



THE BOOK OF ARCANE MAGIC

WEB ENHANCEMENT REBORN SOUL SORCERER BLOODLINE

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BOOK OF ARCANES MAGIC WEB ENHANCEMENT

REBORN SOUL SORCERER BLOODLINE

The *Book of Arcane Magic: A Sourcebook for Bards, Sorcerers & Wizards* presented ten new sorcerer bloodline options compatible with the Pathfinder Roleplaying Game. Now, to go along with the Bestial, Divine, Feline, Fiendish, Genie, Lycanthropic, Mixed, Monstrous, Nightmarish and Scaly bloodlines, 4 Winds Fantasy Gaming presents the Reborn Soul.

Spells denoted with an (*) after the spell name are spells that are detailed in Chapter 1 of *The Book of Arcane Magic*.

REBORN SOUL

You are the reborn soul of a long-dead arcane spellcaster. As such, you are occasionally gifted with insight into the mystical arts, flashes of the past, and are capable of bursts of great power.

Class Skill: Knowledge (Religion).

Bonus Spells: *chill touch* (3rd), *false life* (5th), *arcane sight* (7th), *shadow conjuration* (9th), *spirit sight** (11th), *legend lore* (13th), *finger of death* (15th), *moment of prescience* (17th), *foresight* (19th).

Bonus Feats: Arcane Strike, Augment Summoning, Endurance, Extend Spell, Great Fortitude, Magical Aptitude, Silent Spell, Still Spell.

Bloodline Arcana: Whenever you cast a spell of the divination school, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

Bloodline Powers: As you grow more powerful, your control over your power grows, however as your past life and current become more intertwined, your perception of reality may become distorted.

Knowing Touch (Ex): Starting at 1st level, you can make a melee touch attack against a creature and learn something of their past and future which leaves them susceptible to your attacks – magical and physical – for a number of rounds equal to ½ your sorcerer level (minimum 1). Creatures affected by the knowing touch suffer a -1 penalty to all saving throws versus your spells and a -1 penalty to AC versus your attacks. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Soul Shadow (Su): Beginning at 3rd level, whenever anyone attempts to scry you (with a spell or magical device) you appear to them as nothing more than a shadow, with only occasional distinct features becoming clear. Those features that do become clearly visible from time to time are closer in appearance to your past life's body than your current body. Beginning at 9th level, you become immune to attempts to scry you (with a spell or

magical device), and you simply cannot be located in such a manner.

Strength of Death (Ex): At 9th level, you gain DR 5/cold iron. Your body and your soul have experienced death before and have become strengthened by it. At 17th level, the DR increases to 10/cold iron.

Hindsight (Sp): At 15th level you gain the ability to see into the recent past in your local area, similar to the spell *hindsight**. A 60 foot cone in front of you reveals events that transpired in that area as far back in the past as 72 hours. You can move about and scan the area in different directions during the duration of the ability, which lasts 3 ½ hours. While using your *hindsight* ability you can also use spells such as *detect magic*, *arcane sight* and other divinations as if you were present during the time you are viewing. At 15th level you can use this ability once per day. At 19th level you can use this ability twice per day.

When Past and Present Collide (Ex): At 20th level, your mind exists simultaneously in the present as well as in your past life. As such, you gain permanent immunity to all divination spells and to any mind-affecting spells and effects. In addition, creatures who are the subject of your divination or mind-affecting spells suffer a -5 penalty to their saving throws and you receive a +5 bonus to your caster level check to overcome spell resistance, should it apply.



The Forgetful Wizard says, "Look for *The Book of Divine Magic: A Sourcebook for Clerics, Druids, Paladins & Rangers* coming in September from 4 Winds Fantasy Gaming!"

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