** Survival

**Bonus Spells:** *alchemical tinkering* (3rd), *adhesive blood* (5th), *versatile weapon* (7th), *greater make whole* (9th), *whip of centipedes* (11th), *enemy hammer* (13th), *mage's magnificent mansion* (15th), *create demiplane* (17th), *wooden phalanx* (19th)

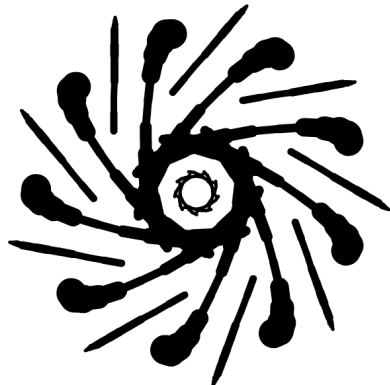
**Bonus Feats:** Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Create Sanguine Elixir, Forge Ring, Master Alchemist, Skill Focus (Craft [any])

**Bloodline Arcana:** You treat your caster level as though it were +1 higher when casting spells from scrolls you rewrote with the creative editing bloodline power, have a +1 luck bonus to attack rolls made using a weapon whose special abilities were altered using alter enhancements, and have a 5% chance not to consume a charge when activating a combined wand that you created.

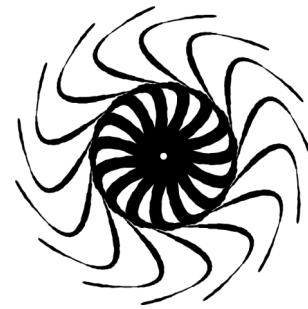
**Bloodline Powers:** *Your bloodline focuses on the act of invention in the field.*

*Creative Editing (Sp):* At 1st level, you gain the Scribe Scroll feat as a bonus feat. Whenever you replenish your spells for the day, you may take a single scroll of any identified spell and convert it into a scroll of any spell you know whose spell level is at least 1 lower than that of the scroll. For example, you can turn a scroll of *aid* into a scroll of *magic missile*. There is no material cost for this process.

Starting at 9th level, you may use this ability once per day as a full-round action that provokes attacks of opportunity. This is in addition to the single scroll you can convert daily while replenishing your spells for the day.



*Alter Enhancements (Sp):* At 3rd level, you gain the ability to alter the weapon special abilities, armor special abilities, or shield special abilities of a piece of equipment. As a standard action that provokes attacks of opportunity, you change the identity of one of the aforementioned types of special abilities present on a touched object to another special ability of the same type with the same enhancement modifier. For example, you can turn a +1 *flaming* longsword into a +1 *shock* longsword, a transformation of a weapon special ability into another weapon special ability, but you cannot turn a +1 *flaming* longsword into a +1 *benevolent* longsword, as *benevolent* is an armor special ability and not a weapon special ability. In addition, the special ability to be added must be a legal target for that type of item, meaning special abilities that are only allowed on melee weapons cannot be placed on ranged weapons in this manner, and vice versa. Finally, since this ability is reliant upon the enhancement modifier of the special ability to be changed, those special abilities that cost a flat price to add to a piece of equipment, such as *glamered*, cannot be modified through the use of this ability. This ability lasts for 1 minute for every three sorcerer levels you possess and can be used a number of times per day equal to your Charisma modifier.



*Wandrigging (Sp):* At 9th level, you gain the ability to smash two wands together to make a single wand as a full-round action that provokes attacks of opportunity. To do so, you must be holding two identified wands containing spells of the same spell level, such as a wand of scorching ray and a wand of *aid*. When smashing together two wands, the result is a single wand that can cast either of the spells contained in the original wands. The caster level of the combined wand is equal to the average of the original wands, rounded down, and the remaining charges of the combined wand is equal to the average remaining charges of the original wands, rounded down. A combined wand cannot itself be combined again. You may use this ability once per day.

Starting at 15th level, when combining wands, you treat their caster levels as though they were +1 higher and the number of remaining charges as though they were +3 higher. These bonuses affect the average caster level and remaining charges for the determination of the properties of the combined wand.

## Chapter 2: Sorcerer Bloodlines

### Juryrigging/Legerdemain



*Alternative Apparel (Ex):* At 15th level, you may wear a single piece of equipment that takes up a slot on your body in the incorrect slot, but only so long as you can justify the physical possibility of doing so. For example, you can wear a ring in the eye slot by fashioning it to be a lensless monocle, wear boots in the wrist slot by popping out the soles, or wear a belt as a headband in the head slot. You may wear duplicate items in this manner; however, should the item be activatable, you can only have one of the duplicates active at any one time.

*Juryrigging Specialist:* At 20th level, choose creative editing, alter enhancements, wandrigging, or alternative apparel. The chosen bloodline power becomes more powerful as detailed below.

*Creative Editing* - This bloodline power can now convert a scroll into another scroll of the same spell level rather than into a scroll of one level lower. In addition, rather than being able to use this ability once per day as a full-round action that provokes attacks of opportunity, you may now use it three times per day as a swift action that does not provoke attacks of opportunity.

*Alter Enhancements* - This bloodline power now lasts for 1 hour, has a range of 60 feet, and affects a single item on the person of a willing creature with no touch required. In addition, you may use two daily uses of this bloodline power to activate it as a swift action that does not provoke attacks of opportunity.

*Wandrigging* - Whenever you create a combined wand, you may designate a single creature within 30 feet as that wand's owner. The owner of a combined wand automatically succeeds on activating it the first time he attempts to do so each day. In addition, this ability may now be used three times per day.

*Alternative Apparel* - You may now wear up to three pieces of equipment that take up a slot on your body in the incorrect slot. You must still justify the physical possibility of such swaps.



### Legerdemain

*Magic is showmanship personified.*

**Parent Bloodlines:** Arcane, Maestro

**Class Skill:** Sleight of Hand

**Bonus Spells:** *shocking grasp* (3rd), *grace* (5th), *bestow curse* (7th), *rusting grasp* (9th), *freedom of movement* (11th), *disintegrate* (13th), *finger of death* (15th), *polar ray* (17th), *time stop* (19th)

**Bonus Feats:** Dodge, Improved Counterspell, Improved Initiative, Lunging Spell Touch, Magical Aptitude, Skill Focus (Sleight of Hand), Spell Bluff, Weapon Focus (touch)

**Bloodline Arcana:** Creatures attempting to dispel one of your spells treat your caster level as though it were +2 higher.

**Bloodline Powers:** *In you, the art of magic meets the science.*

*Projected Palm (Su):* At 1st level, you can project a small bit of force energy and slap a creature within 30 feet as a standard action, dealing 1d3 points of force damage on a successful melee touch attack. Whenever you cast a touch spell, rather than delivering it with a standard melee touch attack, you may deliver it with this ability as a free action. This ability can be used 3 + your Charisma modifier times per day.

*Fancy Fingerwork (Ex):* At 3rd level, the DC of Spellcraft checks made to identify spells that you cast increases by an amount equal to half your ranks in the Sleight of Hand skill, rounded down. In addition, when delivering a spell with a melee or ranged touch attack on a creature within 30 feet, you may make a Sleight of Hand check against a DC of 11 + the subject's Perception modifier. If you succeed, the subject is considered flat-footed against your touch attack. If you fail, the subject gets a +2 luck bonus to its AC against your touch attack.

*Palmed Spell (Ex):* At 9th level, whenever you deliver a spell as a ranged touch attack and miss, you retain the charge as though you had just delivered a spell as a melee touch attack and missed.

*Somatic Virtuoso (Su):* At 15th level, you treat your caster level as though it were +1 higher when casting spells with somatic components.

*Arcane Showman (Sp):* At 20th level, whenever you cast a sorcerer spell of 5th level or lower, you may increase its casting time to a full-round action. If you do, you may cast a single 2nd-level or lower sorcerer spell as a swift action this round.

**Lich**

An undead spellcaster of tremendous power inserted itself into your family tree somewhere. It's best not to ask how.

**Parent Bloodline(s):** Arcane, Undead

**Class Skill:** Knowledge (nobility)

**Bonus Spells:** *inflict light wounds* (3rd), *ghoul touch* (5th), *vampiric touch* (7th), *ennervate* (9th), *mass inflict light wounds* (11th), *disintegrate* (13th), *harm* (15th), *create greater undead* (17th), *energy drain* (19th)

**Bonus Feats:** Empower Spell, Heighten Spell, Extend Spell, Maximize Spell, Quicken Spell, Thanatoptic Spell, Threnodic Spell, Widen Spell

**Bloodline Arcana:** When casting a spell to which one or more metamagic feats with a level increase of +1 or higher have been applied, you treat your caster level as though it were +1 higher. This does not stack with the arcane excellence bloodline power.

**Bloodline Powers:** *You can call upon the powers of deep magical knowledge and the thwarting of death itself.*

*Necrotic Aspect (Ex):* At 1st level, you gain light fortification. This increases to medium fortification at 15th level.

*Deep Metamagic (Su):* At 3rd level, you gain a metamagic pool, effectively a measure of your ability to alter spells above and beyond that of other spellcasters. The number of points in your metamagic pool is equal to 1 + half your sorcerer level, rounded down. Whenever you apply a metamagic feat to a spell, you may expend metamagic points equal to that metamagic feat's level increase. If you do, the spell's spell level is unmodified by the applied metamagic feat.

The metamagic pool is replenished whenever you replenish your spells for the day.

*Arcane Excellence (Ex):* At 9th level, choose a school of magic. You treat your caster level as though it were +1 higher when casting spells of the chosen school. At 20th level, choose an additional school of magic.

*Well of Knowledge (Ex):* At 15th level, no magic escapes your grasp. Whenever you research a new spell, the cost to do so is reduced by 25%.

*Metamagic Mastery (Su):* At 20th level, you treat the level increase of any metamagic feats taken as sorcerer bonus feats as though it were -1 lower, minimum +1, unless the listed value is already lower.

**Lunar**

Luna is known to be free-willed and capricious. Asking how or why she touched your family with her presence simply goes counter to everything she stands for.

**Parent Bloodline(s):** Shadow, Starsoul

**Class Skill:** Stealth

**Bonus Spells:** *dazzling blade* (3rd), *twilight haze* (5th), *fractions of heal and harm* (7th), *greater infernal healing* (9th), *nightmare* (11th), *mislead* (13th), *lunar veil* (15th), *greater shadow evocation* (17th), *shades* (19th)

**Bonus Feats:** Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Spell Focus, Tenebrous Spell, Traumatic Spell, Umbral Spell

**Bloodline Arcana:** While outdoors at night, you treat your caster level as though it were +1 higher when casting illusion or transmutation spells.

**Bloodline Powers:** *Like the moon, your bloodline never quite makes up its mind.*

*Nocturnal (Ex):* At 1st level, you gain low-light vision. In addition, you only require two hours of sleep to gain the benefits of 8 hours of sleep, but only if you sleep during the day. This allows you to replenish spells after only 2 hours, but this does not allow you to prepare spells more than once per day.

*Moonlight Magic (Su):* At 3rd level, whenever you replenish your spells for the day, choose a school of magic other than illusion or transmutation. The chosen school of magic also gains the bonus of your bloodline arcana until the next time you replenish your spells for the day.

*Luna's Favor (Su):* At 9th level, weapons you wield are considered silver for the purpose of overcoming damage reduction. Further, while outdoors at night, weapons you wield and damaging spells of the schools affected by your bloodline arcana deal an additional 1d3 points each of cold and fire damage on a successful hit.

*Capricious Nature (Su):* At 15th level, whenever you replenish your spells for the day, choose a 1st-level, 3rd-level, or 9th-level sorcerer bloodline power from a bloodline that either shares a parent with or is a parent of the lunar bloodline. You gain the benefits of this bloodline power until the next time you replenish your spells for the day.

*Moonwalker (Su):* At 20th level, the capricious nature bloodline power now grants a 1st level, a 3rd level, and a 9th level sorcerer bloodline power that meets its requirements. These bloodline powers can come from different bloodlines. In addition, you gain DR 10/silver.





Chapter 2: Sorcerer Bloodlines

Magmaborn

**Magmaborn**

*It's already a strange notion when one realizes the power of their blood comes from a dragon who became part of the family tree. Now try making sense of that when the dragon is on fire.*

**Parent Bloodline(s):** Draconic, Elemental (fire)

**Class Skill:** Perception

**Bonus Feats:** Empower Spell, Greater Spell Focus (evocation), Improved Initiative, Lightning Reflexes, Maximize Spell, Scorching Weapons\*, Spell Focus (evocation), Skill Focus (Fly)

Feats marked with an asterisk (\*) have no racial prerequisite, but only when taken as a magmaborn bloodline feat.

**Bonus Spells:** *burning hands* (3rd), *scorching ray* (5th), *fly* (7th), *dragon's breath* (red or brass) (9th), *fire snake* (11th), *chains of fire* (13th), *delayed blast fireball* (15th), *form of the dragon III* (17th), *meteor swarm* (19th)

**Bloodline Arcana:** Your fire spells ignore resistance equal to your Charisma modifier and treat immunity to fire as resistance to fire 50.

**Bloodline Powers:** *Your powers are similar to that of your draconic forebear.*

**Hot Foot (Su):** At 1st level, you may draw heat up out of the earth as a standard action. Nominate a 5-foot radius burst whose center is within 60 feet of your position and under which is earth, metal, or stone. Creatures that enter or begin their turn in the area take fire damage equal to your sorcerer level. Those who begin their turn in the area have a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate, while those who enter are allowed no saving throw. You may only have one instance of this ability in effect at any one time, and it persists for rounds equal to your Charisma modifier. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

**Hot-blooded (Ex):** Starting at 3rd level, you have resistance to fire equal to twice your sorcerer level.

**Magma Spikes (Su):** At 9th level, you can call superheated spires of rock up out of the earth as a standard action. Nominate a 20-foot square whose center is within 60 feet of your position, then roll d44 (To roll d44, roll 2d4, treating one as 10s and one as 1s. For example, a roll of 3 followed by a roll of 1 is 31.) four times and consult the table below. Reroll all duplicate results until they are no longer duplicates. This table corresponds to the individual 5-foot squares of the 20-foot square nominated. For each 5-foot square rolled, if there is earth or stone beneath it and if that square is not already impassible terrain, a spike of superheated rock bursts out of the ground to a height of ten feet. Creatures in that space are subject to an attack with an attack modifier equal to your sorcerer level + your Charisma modifier, dealing 1d6 fire damage for every two sorcerer levels you possess on a successful hit. All creatures occupying a square that gets hit by a spike move to their choice of any unoccupied, non-impassible adjacent space. This movement provokes attacks of opportunity. If there is no adjacent space to which a creature can move, then that magma spike crumbles immediately and is lost. For as long as they persist, magma spikes as impassible terrain.

Creatures that begin their turn within 5 feet of a magma spike take 1d6 points of fire damage with a Fortitude save to negate. If within 5 feet of multiple magma spikes, this damage stacks and is treated as a single source of damage with a single Fortitude save to negate all of it. These spikes persist for rounds equal to your Charisma modifier.

This ability may be used once per day, plus an additional time per day at 15th level.

**Moving Heat (Su):** At 15th level, if you are within 60 feet of the area heated by your hot foot bloodline power, you may move that area 5 feet as a swift action.

**Child of the Primal Wyrms (Su):** At 20th level, you become immune to fire. In addition, whenever you use the magma spikes bloodline power, you may reroll the randomized position of one of the magma spikes, but must choose to do so before you roll the position of the next spike. Finally, you may maintain two instances of the hot foot bloodline power at one time. In areas where both instances overlap, damage does not stack, but you never allow Fortitude saves to negate.

*magmaborn  
bloodline*



Table: Magma Spikes Placement

d44; the circle marks center of the nominated 20' square			
11	12	13	14
21	22	23	24
31	32	33	34
41	42	43	44



**Magnetism**

*Your family line is one of nature's little miracles.*

**Parent Bloodline(s):** Elemental (air), Elemental (earth)

**Class Skill:** Fly

**Bonus Spells:** *floating disk* (3rd), *levitate* (5th), *lightning bolt* (7th), *telekinetic charge* (9th), *telekinesis* (11th), *extended enemy hammer\** (13th), *walk through space* (15th), *telekinetic sphere* (17th), *ride the lightning* (19th)

Spells marked with an asterisk (\*) gain the benefit of the Extend Spell metamagic feat without increasing the casting time of the spell. You do not need to know the Extend Spell metamagic feat to cast these particular extended spells.

**Bonus Feats:** Bouncing Spell, Dodge, Flaring Spell, Fleet, Great Fortitude, Lightning Reflexes, Skill Focus (Fly), Wind Stance

**Bloodline Arcana:** Whenever you cast a spell, you gain an insight bonus equal to that spell's level to CMD against the steal and disarm combat maneuvers for 1 round.

**Bloodline Powers:** *Your bloodline: how does it work?*

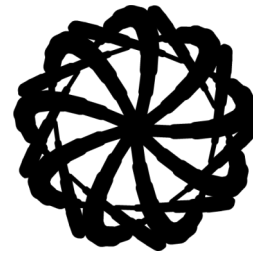
*Attract or Repel (Su):* At 1st level, you gain the ability to magnetize just about any living creature, if only for a moment. As a standard action, you magnetize a creature within 60 feet, electing either to attract or repel that creature. If you choose attract, the subject moves 10 feet toward you in a straight line drawn from you to the subject, while if you choose repel, the subject moves 10 feet away from you in a straight line drawn from you to the subject. This movement provokes attacks of opportunity, but the erratic nature of the movement grants the subject a +4 dodge bonus to AC against attacks of opportunity made in response to this movement. If the subject would collide with a solid obstruction, another creature that is one size category smaller than it or larger, or you, then its movement stops immediately in a square adjacent to that which stopped it. A successful Fortitude save negates being forced to move in this manner. This ability may be used a number of times per day equal to 3 + your Charisma modifier.

Starting at 15th level, you may use two daily uses of this ability to pull or push a creature 30 feet rather than merely 10 feet. You must decide to do so before the subject attempts its saving throw.



*Magnetic Field (Su):* At 3rd level, your innate magnetic field grants you a +1 deflection bonus to AC against spells and abilities that deal electricity damage, as well as against weapons and ammunition that are partially or wholly made of iron or some other magnetic metal. Even if a wooden quarterstaff has as little iron as a band or cap at each end, then this deflection bonus applies. This deflection bonus stacks and increases to +2 at 15th level.

*Perfect Fit (Ex):* At 9th level, your natural magnetism ensures that metallic armor is a perfect fit, reducing the arcane spell failure chance of any ferrous (iron-containing) armor that you wear by -10%. With the exception of cold iron and other exotic forms of iron, armor made of exotic metals, such as adamantine or mithral, do not gain this bonus. At 15th level, this arcane spell failure chance reduction increases to -20%. In addition, all armor that benefits from this reduction in arcane spell failure chance never imposes a penalty for being donned hastily. This reduction in arcane spell failure chance does not stack with those granted by feats.



*Propulsion by Repulsion (Su):* At 15th level, you gain a fly speed of 30 feet with perfect maneuverability, but only when you are within 30 feet of either the ground or a structure made of metal or earthen materials, such as a castle or sod house.

*Master of Magnetism (Su):* At 20th level, your very skin carries a powerful magnetic force with the capacity to confuse and confound attackers. Whenever a creature hits you in melee with a ferrous weapon, you immediately attempt to disarm the wielder of that weapon as a free action, using a CMB of your sorcerer level + your Charisma modifier. Performing the disarm combat maneuver in this fashion does not provoke attacks of opportunity, nor are there any negative consequences for failing the combat maneuver. If your disarm attempt is successful, the weapon sticks to your body, requiring a DC 20 + your Charisma modifier Strength check to yank free. An attempt to yank a weapon free can be made as a standard action, or in place of an attack in a full-attack action. In either case, the creature desiring to pull a weapon free must first succeed on a melee touch attack to grab the weapon.

You can suppress and resume this ability's effects as a standard action; when suppressed, all weapons presently stuck to your body clatter to the ground.

Chapter 2: Sorcerer Bloodlines  
Medicine**Medicine**

*Your family produces a disproportionate number of sawbones, apothecaries, field surgeons, and quacks of all stripes, to the point that the locals instantly think that anyone with your surname is probably a doctor. Oddly enough, such a long history of putting bodies back together without magic has gone and attracted those who value life for life's sake to your line, almost as though they wanted to take credit for your family's successes.*

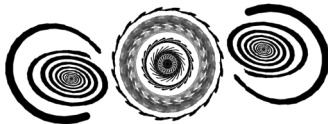
**Parent Bloodline(s):** Celestial, Destined

**Class Skill:** Heal

**Bonus Spells:** *cure light wounds* (3rd), *cure moderate wounds* (5th), *remove disease* (7th), *neutralize poison* (9th), *mass cure light wounds* (11th), *raise dead* (13th), *breath of life* (15th), *heal* (17th), *resurrection* (19th)

**Bonus Feats:** Brew Potion, Combat Medic, Empower Spell, Great Fortitude, Self-Sufficient, Skill Focus (Heal), Quicken Spell, Toughness

**Bloodline Arcana:** Whenever you cast a bonus spell from the healing subschool, you treat your caster level as though it were +1 higher, and the maximum caster level of the spell for the purpose of scaling effects as though it were +2 higher. For example, the *cure light wounds* spell heals 1d8 + your caster level points of damage, to a maximum of 1d8 + 5 at caster level 5th. This bloodline arcana increases that maximum to 1d8 + 7 at caster level 7th.



**Bloodline Powers:** *Even though you have healing magic at your fingertips, there's never enough to heal everyone. Luckily, this magic is quite pervasive, going as far as to dig its way into your bandages, leeches, and other tools of the trade.*

**Miraculous Bandages (Su):** At 1st level, whenever you replenish your spells for the day, you also produce two miraculous bandages. Whenever you produce miraculous bandages, any remaining miraculous bandages from previous days lose their power and become simple strips of cloth. As a standard action that provokes attacks of opportunity, you may expend a miraculous bandage to perform the treat deadly wounds function of the Heal skill. You do not require uses of a healer's kit to perform the treat deadly wounds task when using a miraculous bandage, and for every 5 by which you exceed the target DC, you heal the target for an additional 1d4 points of damage.

**Break Out the Leeches! (Su):** At 3rd level, your bloodline has gone and found a way to supply the classic mainstay of sawbones everywhere: the leech. You call forth a leech from nothingness with but a flick of the wrist, then attach it to a willing creature as a standard action that provokes attacks of opportunity. When you attach a leech, choose an ability score. If the subject is suffering from ability drain to the chosen ability score, 1 point of ability drain is converted to ability damage, then if the subject is suffering from ability damage to that same ability score, the subject is cured of 2 points of ability score damage. This ability may be used once per day at 3rd level, plus an additional time per day every five levels thereafter.

**Medicine Man (Su):** At 9th level, you almost always have the right tool for the job. Twice per day, plus an additional time per day at 15th level, you may miraculously produce a *potion of cure moderate wounds*, a *potion of delay disease*, or a *potion of delay poison* as a swift action as though it were in your inventory all along; however, you may only do so if you immediately administer said potion to an individual in need. Should circumstances render the immediate medical use of the potion unnecessary or impossible, then it vanishes in a similarly-miraculous fashion, taking one of your daily uses of this ability along with it. All potions have a caster level equal to half your sorcerer level, rounded down.

**Resuscitation (Su):** At 15th level, if a creature has been dead for less than 1 round, you may still heal it as though it were alive. Calculate the full damage taken to kill the character, not simply enough to bring the character "into the negatives" enough to kill it. For example, if a peasant with 3 hit points is hit by a boulder for 200 points of damage, then the peasant's current hit points is equal to -197, not -10 or -11, as would be the normal point of death for such an individual. In short, if the cause of death is particularly gruesome, then it takes more work to resuscitate that individual. If your efforts bring the subject's current hit points to 0 or higher before it has been dead for 1 round, then the subject returns to life with no ill effects.

**Stay With Me! (Su):** At 20th level, whenever you cast the *cure light wounds*, *cure moderate wounds*, *cure serious wounds*, or *cure critical wounds* spell on a creature whose current hit points is less than one-third of its maximum hit points, that spell gains becomes both maximized and empowered without changing the spell level, or increasing the casting time, of the spell.





**Mimicry (Complex)**

*It doesn't really matter whether a changeling found its way into your pedigree or your mother was bitten by a radioactive mimic. The end result is that the eternal impulse of "monkey see, monkey do" is very strong with you.*

**Kickstarter Backer:** Eikonos

**Parent Bloodlines:** Arcane, Shadow

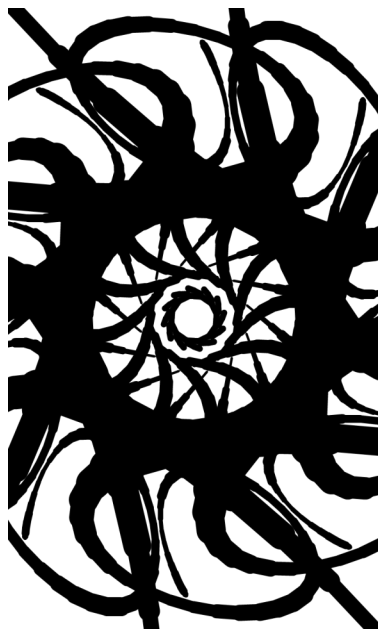
**Class Skill:** Perception

**Bonus Spells:** None. Whenever you would normally gain a sorcerer bonus spell, the size of your mimicry pool (see the shadower's instinct bloodline power) increases by +1 point. In addition, every two times you would gain a sorcerer bonus spell, the maximum spell level you can commit to memory using the shadower's instinct bloodline power increases by +1, to a maximum of 5th-level spells at 17th level.

**Bonus Feats:** Extra Memory, Extra Mimicry, Great Fortitude, Greater Mimicry Focus, Improved Initiative, Ki Mimicry, Lightning Reflexes, Mimicry Focus

**Bloodline Arcana:** You have a +1 luck bonus to saving throws made against spells that you can commit to memory with the shadower's instinct bloodline power.

**Bloodline Powers:** *Copying those who mean you ill comes naturally, and many who bring their most powerful weapons to bear just so happen not to be able to handle those weapons being pointed back their way.*



*Shadower's Instinct (Su):* At 1st level, you gain both a mimicry pool, representing your ability to copy the magic of others, as well as a number of mimicry slots, which store magic that you have copied. The number of points in your mimicry pool is equal to 3 + 1/2 your sorcerer level, rounded down, and the number of mimicry slots you possess is equal to 2 + 1/4 your sorcerer level, rounded down.

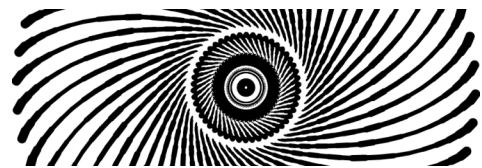
Whenever you succeed on a saving throw against a spell, you may choose to commit that spell to memory. If you choose to do so, that spell proceeds to occupy one of your empty mimicry slots. If you have no empty mimicry slots, then one of your occupied mimicry slots empties at random and the spell you chose to commit to memory occupies the newly-emptied slot. At 1st level, you have the ability to commit 1st-level spells to memory in this manner. As a standard action, you may expend mimicry points equal to the spell level of a spell occupying a mimicry slot to cast that spell as a spell-like ability using your sorcerer level as your caster level and your Charisma modifier as your primary casting ability modifier.

The mimicry pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. Whenever the mimicry pool is replenished, all occupied mimicry slots empty themselves.

*Sticky Memory (Su):* At 3rd level, whenever your occupied mimicry slots empty themselves upon replenishing your mimicry pool, you may choose not to empty one mimicry slot of your choice. In addition, you may choose to automatically make your saving throw against any spell that is considered harmless.

*Self-Mimicry (Su):* At 9th level, whenever your mimicry pool is replenished and your mimicry slots empty themselves, you may select any, all, or none of the following to commit to memory with the shadower's instinct bloodline power: a 1st-level sorcerer spell that you know, a 2nd-level sorcerer spell that you know, and a 3rd-level sorcerer spell that you know. You gain temporary mimicry points equal to 3 - the number of spells you committed to memory in this fashion. These temporary mimicry points last for 24 hours.

*Omnimimic (Ex):* At 15th level, you gain a +5 resistance bonus to saving throws against spells. In addition, you are entitled to a Will saving throw against any spell that normally doesn't allow saving throws. If you make your Will saving throw, you do not reduce the effects of that spell in any way, but you may commit that spell to memory using the shadower's instinct bloodline power.







*Subsidize the Present (Su):* At 20th level, whenever you cast a 4th-level or lower spell with the shadower's instinct bloodline power, you may choose not to expend mimicry points to do so. If you do, the mimicry slot the spell you cast occupies empties itself and cannot be filled again until the next time your mimicry pool replenishes itself. Whenever you use this ability, you gain temporary mimicry points equal to 4 - the level of the spell cast in this fashion. These temporary mimicry points last for 1 hour.

### Mimicry Bloodline Feats

#### Extra Memory

*Your memory is downright photographic.*

**Prerequisite:** Shadower's instinct bloodline power

**Benefit:** You gain an additional mimicry slot.

#### Extra Mimicry

*Rather than know more tricks, you can mimic the tricks you know more often!*

**Prerequisite:** Shadower's instinct bloodline power

**Benefit:** The size of your mimicry pool increases by +2 points.

**Special:** You can gain Extra Mimicry multiple times. Its effects stack.

#### Greater Mimicry Focus

*You typically show greater finesse with your copied magic than the creature that used that magic in the first place.*

**Prerequisite:** Mimicry Focus

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spell-like abilities cast using the shadower's instinct bloodline power. This bonus stacks with the bonus from Mimicry Focus.



#### Ki Mimicry

*Martial artists follow a beat all their own, but that beat has a magic to it that you can subvert.*

**Prerequisite:** Shadower's instinct bloodline power

**Benefit:** You may spend mimicry points as though they were *ki* points. In addition, you are treated as though you had a *ki* pool for the purpose of meeting the prerequisites of feats. Whenever you take a feat that increases the size of your *ki* pool, if you do not have a *ki* pool yet, then you gain a *ki* pool with a size equal to 0; after gaining this *ki* pool, you apply the size-increasing feat to it.

#### Mimicry Focus

*It doesn't matter from what school a mimed spell is supposed to hail, the fact that you copy it is enough to have mastery over it.*

**Prerequisite:** Shadower's instinct bloodline power

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spell-like abilities cast using the shadower's instinct bloodline power.

*lich  
bloodline*



**Money**

*Money is soft power that can be used to sway others or gain their services for a time. For some in your family, money is hard power, and the judicious use of coin can make heads explode.*

**Parent Bloodline(s):** Pestilence

**Class Skill:** None. Instead, you gain Skill Focus (Appraise) as a bonus feat when you take this bloodline.

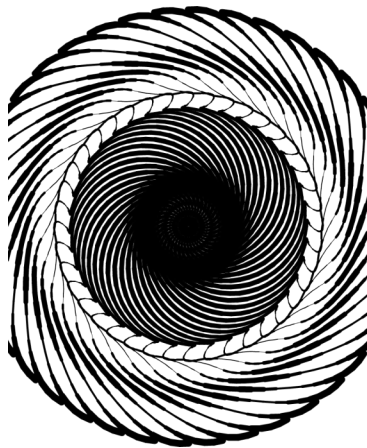
**Bonus Spells:** *identify* (3rd), *glitterdust* (5th), *arcane sight* (7th), *secure shelter* (9th), *treasure stitching* (11th), *getaway* (13th), *vision* (15th), *demand* (17th), *salvage* (19th)

**Bonus Feats:** Craft Staff, Craft Wondrous Item, Extend Spell, Forge Ring, Great Fortitude, Greater Spell Focus (abjuration or transmutation), Spell Focus (abjuration or transmutation), Toughness

**Bloodline Arcana:** Whenever you cast a spell, you may spend pieces of gold equal to ten times that spell's spell level. If you do, you treat your caster level as though it were +1 higher for the casting of that one spell. Gold spent in this manner vanishes into thin air.

**Bloodline Powers:** *Your bloodline focuses on the acquisition and expenditure of money in unusual ways.*

**Coin Toss (Su):** At 1st level, you can hurl pieces of gold equal to your sorcerer level at a creature within 60 feet as a standard action, dealing points of bludgeoning damage equal to 1d4 + half your sorcerer level, rounded down, on a successful ranged touch attack. If your base attack bonus is +6 or greater, you may hurl gold twice as a full-round action. Gold hurled in this manner vanishes into thin air after being used by this ability. Starting at 7th level, creatures damaged by this ability are dazzled for 1d4 rounds with no saving throw allowed. Starting at 13th level, this ability ignores damage reduction and hardness.



**Fool's Gold (Su):** At 3rd level, you gain a gold pool, effectively a measure of your capacity to get things done without a ready supply of hard currency. The number of points in your gold pool is equal to five times your sorcerer level. You may spend points from your gold pool as though they were pieces of gold when making use of the bloodline powers and bloodline arcana of the money bloodline. The gold pool is replenished whenever you replenish your spells for the day.

You gain an armor bonus to AC equal to one-tenth the number of gold points in your gold pool, rounded down. Temporary gold points do not count toward this bonus.

At 9th level, whenever you or the allies you consider to be your "party" sell equipment, you gain temporary gold points equal to 1% of the sale value of that equipment. These temporary gold points last for 1 week and multiple instances of temporary gold points gained in this manner stack, to a maximum of 10 gold points per sorcerer level.

**Transmute Currency to Consumables (Su):** At 9th level, you gain the ability to transform gold directly into a potion of any spell, so long as that spell is a legal choice for a potion and is either on one of your spell lists or you have consumed a potion of that spell sometime in the past year. As a full-round action, you swirl pieces of gold equal to the chosen potion's cost to produce in a flask, and this gold melts into a thick, golden fluid that is considered a potion of the chosen spell at the caster level you paid for. Potions created in this manner can be of any caster level between the minimum to produce and your sorcerer caster level, but cannot be sold. If not consumed before the next time you replenish spells for the day, the fluid vanishes into thin air. This ability may be used once per day, plus an additional time per day at 15th level.

**Wealthy and Healthy (Su):** At 15th level, you can spend any number of gold pieces as a standard action to be healed for points of damage equal to half the number of pieces of gold spent, rounded down. You can only be healed of points of damage equal to three times your sorcerer level in this manner per day. Gold spent in this manner vanishes into thin air.

**Interplanar Job Creator (Sp):** At 20th level, you gain the ability to cast *lesser planar ally* at will, *planar ally* three times per day, and *greater planar ally* once per day with a caster level equal to your sorcerer level using Charisma as your key ability. Creatures summoned forth in this manner will always ask for gold (or gold points) for compensation and will never give discounts or "freebies" for any reason, including extraordinary situations or alignment considerations.

In addition, your fool's gold bloodline power now grants up to 100 temporary gold points per sorcerer level when selling equipment.

**Onmyōdo (Complex)**

*To a practitioner of onmyōdo, the title of “god” is almost meaningless, and can mean anything from a mighty being of thunder to a miniscule spirit that ensures that one specific blade of grass grows properly. Great or small, these spirit-gods are known as kami, and it is the duty and privilege of the onmyōji to act as an intermediary between the world of mortals and the world of the spirits. Your family in particular has a rich history of such liaisonship, and the imprint of so many kami results in the spontaneous generation of intermediaries without the need for training.*

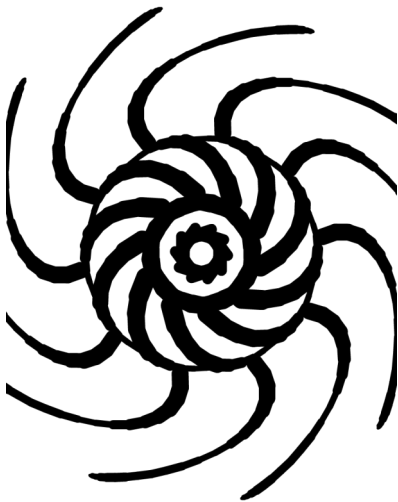
**Kickstarter Backer:** Sasha Hall

**Parent Bloodline(s):** Elemental (any)

**Class Skill:** Diplomacy

**Bonus Spells:** None. Instead, whenever you would gain a bonus spell, select a petition, which represents you calling upon various kami for aid, from the list below. To use a petition, you must have a Charisma score equal to at least  $10 + 1/2$  minimum level of that petition. The Difficulty Class (DC) for a saving throw against your petition is  $10 + 1/2$  your sorcerer level + your Charisma modifier. Petitions are supernatural abilities. When using petitions, you have an effective onmyōji level equal to your sorcerer level + your levels in petition-using classes.

You must meet all of the prerequisites of a chosen petition. Unless otherwise stated, you cannot select an individual petition more than once.

**Advice of Kuebiko**

Requires: Sorcerer 7

Range: personal

Target: you

Casting Time: 1 round

Duration: instantaneous

Cost: 2 Spirit Points

Material Components: Scented straw and clothing worth 25 gp

The scarecrow god Kuebiko is said to be wise and knowledgeable because he's outside all day, every day. For the same reason, Kuebiko is always in need of a new set of dry clothing. Clever individuals know that supplying the latter gets access to the former.

You ask Kuebiko whether a particular action will bring good or bad results for you in the immediate future. Particularly convoluted questions are known to upset Kuebiko, and he may give a vague answer in return if somebody tries to get smart with him. When not annoyed, Kuebiko likes to answer simply and clearly with one of the following four responses.

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

Though Kuebiko's wisdom is almost without parallel, even he can see into the future only about half an hour, so anything that might happen after that does not affect his answer. Thus, the result might not take into account the long-term consequences of a contemplated action. All queries sent to Kuebiko by the same person about the same topic elicit the same answer.

**Aegis of the Sworn Defender**

Range: personal

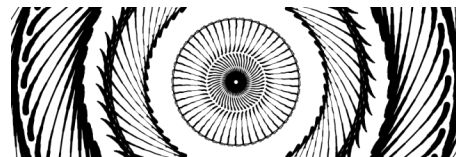
Target: you

Casting Time: 1 immediate action

Duration: 1 round or until discharged, see text

Cost: 1 Spirit Point

A shield of pure spiritual energy springs up in front of you, granting you temporary hit points equal to twice your effective onmyōji level. The next time you take damage, the shield absorbs what it can, then falters and vanishes, ending the petition immediately. If, while this petition is active, you are dealt more damage from a single source than the number of temporary hit points granted by this petition, the spirit point cost of all petitions increases by +1 for 1 round.



**Aid of the Functionaries**

Requires: Sorcerer 7

Range: 60 ft.

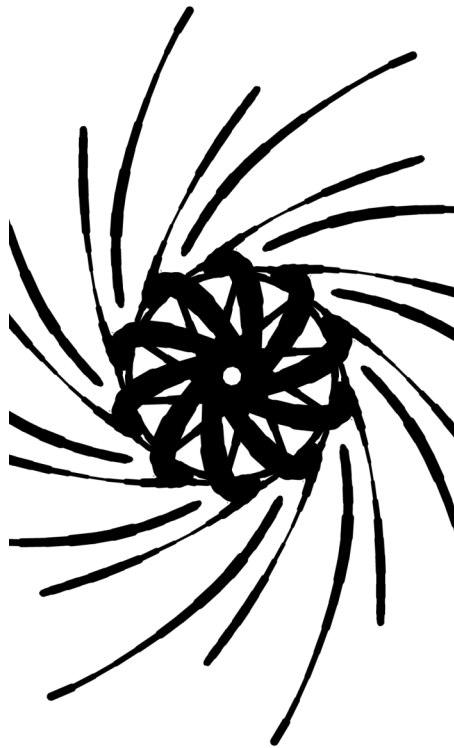
Area: All creatures within a 60-ft. radius centered on you

Casting Time: 1 standard action

Duration: 1 minute/level

Cost: 1 Spirit Point

You appeal to the spirits of the great functionaries and clerks of the past. Dozens of spectral inkpots, sheaves of parchment, and calligraphy pens appear in midair and go about recording every last detail of those in the area of the petition. For the duration of this petition, you have access to information regarding the health of all creatures within 60 feet of you, as though they were under the effects of the *status* spell. The radius of this petition moves with you.

**Bishamonten's Fury**

Requires: Sorcerer 7

Range: 60 ft.

Target: one willing creature

Casting Time: 1 standard action

Duration: 1 round/3 levels

Cost: 1 Spirit Point

You appeal to Bishamonten, warrior-guardian of the Seven Lucky Gods. Accordingly, the subject's eyes begin to glow red with the influence of the great warrior himself, granting the subject a +2 morale bonus on attack rolls. In addition, the subject rolls twice and takes the better result for the first attack it makes each round.

**Bounty of the Magic Mallet**

Requires: Sorcerer 7

Range: personal

Target: you

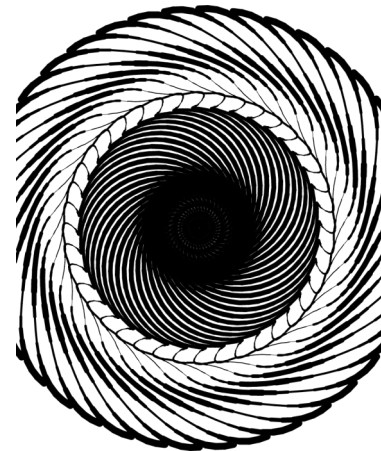
Casting Time: 1 standard action

Duration: permanent, with caveats (see text)

Cost: 2 Spirit Points

Daikokuten, member of the Seven Lucky Gods, is associated with commerce and trade, as well as with owning a powerful "magic wishing mallet" that can simply swing at thin air and smack whatever it is he desires into being. This weapon has made him a household figure, and his favor can be quite powerful indeed.

A plaintive request to Daikokuten results in a spontaneously-generated pile of commercial goods. You select a single commercially-available, non-magical item with a market value of 25 gp or less for every three effective onmyōji levels you possess. The selected items appear in your bags, in your open hands, at your feet in the space you occupy, or wherever makes the most sense at the time. You may consume or give away these objects freely, but should anyone attempt to sell or manufacture another object with an object produced in this manner, it vanishes immediately. Daikokuten demands that a fortune be made through effort, not by begging his hammer. Whenever you use this petition, all objects made by this petition the last time it was used vanish.

**Consult the Calendar**

Requires: Sorcerer 13

Range: 2 miles

Area: 2-mile radius centered on you

Casting Time: 10 minutes

Duration: 1 day

Cost: 3 Spirit Points

You change the weather as the control weather spell. Raijin's thunderclap deals an additional point of damage per damage die within the bounds of this petition's area of effect.



## Chapter 2: Sorcerer Bloodlines

## Onmyōdo

**Contentment of Hotei**

Requires: Sorcerer 13  
 Range: personal  
 Target: you  
 Casting Time: 1 standard action  
 Duration: 1 hour or until discharged  
 Cost: 1 Spirit Point

You appeal to Hotei, god of happiness, for help with being content with the world as it is. The next willing creature to rub your belly, a standard action that provokes attacks of opportunity, may immediately make a new saving throw against a single illusion effect affecting it. The rubbing creature chooses the illusion effect to contest in this manner. If this new saving throw is successful, the illusion effect ends immediately. You may rub your own belly.

**Ebisu's Catch**

Requires: Sorcerer 13  
 Range: 60 ft.  
 Target: an unoccupied 5-foot square  
 Casting Time: 1 standard action  
 Duration: 1 round/2 levels  
 Cost: 2 Spirit Points

Ebisu, fisherman of the Seven Lucky Gods, always has an extra fish to lend to those in need. An enormous, flopping carp appears out of nowhere and lands in the designated 5-foot square. Once per round as a swift action, if you are within range of the carp, you may direct the carp to flop into the air and land in a 5-foot square that is both within 20 feet of the carp's initial position and within 60 feet of you. If another creature occupies this 5-foot square, the carp makes a combat maneuver check against that creature with a CMB equal to your effective onmyōji level + your Charisma modifier. If the combat maneuver is successful, the creature occupying the 5-foot square takes 4d6 points of bludgeoning damage and is knocked prone. The carp makes a combat maneuver check, as detailed above, against creatures that begin their turn in a 5-foot square occupied by it.

**Fūjin's Wake**

Range: 30 ft.  
 Target: all allies in a 30-ft. radius burst centered on you  
 Casting Time: 1 standard action  
 Duration: 1 minute/level  
 Cost: 1 Spirit Point

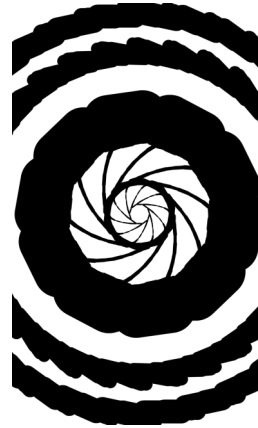
A gust of wind from Fūjin's windbag grants all allies in the area of effect a +10-ft. bonus to base land speed. This is an enhancement bonus. In addition, when an affected ally begins a charge within the area of effect, it gets a bonus to its next damage roll made that round equal to half your effective onmyōji level. This bonus to base land speed increases by +5 feet for every five levels the onmyōji possesses.

**Kami's Vigilance**

Requires: Sorcerer 13  
 Range: 60 ft.  
 Target: one extraplanar creature  
 Casting Time: 1 standard action  
 Duration: instantaneous  
 Cost: 2 Spirit Points

The kami have worked hard to get the world to work as nicely as it does, and have even gone so far as to assign spirits to individual pebbles to ensure that those pebbles continue being proper pebbles. As such, all you need do to prompt a forced deportation is point out that something doesn't belong.

This petition forces an extraplanar creature back to its proper plane if it fails a Will save. If the petition is successful, the creature is instantly whisked away, but there is a 50% chance of actually sending the subject to a plane other than its own. Kami don't really care where the outsider goes, so long as it's no longer where they live.

**Lucky Day**

Requires: Sorcerer 7  
 Range: personal  
 Target: you  
 Casting Time: 1 minute  
 Duration: 24 hours  
 Cost: 4 Spirit Points

Your divinations have revealed that today will be a glorious day! Fortune shines upon the world, making it an excellent day for a festival, or for toppling a firmly entrenched foe. You gain the following ability.

*Fortune (Ex):* As an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability twice per day, and one additional time per day for every five effective onmyōji levels you possess.

Using *lucky day* ends *unlucky day* immediately.

**On the Spring Breeze**

Requires: Sorcerer 7  
 Range: 60 ft.  
 Target: one willing creature  
 Casting Time: 1 standard action  
 Duration: 1 minute/level  
 Cost: 1 Spirit Point

You summon thousands of ethereal cherry blossoms, which surround the subject and grant a measure of supernatural buoyancy. The subject gains a fly speed of 30 feet with good maneuverability, trailing these cherry blossoms wherever he goes. At 8th level and every four effective onmyōji levels thereafter, the fly speed granted to the subject increases by +10 feet.

**Raijin's Thunderclap [electricity]**

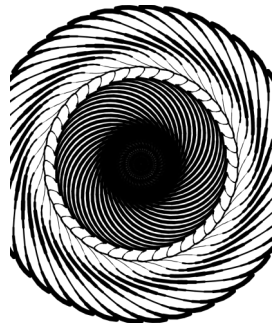
Range: 120 ft.  
 Target: one creature  
 Casting Time: 1 standard action  
 Cost: 1 Spirit Point  
 Duration: instantaneous

A peal of lightning strikes the target, dealing 1d4 points of electricity damage per effective onmyōji level with a Reflex save for half damage. Starting at 10th level, creatures that fail their Reflex save against this petition are shaken for 1 round.

**Scream of the Dishonored [sonic]**

Requires: Sorcerer 13  
 Range: 30 ft.  
 Area: cone-shaped burst  
 Casting Time: 1 standard action  
 Cost: 2 Spirit Points  
 Duration: instantaneous

There are those who died in less than honorable circumstances, and, once the memories of mortal life become dull and faded, it is the crucial moment of dishonor that burns forever in the mind. You call forth these tortured beings, which let loose a collective howl of self-pitying anguish, dealing 1d4 points of sonic damage per effective onmyōji level to creatures in the area. A successful Fortitude fortitude save halves the damage. Creatures that fail their Fortitude save are demoralized for 1d4 rounds.

**Song of Benzaiten [mind-affecting]**

Requires: Sorcerer 13  
 Range: 30 ft.  
 Target: one willing creature  
 Casting Time: 1 standard action  
 Cost: 1 Spirit Point  
 Duration: 1 round/level

Like most of the other Seven Lucky Gods, Benzaiten presides over wealth and happiness, but she is also the goddess of music, and it is this that sets her apart. A gentle song of hope and happiness plays in the subject's mind, granting immunity to fear and increasing the largest single morale bonus granted to the subject, if any, by +1.

**The Persuader's Charm [mind-affecting]**

Requires: Sorcerer 7  
 Range: 60 ft.  
 Target: one creature  
 Casting Time: 1 standard action  
 Cost: 1 Spirit Point  
 Duration: 1 round/level

Ameno-Uzume-no-Mikoto is a goddess of mirth and revelry who is demonstrably adept at getting others to do what she wants. Amusingly, she's gotten so good at this that she tends to ask for several conflicting favors at once. When called upon, she manifests as a whirlwind of riotous laughter, which burrows into the mind of the subject. Each round, the subject must make a Will save or be confused for 1 round.

**Unlucky Day**

Requires: Sorcerer 7  
 Range: personal  
 Target: you  
 Casting Time: 1 minute  
 Duration: 24 hours  
 Cost: 5 Spirit Points

Your divinations suggest that today will be a horribly unlucky day! Do absolutely nothing out of the ordinary, and invest additional vigilance in everyday tasks, for anything that can go wrong will go wrong. You gain the following ability.

*Misfortune (Ex):* As an immediate action, you can force a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature must take the result of the reroll, even if it's worse than the original roll. Once a creature has suffered from your misfortune, it cannot be the target of this ability again for 1 day.

Using *unlucky day* ends *lucky day* immediately.

**Yakushi's Gift**

Requires: Sorcerer 7  
 Range: 60 ft.  
 Target: one willing creature  
 Casting Time: 1 standard action  
 Cost: 2 Spirit Points  
 Duration: instantaneous

The benevolent Yakushi is a god of healing whose primary focus is in the curing of illness and deformities rather than in their prevention. When petitioning Yakushi, choose disease or poison. Make an effective onmyōji level check (1d20 + effective onmyōji level) against the DC of each effect of the chosen type affecting the target. Success means that the effect ends immediately.

**Bonus Feats:** None.

**Bloodline Arcana:** You treat your caster level as though it were +1 higher whenever you cast a spell that summons one or more elementals.

**Bloodline Powers:** *Your bloodline focuses on making a connection with the spirits that guide the earth.*

*Touch the Soul (Su):* At 1st level, whenever you would deal half damage to an incorporeal creature with a physical attack, you deal three-quarters damage instead. At 15th level, weapons you wield gain the *ghost touch* weapon special ability.

*Spirit Pool (Su):* At 3rd level, you gain a pool of spirit points, a measure of your ability to petition the spirit realm for aid. The number of points in your spirit pool is equal to your Charisma modifier, plus an additional 1 for every three sorcerer levels you possess. Your sorcerer levels stack with any levels you possess in other spirit pool-granting classes for the purpose of determining the size of your spirit pool. If one class has a larger base size for its spirit pool, then use the larger base size.

The spirit pool is replenished each morning after 8 hours of rest or meditation. These hours do not need to be consecutive.

*Tongue of the Earth (Su):* At 9th level, you gain the ability to speak with elementals as though you were permanently subject to the tongues spell.

*Spirit Healing (Su):* At 15th level, whenever you spend spirit points, you are healed for 1d4 points of damage for each spirit point spent. Spending temporary spirit points does not trigger this healing.

*Kami's Mimicry (Su):* At 20th level, you gain the ability to expend spirit points equal to a spell's spell level in order to cast that spell without expending a daily casting of a spell of that level. In addition, the size of your spirit pool increases by +5 points.

*percolation  
bloodline*



**Sidebar: Bloodlord Compatibility  
with the Onmyōdo Bloodline**

When taking bloodline powers and bonus feats from the sorcerer variant of the onmyōdo bloodline, the bloodlord base class is subject to the following guidelines:

The bloodlord may treat a petition as a sorcerer bonus spell of any level, subject to the following restrictions. First, the required onmyōji level of the petition must be less than or equal to 1 + twice the spell level of the bonus spell slot the petition will occupy. For example, the bloodlord may prepare a petition requiring 11th level or lower as a 5th-level sorcerer bonus spell, or a petition requiring 7th level or lower as a 3rd-level sorcerer bonus spell. Like a standard bonus spell, petitions taken in this manner may only be used once per day, but the bloodlord is still responsible for paying their spirit point cost.

The effective onmyōji level of petitions that the bloodlord takes in place of bonus spells is equal to the lower of 1 + three times the spell level of the bonus spell slot the petition will occupy or the bloodlord's caster level.

**Percolation**

*Percolation* (pur-kuh-ley-shuh; n)

1. The process of a liquid slowly passing through a filter
2. A fancy word used to make coffee more expensive

*Your family has always had an obsession with brewing - the grind-things-up-and-pass-liquids-through it kind, not the alcohol kind. As a result, you tend to be excellent, if jittery, potionmakers.*

**Parent Bloodline(s):** Arcane, Verdant

**Class Skill:** Perception

**Bonus Spells:** *enhance water* (3rd), *oppressive boredom* (5th), *haste* (7th), *freedom of movement* (9th), *mind fog* (11th), *contingency* (13th), *walk through space* (15th), *moment of prescience* (17th), *time stop* (19th)

**Bonus Feats:** Craft Sanguine Elixir, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Spell Focus (divination or transmutation), Toughness

**Bloodline Arcana:** Potions you craft using the Brew Potion feat have a caster level that is +1 higher than what you pay to produce; however, shopkeepers who purchase potions can readily see the corners you cut and will only pay you for the potion as though this bonus were not applied.

**Bloodline Powers:** *Your bloodline focuses entirely on the production of percolated liquids.*

*Brewer Savant (Ex):* At 1st level, you gain the Brew Potion feat as a bonus feat. You do not need to meet the prerequisites for this feat. Starting at 7th level, you can produce two 1st-level or lower potions in a single day, so long as the sum of their prices is less than or equal to 1,000 gp. Starting at 13th level, you can produce two 2nd-level or lower potions in a single day, so long as the sum of their prices is less than or equal to 1,000 gp.

Additionally, whenever you replenish your spells for the day, you also produce a *potion of cure light wounds*, plus an additional *potion of cure light wounds* for every four sorcerer levels you possess. These potions have a caster level equal to your sorcerer level, have no materials cost, cannot be sold, and spoil the next time you produce potions of cure light wounds in this manner.

*Stimulant Cocktail (Ex):* At 3rd level, you gain a +2 insight bonus to initiative checks and a +1 insight bonus to AC for 24 hours whenever you brew a non-free potion with the Brew Potion feat.

*Personal Touch (Sp):* At 9th level, whenever you craft a potion with the Brew Potion feat or one of your bloodline powers, you can add one of the following properties to that potion at no additional charge.

*Caffeination:* When consumed, the potion grants a +30-foot bonus to base land speed for rounds equal to its spell level. This is an enhancement bonus.

*Deadener:* Choose acid, cold, electric, fire, or sonic. When consumed, the potion grants resistance X against the chosen energy type, where X is four times the potion's spell level, for rounds equal to its caster level.

*Dilator:* When consumed, the potion grants a +4 insight bonus to Perception checks for minutes equal to its spell level.

*Mind-tightener:* When consumed, the potion's drinker treats his caster level as +1 higher the next time he casts a spell whose spell level is less than or equal to the spell level of the potion. This effect persists for rounds equal to the potion's caster level or until discharged.

*Nervewarmer:* When consumed, the potion grants a +1 luck bonus to Reflex saves for minutes equal to its spell level.

*Placebo:* When consumed, the potion grants temporary hit points equal to three times its spell level. These temporary hit points last for 1 minute.

*Skin Thickener:* When consumed, the potion grants DR X/-, where X is the potion's spell level, for 1 minute.

*Scavenged Resources (Ex):* At 15th level, you gain the ability to pick out quality ingredients in the most ridiculous of circumstances. Whenever you replenish your spells for the day, you also produce a potion of any 1st-level spell you know. This potion has a caster level equal to your sorcerer level, has no materials cost, and cannot be sold. The maximum number of potions you can have sourced from this bloodline power at any one time is equal to your Charisma modifier. Should the creation of a potion cause you to exceed this limit, the oldest potion sourced from this bloodline power immediately denatures and becomes useless.

*Legendary Percolator (Ex):* At 20th level, your brewer savant bloodline power creates *potions of cure moderate wounds* rather than *potions of cure light wounds*. In addition, potions made with the scavenged resources bloodline power can now include two of the properties listed under the personal touch bloodline power, not just one. Finally, whenever you consume a potion that you crafted, you treat its caster level as though it were +3 higher, to a maximum of caster level 20th. This stacks with other effects that increase the caster level of a potion.





## Chapter 2: Sorcerer Bloodlines

## Piranha

**Piranha**

When an individual can trace his lineage back to a dragon, that is strange, yet understandable. Some dragons sit on gold. Others pick up humanoids at the local bar. It happens, and more often than most would think. When an individual traces his lineage back to a man-eating fish, however, logic all but collapses, and the only possible explanation is that some wizard following in the footsteps of the inventor of the owlbear did something horrible to a long-forgotten ancestor. As with most magical splicing, traces of the experiment can be felt for generations after the initial event, and the more magical the offspring, the more pronounced these traces become.

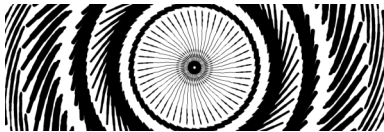
**Parent Bloodline(s):** Aquatic

**Class Skill:** Swim

**Bonus Spells:** *magic fang* (3rd), *river whip* (5th), *greater magic fang* (7th), *bloody claws* (9th), *aspect of the wolf* (11th), *transformation* (13th), *vortex* (15th), *blood mist* (17th), *tsunami* (19th)

**Bonus Feats:** Elemental Spell, Extend Spell, Fleet, Improved Critical (bite), Skill Focus (Swim), Step Up, Step Up and Strike, Weapon Focus (bite)

**Bloodline Arcana:** Whenever you cast a sorcerer spell, you gain an insight bonus to attack rolls made with your bite natural attack equal to the spell's level. This bonus lasts for 2 rounds.



**Bloodline Powers:** *Embodying the piranha, you show its characteristic traits: sharp teeth, aquatic agility, and a tendency to go berserk in the face of blood.*

**Bristling Maw (Ex):** Though the heritage of many sorcerers is rather invisible, or at least starts off so and only really shows itself as the mage increases in power, those with the touch of the piranha show dramatic traits right off the bat. At 1st level, you gain an enormous maw of sharp, pointy teeth, the sort made for ripping and tearing bloody triangles of flesh out of some hapless creature. You gain a bite as a primary natural attack; however, your maw is wide to the point of ridiculousness, and your bite deals damage as though you were one size category larger as a result.

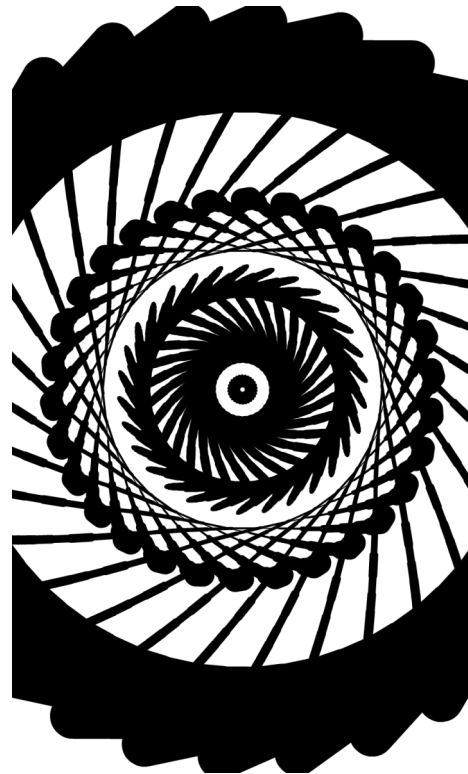
**Scaly Skin (Ex):** At 3rd level, your skin becomes scaly, granting you a +1 enhancement bonus to natural armor. This bonus increases by +1 for every three levels beyond 3rd, to a maximum of +5 at 15th level.

**Aquatic Conditioning (Ex):** At 9th level, your hands and feet become webbed, granting you a +4 racial bonus to Swim checks, as well as the ability always to take 10 on Swim checks. In addition, you gain a swim speed equal to your half your base land speed. Finally, you also grow a pair of gills, which grant the ability to breathe water as though it were air. Water that is polluted with contaminants that kill fish outright or is largely devoid of oxygenation, such as boiling water, causes suffocation as normal.

**Note:** As the temperature of a liquid increases, its ability to dissolve solids increases, but its ability to dissolve gases decreases.

**Ravenous Maw (Su):** At 15th level, your bite natural attack deals bleed damage equal to its current insight bonus to attack rolls as granted by your bloodline arcana. In addition, whenever you deal physical damage with your bite, you gain temporary hit points equal to the sum of the number(s) rolled on the bite's base damage dice. These temporary hit points last for 1 round.

**Blood Frenzy (Ex):** At 20th level, whenever you inflict bleed damage with a bite attack, you may make two additional bite attacks against the same target using the same attack modifier as a swift action. In addition, you also have DR X/-, where X is your current insight bonus to your bite attack rolls as granted by your bloodline arcana.



**Polyfiend**

*When two mortals with the influence of different sorts of fiends in their blood have a child, the end result is a fiendish taint that doesn't get along with itself. This is the one fiendish heritage that no evil individual wants, for no self-respecting demon lord, horseman of the apocalypse, or leader of the fiendish bureaucracy would want anything to do with such a mongrel, and disdain is just about the nicest response that can be expected.*

**Parent Bloodline(s):** Abyssal, Daemonic, Infernal

**Class Skill:** Survival

**Bonus Spells:** *infernal healing* (3rd), *resist energy* (5th), *protection from energy* (7th), *greater infernal healing* (9th), *covetous aura* (11th), *disintegrate* (13th), *delayed blast fireball* (15th), *wall of lava* (17th), *gate* (19th)

**Bonus Feats:** Agonizing Obedience, Craft Magic Arms and Armor, Elemental Spell, Great Fortitude, Iron Will, Maximize Spell, Skill Focus (Survival), Spell Focus

**Bloodline Arcana:** You treat your caster level as though it were +1 higher when casting spells with any alignment descriptor (Good, Evil, Lawful, Chaotic, Neutral).

**Bloodline Powers:** *You are the closest the universe will ever get to what happens when a devil and a demon love each other very, very much.*

*Fiendish Disregard (Ex):* At 1st level, though you may not know much about your heritage, the evils of the universe sure do, and they are not amused. You can never take a devil, daemon, or demon as a familiar, and creatures of the aforementioned types ask for twice the usual payment when summoned forth with a *planar binding* spell; however, the very fact that their blood is in your veins makes you particularly adept at slaying such creatures. You gain a +1 luck bonus to attack rolls made against demons, devils, and daemons, a +1 luck bonus to saving throws made against spells cast by creatures of the aforementioned types, and your spells ignore energy resistance equal to your sorcerer level if the target is one of the aforementioned creature types.

*Confused Heritage:* At 3rd level, you gain your choice of any 1st-level sorcerer bloodline power from a bloodline that has Abyssal, Daemonic, or Demonic as a parent bloodline (or is itself the parent). Once chosen, your choice cannot be changed.

*Amalgamated Resistance (Ex):* At 9th level, you gain resistance to acid, cold, electricity, fire, and sonic equal to 3 + half your sorcerer level, rounded down.

*Greater Confused Heritage:* At 15th level, you gain your choice of any 9th-level sorcerer bloodline power from a bloodline that has Abyssal, Daemonic, or Demonic as a parent bloodline (or is itself the parent). Once chosen, your choice cannot be changed.

*Confused Apotheosis (Ex):* At 20th level, choose acid, cold, electricity, fire, or sonic. You gain immunity to the chosen energy type. In addition, weapons you wield and damaging touch spells you cast deal an additional 2d4 points of damage of that energy type on a successful hit. In addition, you gain DR 10/cold iron or silver.

*polyfiend bloodline*



## Chapter 2: Sorcerer Bloodlines

### Proselytized



#### Proselytized (Complex)

*Your family's heritage is thoroughly grounded in the divine. Clerics, missionaries, and even a paladin or two stretch back into the past. When an arcane scion of the line finds himself with a divine calling, the rest of the family simply gives a look that says, "Yeah, that's about right."*

**Parent Bloodline(s):** Destined

**Class Skill:** Diplomacy

**Bonus Spells:** None. See your 1st-level bloodline power for details.

**Bonus Feats:** None

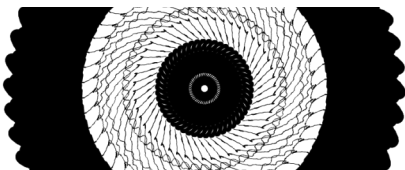
**Bloodline Arcana:** Your sorcerer bonus spells are considered to be divine spells. As divine spells, they are not subject to arcane spell failure, but they require the use of a divine focus to cast.

**Bloodline Powers:** *Your arcane power is, paradoxically, sourced directly from the divines. As a result, those who understand the dynamics of magic tend to consider you a miracle, while your patron considers you a force of religious conversion.*

**Divine Sorcery:** Even at 1st level, you are considered a favored toy of the divine that gave you your gifts. Choose your deity, then choose two domains from among those belonging to your deity. You can select an alignment domain (Chaos, Evil, Law, or Good) only if your alignment matches that domain. This domain grants you bonus spells.

You gain one domain spell slot for each level of sorcerer spell you can cast, from 1st on up. Each day, you prepare one spell from your two domains in that slot. If a domain spell is not on the sorcerer spell list, you can prepare it only in your domain slot. Otherwise, you treat it as a bonus spell known in addition to being a domain spell. Unlike most other means by which domain spells are gained, those domain spells gained in this manner can be used to cast spells spontaneously.

**Favored Toy (Su):** At 3rd level, your god's protection manifests as an intangible wall of force between you and those who wish you harm, granting a +1 deflection bonus to AC that stacks with other sources of deflection bonus to AC. At 15th level, this increases to a +2 bonus.



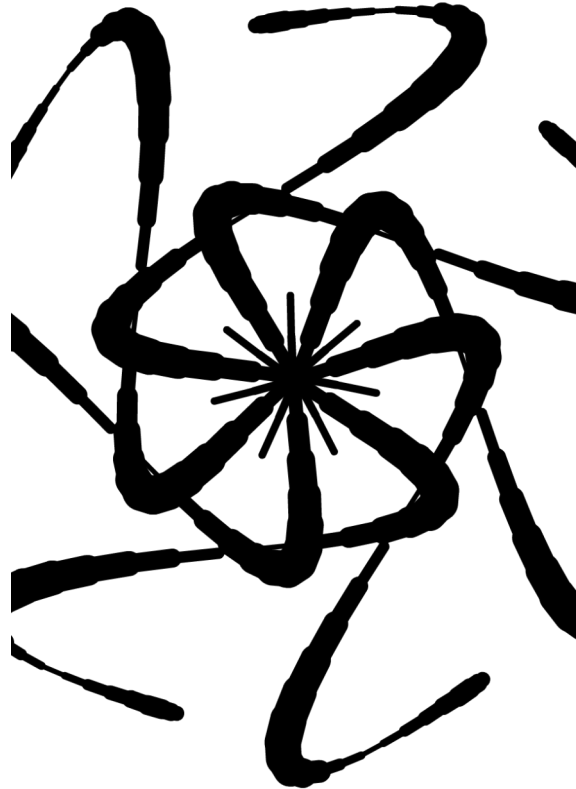
**Gifts of the Divine:** At 9th level, you gain access to the domain powers associated with the domains you chose at 1st level. You only gain access to those domain powers that are available to 1st-level clerics in this manner, though, for the purpose of determining their magnitude of effect, you are treated a cleric equal to your sorcerer level.

This ability cannot be selected by a bloodlord without also selecting divine sorcery.

**Greater Gifts of the Divine:** At 15th level, you gain access to the domain powers associated with the domains you chose at 1st level as a cleric equal to your sorcerer level. This effectively removes the limitation set by the gifts of the divine bloodline power, thus allowing you to learn those domain powers available only to clerics whose level is higher than 1st.

This ability cannot be selected by a bloodlord without also selecting gifts of the divine.

**Master Divine Arcanist:** At 20th level, you gain an additional domain spell slot for each level of sorcerer domain spell you can cast.



**Pufferfish**

*Apparently, if your ancestor is bitten/poked/rubbed by a radioactive/mutant/magical/fiendish dire pufferfish, the descendants end up having pufferfish spines. Magic: it doesn't have to make sense.*

**Parent Bloodline(s):** Aquatic

**Class Skill:** Swim

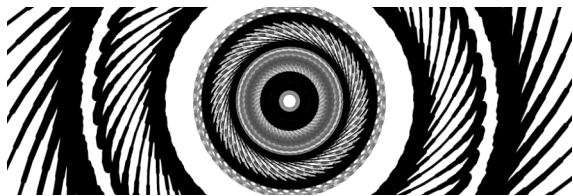
**Bonus Spells:** *hydraulic push* (3rd), *delay poison* (5th), *water breathing* (7th), *poison* (9th), *geyser* (11th), *control water* (13th), *greater hostile juxtaposition* (15th), *animal shapes* (17th), *shapechange* (19th)

**Bonus Feats:** Charging Hurler, Dodge, Fleet, Great Fortitude, Improved Charging Hurler, Point-Blank Shot, Skill Focus (Swim), Weapon Focus (spines)

**Bloodline Arcana:** Each time you cast a bloodline bonus spell, the retributive damage dealt by the pufferfish spines bloodline power increases by +2 for rounds equal to that spell's spell level.

**Bloodline Powers:** *Your ancestor's chance mishap grants you the awesome strength and power of an irritable, inflatable fish.*

**Pufferfish Spines (Ex):** At 1st level, your body becomes covered in wicked, retractable spines that deal 1 point of piercing damage, plus an additional point of piercing damage for every three sorcerer levels you possess, to creatures that hit you in melee with natural attacks or while unarmed. Starting at 8th level, you deal this retributive piercing damage to any creature that makes a successful melee attack against you, not just those making use of natural attacks and attacks made while unarmed.



**Spine Burst (Su):** At 3rd level, you gain the ability to spurt hundreds of needle-like spines in a cohesive blast of pain and poking. You can launch your spines three times per day as a standard action, dealing 1d8 points of piercing damage for every two sorcerer levels you possess to all other creatures in a 10-ft. radius centered on you. A successful Reflex save halves the damage. Creatures that fail their Reflex save take a point of bleed damage for every '1' you roll on the damage dice for this ability.

**Venom Immunity (Ex):** At 9th level, you gain immunity to all poisons.

**Pufferfish Poison Use (Ex):** At 15th level, you gain the ability to apply a dose of poison to your own body as a full-round action that provokes attacks of opportunity. You cannot accidentally waste a dose by poisoning yourself in this manner. The poison works its way to your pufferfish spine pores. As a result, the next time you use the spine burst bloodline ability, all creatures dealt damage by it become poisoned by the poison you applied to your body. The Difficulty Class of this poison is reduced by -2 due to the fact that a single dose is spread amongst many spines. Activities that would denature or dilute the poison, such as being subjected to extreme heat for a prolonged period of time or taking a bath, strip the poison off of your body and waste the dose.

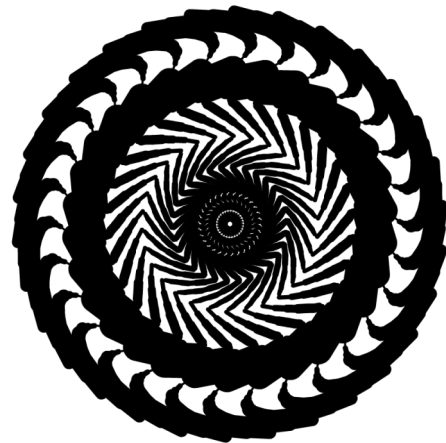
**Pufferfish Poison Glands (Ex):** At 20th level, your anatomy finally becomes capable of producing actual pufferfish poison. Your cheeks bulge out slightly with a pair of fat, weeping glands, which produce a total of three doses of pufferfish poison daily. Once harvested from your cheeks, pufferfish poison denatures and becomes useless after 24 hours.

**Type** poison (injury);

**Save** Fortitude DC 10 + 1/2 sorcerer level + Charisma modifier

**Frequency** 1/minute for 10 minutes

**Effect** paralyzed for 1 minute; **Cure** 1 save







## Chapter 2: Sorcerer Bloodlines

## Quasit

**Quasit**

*Most demons source their genesis from the souls of the damned, but the quasit is unique in that the ritual used to summon one actually creates the creature from a fraction of the summoner's soul. Though this leaves a perfectly-functional soul, the cumulative effect of a tradition of abyssal relations does creep up on an entire family line.*

**Parent Bloodline(s):** Abyssal

**Class Skill:** Knowledge (religion)

**Bonus Spells:** *infernal healing* (3rd), *scorching ray* (5th), *fireball* (7th), *minor creation* (9th), *magic jar* (11th), *disintegrate* (13th), *simulacrum* (15th), *clone* (17th), *wish* (19th)

**Bonus Feats:** Empower Spell, Extend Spell, Great Fortitude, Improved Familiar, Iron Will, Lightning Reflexes, Run, Toughness

**Bloodline Arcana:** Creatures you summon have the share spells familiar ability. You can only share a spell with a single eligible creature.

**Bloodline Powers:** *Your bloodline focuses on the dichotomy of being that is a pair of independent sapient shaped from the same immortal soul.*

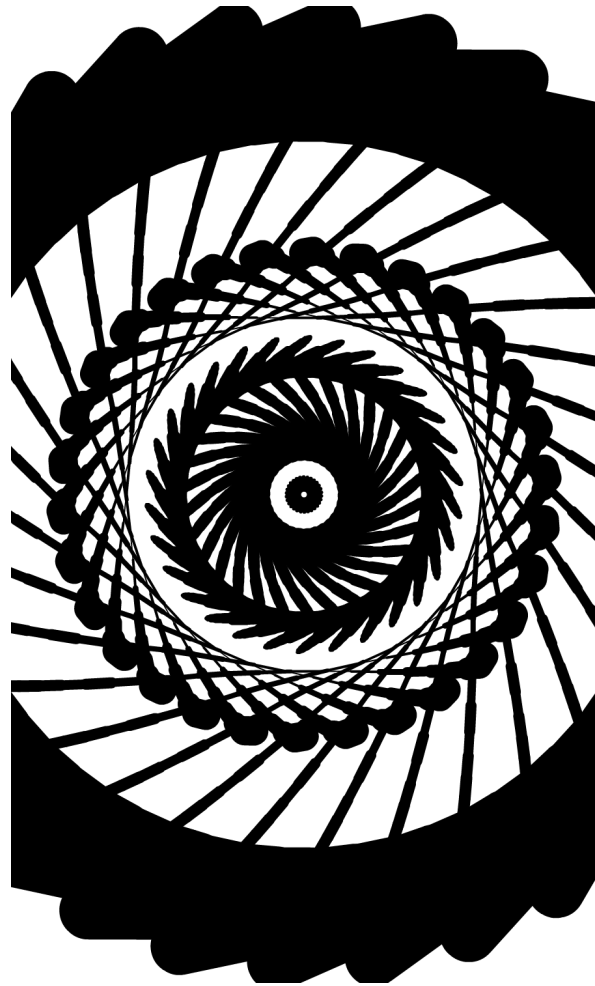
**Demonic Resistance (Ex):** At 1st level, you gain resistance to acid, cold, electricity, and fire equal to 1 + half your sorcerer level, rounded down.

**Quasit Familiar (Su):** At 3rd level, you gain an arcane bond as a wizard equal to your sorcerer level. You must take a familiar as your selection, and that familiar must be a quasit. Quasit Familiar does not grant you an additional familiar, should you already have one. Should you ever replace your familiar, you must do so with a quasit. If you have a familiar that is not a quasit, it doesn't gain the benefits of any quasit bloodline powers that modify your familiar. Your sorcerer levels stack with any familiar-granting class levels you possess when determining the power of your familiar granted by this bloodline power.

**Soul Link (Su):** At 9th level, the fact that your familiar is an extension of your soul allows you to absorb physical harm with two bodies rather than just one. If you are within 60 feet of your familiar whenever you take damage, you may redirect 25% of that damage, rounded down, to your familiar as an immediate action. Similarly, if your familiar is within 60 feet of you whenever it takes damage, it may redirect 25% of that damage, rounded down, to you as an immediate action. Redirected damage cannot be reduced or prevented by any means.

**Siphon Life (Su):** At 15th level, creatures that begin their turn adjacent to either you or your familiar take 1d8 points of damage with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate. This damage returns to you and your familiar as healing, divided however you wish among the two of you. You and your familiar can only heal for a combined total of 100 hit points of damage in this manner daily, and this ability can be suppressed or resumed as a standard action that provokes attacks of opportunity.

**Shared Essence (Su):** At 20th level, your quasit familiar gains a +6 bonus to Charisma. In addition, whenever you are dead, it gains the ability to cast spells as a 20th-level sorcerer. Its spells known are the same as the spells you knew in life. Upon gaining the ability to cast spells, the quasit only has a single daily spell slot of each spell level remaining and must wait until the following day to receive its full complement of magic.



Chapter 2: Sorcerer Bloodlines  
Radiation**Radiation (Complex)**

*Prolonged exposure to a bunch of glowing rocks usually results in an inexplicably-dead individual; however, you and yours bucked the trend and got away with nothing but a scrambled gene pool.*

**Parent Bloodline(s):** Aberrant, Pestilence

**Class Skill:** Survival

**Bonus Spells:** None. Instead, whenever you would gain a bonus spell, select a mutation from the list below. (See the aberrant shape bloodline power for details.) You can only take an ability once unless it says otherwise.

*Buffering Bladder (Ex):* Your chaos spawn form is surrounded by a sac of air that takes the brunt out of blows whenever it is inflated. At the beginning of each of your turns, you gain temporary hit points equal to your Charisma modifier. Damage from touch attacks ignores these temporary hit points. These temporary hit points last for 1 round. You must be at least 11th level to take this mutation.

*Buffered Fluids (Ex):* Your chaos spawn form has resistance to acid equal to its Hit Dice.

*Burbling Maw (Ex):* You can speak normally while transformed into a chaos spawn. This in no way impacts your ability to speak to aberrations.

*Cold Resistant (Ex):* Your chaos spawn form has resistance to cold equal to its Hit Dice.

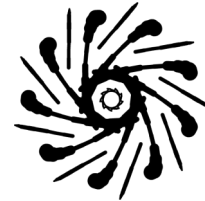
*Corrosive Saliva (Ex):* Your bite natural attack granted by the devouring maw mutation ignores the hardness of all non-adamantine weapons. You must be at least 11th level and know the devouring maw mutation to take this mutation, and the devouring maw mutation must be applied to your chaos spawn form before you can apply this mutation.

*Crown of Eyes (Ex):* A ring of eyes dots the forehead of your chaos spawn form, rendering you immune to being flanked by any creature you can see. You must be at least 7th level to take this mutation.

*Devouring Maw (Ex)\*:* Your chaos spawn form has a bite as a primary natural attack.

*Farewell to Arms (Su):* Your chaos spawn form is covered in a multitude of useless vestigial arms, which rip right off of your body in a painless and physiologically-safe fashion as a move action, reduced to a free action if you have the Rapid Reload feat. Oddly, as soon as an arm is ripped off, another one takes its place on your body and the one that was ripped away begins to dissolve, bubbling to goo after 1 round. You may throw a ripped-off arm as a thrown weapon with a range increment of 20 feet, dealing 1d4 + your Strength modifier points of damage on a successful hit. Your vestigial arms accept enhancements as though they were both throwing weapons and natural weapons, but, thanks to their bulk and that the ripping of an arm requires two hands, they cannot be thrown in a dual-wielding fashion.

*Flame Retardant (Ex):* Your chaos spawn form has resistance to fire equal to its Hit Dice.



*Grip on Humanity (Su):* Whenever you transform into your chaos spawn form, select a single piece of equipment on your person that does not occupy a slot, such as a weapon, shield, potion, or staff. This object does not meld into your body when you transform and remains its own object should you drop it and pick it back up. You must be at least 7th level to take this mutation.

*Insulated Form (Ex):* Your chaos spawn form has resistance to electricity equal to its Hit Dice.

*Lipid Vomit (Su):* Your chaos spawn form can vomit a sickening sludge of lipids as a standard action, coating the ground of a 15-ft. cone in goo that functions identically to that created by the grease spell, save that it denatures and loses its particular properties after rounds equal to your Charisma modifier. Once used, this ability cannot be used again for 1 hour.

*Maddening Viscera (Su):* While in chaos spawn form, your organs shift about in your body, and when your abdomen is cut open, they flail and flap about as if freedom from their fleshy prison is all they want in life. Other creatures find this fairly disconcerting, to the point that creatures within 30 feet that critically hit you with an attack that deals piercing or slashing damage become both sickened and confused for 1 round with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Will save to negate. Creatures that make their Will save are immune to this mutation for 24 hours. This is a mind-affecting ability that relies on visual components. You must be at least 5th level to take this mutation.





## Chapter 2: Sorcerer Bloodlines

### Radiation

*Mucus Excretions (Ex):* Your chaos spawn form constantly excretes a disgusting mucus, granting you the benefits of the *spider climb* spell. Whenever you take fire damage, the mucus dries up and you lose the benefits of this mutation for 1 round. You must be at least 7th level to take this mutation.

*Nuclear Arms (Su):* Vestigial arms granted by the farewell to arms mutation explode on a successful ranged attack, dealing 1d6 points of fire damage in a 5-ft. radius with a Reflex save to negate. You must be at least 11th level and know the farewell to arms mutation to take this mutation, and the farewell to arms mutation must be applied to your chaos spawn form before you can apply this mutation.

*Rapid Locomotion (Ex):* Your chaos spawn form gains a +15-ft. bonus to base land speed.

*Rending Will (Ex):* Whenever you hit a single creature with two or more claw attacks granted by the wicked claws mutation in a single round, that creature also takes 1d3 points of Wisdom damage with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Will save to negate. You must be at least 11th level and know the wicked claws mutation to take this mutation, and the wicked claws mutation must be applied to your chaos spawn form before you can apply this mutation.

*Stinging Tentacles (Ex):* Whenever one of the tentacles granted by your vestigial tentacle mutation critically hits a creature, that creature takes 1d4 points of Strength, Dexterity, or Constitution damage, chosen randomly. A DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save negates. This is a poison effect. You must be at least 11th level and know the vestigial tentacle mutation to take this mutation, and the vestigial tentacle mutation must be applied to your chaos spawn form before you can apply this mutation.

*Suction Cups (Ex):* Riddled with suction cups, you gain a +2 circumstance bonus to CMB, as well as to CMD against the steal, disarm, reposition, bull rush, and trip combat maneuvers, while in your chaos spawn form.

*Super Strength (Ex):* In your case, mutation does a body good, granting you a +2 alchemical bonus to Strength. You must be at least 9th level to take this mutation.

*Vestigial Tentacle (Ex):* Your chaos spawn form grows a tentacle as a secondary natural attack. This secondary natural attack cannot perform combat maneuvers, gains no benefit from weapon special abilities, and applies no ability modifier to damage rolls.

*Wicked Claws (Ex)\*:* Your chaos spawn form gains two claws as primary natural attacks.

*Wings (Ex):* Your chaos spawn form gains a fly speed of 30 ft. with clumsy maneuverability. You must be at least 11th level to take this mutation.

**You can only have one mutation marked with an asterisk (\*) applied to your chaos spawn form at any one time.**

**Bonus Feats:** Endurance, Fleet, Great Fortitude, Improved Critical (any natural) Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (any natural)

**Bloodline Arcana:** You treat your caster level as though it were +1 higher when casting polymorph spells.

**Bloodline Powers:** *Your bloodline focuses on the ability to scramble genetic code at will.*

*Radioactive Glow (Su):* At 1st level, you continually shed light as though you were a torch. This effect can be suppressed or resumed as a standard action that provokes attacks of opportunity. While shedding light like a torch, other creatures occupying the same space you do take 1 point of damage each round with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate. This is considered to be an area damage effect. This damage increases to 1d4 at 9th level and 1d6 at 15th level.



Chapter 2: Sorcerer Bloodlines  
Radiation

*Aberrant Shape (Su):* At 3rd level, you gain the ability to turn yourself into a specific Medium aberration, known as a chaos spawn, and back once per day. This ability is treated as though it were a spell of the polymorph subschool, except as noted here. The effect lasts for 1 hour per sorcerer level, or until you change back. Changing form (to chaos spawn and back) is a standard action and doesn't provoke attacks of opportunity.

A chaos spawn is a very specific type of aberration that has Hit Dice equal to your sorcerer level + half your levels in other classes, rounded down, and a natural armor bonus to AC equal to your Charisma modifier. While transformed into a chaos spawn, your base attack bonus is equal to that of a cleric whose level is equal to the chaos spawn's Hit Dice; however, the instability of your mind renders you unable to cast spells of your two highest spell levels known while in chaos spawn form, minimum 1st-level spells and lower, as well as imposing a -2 penalty to your caster level. Like polymorph abilities that turn you into an animal, dragon, plant, vermin, or so on, all of your gear melds into your body in accordance with the rules for spells of the polymorph subschool; however, to make matters worse, all gear you pick up while transformed into a chaos spawn immediately melds into your body, too, making potions and the like useless unless somebody actually takes the time to feed you. (As a sidenote, if somebody IS willing to feed you while you're a burbling mass of flesh, be good to this person forever.) While transformed into a chaos spawn, you gain darkvision 60 ft., a slam as a primary natural attack, and proficiency with all natural weapons granted by your new form. You lose your ability to speak while in chaos spawn form because you are limited to the vocal apparatus of your new form, but you can communicate normally with all other aberrations while in such a form.

When you transform into a chaos spawn, select a mutation gained in place of a bonus spell. For the duration of your transformation, you have the selected mutation. At 5th level and every five levels thereafter, select an additional mutation to express while transformed into a chaos spawn, to a maximum of five mutations at 20th level.

You can use this ability an additional time per day at 7th level and every four levels thereafter, for a total of five times at 19th level.

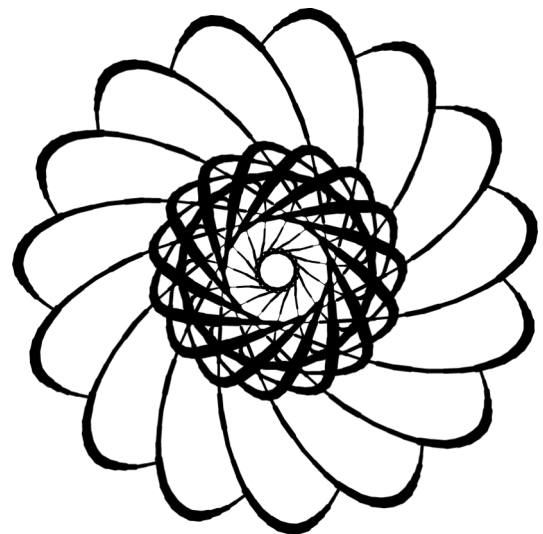
At 3rd level, select two mutations that are gained in place of bonus spells for which you meet all the prerequisites. You gain these mutations.



*Scramble the Genome (Su):* At 9th level, your melee touch grants a willing creature (other than yourself) the benefits of a single mutation you know until the next time you replenish your spells. A single creature cannot be given more than one mutation in this manner, even if the other mutation was granted by another creature with this ability. The recipient gains the benefit of the chosen mutation even though it is not a chaos spawn, but uses your sorcerer level and Charisma modifier for the purpose of determining the power of and DC of the saving throws to be made against the mutation. This ability may be used once per day, plus an additional time per day at 15th level and 20th level.

*Sterilizing Radiance (Su):* At 15th level, you become immune to diseases and poisons, as the extreme radiation pouring forth from your body kills the former and denatures the latter instantly upon contact with you. In addition, if you are attacked by a diseased or poisonous creature or object, not only does the disease or poison not affect you, but the disease or poison present in or on the attacker is neutralized for 1 minute with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate.

*X-Ray Vision (Su):* At 20th level, you gain x-ray vision as though you were wearing a *ring of x-ray vision* that was continuously activated. Unlike using such a ring, you do not take Constitution damage for making use of this ability. In addition, as a swift action, you can focus your irradiating gaze on a single creature within 60 feet, dealing 1 point of Constitution damage with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate.





**Rust (Complex)**

*A rampaging barbarian, a tyrannosaurus, and a red dragon are more similar than one would think. Simply put, when they do their worst, it can be fixed. When a rust monster gets its feelers on the family sword, however, all that's left to do is sob uncontrollably. It is said that a creature can leave its mark on a family tree without becoming part of it in the genetic sense. Grief, as it turns out, is an excellent way to do this.*

**Kickstarter Backer:** Tyler Brenman

**Parent Bloodlines:** Aberrant, Elemental (earth)

**Class Skill:** Perception

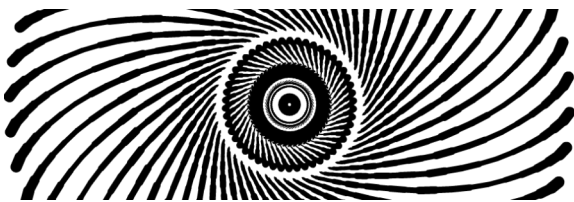
**Bonus Spells:** *break* (3rd), *make whole* (5th), *eruptive pustules* (7th), *rusting grasp* (9th), *repel metal* (11th), *disintegrate* (13th), *caustic eruption* (15th), *iron body* (17th), *clashing rocks* (19th)

**Bonus Feats:** None. Instead, whenever you would gain a bloodline bonus feat, the size of your rust pool (see the rust pool bloodline power) increases by +1 point.

**Bloodline Arcana:** Whenever a creature becomes subject to one of your single-target spells, you may deal damage equal to that spell's spell level to any one metallic object that creature is carrying. This damage ignores hardness, but the hit points of an object cannot be reduced below 1 in this manner.

**Bloodline Powers:** *A rust monster has left its mark on your family, and its deleterious touch is yours to command.*

*Curse of Rust (Su):* At 1st level, your dubious benefactor's namesake has become manifest in you. Any metallic armor you wear gains the broken condition for so long as you wear it. Additionally, you may focus this curse as a swift action, causing your melee touch and unarmed attacks to deal damage equal to your sorcerer level to metallic creatures or objects until the end of your turn. This ability ignores the hardness of unattended objects.



*Expensive Taste (Su):* At 3rd level, you may consume 1 pound of gold (50 pieces of gold are 1 pound) as though it were a *potion of cure light wounds* with a caster level equal to your sorcerer level. This ability follows all the rules for potion consumption.

*Rust Pool (Su):* At 3rd level, you gain a rust pool, a measure of your ability to corrode and draw from outside materials. The number of points in your rust pool is equal to 1. Whenever you destroy a magical shield, weapon, or suit of armor, you may expend 1 rust point. If you do, you learn the various special abilities present on that item, if any, and may select one of those special abilities with an enhancement modifier of +1 or less to add to a magic item on your person for which that special ability is a legal target. The total enhancement modifier of the item to which the special ability is to be added must be less than or equal to one-third your sorcerer level, rounded down. If you choose not to add a special ability to your equipment, then your rust point is refunded immediately. An item can only have one special ability added to it in this fashion, and cannot be enhanced further via crafting so long as it retains the special ability gained in this manner.

Whenever you replenish your spells for the day, you may choose to unravel a stolen special ability, removing it from the item that took it and refunding your rust point.

Starting at 15th level, you may select special abilities with an enhancement modifier of +2 to add to a magic item on your person for which that special ability is a legal target. Doing so costs 2 rust points, and you can only have a single item whose stolen special ability has an enhancement modifier of +2 at any one time.



*Golem Breaker (Ex):* At 9th level, you ignore the spell resistance and spell immunity abilities of any creature that is wholly or partially made of metal.

*Digestive Acids (Ex):* At 15th level, your body grows all sorts of sores as your anatomy struggles to maintain itself. All other creatures within 5 feet take 2d6 points of acid damage whenever you take piercing or slashing damage.

*Creature of Rust (Su):* At 20th level, you gain immunity to acid, as well as two tentacles as secondary natural attacks. These tentacles are permanently charged with the curse of rust bloodline power's effect.



Chapter 2: Sorcerer Bloodlines  
Sentinel

**Sentinel**

"I guarded something. My father guarded something. Your father's mother guarded something, and, dagnabbit, you're going to guard something!"

-A common one-sided conversation in families that express this bloodline

**Parent Bloodlines:** Destined

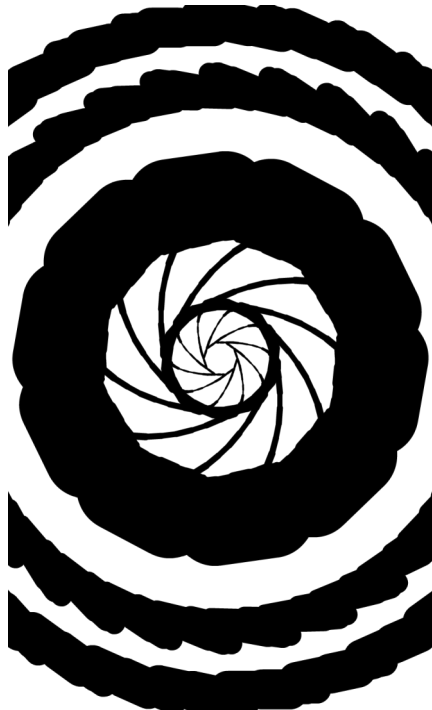
**Class Skill:** Perception

**Bonus Spells:** *keen senses* (3rd), *shield other* (5th), *extended shield of faith\** (7th), *stoneskin* (9th), *mage's private sanctum* (11th), *guards and wards* (13th), *spell turning* (15th), *mind blank* (17th), *spellbane* (19th)

Spells marked with an asterisk (\*) gain the benefit of the Extend Spell metamagic feat without increasing the casting time of the spell. You do not need to know the Extend Spell metamagic feat to cast these particular extended spells.

**Bonus Feats:** Bodyguard, Combat Reflexes, Enlarge Spell, Great Fortitude, Improved Initiative, In Harm's Way, Skill Focus (Perception), Toughness

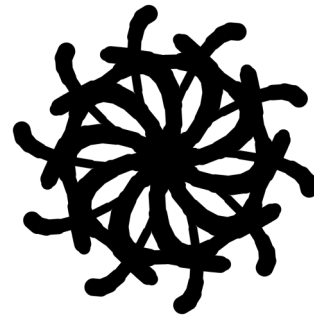
**Bloodline Arcana:** When casting a single-target spell, you treat your caster level as though it were +1 higher if the target is an ally that was damaged in the previous round.



**Bloodline Powers:** *Surprise, you guard things.*

*Back Watcher (Ex):* At 1st level, you gain a +2 luck bonus to AC against creatures that are gaining an attack bonus for flanking you.

*Always Perceptive (Ex):* At 3rd level, you are always treated as awake for the purpose of making Perception checks. In addition, if you would not normally be able to act in a surprise round, you may choose to act in that surprise round, but are treated as though you rolled a 1 for initiative and take a -2 penalty to AC until the end of the surprise round.



*Sentinel's Charge (Su):* At 9th level, you gain the ability to designate a rectangular area of up to 900 square feet (30' x 30', 60' x 15', etc.) as your "charge". To designate an area as your charge, you must spend 1 hour getting to know the area in some way, shape, or form, such as scouting out the best vantage points, getting to know the locals who live in the area, and so on. Your charge must be at least 5 feet on any one side, meaning 5' x 180' is the most skewed shape you can designate.

While within the bounds of your charge, you gain the benefits of the *divine favor* spell and have a +1 luck bonus to AC and saving throws. Your charge has no finite duration, but ends immediately if you are ever more than one mile from it at any time. This ability can be used once per week.

Starting at 15th level, you may instead designate an entire structure, such as a palace, keep, pyramid, or prison, as your charge.

*Heavy Stander (Ex):* At 15th level, you gain DR 5/- and resistance 10 against acid, cold, electric, fire, and sonic.

*Back-to-Back (Su):* At 20th level, you may nominate an ally within 30 feet as your battle brother whenever you replenish your spells for the day. If you are within 30 feet of your battle brother, the subject gains the benefits of the heavy stander bloodline power. If you are within 5 feet of your battle brother, the effects of the heavy stander bloodline power are doubled. You may only have one battle brother at a time; nominating a new battle brother removes the designation from the previous subject.



## Snow Queen

*A powerful faerie once covered the land in ice and snow with the explicit intent to dull the emotions of mankind. Though the passions she attempted to squash eventually melted her, she lived long enough to be the mother of many.*

**Parent Bloodline(s):** Boreal, Fey

**Class Skill:** Sense Motive

**Bonus Spells:** *unbreakable heart* (3rd), *calm emotions* (5th), *mantle of calm* (7th), *ice storm* (9th), *cone of cold* (11th), *serenity* (13th), *control weather* (15th), *mind blank* (17th), *dominate monster* (19th)

**Bonus Feats:** Great Fortitude, Iron Will, Rime Spell, Skill Focus (Sense Motive), Reach Spell, Spell Focus (enchantment), Spontaneous Metafocus, Threnodic Spell

**Bloodline Arcana:** You gain a +1 luck bonus to saving throws against mind-affecting abilities.



**Bloodline Powers:** *Much like your ancestor, you embody winter's cold, and dull emotions just like the cold dulls nerves.*

**Numbing Influence (Su):** At 1st level, you gain spell resistance equal to 5 + your sorcerer level against spells that grant morale bonuses or impose fear-based penalties, such as the shaken condition. You can never voluntarily lower this spell resistance.

**Cold as Ice (Su):** At 3rd level, you become incredibly resistant to the cold, and are not adversely affected by temperatures as low as -80 degrees Fahrenheit. In addition, you gain resistance to cold equal to 5 + your sorcerer level.

**Wings of Frost (Su):** At 9th level, you grow a pair of blue-tinted diaphanous wings, granting you a fly speed of 30 feet with poor maneuverability. This increases to a 60-ft. fly speed with good maneuverability at 15th level. In addition, your wings radiate a frigid aura, dealing 1d3 points of cold damage to creatures that attack you in melee.

**Font of Numbness (Su):** At 15th level, all morale bonuses in effect on other creatures within 30 feet are halved, rounded down. This ability can be suppressed or resumed as a standard action that provokes attacks of opportunity.

**Heir to the Throne (Su):** At 20th level, you truly become the snow queen's heir. You gain immunity to cold, resistance to fire 10, perfect maneuverability in flight, and can survive in temperatures all the way down to one degree above absolute zero with no ill effects.

In addition, you finally divine the location of the icy palace that your ancestor once called home. Treat this palace as a demiplane created by the *greater create demiplane* spell. Now that you own it, you have total control over the palace, save that it must always have an icy theme to it, and you may teleport to and from your palace twice per day as the *plane shift* spell. Thanks to a magical lattice present in your throne, when you teleport to your palace by any means, you always land precisely on it and do not risk missing your target. Though most of your ancestor's servants are dead, a quartet of slavishly-loyal elder elementals, two earth and two water, continue to go about their duties in the ruins of the palace. As their new monarch, they treat you with all the due consideration that was given your ancestor. Though the magic that binds them makes it impossible for them to leave the palace, they are more than willing to lay down their lives should something chase you home.

While inside your palace, you gain a number of abilities. First, you may cast *guards and wards* at will as a spell-like ability using your sorcerer level as your caster level and Charisma as your key ability. Each time you cast this spell-like ability, any extant casting ends immediately. Second, you may call one of your four elemental servants to your side as a standard action; the elemental appears adjacent to you in a puff of frigid smoke as the *dimension door* spell. If there is not sufficient empty space adjacent to you, you cannot call forth an elemental. Finally, damaging spells you cast deal your choice of their native damage type or cold damage.



**Solar**

*Whenever you proclaim that your family line has a solar influence, you invariably have to clarify that you're talking about the sun, not the angels.*

**Parent Bloodline(s):** Elemental (fire), Starsoul

**Class Skill:** Perception

**Bonus Spells:** *burning hands* (3rd), *flaming sphere* (5th), *daylight* (7th), *wall of fire* (9th), *flame strike* (11th), *firebrand* (13th), *delayed blast fireball* (15th), *sunburst* (17th), *meteor swarm* (19th)

**Bonus Feats:** Burning Spell, Flaring Spell, Great Fortitude, Improved Great Fortitude, Quicken Spell, Spell Focus (evocation), Spontaneous Metafocus, Toughness

**Bloodline Arcana:** Your fire and light spells deal an additional point of damage per damage die.

**Bloodline Powers:** *Your family's sun-based powers are the result of a journey of a thousand lifetimes.*

**Solar Flare (Su):** At 1st level, you gain the ability to produce a searing arc of flame that lashes out at a single creature that is between 20 and 40 feet away from you. Make a ranged touch attack, dealing  $1d4 +$  your Charisma modifier points of fire damage on a successful attack. You can use this ability a number of times per day equal to  $3 +$  your Charisma modifier.

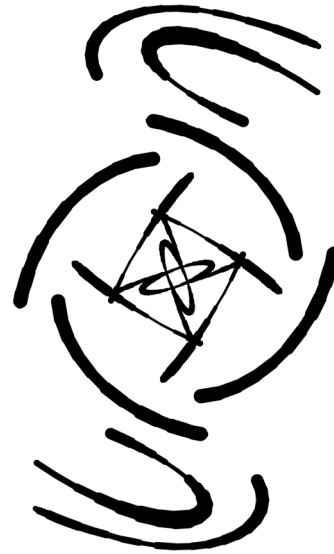
**Solar Blessing (Su):** At 3rd level, when outside during the day, you may focus sunlight on a single metallic weapon within 60 feet as a standard action, granting it the *flaming* weapon special ability for rounds equal to your Charisma modifier. Starting at 9th level, whenever you cast a fire spell of 1st level or higher, you may use this ability as a swift action.

**Solar Storm (Su):** At 9th level, whenever you successfully hit a creature with the solar flare bloodline power, you may choose to chain the flare, attacking another creature that is between 20 and 40 feet away from the creature you just hit, but also within 60 feet of you. Make a ranged touch attack. If it hits, you may choose to continue chaining the solar flare or to stop. If you miss, the entire flare fizzles out and no creatures previously struck by the flare take damage. Creatures hit by your solar flare take an additional point of fire damage for each other creature hit by your solar flare. You cannot strike the same creature multiple times with a single solar flare, and the maximum number of "chainings" allowed is equal to one-third your sorcerer level, rounded down.

In addition, your sorcerer spells and bloodline powers ignore fire resistance equal to your sorcerer level.

**Solar Spell:** At 15th level, you gain the Solar Spell metamagic feat as a bonus feat. Use of this metamagic feat does not increase the casting time of the spell.

**Solar Radiation (Su):** At 20th level, all weapons wielded by allies within 60 feet gain the benefits of the *flaming* weapon special ability. Your solar blessing bloodline power now grants both the *flaming burst* weapon special ability, which stacks with the *flaming* weapon special ability, and attacks made with a weapon affected by the solar blessing bloodline power now ignore fire resistance and the target's natural armor bonus to AC.

**Solar Bloodline Feats****Solar Spell**

*Your mastery over flame is twofold, and generating additional heat by one means allows for the rapid ejection of heat via other means.*

**Prerequisite:** Solar bloodline, sorcerer level 15th

**Benefit:** The affected spell spews thermal energy right into your veins, allowing you to use the solar flare bloodline power as a swift action this round.

**Level Increase:** +2 (A solar spell uses up a slot two levels higher than the spell's actual level.)

**Special:** This metamagic feat may only affect fire spells.

**Special:** The level increase of the Solar Spell metamagic feat is only +1 if the spell to be affected is 5th level or higher.





## Chapter 2: Sorcerer Bloodlines

### Spectre

#### Spectre

*When somebody in your family dies, there's a much greater-than-average chance of their spirit going bump in the night for the foreseeable future.*

**Parent Bloodline(s):** Undead

**Class Skill:** Perform

**Bonus Spells:** *ventriloquism* (3rd), *blur* (5th), *displacement* (7th), *phantasmal killer* (9th), *dream* (11th), *shadow walk* (13th), *finger of death* (15th), *orb of the void* (17th), *foresight* (19th)

**Bonus Feats:** Ectoplasmic Spell, Extend Spell, Fleet, Iron Will, Skill Focus (Intimidate), Spell Focus (illusion), Toughness, Undead Master

**Bloodline Arcana:** You treat your effective sorcerer level as though it were higher by an amount equal to the highest sorcerer spell level you can cast for the purpose of determining the HD of undead you can control at any one time.

**Bloodline Powers:** *Your bloodline grants you power over the veil that separates the dead from the living.*

**Spectral Grasp (Su):** At 1st level, you gain the ability to chill a creature as a standard action. Make a melee touch attack, dealing 1d6 + half your sorcerer level, rounded down, cold damage on a successful hit. Starting at 9th level, creatures damaged in this manner are staggered for 1 round with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate. This ability can be used a number of times per day equal to 3 + your Charisma modifier.

**Spectral Empathy (Ex):** At 3rd level, you can improve the initial attitude of an intelligent undead creature. This ability functions just like a Diplomacy checks to improve the attitude of a person. You roll 1d20 and add your sorcerer level and your Charisma bonus to determine the spectral empathy check result. The typical intelligent undead creature has a starting attitude of unfriendly, while some may be hostile. To use spectral empathy, you and the undead must be within 30 feet of one another under normal visibility conditions. Generally, influencing an undead in this way takes 1 minute, but, as with influencing people, it might take more or less time.

You can also use this ability to influence mindless undead, but you take a -4 penalty on the check.

**Spectral Touch (Su):** At 9th level, weapons you wield are considered *ghost touch*.

**Spectral Form (Su):** At 15th level, whenever you are under the effects of the displacement spell, you are also considered to be incorporeal.

**Spectral Genesis (Su):** At 20th level, whenever you die in such a way that your soul would be free to move on to its final destination, you instead return to 'life' as a 20th-level sorcerer with the ghost template 1d4 minutes later. Your ghost is treated as though it were wearing all of the equipment you were wearing at the time of your death, though so long as you remain a ghost, the equipment that your corpse was wearing at the time of your death has all of its magical abilities suppressed. Given your spirit is on the material plane, you cannot choose to decline being resurrected, and being resurrected eliminates your ghost.



**Succubus**

Though succubi are nowhere near the most common demons in existence, their entire reason to exist is predicated upon the dalliance. As a result, there are many mortals with succubus blood in them.

**Parent Bloodline(s):** Abyssal

**Class Skill:** Diplomacy

**Bonus Spells:** *charm person* (3rd), *unnatural lust* (5th), *reckless infatuation* (7th), *charm monster* (9th), *feeblemind* (11th), *mass suggestion* (13th), *waves of ecstasy* (15th), *mass charm monster* (17th), *dominate monster* (19th)

**Bonus Feats:** Endurance, Great Fortitude, Skill Focus (Bluff), Skill Focus (Diplomacy), Spell Focus (enchantment), Spell Penetration, Spontaneous Metafocus, Threnodic Spell

**Bloodline Arcana:** You treat your caster level as though it were +1 higher when casting compulsion spells.

**Bloodline Powers:** *Your powers draw from your abyssal heritage, making you a pale imitation of the immortal seductress.*

*Seductive Tongue (Ex):* At 1st level, you gain a +1 luck bonus to Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 at 4th level and every five levels thereafter, to a maximum of +5 at 19th level.

*Whip Specialist (Ex):* At 3rd level, you gain proficiency with whips and the Weapon Focus (whip) feat as a bonus feat. In addition, you gain the ability to choose whether a particular attack with a whip will do lethal or non-lethal damage. No penalty is imposed upon your attack rolls based on this choice. Finally, you gain the Weapon Specialization (whip) feat as a bonus feat at 9th level. You do not need to meet the prerequisites of any of these feats.

*Temptress' Dexterity (Ex):* At 9th level, you can cast spells unhindered while grappled or pinned.

*Masochistic Streak (Su):* At 15th level, whenever you take 20 or more points of damage from a single source, you gain the benefits of the *haste* spell for 1 round.

*Abyssal Heritage (Su):* At 20th level, you gain a bite as a primary natural attack. Whenever you hit with your bite, you also grant 1 temporary negative level. In addition, you may blow a kiss at a creature within 30 feet as a standard action, granting 1 temporary negative level on a successful ranged touch attack. Finally, you grow a pair of bat-like wings, which grant you a 60-ft. fly speed with good maneuverability, and your skin hardens to reflect your abyssal origins, granting you DR 10/cold iron.

**Swarm**

It took some doing, but microorganisms eventually learned that living together in cooperative colonies enhanced their chance of survival. Once multicellular life evolved, similar grouping behaviors emerged among creatures as disparate as ants, wolves, starfish, and humans. Cooperation is the means by which primitive creatures gain the complexity of creatures a billion years further down the evolutionary chain. When a humanoid's very body decides to follow this path, a curious combination of regression and innovation is the norm.

**Kickstarter Backer:** Ben Branman

**Parent Bloodlines:** Pestilence, Verdant

**Class Skill:** Handle Animal

**Bonus Spells:** *adhesive spittle* (3rd), *summon swarm* (5th), *swarm of fangs* (7th), *black tentacles* (9th), *whip of centipedes* (11th), *acid fog* (13th), *caustic eruption* (15th), *incendiary cloud* (17th), *world wave* (19th)

**Bonus Feats:** Canny Tumble, Combat Reflexes, Dodge, Great Fortitude, Lightning Reflexes, Mobility, Skill Focus (Handle Animal), Spell Focus

**Bloodline Arcana:** Your spells deal an additional point of damage per damage die to swarms and troops.

**Bloodline Powers:** *You are legion, for you are many. When you want to be.*

*A Thousand Stings (Su):* At 1st level, you can spontaneously convert a small portion of your body mass into a nest's worth of angry hornets as a standard action. These hornets are born quite angry, and as a result, they immediately engulf a single creature within 30 feet and sting it relentlessly, dealing 1 point of Constitution damage with a Fortitude save to negate. This is a poison effect. Starting at 9th level, this bloodline power deals an additional point of Constitution damage. Starting at 15th level, this bloodline power deals Constitution drain rather than Constitution damage. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Redundant Constitution (Ex):* At 3rd level, a thousand primitive organs supplement the function of the organs you've had all your life, making your physiology delightfully redundant. You gain a +2 luck bonus to saving throws against poison and disease effects, as well as against all spells and abilities that inflict the sickened or nauseated conditions on a failed saving throw. Further, you gain a +1 morale bonus to Constitution. This increases to a +2 morale bonus to Constitution at 15th level.



Chapter 2: Sorcerer Bloodlines

Swarm

*We Are Legion (Su):* At 9th level, you can dissociate into a swarm of Diminutive creatures that occupy a single 5' cube as a standard action. Treat this as *gaseous form*, with the following exceptions. First, each time you use this ability, choose one of the swarm types below. You gain the ability corresponding to that swarm type for the duration of your transformation. Second, you have swarm traits and can deal swarm damage by occupying the same space as another creature in the same manner as a typical swarm. Your swarm damage is based on your sorcerer level (see Table: Swarm Damage by Sorcerer Level) and you are considered to have a hive mind while under the effects of this bloodline power. Third, you can only fly if your swarm type allows you to do so. Finally, you may dismiss this ability at will as a standard action. This ability may be used once per day at 9th level, and an additional time per day at 15th level. Starting at 15th level, you occupy two connected 5' cubes while transformed into a swarm, but only if your current hit points are at least half your maximum hit points.

*Bat:* Any living creature dealt swarm damage continues to bleed, losing 1 hit point for every five sorcerer levels you possess per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic. While transformed into a swarm, you have a 30-ft. fly speed with perfect maneuverability.

*Centipede:* While transformed into a swarm, you deal an additional point of damage per swarm damage die.

*Mosquito:* Any living creature dealt swarm damage takes 1 point of Constitution damage with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate.

*Ooze:* While transformed into a swarm, you have resistance equal to your sorcerer level against both cold and fire.

*Wisp:* While transformed into a swarm, you have a 60-ft. fly speed with perfect maneuverability.

Table: Swarm Damage by Sorcerer Level

Sorcerer Level	Swarm Base Damage
1-5	1d6
6-10	2d6
11-15	3d6
16-19	4d6
20+	5d6

*Partial Transformation (Su):* At 15th level, you can break selected parts of your body down into swarmlings as a move action, literally engulfing a creature in a space you threaten with autonomous bits of your body. On a successful melee touch attack, a horde of swarmlings crawl down the touching limb and engulf the subject. At the beginning of that creature's next turn, it takes swarm damage based on your sorcerer level (see Table: Swarm Damage by Sorcerer Level), at which point the swarmlings return to you and reintegrate into your body. There is only so much of you to go around. As such, you can only cover a single creature with your swarmlings at any one time, and while you have a creature covered in this manner, you take a -2 penalty to Fortitude saves, cannot make attacks of opportunity, and cannot use other supernatural abilities granted by this bloodline.



*Heart of the Swarm (Ex):* At 20th level, you gain medium fortification and become immune to both poison and disease effects. Further, you have developed a toxic defense system much like those employed by many of the world's colonial organisms. Whenever you are bitten, have your blood drained, or are otherwise subject to an attack that gets the blood coursing through your veins into the body of another creature, that creature takes 1d4 points of Constitution damage. A successful DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save reduces this to 1 point of Constitution damage. The toxicity of your blood is a very precarious balance, and its chemistry tends to collapse within moments once removed from the body; to that end, drawn blood denatures almost instantly, making storing your blood for use as a poison, or for a transfusion, impossible. Despite the fact that its effects look similar to that of a poison, the toxic substance flowing through your body is actually a clever mix of rapid oxidizers, poisons, potent allergens against which you have significant resistance, and even some organic acids. It is not considered a poison as a result.

Chapter 2: Sorcerer Bloodlines  
Teleportation**Teleportation**

*Your family has such a rich history of ripping holes in reality that reality has decided to quit fighting it.*

**Parent Bloodline(s):** Arcane

**Class Skill:** Perception

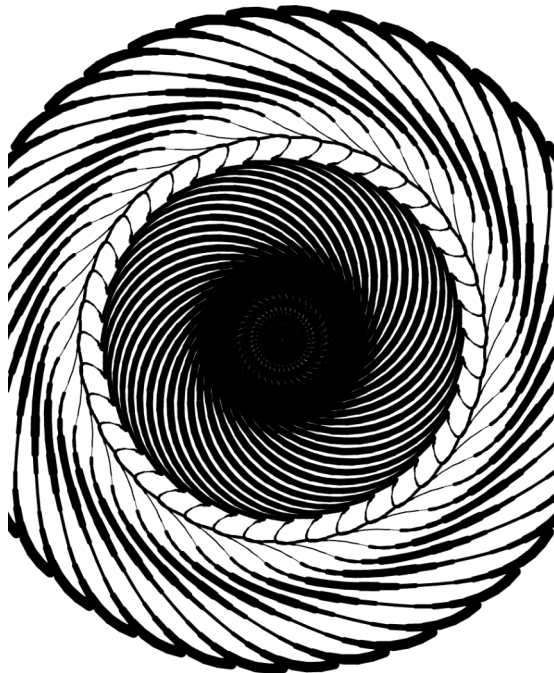
**Bonus Spells:** *mount* (3rd), *retrieve item* (5th), *summon monster III* (7th), *dimension door* (9th), *teleport* (11th), *getaway* (13th), *plane shift* (15th), *greater planar ally* (17th), *interplanetary teleport* (19th)

**Bonus Feats:** Combat Casting, Enlarge Spell, Extend Spell, Improved Initiative, Iron Will, Teleport Tactician\*, Quicken Spell, Uncanny Concentration

Feats marked with an asterisk (\*) have a prerequisite of sorcerer level 10th instead of their normal prerequisite, but only if taken as a teleportation bloodline feat.

**Bloodline Arcana:** You treat your caster level as though it were +1 higher when casting teleportation spells.

**Bloodline Powers:** *Your bloodline focuses on rapid transport that requires passengers to be torn to pieces, flung across space, and put back together at their destination. Thankfully, the world in which you live is ignorant enough in the ways of science to treat these abilities with the same fear and skepticism that they do all forms of magic. In truth, your abilities are far more dangerous than any mere fireball.*



**Teleport Ammunition (Su):** At 1st level, you gain the ability to teleport a bolt or arrow held in your dominant hand directly into the body of a creature within 60 feet as an attack action. Make a ranged attack, using your Charisma modifier in place of your Dexterity modifier for the purpose of calculating your attack bonus. If it hits, you deal damage as normal for a successful ranged attack, applying no ability modifier to damage. The base damage die of teleported ammunition is 1d8 and the critical profile is 19-20/x2. If your base attack bonus is high enough to allow for multiple attacks, then you can teleport multiple units of ammunition with a full-attack action.

**Microportation (Su):** At 3rd level, bits of your body vanish and reappear in response to attacks made on your person; sometimes, a shot aimed right at your heart goes clean through with no ill effects! You gain a +1 luck bonus to AC, increasing to a +2 luck bonus to AC at 15th level.

Once per day, you may cast the lowest level teleportation bloodline bonus spell that you do not yet know as a spell-like ability. (For example, if you are 8th level, then you gain the ability to cast *dimension door* as a spell-like ability. If you have already learned *dimension door* before you would gain it as a bonus spell, then you gain the ability to cast *teleport* as a spell-like ability instead.) Spell-like abilities have a caster level equal to your sorcerer level and use Charisma as your key ability. Once you know all of your bonus spells, you simply gain an additional 9th-level spell slot instead of a replacement spell-like ability.

**Reactive Teleport (Su):** At 9th level, you can prepare to teleport away from oncoming foes as a standard action. The next time a creature charges you in the next minute, you teleport up to 30 feet away as the *dimension door* spell. This teleportation occurs after the creature moves, but before it attacks you. This ability may be used once per day, plus an additional time per day at 15th level.

**Reliable Transit (Ex):** At 15th level, you are always considered to be very familiar with your destination when using a teleportation spell.

**Worldly Man (Sp):** At 20th level, your extensive travel has produced contacts in far-flung corners of the multiverse. You are now considered to be friends with three outsiders who each have up to 18 Hit Dice. The level of authority these outsiders hold in their respective societies is up to the game master. So long as you take time to nurture each of these friendships, you can call upon each of your friends once per year using the *greater planar ally* spell and not pay for their services so long as the task requested doesn't go against their code of conduct. In addition to this, your friends act as useful contacts in whatever strange societies they inhabit.



## Chapter 2: Sorcerer Bloodlines

### Thousand Revelations



#### Thousand Revelations (Complex)

*Your family has always been interested in the next big thing. Some call those of your bloodline unfocused or impossible to work with, but there's always a very good reason behind - squirrel!*

**Parent Bloodlines:** Accursed, Dreamspun

**Class Skill:** None. Instead of gaining an additional class skill, a sorcerer with the thousand revelations bloodline gains an additional skill rank per level. This rank must be invested in the Craft or Profession skills.

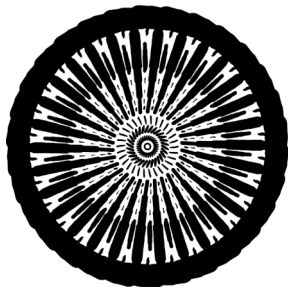
**Bonus Spells:** Starting at 3rd level, whenever you gain a sorcerer level, you must select a cleric domain. You gain the 1st-level domain spell as your sorcerer bonus spell for attaining 3rd level, the 2nd-level domain spell as your sorcerer bonus spell for attaining 5th level, and so on, up to the 9th-level domain spell as your sorcerer bonus spell for attaining 19th level. Whenever you select a new cleric domain, you lose access to the spells granted by your previous selection. Once your total character level is at its maximum (usually 20th), you must use select a new domain once per month. Once you select a domain, you cannot choose that same domain again for 1 year.

**Bonus Feats:** Eldritch Heritage, Greater Eldritch Heritage, Improved Eldritch Heritage, Improved Initiative, Skill Focus (Craft [any]), Skill Focus (Profession [any])

**Bloodline Arcana:** You treat your caster level as though it were +1 higher the first time you cast a specific spell each day.

**Bloodline Powers:** *Your enthusiasm is powerful, contagious, and fleeting.*

*A Scatterbrained Past (Ex):* The memories of a thousand quickly-discarded hobbies, jobs, and duties lay scattered throughout your past, none of them really interesting enough to pick back up for long. At 1st level, you may make any Profession check untrained, and are treated as though you had ranks in any Profession skill equal to half your sorcerer level, rounded down, unless the number of ranks actually invested in that skill is greater.



*Excessive Enthusiasm (Su):* At 3rd level, you have learned how to weaponize your enthusiasm for the next big thing. As a standard action, you bombard a creature within 60 feet with copious rambling, yammering, and squeeing about the latest incredible fad. The target creature begins to bleed internally and from the orifices of the head as a result, taking bleed damage equal to 2 + half your sorcerer level, rounded down, with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate. This is a language-dependant, mind-affecting ability that relies on audible components. This ability may be used a number of times per day equal to your Charisma modifier.

*Lost Enthusiasm (Ex):* Starting at 9th level, whenever you gain a sorcerer level, you may choose to lose any number of ranks invested in any one Craft or Profession skill. If you do, you must assign that many ranks divided however you wish among any number of other Craft or Profession skills. You gain a +2 luck bonus to skill checks made to perform skills that gain ranks in this manner, but only until the next time you gain a level. Once your total character level is at its maximum (usually 20th), you can use this ability once per month rather than waiting until the next time you gain a level.

In addition, you can ignore the feat requirements for the construction of any magic item, with the following restrictions. First, your enthusiasm only helps you get around such restrictions if it's the very first time you've made that particular magic item. Your first *ring of sustenance* is FUN. Your second is boring. Second, since building magic items without the required feats is largely guess-and-check, the creation cost of magic items you build without the proper magic items is equal to the full market price of the item rather than its standard cost to create.

*Contagious Enthusiasm (Ex):* At 15th level, you automatically succeed on all Aid Another checks and can perform them as a free action. If a situation normally requires a readied action in order to perform the Aid Another action, you ignore this and Aid Another as an unready free action anyway. You can only attempt to Aid Another once for any particular action.

*The Spice of Magic (Sp):* At 20th level, each of your sorcerer bonus spells gains the benefits of the Quicken Spell metamagic feat the first time you cast that spell each day. This does not modify the spell's level.

Chapter 2: Sorcerer Bloodlines  
Transcendentalist**Transcendentalist**

*Your line believes in the presence of a shared oversoul, effectively that all life is but different facets of the same being. Through this oversoul, you can influence those around you by highlighting the commonalities between living beings, or by using those known commonalities to bring about pain and suffering.*

**Parent Bloodline(s):** Dreamspun

**Class Skill:** Heal

**Bonus Spells:** *borrow skill* (3rd), *status* (5th), *coordinated effort* (7th), *guardian of faith* (9th), *telepathic bond* (11th), *mass cure moderate wounds* (13th), *limited wish* (15th), *mass cure critical wounds* (17th), *mass heal* (19th)

**Bonus Feats:** Any teamwork feat

**Bloodline Arcana:** Whenever you cast a single-target harmless spell with a duration of greater than instantaneous on an adjacent ally, you also gain the benefits of that spell for 2 rounds.

**Bloodline Powers:** *Sharing one grand soul with the rest of creation gives the enlightened a small measure of influence over everyone else.*

**One Soul, One Lifeforce (Su):** At 1st level, you can touch a willing creature as a standard action, taking damage equal to your Charisma modifier and healing that creature for points of damage equal to your Charisma modifier. Damage you take in this manner cannot be reduced or prevented in any way. This ability may be used a number of times per day equal to 3 + your Charisma modifier.

**Plucking the Strings (Su):** At 3rd level, you can strum the mortal connections to the oversoul with but a touch, causing extreme discomfort for a short period. Make a melee touch attack against a single creature as a standard action; on a successful hit, that creature is staggered for 1 round. If that creature's Hit Dice is less than or equal to half your sorcerer level, it is staggered for 2 rounds instead. A successful DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save reduces the duration of the staggered effect by -1 round. This ability may be used a number of times per day equal to your Charisma modifier.

**Resonant Recovery (Su):** At 9th level, whenever another creature within 30 feet receives magical or supernatural healing, you are healed for 1d6+1 points of damage. Fast healing and regeneration effects do not trigger this ability. If a source of healing heals multiple creatures at once, it can only trigger this ability a maximum of one time.

**Heterogeneity as a Rule (Ex):** At 15th level, you gain a +4 luck bonus to saving throws made against any of the following conditions: blinded, dazzled, shaken, frightened, panicked, sickened, nauseated, deafened, entangled, staggered, paralyzed, or feebleminded, if another creature within 30 feet is suffering from that condition.

**Unified Life (Ex):** At 20th level, you cannot be flanked or killed unless all other creatures within 30 feet are flanked or killed, respectively. When your current hit points are low enough that you would normally be killed, you fall unconscious even if you have an ability that allows you to remain conscious when your current hit points are negative, such as the Diehard feat.

*wanderlust bloodline*



## Chapter 2: Sorcerer Bloodlines

## Treat

**Treat**

*Though primal forests are being tamed at an alarming rate, a faint echo of their majesty lives on in your line.*

**Parent Bloodline(s):** Fey, Verdant

**Class Skill:** Survival

**Bonus Spells:** *entangle* (3rd), *barkskin* (5th), *plant growth* (7th), *command plants* (9th), *hallow\** (if good) (11th), *unhallow\** (if evil) (11th), *fire seeds* (13th), *siege of trees* (15th), *control plants* (17th), *shambler* (19th)

If you are Neutral, you choose which one of the spells marked with an asterisk (\*) to gain as a bonus spell at 11th level. This choice cannot be changed.

**Bonus Feats:** Acrobatic Step, Cosmopolitan, Great Fortitude, Nimble Moves, Silent Spell, Skill Focus (Survival), Still Spell, Toughness

**Bloodline Arcana:** You treat your caster level as though it were +1 higher when casting a sorcerer bonus spell.

**Bloodline Powers:** *Your bloodline focuses on the power of the no-nonsense among the sylvan.*

**Bark's Bite (Ex):** At 1st level, your skin becomes tough and woody, granting you a +1 enhancement bonus to natural armor. This enhancement bonus increases by +1 at 4th level and every five sorcerer levels thereafter, to a maximum of +5 at 19th level. In addition, you gain a bite as a primary natural attack.

**Headfruits (Su):** Starting at 3rd level, a number of small, woody branches grow out of your head, take leaf, and begin to produce equally-small fruits on a regular basis. Whenever you replenish your spells for the day, you produce one headfruit for every three sorcerer levels you possess. Treat a headfruit as a *potion of cure light wounds* with a caster level equal to your sorcerer level, save that consuming a headfruit provides the same nutrition as a full and well-balanced meal, that headfruits cannot be sold, and that the fruit spoils and becomes useless after 24 hours.

**Fruitlings (Su):** Starting at 9th level, those headfruits that you do not consume and allow to spoil instead sprout into gourd leshys with additional Hit Dice equal to one-quarter your sorcerer level, rounded down, and DR/slashing equal to your Charisma modifier. (Gourd leshys have one Hit Die natively.) Unlike normal leshys, who are not bound to their creator in any manner, your gourd leshys follow your commands as though as were summoned creatures. Whenever you produce a new crop of gourd leshys using this ability, this bond breaks and any existing leshys wander off, rot, or otherwise leave your service.

**Biting Bark (Ex):** Starting at 15th level, the bite attack granted by the bark's bite bloodline power has an enhancement bonus equal to your enhancement bonus to natural armor, maximum +5. In addition, you now apply half your enhancement bonus to natural armor, rounded down, to your touch AC. Finally, your skin may have armor special abilities added to it, whether temporarily or through the use of item creation feats, as though it were a +1 suit of armor. (Your skin does not actually grant an armor bonus to AC)

In addition, your headfruits are now treated as *potions of cure moderate wounds* rather than *potions of cure light wounds*.

**Natural Magnetism (Su):** At 20th level, your very presence draws the natural world to you. You gain the Leadership feat as a bonus feat. You do not need to meet the prerequisites of this feat. In addition, you gain a treat as a cohort, displacing any cohort you already have. This treat has Hit Dice equal to two greater than the maximum level allowed your cohort as according to your Leadership score, and you ignore any penalties to your Leadership score for causing the death of a cohort when determining this. Should you lose your treat cohort, your natural magnetism draws another one to you 1 week later. Invariably, treats you attract are particularly fanatical about staying by your side, to the point that innkeepers are going to have to find a place to let it sit outside, preferably with a view of your face through a window, should you want a room for the night.

Your followers are a host of gourd leshys, displacing any followers you already have. You have a number of 1 Hit Die gourd leshys equal to the number of 1st-level followers to which your Leadership score says you are entitled, a number of 2 Hit Die gourd leshys equal to the number of 2nd-level followers to which you are entitled, and so on. These leshys are those that have been wandering away from your service all this time. They have discovered a wondrous glade of natural energy and have constructed a modest cottage for you at its edge. (Your treatant knows the directions to it.) While in the bounds of the glade, you are treated as a plant creature for the purpose of creating more leshys. Like typical followers, your leshy host is not willing to follow you on adventures, though they will keep the glade nice and tidy and won't hesitate to eliminate any creatures that threaten the glade - or its keeper should you be visiting.

You may choose not to allow the treatant and leshys gained through this ability to displace any cohort and followers you may already have. If you choose to do so, your Leadership score is treated as though it were halved, rounded down, for the purpose of determining the strength of your treatant and the size of your leshy host.

**Vetala**

*Though firmly wedged between nature and nurture, a good deal of intelligence is indeed hereditary. The vetala, effectively vampires that prey upon the mind rather than the blood, are known to hang about such families, ambushing them to sate their hunger. After sufficient vetalan interference, most any line starts to exhibit the traits of their harassers.*

**Kickstarter Backer:** Christos Gurd

**Parent Bloodline(s):** Cannibal, Psychic, Undead

**Class Skill:** Disguise

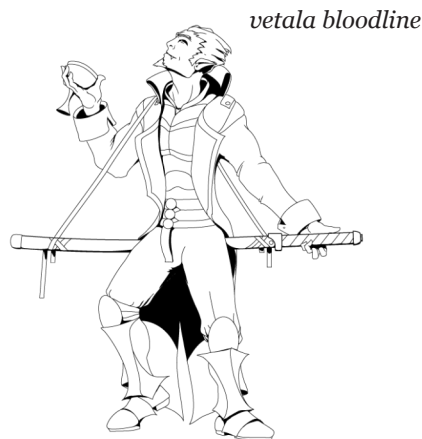
**Bonus Spells:** *bungle* (3rd), *touch of idiocy* (5th), *vampiric touch* (7th), *enervate* (9th), *modify memory* (11th), *geas/quest* (13th), *insanity* (15th), *demand* (17th), *energy drain* (19th)

**Bonus Feats:** Disruptive Spell, Great Fortitude, Greater Spell Focus (enchantment or necromancy), Iron Will, Silent Spell, Still Spell, Spell Focus (enchantment or necromancy), Toughness

**Bloodline Arcana:** Your bloodline bonus spells deal 1 point of Wisdom damage in addition to their usual effects. A creature's Wisdom cannot be brought below 1 in this manner.

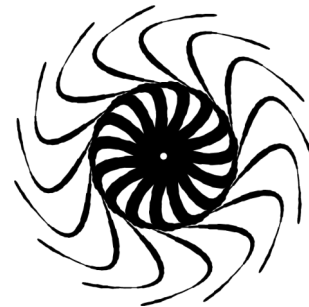
**Bloodline Powers:** *Your bloodline grants you a small measure of the power of the psychic vampires known as vetala.*

*Claws of the Vetala (Ex):* At 1st level, you gain a pair of claws as primary natural attacks. Starting 3rd level, your claws are treated as magic for the purpose of overcoming damage reduction. Starting at 9th level, your claw attacks deal damage as a creature one size larger than you are.



*Climber (Ex):* At 3rd level, you gain a +4 insight bonus to Climb checks and gain a climb speed equal to your unmodified base land speed.

*Interrupt Memory (Su):* At 9th level, you gain the ability to block the creation of memories in the mind of a single creature within 60 feet as a standard action. On a failed DC 10 + 1/2 your sorcerer level + your Charisma modifier Will save, you gain the option to maintain this ability so long as you concentrate upon it, and the subject records no memory of the rounds during which you use this ability. As such, the subject has knowledge of what went on in the rounds prior to the use of this ability, as well as the current round, but loses knowledge of everything in between. You can block the creation of 3 rounds of memories per day per sorcerer level. This duration does not need to be consecutive, but it must be spent in 1-round increments. This is a mind-affecting ability.



*Paralyzing Claws (Ex):* At 15th level, creatures damaged by your claws are paralyzed for 1 round with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Will save to negate. Creatures that are immune to mind-affecting abilities gain a +4 bonus to their saving throw against this effect, and creatures that make their saving throw against the paralysis are immune to it for 24 hours.

*Malevolence (Su):* At 20th level, you can attempt to take control of a helpless living creature's body, as the spell *magic jar* (caster level 20th), except that it does not require a receptacle. This is a full-round action that can be performed once per day. The target can resist the attack with a successful DC 20 + your Charisma modifier Will save. A creature that successfully saves is immune to your possession for 24 hours. If a creature fails its save, its consciousness and control of its body are subsumed as you take command of its body. You can remain in control for a number of hours equal to your Charisma modifier or until you decide to end the possession. Whenever the possession ends or the host body is killed, your consciousness instantly returns to your body, regardless of distance, so long as it remains on the same plane. If your body has been destroyed or moved to another plane, then your consciousness is destroyed when the possession ends. While possessing another creature, your body is empty and vulnerable, though you are instantly aware if your body is disturbed or takes damage.



## Chapter 2: Sorcerer Bloodlines

### Wanderlust



#### Wanderlust (Complex)

*You hail from a long line of explorers, survivalists, pioneers, and paragons of self-sufficiency.*

**Parent Bloodline(s):** Verdant

**Class Skill:** Survival

**Bonus Spells:** None. Instead, whenever you would gain a bonus spell, select one of the abilities from the list below. You can only take an ability once unless it says otherwise.

*All-Nighter (Ex):* You can go without a night's sleep for up to 48 hours at no penalty. While unpenalized for not sleeping, you can still replenish your spells each day as normal.

*Beast Focus (Ex):* Your animal companion gains +1 Hit Die. This ability stacks and can be taken once for every five sorcerer levels you possess.

*Beast Tamer (Ex):* You learn *dominate animal* as a bonus 3rd-level sorcerer spell. It does not count against the number of 3rd-level sorcerer spells you can know, but you cannot choose to forget it and learn a different spell in its place. This ability requires sorcerer level 7th to take.

*Belay (Ex):* Whenever you would fall as a result of a failed Climb check, you may reroll that check. If this second attempt would be successful, you do not progress, but you do not fall.

*Cold Case Tracker (Ex):* If a set of tracks are less than 1 week old, you ignore the Survival DC modifier to track those tracks. If the tracks are more than 1 week old, you are subject to the full penalty. This ability requires sorcerer level 5th to take.

*Danger Sense (Ex):* You gain a +1 bonus to Reflex saves made against traps, as well as a +1 bonus to initiative checks made in a surprise round. This ability can be taken twice; however, it requires a sorcerer level of 11th the second time it is taken.

*Enchanter of the Fang (Sp):* You learn *magic fang* as a bonus 1st-level sorcerer spell. It does not count against the number of 1st-level sorcerer spells you can know, but you cannot choose to forget it and learn a different spell in its place. This ability requires sorcerer level 3rd to take.

*Explorer's Conditioning (Ex):* You gain a +1 competence bonus to Acrobatics, Climb, and Swim checks. This ability stacks and can be taken multiple times.

*Extreme Undergrowth Elimination Experience (Ex):* As a standard action, you leverage your experience in removing undergrowth, ending the entangled condition on any single creature in reach. The entangled condition must be caused by vines, tentacles, goo, or some other purely physical obstruction in order to be removed in this fashion. This ability requires sorcerer level 9th to take.

*Forecaster (Sp):* You learn *control weather* as a bonus 6th-level sorcerer spell. It does not count against the number of 6th-level sorcerer spells you can know, but you cannot choose to forget it and learn a different spell in its place. This ability requires sorcerer level 13th to take.

*Natural Ferocity (Ex):* You gain the Power Attack feat as a bonus feat. You do not need to meet its prerequisites. This ability requires sorcerer level 5th to take.

*Quick Healer (Ex):* When resting for 8 hours, you heal for points of damage equal to your character level + your Constitution modifier rather than simply for points of damage equal to your character level. Similarly, when resting for 24 hours, you heal for points of damage equal to twice your character level + twice your Constitution modifier rather than simply for points of damage equal to twice your character level.

*Self-stabilizing (Ex):* You gain the Diehard feat as a bonus feat.

*Self-sufficient (Ex):* You gain a +1 competence bonus to two Craft skills of your choice, as well as to Survival. This ability stacks and can be taken multiple times.

*Speak with Animals (Sp):* You learn *speak with animals* as a bonus 1st-level sorcerer spell. It does not count against the number of 1st-level sorcerer spells you can know, but you cannot choose to forget it and learn a different spell in its place. This ability requires sorcerer level 3rd to take.

*Stormchild (Sp):* You learn *call lightning* as a bonus 3rd-level sorcerer spell. It does not count against the number of 3rd-level sorcerer spells you can know, but you cannot choose to forget it and learn a different spell in its place. This ability requires sorcerer level 7th to take.

*Stormbringer (Sp):* You learn *call lightning storm* as a bonus 5th-level sorcerer spell. It does not count against the number of 5th-level sorcerer spells you can know, but you cannot choose to forget it and learn a different spell in its place. This ability requires sorcerer level 11th to take.

*Trailblazer (Ex):* Whenever you begin your turn in difficult terrain, your base land speed increases by +10 feet for 1 round. This is a circumstance bonus.



Chapter 2: Sorcerer Bloodlines  
Wanderlust

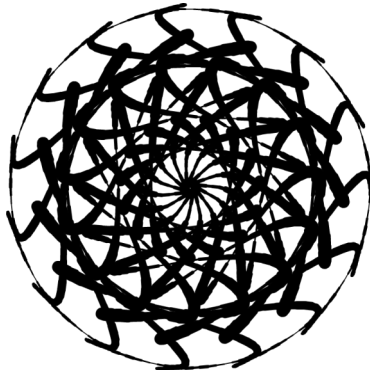
*Vinespeaker (Sp):* You learn *entangle* as a bonus 1st-level sorcerer spell. It does not count against the number of 1st-level sorcerer spells you can know, but you cannot choose to forget it and learn a different spell in its place. This ability requires sorcerer level 3rd to take.

*Wayfinder (Ex):* Your base land speed increases by +5 feet. This ability can be taken twice.

*Zephyr Flight (Ex):* You gain Point Blank Shot as a bonus feat. You do not need to meet its prerequisites.

**Bonus Feats:** Diehard, Endurance, Extend Spell, Run, Skill Focus (Perception), Skill Focus (Survival), Spell Focus, Toughness

**Bloodline Arcana:** You gain a +3 circumstance bonus to concentration checks when outdoors.



**Bloodline Powers:** *The drive to see new things is powerful even in those who don't draw actual power from it.*

*Roughing It (Ex):* At 1st level, you have become so used to resting in rough and inhospitable places that you always get a good night's sleep no matter how bad the conditions may be. If you get sufficient rest, you never take a penalty regarding the "quality" of that rest. In addition, the number of hours you must sleep to gain the benefits of 8 hours of sleep decreases by -1 for every two sorcerer levels you possess, minimum 1 hour.

*Hunter's Bond (Ex):* At 3rd level, you gain a hunter's bond as a ranger with an effective druid level equal to your sorcerer level - 3, minimum 1. You must choose to take an animal companion, and if you already have an animal companion, you gain a second one through this ability. Unlike a typical animal companion, your animal companion gained from this bloodline power does not share your favored enemy and favored terrain bonuses. Instead, it shares all extraordinary abilities you gain in place of bloodline bonus spells. Your sorcerer level does not stack with levels in any other companion-granting class. Given you can have two companions, their progressions are totally separate.

*Natural Ingredients (Ex):* At 9th level, when crafting a magic item, you may choose to go out and forage for sufficient natural ingredients to produce that item at no cost to you. To do so, make a Survival check with a DC equal to the gold piece cost to craft of that item (Ex: A *potion of cure light wounds* at caster level 1st requires a DC 25 Survival check.). If successful, you forage the necessary ingredients, though they will only remain fresh and usable for 24 hours from the point of collection. Collecting ingredients in this manner requires 4 hours of foraging, and the following modifiers apply to the check:

For each 5 by which you surpass the DC of the Survival check, your collection time decreases by 1 hour, to a minimum of 1 hour. Given their use of non-standard ingredients, the vast majority of shopkeepers will refuse to purchase magic items made using this ability.

*Forever Wandering (Su):* At 15th level, it becomes impossible to contain your wanderlust. You gain the benefits of the *freedom of movement* spell permanently.

*Hey, That's New! (Ex):* At 20th level, you gain a +2 insight bonus to all attack rolls, damage rolls, skill checks, ability checks, AC, and saving throws when in combat against a creature whose species is one you've never fought before. In addition, when entering combat with such a creature, you gain a +2 insight bonus to your initiative check.

Table: Natural Ingredients Modifiers

Modifying Event/ Situation	Modifier
Gathering in a town or urban area	+10
Gathering in an area of poor biodiversity (farmland, deserts, tundra, etc.)	+5
Gathering in an area of great biodiversity (wetlands, rainforest, coral reef, etc.)	-2
Gathering in the same general area on consecutive days	+5 per day
Gathering in an area with magical plantlife	-5
Miscellaneous (GM fiat)	+2/-2



## Wendigo

*A particularly close chase is the sort of traumatic event that leaves its mark upon a family line, and so the wendigo “catches” that entire family tree even though its belly went empty.*

**Kickstarter Backer:** Christos Gurd

**Parent Bloodline(s):** Boreal, Cannibal, Fey

**Class Skill:** Survival

**Bonus Spells:** *cause fear* (3rd), *grace* (5th), *sleet storm* (7th), *fear* (9th), *cone of cold* (11th), *banshee blast* (13th), *finger of death* (15th), *symbol of death* (17th), *mass suffocation* (19th)

**Bonus Feats:** Fearsome Spell, Fleet, Improved Critical, Improved Initiative, Rime Spell, Run, Spell Focus (evocation or necromancy), Weapon Focus

**Bloodline Arcana:** Your spells deal an additional point of damage per damage die to creatures that are shaken, frightened, or panicked.

**Bloodline Powers:** *Your belly rumbles with the hunger of the wendigo.*

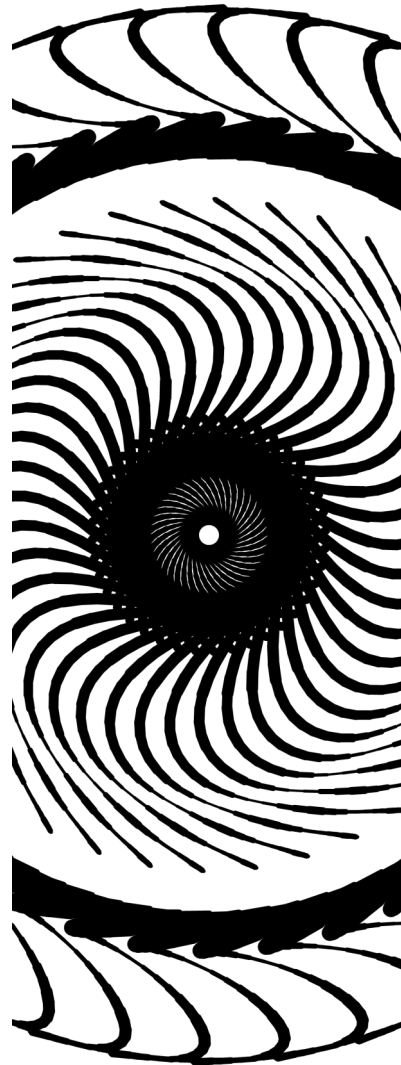
*Unnerving Snarl (Su):* At 1st level, you gain the ability to snarl at a living creature within 60 feet as a standard action, causing that creature to become shaken with a DC  $10 + 1/2$  your sorcerer level + your Charisma modifier Will save to negate. The duration of this shaken condition is equal to 1 round, plus an additional round for every six sorcerer levels you possess. This is a mind-affecting ability that relies on audible components.

*Lurking Predator (Ex):* At 3rd level, whenever you move more than 10 feet in a single action, you gain both a +5 circumstance bonus to Stealth checks and concealment against ranged attacks until the beginning of your next turn.

*Howl of Terror (Su):* At 9th level, you gain the ability to let out a fearsome howl as a swift action. All living creatures within 30 feet must make a DC  $10 + 1/2$  your sorcerer level + your Charisma modifier Will save or have their current fear condition worsened by one step for 2d4 rounds. Thus, no fear condition becomes shaken, shaken becomes frightened, and frightened becomes panicked. A creature that makes its saving throw against your howl cannot be affected by it again for 24 hours. You may use this ability once per day at 9th level, plus an additional time per day at 15th and 20th levels. This is a mind-affecting ability that relies on audible components.

*Devour Fear (Su):* At 15th level, your physical attacks, as well as your spells that require an attack roll, deal an additional 1d8 points of damage to creatures that are shaken, frightened, or panicked.

*Consummate Predator (Su):* At 20th level, you gain the ability to turn invisible as the *greater invisibility* spell as a move action. You can remain invisible for 2 rounds per day per sorcerer level. This duration does not need to be consecutive, but it must be spent in 2-round increments. While invisible, the Difficulty Class of saving throws called for by your unnerving snarl and howl of terror bloodline powers increases by +2.





**Wight**

*One of your ancestors was once touched by a wight, repeatedly. Though he survived, the trauma of that event has left an indelible mark on all his progeny. Some express this more thoroughly than others.*

**Parent Bloodline(s):** Undead

**Class Skill:** Stealth

**Bonus Spells:** *chill touch* (3rd), *ghoul touch* (5th), *animate dead* (7th), *enervation* (9th), *waves of fatigue* (11th), *create undead* (13th), *finger of death* (15th), *create greater undead* (17th), *energy drain* (19th)

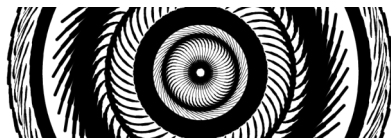
**Bonus Feats:** Great Fortitude, Iron Will, Skill Focus (Stealth), Spell Focus (necromancy), Thanatoptic Spell, Toughness, Undead Master, Weapon Focus (ray)

**Bloodline Arcana:** Whenever one of your spells or bloodline abilities grants a creature a temporary negative level, that creature takes 1d6 points of damage for each temporary negative level gained.

**Bloodline Powers:** *Though you are most decidedly alive, your touch has many of the same properties as the dreaded wight's.*

*Touch of Death (Ex):* At 1st level, you gain the Improved Unarmed Strike feat as a bonus feat. You do not need to meet the prerequisites of this feat. In addition, your unarmed attacks deal an additional point of negative energy damage at 1st level, and another additional point of negative energy damage for every four sorcerer levels you possess. Further, when making unarmed attacks, you gain a circumstance bonus to your attack rolls equal to 1 + one-quarter your sorcerer class level, rounded down.

*Partially-Undead Nature (Su):* At 3rd level, you take half damage from all sources of negative energy damage; however, your rate of natural recovery is halved - this applies both to hit point damage recovery and to ability damage recovery.



*Energy Drain (Su):* At 9th level, you gain the energy drain universal monster ability, inflicting 1 temporary negative level on your first successful unarmed attack each round with a DC 10 + 1/2 your sorcerer level + your Charisma modifier Fortitude save to negate.

*Sealed Soul (Su):* At 15th level, you permanently gain the benefits of the *death ward* spell.

*Sire of Wights (Su):* At 20th level, any non-giant humanoid creature that you slay with an unarmed strike or through the application of negative levels becomes a wight in only 1d4 rounds. Wights so created are considered spawn and are less powerful than typical wights, suffering a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. These spawn are under your command and remain enslaved until your death, or until you willfully release them, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life. Wights spawned in this manner count toward the maximum HD of undead you can control at one time. Should you surpass your limit, the oldest wight under your control immediately becomes free, with all of the aforementioned implications.







### Wishweaver

*One of your ancestors, a true virtuoso with legalese, found a way to trick a djinni into handing out infinite wishes. Your magical heritage is but part of the fallout of the hedonistic orgy that followed.*

**Parent Bloodline(s):** Djinni, Maestro

**Class Skill:** Linguistics

**Bonus Spells:** *command* (3rd), *resist energy* (5th), *fly* (7th), *minor creation* (9th), *overland flight* (11th), *greater command* (13th), *limited wish* (15th), *power word stun* (17th), *wish* (19th)

**Bonus Feats:** Dodge, Extend Spell, Great Fortitude, Iron Will, Skill Focus (Fly), Skill Focus (Linguistics), Spell Focus (any), Toughness

**Bloodline Arcana:** You can expend a daily use of a 1st-level spell to summon the luxury you chose as part of the wish for wealth bloodline power. Starting at 9th level, you can expend a daily use of a 2nd-level spell to summon any one luxury available to the wish for wealth bloodline power.

**Bloodline Powers:** *Though your ancestor's wish for infinite wishes is long lapsed, several of his wishes had his line's future in mind, and those powers you can bring to bear have this foresight as their genesis.*

**Wish for Wealth (Su):** At 1st level, you gain a +2 luck bonus to all Craft checks, as well as a +4 luck bonus to all Perform and Profession checks made to earn a living during downtime. In addition, upon gaining this bloodline power, choose one of the luxuries below. You have access to the chosen luxury at no charge as dictated by the terms of that luxury. You cannot sell or share luxuries gained in this manner; the remnants of the wish that creates them stipulates that all such luxuries are meant for the family's consumption, and any attempts to sell or share outside of the family results in that object spontaneously vanishing from the world.

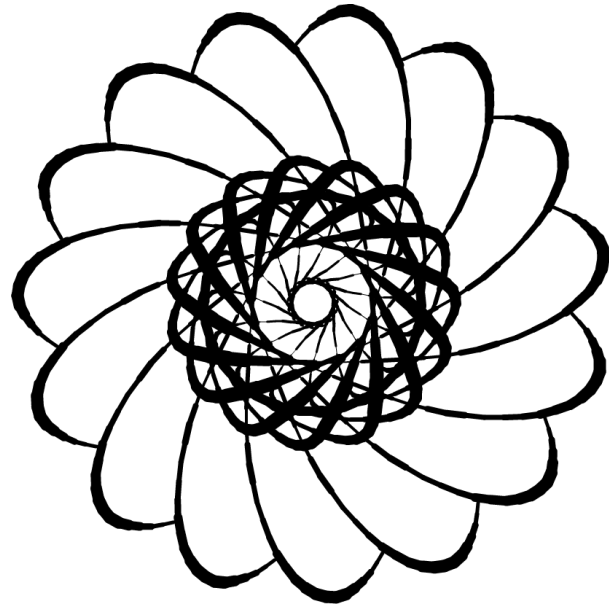
**Alcohol** - Once per week, a fine bottle of wine, distilled spirits, or some other top-shelf alcohol simply poofs into existence as you sleep. This bottle of alcohol would normally cost 10 gp in a store.

**Cigars** - Once per week, a case of one dozen fine cigars poofs into existence as you sleep. In addition to their obvious use as nicotine delivery devices, these cigars shed light as a candle when lit. Each cigar lasts for 15 minutes once lit.



**Fine Meats** - Once per week, a supply of lavishly-prepared pheasant, roast dormouse, seared tuna, and other exquisite meats poofs into existence as you sleep. Though the portions are fairly miniscule, the collection of food is enough to act as one day worth of trail rations for a creature of your size. This is fortuitous, as such exotic meats spoil quickly: if not eaten within 24 hours of their creation, the meat spoils and is wasted.

**Stationary** - Once per week, a quill; a stoppered bottle of ink in an exciting, exotic color; and ten pieces of scented vellum parchment poof into existence as you sleep.



**Wish for Safety (Ex):** At 3rd level, you gain a +1 luck bonus to AC and saving throws. This increases to a +2 luck bonus at 15th level.

**Wish for Glory (Ex):** At 9th level, your first attack that results in a critical threat each day is automatically confirmed. In addition, you gain the Leadership feat as a bonus feat. You do not need to meet the prerequisites for this feat.

**Wish for Camaraderie (Su):** At 15th level, whenever you replenish your spells for the day, you also select a single willing ally within 60 feet. Until you next replenish your spells, the selected ally gains the share spells ability as though it were your familiar.

**Djinni's Echo (Sp):** At 20th level, you gain the ability to grant another creature's wish, as the *limited wish* spell, three times per day. When cast in this manner, the spell uses Charisma as its key ability and has a caster level of 20th. Granting a wish is a standard action for both you and the creature whose wish is being granted.

Chapter 3: The Bloodlord  
Bloodlord

## Chapter 3: The Bloodlord

*One of the coolest core ideas ever to be tossed into a Flying Pincushion Games booklet was a warlock that used oracle revelations as a primary source of power. This core, taking existing material that both the parent publisher and other licensed publishers spam again and again to produce a class that continually expands itself out of sheer momentum, is one of the shrewdest designs I've ever seen. Of course, if others design in the same space, they WILL break your class eventually using that very momentum you harnessed. Such is the cost of free expansion work.*

*That said, ever since seeing this idea in action, I've wanted to do the same to bloodlines, and here we are. Thanks, Flying Pincushion. This one's for you.*

\*\*\*

## The Bloodlord

*When a powerful wizard has a child, that child may express magic without ever having to look through a spellbook, and a line of clerics may spontaneously generate a divine sorcerer in much the same manner. That said, a promiscuous dragon in the family tree or a particularly dramatic event involving outsiders work just as well. Once one bothers to look under the hood, the sources of hereditary, I-didn't-have-to-work-for-it magic reveal themselves to be so common that just about everyone has at least four or five such sources bouncing about in their veins.*

*Why, then, are there so few sorcerers when the capacity to be a sorcerer exists in pretty much everyone? The answer is in the blood. As generations pass, a source of magic dilutes itself out and expresses itself less often, while, sometimes, various hereditary sources of magic fight each other because they are diametrically opposed. For instance, celestial blood and infernal blood are wont to turn an unhappy mortal's body into a battlefield, producing a frail, sickly child without a whit of magical aptitude.*

*When two or more bloodlines express themselves at once, the end result is a magical mongrel, also known as a bloodlord. Though cut from the same cloth as a sorcerer, everything focuses on the blood, and traditional magic falls by the wayside in preference of a veritable cornucopia of hereditary powers. In some cases, a bloodlord embodies bloodlines that get along fairly well, and he lives a perfectly happy life as an oddball among spellcasters, while, in some cases, the bloodlord becomes a mediator between two or more magical heritages that are hardwired to rip each others' throats out. Those few bloodlords who can reduce the war raging in their bodies to a tense armistice embody some of the most nonsensical magic known to mankind.*

**Role:** As a bloodlord expresses the powers of multiple bloodlines simultaneously, his role can be pretty much anything, though, by virtue of bloodlines being less powerful than the bread and butter of most other spellcasting professions, the bloodlord usually ends up being a solid B-lister in his chosen role.

**Alignment:** Any. As everyone has multiple dormant sources of magic floating in their bloodstream, just about anyone can have them suddenly awoken and start beating the crap out of each other for dominance.

**Hit Die:** d8

**Starting Wealth:** 2d6 x 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

The bloodlord's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 4 + Int modifier

Sidebar: The Political Fallout of  
Magic from Within

Given its awkward expression, bloodlords tend to be distrusted by other spellcasters. Sorcerers look down on bloodlords in much the same way as wizards look down on sorcerers, and the bloodlord ends up sitting in a dark corner of the nearest tavern getting blitzed with the warlocks and other magical misfits. It's a hard life.

That said, there is a bright spot to all of this. The Order of the Nullblades is an organization of martial specialists that polices population centers in an effort to catch spellcasters before they snap and take a city block with them. Over time, their stance has softened to the point of allowing bards membership on account of their magic coming from the heart, and thus coming from within rather than from without. As the bloodlord's magic works in much the same way, the Order of the Nullblades accepts bloodlords into their order and gives them the same respect as they do bards (dangerous, yet acceptable), thus giving those bloodlords with a martial slant the opportunity to get their comeuppance on the spellcasters who shun them by being part of the team that will put them down when they finally go full megalomaniac. (See my free booklet *Prestigious Organizations: The Order of the Nullblades* for everything you need to follow this thread! And yes, I'm aware of the 12 typos. No, I'm not going to spend more time on a free product. Enjoy!)

Chapter 3: The Bloodlord  
Bloodlord



**Table: The Bloodlord**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Transfusion Pool Size
1st	+0	+2	+0	+2	Bloodboil; bloodlines; bloodline power—bloodrager, sorcerer	-
2nd	+1	+3	+0	+3	Arcane awakening, bloodline bonus feat, sanguokinesis talent, transfusion pool	1 + Cha
3rd	+2	+3	+1	+3	Bloodline power—sorcerer, bonus spell—sorcerer x2	1 + Cha
4th	+3	+4	+1	+4	Bloodline power—bloodrager, quickswap	2 + Cha
5th	+3	+4	+1	+4	Bonus spell—sorcerer x2, sanguokinesis talent	2 + Cha
6th	+4	+5	+2	+5	Bloodline bonus feat, transfusion	3 + Cha
7th	+5	+5	+2	+5	Bonus spell—bloodrager x2, sorcerer x2	3 + Cha
8th	+6/+1	+6	+2	+6	Bloodline power—bloodrager, quickswap—standard action, sanguokinesis talent	4 + Cha
9th	+6/+1	+6	+3	+6	Bloodline power—sorcerer, bonus spell—sorcerer x2	4 + Cha
10th	+7/+2	+7	+3	+7	Bloodline bonus feat, bonus spell—bloodrager x2	5 + Cha
11th	+8/+3	+7	+3	+7	Bonus spell—sorcerer x2, double sanguokinesis, sanguokinesis talent	5 + Cha
12th	+9/+4	+8	+4	+8	Bloodline power—bloodrager, transfusion—standard	6 + Cha
13th	+9/+4	+8	+4	+8	Bonus spell—bloodrager x2, sorcerer x2; quickswap—move	6 + Cha
14th	+10/+5	+9	+4	+9	Bloodline bonus feat, sanguokinesis talent	7 + Cha
15th	+11/+6/+1	+9	+5	+9	Bloodline power—sorcerer, bonus spell—sorcerer x2	7 + Cha
16th	+12/+7/+2	+10	+5	+10	Bloodline power—bloodrager, bonus spell—bloodrager x2	8 + Cha
17th	+12/+7/+2	+10	+5	+10	Bonus spell—sorcerer x2, sanguokinesis talent	8 + Cha
18th	+13/+8/+3	+11	+6	+11	Bloodline bonus feat, transfusion—move	9 + Cha
19th	+14/+9/+4	+11	+6	+11	Bonus spell—sorcerer x2	9 + Cha
20th	+15/+10/+5	+12	+6	+12	Bloodline power—bloodrager, sorcerer; sanguokinesis talent	10 + Cha

Chapter 3: The Bloodlord  
Bloodlord**Class Features**

All of the following are class features of the bloodlord.

**Weapon Proficiency:** Bloodlords are proficient with simple weapons, as well as with a single one-handed martial weapon, a single two-handed martial weapon, and a single thrown martial weapon chosen at character creation.

**Armor and Shield Proficiency:** Bloodlords are proficient with shields, light armor, and medium armor. In addition, they ignore the arcane spell failure chance normally incurred by light armor, as well as that incurred by shields, but not tower shields.

**Bloodlines**

Each bloodlord has multiple sources of magic somewhere in his heritage that continually fight one another for expressive dominance. Only those who can mediate these warring bloodlines become bloodlords; those who cannot either die or carry bloodlines like normal men do recessive genes. Each of these bloodlines 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 bloodlord must pick two bloodrager bloodlines and two sorcerer bloodlines upon taking his first level of bloodlord. Divide these four bloodlines into pairs of one bloodrager bloodline and one sorcerer bloodline each. These paired bloodlines must share at least one parent bloodline with each other. For example, if a bloodlord chooses Lich as one of his bloodrager bloodlines, then his paired sorcerer bloodline must have Arcane or Undead as one of its listed parent bloodlines. Once made, a bloodlord's choice of bloodlines cannot be changed.

When choosing bloodlines, the bloodlord's alignment doesn't restrict his choices. A good bloodlord could come from an abyssal bloodline and a celestial bloodline simultaneously! Similarly, though his bloodlines empower him, they don't dictate or limit his thoughts and behavior.

**Bloodline Arcanas**

A bloodlord does not receive the bloodline arcana of either of the sorcerer bloodlines he picked at 1st level.

**Bloodline Class Skills**

A bloodlord gains a +2 luck bonus to skill checks made to perform either of the class skills associated with the sorcerer bloodlines he picked at 1st level.

**Bloodline Powers**

The bloodlord gains bloodrager bloodline power slots at 1st level, 4th level, and every four levels thereafter. In addition, the bloodlord gains sorcerer bloodline power slots at 1st level, 3rd level, 9th level, 15th level, and 20th level. A bloodline power slot holds a bloodline power and is prepared in much the same manner as a wizard prepares his spells. Unlike a spell slot, a bloodline power slot is not consumed when the bloodline power is used.

A bloodlord must choose and prepare his bloodline powers ahead of time by getting 8 hours of sleep and spending 1 hour meditating. To prepare a bloodline power slot, a bloodlord selects a bloodline power of the appropriate level and class, thereby gaining the benefits of that bloodline power. He retains each bloodline power chosen in this fashion until the next time he meditates to prepare bloodline powers, at which point he promptly loses all of his prepared bloodline powers so that he may prepare new ones. Should one of his chosen bloodlines grant multiple bloodline powers at any one level, such as the Dryad sorcerer bloodline, then all of these bloodline powers occupy a single bloodline power slot.

For example, a 3rd-level bloodlord has a 1st-level bloodrager bloodline power slot, a 1st-level sorcerer bloodline power slot, and a 3rd-level sorcerer bloodline power slot. These slots must be filled as follows.

The 1st-level bloodrager bloodline slot must be filled with a bloodrager bloodline power normally granted at 1st level.

The 1st-level sorcerer bloodline slot must be filled with a sorcerer bloodline power normally granted at 1st level.

The 3rd-level sorcerer bloodline slot must be filled with a sorcerer bloodline power normally granted at 3rd level.

There is no wiggle room allowed here; a 3rd-level slot cannot be used to grab a 1st-level bloodline power, even though the 1st-level power is probably less powerful. "Downleveling" of powers is not allowed.

For all bloodline powers, treat the character's bloodlord level as his bloodrager or sorcerer class level, as appropriate, and for all spell-like bloodline powers, treat the character's bloodlord level as the caster level.

**Bonus Feats**

At 2nd level and every four levels thereafter, a bloodlord receives one bonus feat chosen from any of the bonus feats lists made available to him from his choice of bloodlines. He must meet the prerequisites for these bonus feats.





## Chapter 3: The Bloodlord Bloodlord

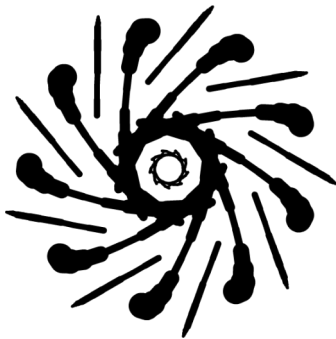
### Bonus Spells

At 3rd level, and every two levels thereafter, a bloodlord gains a sorcerer bonus spell from each of the sorcerer bloodlines he picked at 1st level. (He gains the 1st-level bonus spells at 3rd, the 2nd-level bonus spells at 5th, and so on.) In addition, at 7th, 10th, 13th, and 16th level, the bloodlord gains a bloodrager bonus spell from each of the bloodrager bloodlines he picked at 1st level. (He gains the 1st-level bonus spells at 7th, the 2nd-level bonus spells at 10th, and so on.) Each bonus spell gained in this manner can be cast once per day as a spell-like ability with a caster level equal to his bloodlord class level and Charisma as his key ability.

Should the bloodlord be granted multiple copies of the same bonus spell from different bloodlines, then those bonus spells “combine” to grant multiple daily uses of the resulting spell-like ability.

### Multiclassing

If a bloodlord takes levels in another class that grants a bloodline, the bloodline chosen for that new class must share at least one parent bloodline with one of the two pairs of bloodlines the bloodlord selected at 1st level. Bloodlines chosen through feats or other classes do not have their powers occupy slots, which forbids their use by various bloodlord class features.



**Bloodboil (Su):** At 1st level, a bloodlord can enter a state that closely resembles a bloodrager's bloodrage. A bloodlord can bloodboil for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can bloodboil for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from spells like bear's endurance) don't increase the total number of rounds that a bloodlord can bloodboil per day. The total number of rounds of bloodboil per day is renewed after resting for 8 hours, although these hours need not be consecutive.

A bloodlord can begin to bloodboil as a free action. While bloodboiling, the bloodlord is treated as though he is bloodraging for the purpose of bloodrager bloodline powers.

**Sanguokinesis Talent (Su):** As a bloodlord's control over his body increases, he gains the ability to spend transfusion points in order to dictate just how his blood reacts when he gets angry. At 2nd level and every three bloodlord levels thereafter, select a sanguokinesis talent from the list below. Whenever the bloodlord begins to bloodboil, he may activate one sanguokinesis talent as a free action. The benefits of the activated talent persist for as long as the bloodlord bloodboils.

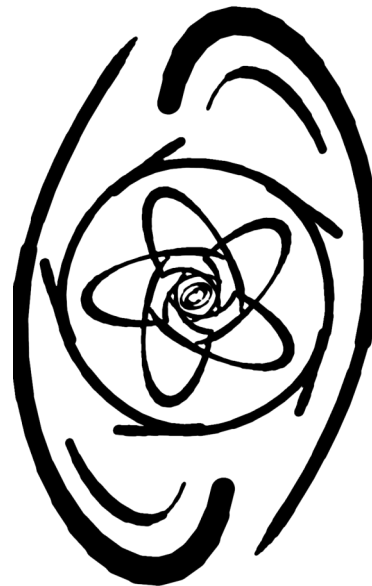
The DC of any saving throw called for by a sanguokinesis talent is equal to 10 + 1/2 the bloodlord's level + the bloodlord's Constitution modifier.

Starting at 11th level, the bloodlord may activate two sanguokinesis talents whenever he begins to bloodboil; however, when activating two such talents at once, he expends an additional transfusion point.

#### *Aerobic Blood*

Cost: 1 Transfusion Point

The bloodlord's blood becomes heavily oxygenated, increasing his base land speed by +30 feet and granting him the benefits of the Run feat. This is an enhancement bonus.



#### *Berserker's Blood*

Cost: 2 Transfusion Points

Requires: Bloodlord 5

The bloodlord's blood somehow gains a small measure of sentience, small in that it only feels one emotion: anger. When charging, the bloodlord no longer takes a penalty to AC. In addition, he rolls twice and takes the better result for his first attack roll made on the charge each round.

Chapter 3: The Bloodlord  
Bloodlord*Catching Clot*

Cost: 2 Transfusion Points  
Requires: Bloodlord 8

The bloodlord weaponizes his platelets. Whenever he is struck by a melee weapon, his blood hardens as it sprays out. Perform the disarm combat maneuver with a combat maneuver bonus equal to the bloodlord's level + his Constitution modifier. This does not provoke attacks of opportunity. If successful, the weapon used to strike the bloodlord sticks to his body and refuses to pull free.

While a weapon is stuck in this manner, any creature may attempt to do either of the following as a standard action.

1. Pull the weapon free. This first requires a successful melee touch attack, then a DC 10 +  $\frac{1}{2}$  the bloodlord's level + the bloodlord's Constitution modifier Strength check to pull the weapon free.

2. Drive the weapon in deeper, which requires a successful melee attack roll against an AC of the bloodlord's flat-footed AC + a natural armor bonus to AC equal to half his bloodlord level, rounded down. On a successful hit, the bloodlord takes damage as though he were struck by the weapon normally.

When the bloodlord ceases to bloodboil, any weapons stuck to him in this manner are let free and clatter to the floor unless he had his hands on one in anticipation of it being let free.

*Digging Deep*

Cost: 3 Transfusion Points  
Requires: Bloodlord 8

Select either sorcerer or bloodrager bloodlines. For the duration of his bloodboil, the current recipient of the bloodlord's 1st-level bloodline power slot of the chosen class gains the benefits of both of the bloodlord's bloodline powers that are compatible with that slot, not just the prepared one.

*Digging Deeper*

Cost: 3 Transfusion Points  
Requires: Bloodlord 14, digging deep sanguokinesis talent

Select either sorcerer or bloodrager bloodlines. For the duration of his bloodboil, if the bloodlord selected sorcerer, the current recipient of the bloodlord's 3rd-level sorcerer bloodline power slot gains the benefits of both of the bloodlord's bloodline powers that are compatible with that slot, not just the prepared one. Similarly, if the bloodlord selected bloodrager, the current recipient of the bloodlord's 4th-level bloodrager bloodline power slot gains the effects of both of the bloodlord's bloodline powers that are compatible with that slot, not just the prepared one.

*Fight Response*

Cost: 1 Transfusion Point

The bloodlord surges with adrenaline, granting him a +1 morale bonus to Strength and Fortitude saving throws. This bonus increases by +1 for every four bloodlord levels he possesses.

*Flight Response*

Cost: 1 Transfusion Point

The bloodlord's circulatory system is all but flooded with fuel, and all of it screams one word: run! He gains a +1 morale bonus to Dexterity and Reflex saving throws. This bonus increases by +1 for every five bloodlord levels he possesses.

*Hard-bodied*

Cost: 1 Transfusion Point

The bloodlord's vessels fill with half-coagulated blood, granting him DR 1/-. This damage reduction increases by +1 for every five bloodlord levels he possesses.

*Hot-blooded*

Cost: 2 Transfusion Points  
Requires: Bloodlord 5

Creatures within 10 feet of the bloodlord that deal piercing or slashing damage to him are struck by a jet of flaming blood, taking 1d6 points of fire damage with a Reflex save for half. This damage increases by +1d6 at 7th level and every six levels thereafter, to a maximum of 4d6 fire damage at 19th level.

*Magic in the Blood*

Cost: 1 Transfusion Point  
Requires: Bloodlord 5

The bloodlord treats his caster level as though it were +1 higher when casting one of his bloodline bonus spell-like abilities.

*Magic Within, not Without*

Cost: 1 Transfusion Point

The bloodlord gains a +2 insight bonus to saving throws made against spells and spell-like abilities.

*Nullblood*

Cost: 2 Transfusion Points  
Requires: Bloodlord 11

The bloodlord gains spell resistance equal to 10 + his bloodlord level. This spell resistance cannot be voluntarily lowered, and, while it is active, the bloodlord cannot cast spells or spell-like abilities.

## Chapter 3: The Bloodlord

### Bloodlord



#### *Quickened Flow*

Cost: 0 Transfusion Points  
Requires: Bloodlord 11

The bloodlord may cast any of his 1st or 2nd-level bonus bloodline spell-like abilities as a swift action, but must expend rounds of his daily allotment of bloodboil equal to the spell's spell level to do so.

#### *Sanguine Edge*

Cost: 1 Transfusion Point

Whenever the bloodlord takes damage, his next successful attack deals an additional point of damage. This effect stacks to a maximum of 1 point of damage for every two bloodlord levels the bloodlord possesses.

#### *Stubborn Blood*

Cost: 1 Transfusion Point

The bloodlord's platelets prime themselves, readying to stop bleeding before it happens. He gains a +1 morale bonus to Constitution. In addition, each round at the beginning of his turn, the bloodlord may perform a Heal check on himself to stop bleeding. This is a swift action. The morale bonus to Constitution increases by +1 for every five bloodlord levels he possesses.

#### *Troll-blooded*

Cost: 1 Transfusion Point

The bloodlord's blood becomes temporarily possessed of an extraordinary healing factor, granting him fast healing 1. This fast healing, and the transfusion point cost of this ability, increases by +1 for every eight bloodlord levels he possesses.

#### *Unshakable*

Cost: 1 Transfusion Point

The bloodlord's circulation calms, becoming like that of a zen master. He gains a +1 insight bonus to AC, as well as a +1 morale bonus to Will saving throws. The morale bonus to Will saving throws increases by +1 for every four bloodlord levels he possesses, while the insight bonus to AC increases by +1 at 11th level.

#### *Vital Reserves*

Cost: 1 Transfusion Point  
Requires: Bloodlord 5

The bloodlord draws vitality from strange places, granting himself temporary hit points equal to twice his bloodlord level. These temporary hit points persist for the duration of his bloodboil. If the bloodboil ends before at least 3 rounds elapse, then the bloodlord expends an additional 2 rounds of his daily allotment of bloodboil.

**Transfusion Pool (Su):** At 2nd level, a bloodlord gains a pool of transfusion points, a measure of his ability to arbitrate the contesting bloodlines doing war within his own body. The number of points in the bloodlord's transfusion pool is equal to 1/2 his bloodlord level + his Charisma modifier.

The transfusion pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

By spending 1 point from his transfusion pool, a bloodlord can do the following:

*Arcane Awakening* - As a swift action, the bloodlord gains the benefits of the bloodline arcana associated with one of the two sorcerer bloodlines he picked at 1st level. This effect lasts for 1 minute.

By spending 2 points from his transfusion pool, a bloodlord can do one of the following:

*Quickswap* - As a full-round action that provokes attacks of opportunity, the bloodlord may immediately forget one of his bloodline powers and prepare a new bloodline power in that bloodline power slot. He retains this bloodline power until the next time all of his slots empty to allow for the preparation of new ones. The bloodlord must be at least 4th level to use this ability.

At 8th level, the bloodlord may use this ability as a standard action. At 13th level, he may use this ability as a move action.

*Transfusion* - As a full-round action that provokes attacks of opportunity, the bloodlord may grant a willing touched creature one of his filled bloodline powers slots, thereby granting that creature the bloodline power contained therein for 1 hour. The bloodlord loses the corresponding bloodline power slot for the duration of this ability, though he retains technical ownership over the slot and may use the quickswap ability, digging deep sanguokinesis talent, or the digging deeper sanguokinesis talent to change the bloodline power granted by it, even though the slot is granting that bloodline power to another creature. Further, the bloodline power uses the bloodlord's class level and ability scores for the purpose of determining magnitude of effect, save DCs, and so on. The bloodlord must be at least 6th level to use this ability.

At 12th level, the bloodlord may use this ability as a standard action. At 18th level, he may use this ability as a move action.



Chapter 3: The Bloodlord  
Bloodlord**Bloodlord Favored Class Bonuses**

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have bloodlords as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

**Aasimar** – Every 7 times this bonus is selected, the bloodlord gains fast healing 1 while bloodboiling. This bonus stacks.

**Drow** – Add +1/3 to the size of the bloodlord's transfusion pool.

**Dwarf** – Every 3 times this bonus is selected, the bloodlord gains DR 1/piercing whenever he is bloodboiling. This bonus stacks.

**Elf** – Add + 1/2 to Knowledge skill checks made while bloodboiling.

**Gnome** – Every 5 times this bonus is selected, choose a 1st-level spell-like ability granted by a bloodline bonus spell. The bloodlord can cast the chosen spell-like ability an additional time per day.

**Half-elf** – Add +1/3 to Knowledge skill checks made while bloodboiling, and also add +1/8 of a sanguokinesis talent.

**Halfling** – Add +1/3 to the size of the bloodlord's transfusion pool.

**Half-orc** – Add +1/2 of a round to the bloodlord's daily bloodboil duration.

**Hobgoblin** – Every 3 times this bonus is selected, the bloodlord gains DR 1/piercing whenever he is bloodboiling. This bonus stacks.

**Human** – Add +1/6 of a sanguokinesis talent.

**Kitsune** – Every 6 times this bonus is selected, choose a 1st-level enchantment or illusion spell. The bloodlord can cast the chosen spell once per day as a spell-like ability with a caster level equal to his bloodlord level and Charisma as his key ability.

**Kobold** – Add +1/3 to the difficulty class of all spell-like abilities cast upon a gnome.

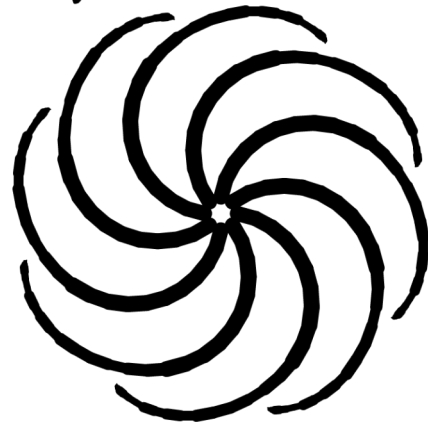
**Orc** – Add +1/2 of a round to the bloodlord's daily bloodboil duration.

**Puddling** – Every 3 times this bonus is selected, choose a 0th-level spell. The bloodlord can cast the chosen spell once per day as a spell-like ability with a caster level equal to his bloodlord level and Charisma as his key ability.

**Tiefling** – Every 6 times this bonus is selected, choose a 1st-level conjuration or evocation spell. The bloodlord can cast the chosen spell once per day as a spell-like ability with a caster level equal to his bloodlord level and Charisma as his key ability.

**Vanara** – Every 3 times this bonus is selected, choose a 0th-level spell. The bloodlord can cast the chosen spell once per day as a spell-like ability with a caster level equal to his bloodlord level and Charisma as his key ability.

**Vishkanya** – Add +1/3 to the size of the bloodlord's transfusion pool.





## Chapter 3: The Bloodlord

### Bloodlord Feats



#### Bloodlord Feats

##### Arcane Blood

*Familiarity with the blood allows you to draw additional power from it.*

**Prerequisite:** Bloodline class feature, Cha 13, bloodlord level 7th

**Benefit:** Choose a 1st-level spell-like ability granted by a bloodline bonus spell. You can cast the chosen spell-like ability an additional time per day.

**Special:** You can gain Arcane Blood multiple times. Each time, choose another 1st-level spell-like ability granted by a bloodline bonus spell.

**Special:** This feat can be taken by a bloodlord with the enigmatist archetype. If taken by such an individual, you choose a spell-like ability granted by an oracle mystery instead.



##### Extra Sanguokinetics

*Though it takes the appropriate family tree to have power radiating from one's blood, discipline allows anyone to squeeze power from vitality itself. Your focus allows you to shape this power in new and interesting ways.*

**Prerequisite:** Sanguokinesis talent class feature

**Benefit:** Choose a sanguokinesis talent for which you meet all the prerequisites. You gain this talent.

**Special:** You can gain Extra Sanguokinetics multiple times. Each time, choose another talent for which you meet all the prerequisites.

##### Greater Arcane Blood

*Your blood positively thrums with magic.*

**Prerequisite:** Arcane Blood, Cha 15

**Benefit:** Choose a 3rd-level or lower spell-like ability granted by a bloodline bonus spell. You can cast the chosen spell-like ability an additional time per day.

**Special:** This feat can be taken by a bloodlord with the enigmatist archetype. If taken by such an individual, you choose a spell-like ability granted by an oracle mystery instead.

##### Improved Transfusion Pool

*When improving one's sanguokinetic ability, there are two approaches that must be considered: variety and longevity. You lean toward the latter.*

**Prerequisite:** Transfusion pool class feature

**Benefit:** The size of your transfusion pool increases by +3 points.

**Special:** You can gain Improved Transfusion Pool multiple times. Its effects stack.

##### Lingering Boil

*When boiling water is taken off the fire, it's still quite hot for a period of time. The same is true of boiling blood.*

**Prerequisite:** Bloodboil class feature, bloodlord level 7th

**Benefit:** Whenever you cease bloodboiling, you are still treated as bloodraging for the purpose of your bloodrager bloodline powers until the end of your next turn.

##### Resistant Boil

*Hazards that would stop a rational man do nothing to a man who's angry enough to ignore them.*

**Prerequisite:** Bloodboil class feature

**Benefit:** Choose acid, cold, electricity, fire, or sonic. You gain resistance 3 against the chosen energy type whenever you are bloodboiling. This stacks with other forms of resistance.

**Special:** You can gain Resistant Boil multiple times. Each time, choose another energy type.

##### Superior Arcane Blood

*Stethoscopes are useless. All one hears is the hum of your blood, threatening to explode with magical power.*

**Prerequisite:** Greater Arcane Blood, Skill Focus with the class skill of bloodline selected for this feat (see below), Cha 17, bloodlord level 15th

**Benefit:** Choose a bloodline. All 3rd-level or lower spell-like abilities granted by bonus spells sourced from the chosen bloodline may be cast an additional time per day. This does not stack with the Arcane Blood and Greater Arcane Blood feats.

**Special:** This feat can be taken by a bloodlord with the enigmatist archetype. If taken by such an individual, you choose a mystery instead.



Chapter 3: The Bloodlord  
Bloodlord Archetypes - Bloodbottler/Claimant

**Bloodlord Archetypes**

*While there are strange variants of wizard, sorcerer, monk, and so on out there, most of these individuals fall within a very narrow band of abilities defined as the "base" or common variant of the profession. The chaotic process that creates bloodlords, however, assures that there is no common variant by virtue of population. Instead, bloodlords define their common variant as the one that twists magic the least. The others are much, much stranger.*

**Bloodbottler (Archetype)**

*Truly at the forefront of the spell-in-a-can movement, bloodbottlers are specialized bloodlords who have learned how to take the magical aptitude inherent in the blood and bottle the stuff, at least temporarily.*

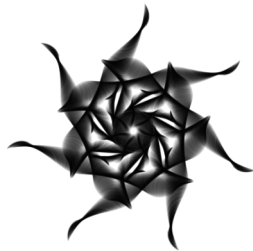
Bloodbottlers have the following class features:

**Bloodbottling (Su):** Starting at 4th level, whenever the bloodbottler prepares his bloodline powers for the day, he chooses a single 1st-level bloodline power that he did not prepare that day. This bloodline power must be sourced from one of the four bloodlines he chose at 1st level. He produces a potion containing that bloodline power. When consumed, the drinker of the potion gains the benefits of that bloodline power for 1 hour, but all other bloodbottling potions in effect on that creature end immediately. Old bloodbottling potions denature and become useless whenever a new batch is created.

At 8th level, the bloodbottler also prepares a single unprepared 3rd-level sorcerer bloodline power or an unprepared 4th-level bloodrager bloodline power in this fashion.

At 14th level, the bloodbottler also prepares a single unprepared 9th-level sorcerer bloodline power or an unprepared 8th-level bloodrager bloodline power in this fashion.

This ability replaces quickswap, transfusion, and the digging deep and digging deeper sanguokinesis talents.



**Claimant (Archetype)**

*Bloodlords are all about heredity, but some individuals are unhappy with the family tree they've been dealt. These individuals, known as claimants, fight to insert themselves into the family trees that have what they want, which allows them to fabricate a claim on the powers of any bloodline they witness in action.*

**Note:** The claimant archetype features some mechanics that require GM fiat. Please ask your GM before taking this archetype.

**Kickstarter Backer:** Edward Scarbrough

Claimants have the following class features:



**Bloodlines**

A claimant must pick a single sorcerer bloodline and a single bloodrager bloodline upon taking his first level of claimant.

When choosing bloodlines, the claimant's alignment doesn't restrict his choices. A good claimant could come from an abyssal bloodline and a celestial bloodline simultaneously! Similarly, though his bloodlines empower him, they don't dictate or limit his thoughts and behavior.

**Bloodline Arcanas**

A claimant receives the bloodline arcana of the sorcerer bloodline he picked at 1st level.

**Bloodline Class Skills**

A claimant gains a +2 luck bonus to skill checks made to perform the class skill associated with the sorcerer bloodline he picked at 1st level.

**Bloodline Powers**

A claimant gains bloodline powers from the two bloodlines he chose at 1st level as though he were a sorcerer equal to his claimant level for the purpose of his sorcerer bloodline and a bloodrager equal to his claimant level for the purpose of his bloodrager bloodline.

**Bonus Feats**

At 2nd level and every four levels thereafter, a claimant receives one bonus feat chosen from the bonus feats lists of either of the bloodlines picked at 1st level. He must meet the prerequisites for these bonus feats.

## Chapter 3: The Bloodlord

### Bloodlord Archetypes - Claimant



#### Bonus Spells

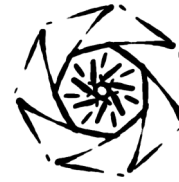
At 3rd level, and every two levels thereafter, a claimant gains a sorcerer bonus spell from the sorcerer bloodline he picked at 1st level. (He gains the 1st-level bonus spell at 3rd, the 2nd-level bonus spell at 5th, and so on.) In addition, at 7th, 10th, 13th, and 16th level, he gains a bloodrager bonus spell from the bloodrager bloodline he picked at 1st level. (He gains the 1st-level bonus spell at 7th, the 2nd-level bonus spell at 10th, and so on.) Each sorcerer bonus spell gained in this manner can be cast once per day as a spell-like ability with a caster level equal to his claimant class level and Charisma as his key ability, while each bloodrager bonus spell gained in this manner can be cast twice per day with the same caster level and key ability rules.

Should the claimant be granted multiple copies of the same bonus spell from different bloodlines, then those bonus spells “combine” to grant multiple daily uses of the resulting spell-like ability.

#### Multiclassing

A claimant may take levels in another class that grants bloodlines or bloodline powers without restriction.

This ability modifies bloodlines.



**Claiming the Eldritch (Su):** At 3rd level, the claimant gains the Eldritch Heritage feat as a bonus feat. He does not need to meet the prerequisites of this feat. Unlike most creatures that make use of the Eldritch Heritage feat, the claimant gains it without picking a bloodline to embody, and thus gains no benefit from the feat until a bloodline is chosen.

To choose a bloodline, the claimant must spend a standard action touching the blood, or what passes for blood, of a magical creature that is thematically associated with the bloodline he desires to take on. For example, touching the blood of a dragon allows him to choose any bloodline that has draconic as a parent, while touching the sap of a dryad’s tree allows him to choose any bloodline that has fey as a parent. Touching the blood of a sorcerer allows a claimant to claim the sorcerer’s bloodline. Whether or not a specific thematic association is valid is up to GM fiat. Once a bloodline is chosen in this manner, the claimant retroactively gains the benefit of the Eldritch Heritage feat as though that were the bloodline he selected upon taking the feat.

The claimant gains the Improved Eldritch Heritage feat as a bonus feat at 11th level and the Greater Eldritch Heritage feat as a bonus feat at 17th level. Like the feat that came before, these feats are subject to retroactively granting abilities once a bloodline is chosen by Eldritch Heritage.

Each morning, whenever the claimant meditates to replenish his transfusion pool, he may choose to give up the bloodline claimed by the Eldritch Heritage feat. If he does, he loses all the bloodline powers associated with the formerly-claimed bloodline, but can now claim a new one.

The Eldritch Heritage, Improved Eldritch Heritage, and Greater Eldritch Heritage feats gain the following text.

**Special:** This feat can be taken twice, once as part of the claiming the eldritch class feature and once as a normal feat. If not taken as part of the claiming the eldritch class feature, the feat does not interact with that class feature in any manner.

This ability replaces the digging deep and digging deeper sanguokinesis talents, arcane awakening, quickswap, and transfusion.

**Demand of the Blood (Su):** At 3rd level and every two bloodrager levels thereafter, a claimant’s transfusion pool increases in size by +1.



Chapter 3: The Bloodlord  
Bloodlord Archetypes - Enigmatist

**Enigmatist (Archetype)**

*The “bloodlord” concept, that being the acquisition of power from multiple, similar sources, is not wholly confined to the realm of arcane magic. When multiple forces fight to elevate a particular creature to be an oracle in their name, the clashing powers produce something entirely different instead.*

Enigmatists have the following class features:

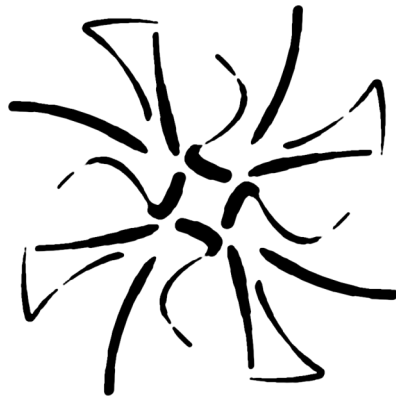
An enigmatist loses Acrobatics (Dex), Climb (Str), and Swim (Str) as class skills; instead, she gains Diplomacy (Cha), Knowledge (religion) (Int), Perception (Wis), and Sense Motive (Wis) as class skills.

**Mysteries**

Much like an oracle, each enigmatist draws upon divine mysteries to grant her spells and powers. Where the oracle and the enigmatist differentiate, however, is that the enigmatist embodies multiple mysteries at once, to the exclusion of almost all other sources of power, such as classical spellcasting. An enigmatist’s mysteries can represent a devotion to one ideal, prayers to deities that support one or more of her chosen concepts, or a natural calling to champion a cause. For example, an enigmatist with the waves mystery might have been born at sea and found a natural calling to worship the gods of the oceans, rivers, and lakes, be they benign or malevolent. Regardless of its source, the mystery manifests in a number of ways as the enigmatist gains levels. An enigmatist must pick three mysteries upon taking her first level of enigmatist, and is treated as an oracle equal to her enigmatist level for the purpose of all abilities therein. Once made, this choice cannot be changed.

**Mystery Class Skills**

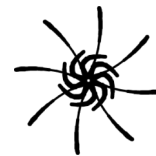
An enigmatist gains a +1 luck bonus to skill checks made to perform any of the class skills associated with the mysteries she picked at 1st level. If a particular skill is associated with two or more of the mysteries she chose at 1st level, the bonus does not stack.



**Revelation**

Twice at 1st level, and once at 3rd level, and every two levels thereafter (5th, 7th, and so on), an enigmatist uncovers a new secret about one of her mysteries that grants her powers and abilities. The enigmatist must select a revelation from the list of revelations available to any of her chosen mysteries. If a revelation is chosen at a later level, the enigmatist gains all of the abilities and bonuses granted by that revelation based on her current level. Unless otherwise noted, activating the power of a revelation is a standard action.

Unless otherwise noted, the DC to save against these revelations is equal to 10 + 1/2 the enigmatist’s level + the enigmatist’s Charisma modifier.



**Bonus Spells**

At 2nd level, and every two levels thereafter, an enigmatist gains an oracle bonus spell from each of the mysteries she picked at 1st level. (She gains the 1st-level bonus spells at 2nd, the 2nd-level bonus spells at 4th, and so on.) Each bonus spell gained in this manner can be cast once per day as a spell-like ability with a caster level equal to her enigmatist level and Charisma as her key ability.

Should the enigmatist be granted multiple copies of the same bonus spell from different mysteries, then those bonus spells “combine” to grant multiple daily uses of the resulting spell-like ability.

**Multiclassing**

An enigmatist may take levels in another class that grants mysteries or revelations without restriction.

This ability replaces bloodlines.

**Enigmata (Su):** At 2nd level, the enigmatist gains the ability to share her revelations with others. As a full-round action that provokes attacks of opportunity, the enigmatist may grant a willing touched creature the benefit of one of her revelations for 1 hour. The enigmatist loses the corresponding revelation for the duration of this ability, though she retains technical ownership over the ability, thus causing it to use her class level and ability scores for the purpose of determining magnitude of effect, save DCs, and so on. This ability can be used once per day at 2nd level, plus an additional time per day every three levels thereafter.

This ability replaces transfusion pool.





Chapter 3: The Bloodlord  
Bloodlord Archetypes - Enigmatist

**Black and White (Su):** At 7th level and every six levels thereafter, the enigmatist separates the shapeless grey of her mysteries into black and white, gaining her choice of one of the following benefits.

- The enigmatist gains the Extra Revelation feat as a bonus feat. She does not need to meet the prerequisites of this feat.
- The enigmatist chooses a single revelation that she knows that can be used a limited number of times per day. The chosen revelation can be used an additional time per day. If, before having its uses per day modified, a particular revelation can be used four or more times per day, it can be used two additional times per day instead. Should the enigmatist apply this bonus to a revelation, and then the revelation's uses per day increases to an unmodified four or higher at a later level, then the bonus number of daily uses granted by this ability increases to +2.

• The enigmatist chooses a single revelation that she knows that can only be active for a limited amount of time per day. The chosen revelation's active time per day increases by 25%, rounded down to the nearest time increment used by the revelation. Should the enigmatist apply this bonus to a revelation, and then the revelation's base daily duration increases such that this bonus would become larger, then it does so. For example, the coat of many stars revelation of the heavens mystery can be activated in 1-hour increments, so the bonus duration granted by this ability is rounded down to the nearest hour.

This ability replaces bloodboil.

**Final Revelation:** At 20th level, the enigmatist gains one of the final revelations available to the three mysteries she picked at 1st level. Once made, this decision cannot be changed.

**Table: The Enigmatist**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Mysteries, revelation x2
2nd	+1	+3	+0	+3	Bonus spell—oracle x3, enigmata 1/day
3rd	+2	+3	+1	+3	Revelation
4th	+3	+4	+1	+4	Bonus spell—oracle x3
5th	+3	+4	+1	+4	Enigmata 2/day, revelation
6th	+4	+5	+2	+5	Bonus spell—oracle x3
7th	+5	+5	+2	+5	Black and white, revelation
8th	+6/+1	+6	+2	+6	Bonus spell—oracle x3, enigmata 3/day
9th	+6/+1	+6	+3	+6	Revelation
10th	+7/+2	+7	+3	+7	Bonus spell—oracle x3
11th	+8/+3	+7	+3	+7	Enigmata 4/day, revelation
12th	+9/+4	+8	+4	+8	Bonus spell—oracle x3
13th	+9/+4	+8	+4	+8	Black and white, revelation
14th	+10/+5	+9	+4	+9	Bonus spell—oracle x3, enigmata 5/day
15th	+11/+6/+1	+9	+5	+9	Revelation
16th	+12/+7/+2	+10	+5	+10	Bonus spell—oracle x3
17th	+12/+7/+2	+10	+5	+10	Enigmata 6/day, revelation
18th	+13/+8/+3	+11	+6	+11	Bonus spell—oracle x3
19th	+14/+9/+4	+11	+6	+11	Black and white, revelation
20th	+15/+10/+5	+12	+6	+12	Enigmata 7/day, final revelation



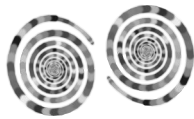
Chapter 3: The Bloodlord  
Bloodlord Archetypes - Mongrel Lord

**Mongrel Lord (Archetype)**

*Bloodlords are defined by their struggle to control the powers of a small handful of magical or supernatural bloodlines that fight for expressive dominance in their bodies. A mongrel lord, on the other hand, grasps at straws. Where a bloodlord must fight not to allow one to overwhelm the others, a mongrel lord fights a never-ending battle to force dozens of extremely-dilute vestigial bloodlines to grant him power, the end result being a disjointed array of abilities that have no rhyme or reason.*

**Kickstarter Backer:** Christos Gurd

Mongrel lords have the following class features:



**Bloodlines**

Each mongrel lord has a staggering variety of magical sources speckled throughout his heritage. These sources are either weak and fading with each generation, or chaotic and fragmentary in their powers. Only those who can navigate the twists and turns of their arcane pedigree can make something of their mutt-like heritage; those who cannot tend to live a life without magic or eventually mutate into the sort of beast that adventurers slay without pause. Each of these bloodlines 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.

**Bloodline Arcanas and Class Skills**

As the mongrel lord sources his abilities from all extant bloodlines, he does not forge the connection required to gain benefit from bloodline arcanas or bloodline class skills.

**Bloodline Powers**

The mongrel lord gains two bloodline power slots at 1st level and 20th level, as well as a single bloodline power slot at 3rd level, 4th level, 8th level, 9th level, 12th level, 15th level, and 16th level. When the mongrel lord gains a bloodline power slot, he must immediately assign a compatible sorcerer bloodline power or a compatible bloodrager bloodline power from any bloodline to that bloodline power slot. A mongrel lord can source his bloodline powers from no more than six separate bloodlines.

A bloodline power slot is compatible with a bloodline power if the minimum level of that bloodline power is less than or equal to the level at which the mongrel lord gains that bloodline power slot. For example, the bloodline power slot gained at 12th level is compatible with 1st-level bloodrager and sorcerer bloodline powers, 3rd-level sorcerer bloodline powers, 4th-level bloodrager bloodline powers, 8th-level bloodrager bloodline powers, 9th-level sorcerer bloodline powers, and 12th-level bloodrager bloodline powers.

Each morning, the mongrel lord may spend one hour focusing on the lingering vestiges of his heritage. If he does, he may immediately forget one of his bloodline powers and prepare a new bloodline power in that bloodline power slot. This substitution is permanent, though nothing stops the mongrel lord from changing that same power out again and again on subsequent days.

When choosing bloodline powers, the mongrel lord's alignment doesn't restrict his choices. A good mongrel lord could come from an abyssal bloodline and a celestial bloodline simultaneously! Similarly, though his bloodline powers empower him, they don't dictate or limit his thoughts and behavior.

**Bonus Feats**

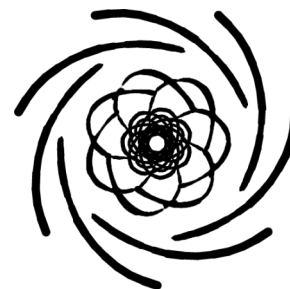
At 2nd level and every four levels thereafter, a mongrel lord receives one bonus feat chosen from the bonus feats list of any bloodline in which he has taken at least one bloodline power. He must meet the prerequisites for these bonus feats.

Should the mongrel lord ever change his bloodline power selection such that none of the bonus feats lists accessible to him list a previously-selected bonus feat, then he loses the benefit of that bonus feat until this is rectified.

**Multiclassing**

A mongrel lord may take levels in another class that grants bloodlines or bloodline powers without restriction. A mongrel lord cannot take a bloodline power twice if it has already been taken once through other means, such as feats or multiclassing.

This ability modifies bloodlines.





## Chapter 3: The Bloodlord

### Bloodlord Archetypes - Mongrel Lord

**Chaotic Heritage:** At 2nd level, a mongrel lord receives a number of evolution points that can be spent to give himself a number of evolutions as though he were a summoner's eidolon. A mongrel lord begins with 2 evolution points at 2nd level and gains an additional evolution point every three levels thereafter, to a maximum of 8 evolution points at 20th level. Evolution points must be spent immediately upon acquisition.

A mongrel lord's chosen evolutions only grant him benefit while bloodboiling.

For the purpose of qualifying for evolutions, a mongrel lord has an effective summoner level equal to his mongrel lord level. Further, the mongrel lord ignores any base form or outsider subtype requirements imposed by an evolution; his form is malleable, chaotic, and prone to defy logic, after all.

A number of evolutions grant the mongrel lord additional natural attacks. Natural attacks listed as primary are made using the mongrel lord's full base attack bonus and add the mongrel lord's Strength modifier on damage rolls. Natural attacks listed as secondary are made using the mongrel lord's base attack bonus - 5 and add 1/2 the mongrel lord's Strength modifier on damage rolls (if positive). If the mongrel lord only has a single natural attack, the attack is made using its full base attack bonus and it adds 1-1/2 times its Strength modifier on damage rolls made with that attack, regardless of the attack's type.

For each evolution that grants one or more natural attacks possessed by a mongrel lord, the evolution point cost of subsequent evolutions that grant one or more natural attacks increases by 100%. For example, if the mongrel lord desires to select three such evolutions that cost 1 evolution point each, the second evolution would cost 2 evolution points, and the third evolution would cost 3 evolution points. If such evolutions have differentiating point costs, then their order of application must be done in the way that costs the most evolution points (ie the expensive evolutions are applied last and take the largest cost multipliers).

Each morning, the mongrel lord may spend one hour focusing on the lingering vestiges of his heritage. If he does, he may immediately lose one of his evolutions and select one or more new evolutions whose total evolution point cost is equal to that of the lost evolution. If a mongrel lord forgets an evolution in this manner, he may not change one of his bloodline powers that day, and if the mongrel lord changed one of his bloodline powers, he cannot change one of his evolutions that day. If the mongrel lord enjoys downtime for a week or longer, he may choose to lose all of his evolutions and select new evolutions whose total evolution point cost is equal to the number of evolution points he possesses.

**Transfusion Pool (Su):** At 2nd level, a mongrel lord gains a pool of transfusion points, a measure of his ability to arbitrate the contesting bloodlines doing war within his own body. The number of points in the mongrel lord's transfusion pool is equal to his mongrel lord level + his Charisma modifier.

This ability modifies transfusion pool and replaces arcane awakening, quickswap, and transfusion.

**Bring to the Fore (Sp):** Starting at 3rd level, the mongrel lord gains the ability to cast bonus spells associated with any bloodline in which he has at least one bloodline power as spell-like abilities with a caster level equal to his mongrel lord level and Charisma as his key ability. To do so, the mongrel lord expends transfusion points equal to the spell's spell level. The spell level of a spell to be cast in this manner cannot exceed one-third the mongrel lord's class level, limiting him to a maximum of 6th-level spells at 18th level.

This ability replaces the bloodlord's sanguokinesis talents.





**Appendix A: 3P Bloodline Glossary**

The following is a glossary of bloodlines present in other OGL-licensed books, each of which has been assigned parent bloodlines to make them compatible with this book. Since inline citation of OGL-licensed books is forbidden unless explicit permission is given, this glossary is far from exhaustive. My heartfelt thanks go out to each of the publishers who participated: this tool wouldn't exist without you.

\*\*\*

**Dreamscarred Press**

**Ultimate Psionics**

*Psychic* - None. Treat as a parent.

**Interjection Games**

**Class Expansions: Bloodrager Bloodlines**

- Artificial* - Elemental (earth), Maestro
- Artist* - Arcane, Maestro
- Clouds* - Elemental (air), Elemental (water)
- Dust* - Elemental (earth), Elemental (air)
- Entropic* - Elemental (any)
- Facets* - Elemental (earth)
- Fatespun* - Accursed, Destined
- Magma* - Elemental (earth), Elemental (fire)
- Mud* - Elemental (earth), Elemental (water)
- Radiant* - Celestial, Elemental (fire)
- Smoke* - Elemental (air), Elemental (fire)
- Steam* - Elemental (fire), Elemental (water)

**Class Expansions: Hybrid Elemental Sorcerer Bloodlines**

- Clouds* - Elemental (air), Elemental (water)
- Dust* - Elemental (earth), Elemental (air)
- Magma* - Elemental (earth), Elemental (fire)
- Mud* - Elemental (earth), Elemental (water)
- Smoke* - Elemental (air), Elemental (fire)
- Steam* - Elemental (fire), Elemental (water)

**Class Expansions: Illusion Sorcerer Bloodlines**

- Artist* - Arcane, Maestro
- Facets* - Elemental (earth)
- Restless* - Dreamspun, Undead

**Class Expansions: Sorcerer Bloodlines**

- Artificial* - Elemental (earth), Maestro
- Fatespun* - Accursed, Destined
- Radiant* - Celestial, Elemental (fire)

**Necromancers of the Northwest**

**A Necromancer's Almanac 2012**

- Descendant of Marbus* - Abyssal, Destined
- Hagspawn* - Accursed, Arcane
- Harbinger of Chorghthos* - Aberrant, Dreamspun
- Scion of Beltova* - Destined, Elemental (fire)

**A Necromancer's Almanac 2013**

- Dark Necromancer* - Arcane, Undead
- Temporal* - Arcane

**A Necromancer's Almanac 2014**

- Vernal (Bloodrager)* - Fey, Verdant
- Vernal (Sorcerer)* - Fey, Verdant

**Blood and Fury: New Bloodrager Bloodlines**

- Bear* - Cannibal, Verdant
- Desert* - Elemental (fire)
- Fire* - Elemental (fire)
- Hawk* - Elemental (air), Verdant
- Hero* - Destined
- Ice* - Boreal, Elemental (water)
- Jungle* - Verdant
- Lightning* - Elemental (air)
- Stag* - Verdant
- Stone* - Elemental (earth)
- Tundra* - Boreal, Elemental (water)
- Wind* - Elemental (air)
- Wolf* - Cannibal, Verdant

**Brood of the Spider Queen: Spider Bloodlines**

- Spider (Bloodrager)* - Pestilence
- Spider (Sorcerer)* - Pestilence

**Weekly Wonders: Giant Bloodrager Bloodlines**

- Fire Giant* - Elemental (fire)
- Frost Giant* - Elemental (water)
- Stone Giant* - Elemental (earth)
- Storm Giant* - Elemental (air)





**Purple Duck Games**

**Monstrous Bloodlines for Sorcerers**

- Cyclops* - Cannibal
- Inevitable* - Destined, Elemental (earth)
- Medusan* - Accursed, Elemental (earth)
- Otyugh* - Pestilence
- Sphinx* - Accursed, Arcane
- Stirge* - Pestilence
- Unicorn* - Celestial, Fey

**Monstrous Bloodlines for Sorcerers II**

- Couatl* - Celestial, Serpentine
- Eidolon* - Arcane
- Flail Snail* - Aberrant
- Flumph* - Aberrant, Celestial
- Phoenix* - Destined, Elemental (fire)
- Pugwumpi* - Accursed, Fey
- Time* - Destined

**Monstrous Bloodlines for Sorcerers III**

- Aranea* - Pestilence
- Asura* - Aberrant
- Behemoth* - Arcane, Destined
- Kami* - Elemental (any)
- Lamia* - Accursed, Serpentine
- Mi-Go* - Pestilence, Starsoul
- Robot* - Elemental (earth)

**Monstrous Bloodlines for Sorcerers IV**

- Elohim* - Aberrant, Arcane
- Fungal* - Pestilence, Verdant
- Kyton* - Infernal, Shadow
- Mythic* - Destined
- Nosferatu* - Pestilence, Undead
- Psychopomp* - Destined, Undead
- Starspawn* - Aberrant, Starsoul





Appendix B: Kickstarter Backers  
Kickstarter Backers

**Appendix B: Kickstarter Backers**

**Bloodlord (\$175+)**

Geoffrey Eaton

**Herald of the Bloodlord (\$75+)**

christos gurd  
Edward Scarbrough

**Advanced Carrier (\$55+)**

Taiga Brenerman  
Stewart Hall  
Eikonos

**Carrier (\$40+)**

Ben Anonymous  
Cecil Maye

**Blood Brother (\$15+)**

Veronica Ellis  
Sleet  
Michael "Maikeruu" Pierno  
Lewis Crown  
Lisa Kellogg  
Oliver Volland  
Chris Zank  
Luthorne  
Thaine Hepler  
Alexander "Best Alex" Corrin  
SeeleyOne  
Nate Swalve  
Timothy H. Ott  
Oliver von Spreckelsen  
Brandon Dees  
Gerald Vanover  
Scott Maynard  
Paul Ryan (AoUA)  
Chris  
Iris Gehrman  
NW  
Matthew Stanton  
Michael G Townsend  
Aaron  
Josh Brubaker-Salcedo  
Keith Davies  
Adam Corrin  
Gerald Ward  
Von Krieger  
Mike Welham  
Sam Billington  
Jason Italiano  
Kevin Cartee  
Tim Mushel  
Ian

Antonio Vincentelli  
Imban  
Sean Aliff  
Jason Broadley  
Patrick Trapp  
Grant Dahling  
TaLeah Wiseman  
Zach Morris  
Matt Blakeley  
agunemon  
Stuart Dean  
amberkat  
Hubnutzen  
Jozef KorÄek  
Spencer Krigbaum  
Jim Sharples  
Brian Moran  
Elopetersen  
ketwyld  
DarkWhite  
Benjamin Haberek  
Andy Antolick  
adam solis  
Will  
David Richards  
Jason Spencer  
Morgan Boehringer  
Brian Perlis  
Thaumaterge  
Ben Miller  
Marvin Langenberg  
Tekkaman Blade  
Mary Zawacki  
Oliver Dickerson  
Shawn P  
Shana Horn  
Dave Bruno  
Donald Ferris  
Richard Develyn  
Thedmstrikes  
Ryan Young  
Bennett Selchow  
Azure\_Zero  
Paul S. Enns  
Pineapple Steak  
Jordi Rabionet Hernandez  
Kate  
chris stewart  
Roarii T Anderson  
Matthew T. Dillon

**Bloody Curious (\$1+)**

Patrik  
Borna Pekaric  
Adventureaweek.com  
Derek Blakely  
Jack Workman



## Appendix C: Legal Legal

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another,

independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Elder Gravity Elemental from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Erica Balsley.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Advanced Bestiary © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

A Necromancer's Almanac 2012. © 2012, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback.

A Necromancer's Almanac 2013. © 2013, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback.

A Necromancer's Almanac 2014. © 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback.

Anger of Angels. © 2003, Sean K Reynolds.



Blood and Fury: New Bloodrager Bloodlines. Copyright 2015 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Brood of the Spider Queen - Spider Bloodlines. Copyright 2015 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Flail Snail from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tilbrook.

Flumph from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Monstrous Bloodlines for Sorcerers II. Copyright 2013, Purple Duck Games. Author Perry Fehr

Monstrous Bloodlines for Sorcerers III. Copyright 2013, Purple Duck Games. Author Perry Fehr

Monstrous Bloodlines for Sorcerers IV. Copyright 2013, Purple Duck Games. Author Perry Fehr

Monstrous Bloodlines for Sorcerers. Copyright 2013, Purple Duck Games. Author Perry Fehr

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Adventure Path #46: Wake of the Watcher. © 2011, Paizo Publishing, LLC; Author: Greg A. Vaughan.

Pathfinder Campaign Setting: Chronicle of the Righteous. © 2013 Paizo Publishing, LLC; Author: Amber Scott.

Pathfinder Campaign Setting: Horsemen of the Apocalypse: Book of the Damned, Vol. 3 © 2011, Paizo Publishing, LLC; Author: Todd Stewart.

Pathfinder Campaign Setting: Inner Sea Gods © 2014, Paizo Publishing, LLC; Authors: Sean K Reynolds, with Amanda Hamon, James Jacobs, John Ling, Mark Moreland, David N. Ross, F. Wesley Schneider, Amber E. Scott, Tork Shaw, James L. Sutter, Jerome Virnich.

Pathfinder Campaign Setting: Inner Sea Magic. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Nelson, Sean K Reynolds, Owen K.C. Stephens, Russ Taylor.

Pathfinder Campaign Setting: Inner Sea Races © 2015, Paizo Inc.; Authors: Ross Byers, John Compton, Adam Daigle, Crystal Frasier, Matthew Goodall, Alex Greenshields, James Jacobs, Amanda Hamon Kunz, Ron Lundeen, Rob McCreary, Jessica Price, David N. Ross, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Jerome Virnich.

Pathfinder Campaign Setting: Occult Mysteries © 2014, Paizo Inc.; Authors: Jason Bulmahn, Crystal Frasier, Jim Groves, Brandon Hodge, James Jacobs, Erik Mona, F. Wesley Schneider, and Jerome Virnich.

Pathfinder Campaign Setting: Rival Guide. © 2011, Paizo Publishing, LLC. Authors: Brian Cortijo, Adam Daigle, Tim Hitchcock, Brandon Hodge, Colin McComb, Jason Nelson, Amber Scott, Neil Spicer, and Todd Stewart.

Pathfinder Campaign Setting: Technology Guide © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Pathfinder Chronicles Campaign Setting. Copyright 2008, Paizo

Publishing, LLC; Authors: Mike McArtor, Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortez, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine Schneider, David Schwartz, Amber E. Scott, Stan!, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, JD Wiker.

Pathfinder Chronicles - Cheliox: Empire of Devils Copyright 2009, Paizo Publishing, LLC Authors: Jonathan H. Keith, Colin McComb, Steven E. Schend, Leandra Christine Schneider, and Amber E. Scott

Pathfinder Chronicles: Faction Guide. Copyright 2010, Paizo Publishing, LLC; Authors: Joshua J. Frost, Jason Nelson, and Sean K Reynolds.

Pathfinder Chronicles: Classic Treasures Revisited. Copyright 2010, Paizo Publishing, LLC; Authors: Jacob Burgess, Brian Cortijo, Jonathan H. Keith, Michael Kortez, Jeff Quick, Amber Scott, Todd Stewart, and Russ Taylor.

Pathfinder Player Companion: Heroes of the Wild © 2015, Paizo Inc.; Authors: Tyler Beck, Pedro Coelho, Justin Juan, Mikko Kallio, Jason Keeley, Nick Salestrom, and William Thrasher.

Pathfinder Player Companion: Pirates of the Inner Sea © 2012, Paizo Publishing, LLC; Author: Amber E. Scott.

Pathfinder Player Companion: The Harrow Handbook © 2014, Paizo Inc.; Authors: Crystal Frasier, Will McCardell, and David Schwartz.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game: Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teewynn Woodruff.





## Appendix C: Legal Legal

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

The Book of Arcane Magic. Copyright 2009, 4 Winds Fantasy Gaming; Authors Connie J. Thomson and Robert W. Thomson

The Book of Divine Magic. Copyright 2009, 4 Winds Fantasy Gaming; Authors Connie J. Thomson and Robert W. Thomson, with Katheryn Bauer and Sean O'Connor.

The Book of Erotic Fantasy. Copyright 2006, Arthaus, Inc.; Authors: Gwendolyn F.M. Kestrel and Duncan Scott

The Book of Hallowed Might. © 2002, Monte J. Cook.

Time Elemental from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gygax.

Time Flayer from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Ultimate Psionics. ©2013, Dreamscarred Press; Authors: Andreas Rönnqvist, Jeremy Smith.

Weekly Wonders: Giant Bloodrager Bloodlines Copyright 2015, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback.

Wendigo <http://spesmagna.com/archives/224>. Accessed 1/2016, Spes Magna Games, LLC; Author: Algernon Blackwood.

The Big Book of Bloodlines, Copyright 2016, Interjection Games, LLC; Author: Bradley Crouch.