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ABANDONED ARTS® PRESENTS:

CLASS ACTS: SORCERERS

TWO NEW BLOODLINES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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SORCERER BLOODLINES

As described in the *Pathfinder® Roleplaying Game: Core Rulebook™*, sorcerer's bloodlines are hereditary sources of power that grant a sorcerer bonus spells, bonus feats, one additional class skill, and other special abilities. A bloodline might represent a literal blood relation, or a particularly exceptional event somewhere in his or her family history. Regardless of the source, a sorcerer must choose one bloodline upon taking his or her first level of sorcerer. Once made, this choice cannot be changed.

At 3rd level, and every two levels thereafter, a sorcerer learns an additional spell derived from his or her bloodline. These spells are in addition to the spells that a sorcerer learns normally, and may not be exchanged for different spells at higher levels. At 7th level, and every six levels thereafter, a sorcerer receives one bonus feat, chosen from a list of feats specific to each bloodline. A sorcerer must meet the prerequisites for these bonus feats in order to select them.

THE MESMERIC BLOODLINE

One of your ancestors suffered a traumatic psychic or telepathic experience, or somehow telepathically "touched" the mind of a vastly powerful otherworldly entity. Your heritage has gifted you with the power to manifest hypnotic and divinatory abilities.

Class Skill: Sense Motive

Bonus Spells: *hypnotism*, (3rd), *detect thoughts* (5th), *clairaudience/clairvoyance* (7th), *detect scrying* (9th), *telepathic bond* (11th), *forbiddance* (13th), *greater scrying* (15th), *mind blank* (17th), *foresight* (19th)

Bonus Feats: Alertness, Deceitful, Iron Will, Leadership, Silent Spell, Skill Focus (Sense Motive), Spell Focus, Still Spell

Bloodline Arcana: Living creatures under the effects of any mind-affecting spell or ability that you cast or use take a -2 penalty on saving throws against divination spells that you cast.

BLOODLINE POWERS

You can draw upon your prodigious mental powers to overcome the minds of others in a number of ways. This oddly seductive power over others may well influence you as easily as you manipulate those around you; beware!

Overwhelming Thought (Su): You can deliver a blast of destructive mental energy at one target within 30 feet, inflicting 1d10 points of damage + 1 for every two sorcerer levels you possess. This ability requires no attack roll, but a Will save negates the damage. The DC of this save is equal to 10 + half your class level + your Charisma modifier. This ability can only harm living creatures with Intelligence scores. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Precognitive Armor (Su): At 3rd level, you gain fleeting insights into the immediate future which grant you a +1 insight bonus to your Armor Class during surprise rounds. At 9th level, this bonus increases to +2. You can overtax these abilities as a full-round action, reducing the insight bonus that you gain during surprise rounds by 1 (to a minimum of 0) for 24 hours in order to gain a momentary precognition. This precognitive revelation works like an *augury* spell with a caster level equal to your class level, except that you can only see one minute per class level into the future. Anything that might happen after that time period does not affect the result of your *augury* spell.

Towering Intellect (Su): At 9th level, you gain a +2 insight bonus on Knowledge skills in which you have at least 1 rank. You also gain telepathy with a range of 100 feet, and a low-grade telepathic empathy which grants you a +2 insight bonus on all Bluff and Sense Motive skill checks. At 13th level, these bonuses increase to +4, and then again to +6 at 17th level.

Mesmerize (Su): At 15th level, you can unleash an invisible blast of mental power as a ranged touch attack with a range of 60 ft. This ray causes the target to become fascinated for as long as you concentrate, to a maximum of 1 hour, unless it succeeds on a Will saving throw. The DC of this save is equal to 10 + half your class level + your Charisma modifier. You gain a circumstance bonus equal to your Charisma modifier on all opposed skill checks against creatures so fascinated, and a creature fascinated by this ability receives no saving throw against your overwhelming thought ability. This is a mind-affecting ability.

Thought Made Reality (Sp): At 20th level, you gain an impossible ability to break the barriers between thought and reality. You can cast *wish* once per day as a spell-like ability with a caster level equal to your class level. What's more, this psychic gift allows you to make your wishes into realities without so much as a gesture or a sound; your *wish* spell-like ability benefits from the Silent Spell and Still Spell metamagic feats, but its effective spell level is unchanged.

THE TROLLBLOODED BLOODLINE

The vile and viscous blood of a troll runs through your veins, lending you the strength to crush your enemies, the fortitude to endure the worst of dangers, and the arcane tenacity to tear through your opponents' minds and bodies with your spells.

Class Skill: Survival

Bonus Spells: *enlarge person*, (3rd), *bear's endurance* (5th), *rage* (7th), *stoneskin* (9th), *feeblemind* (11th), *transformation* (13th), *grasping hand* (15th), *giant form II* (17th), *crushing hand* (19th)

Bonus Feats: Athletic, Diehard, Endurance, Empower Spell, Great Fortitude, Intimidating Prowess, Power Attack, Toughness

Bloodline Arcana: Whenever you cast a transmutation spell, you gain fast healing equal to the spell's level for 1 round.

BLOODLINE POWERS

Your troll ancestry reveals itself in a number of disturbing ways. As your personal power increases, so too does your ferocious and sometimes gruesome troll-blooded heritage become more obvious.

Rending Claws (Su): You can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. These attacks deal 1d4 points of damage each (for a Medium sorcerer), plus your Strength modifier. At 5th level, you gain the rend special attack. When you make two successful claw attacks against the same target in 1 round, your claws latch onto the flesh and deal extra damage equal to the damage that one of your claws would deal, plus one and a half times your Strength modifier. At 7th level, the damage dealt by your claws is increased by one step, and at 11th level, the damage is increased by one step again. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Trollhide (Ex): At 3rd level, your skin begins to become more malleable and mutable, and takes on a rubbery texture. You gain a +4 racial bonus to your CMD and a bonus on Disguise and Escape Artist skill checks equal to half your class level.

Incredible Constitution (Ex): At 9th level, you gain an inherent +2 bonus to your Constitution score. This bonus increases to +4 at 13th level, and to +6 at 17th level.

Mend (Su): At 15th level you gain immunity to bleed effects, and can reattach lost limbs as if you had the regeneration quality.

Regeneration (Ex): At 20th level, you gain regeneration 10 (acid, fire), and you can regrow limbs without having to reattach them.

WILDBLOODED SORCERERS

First featured in the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook, the wildblooded archetype allows a sorcerer to choose a mutated bloodline which replaces a sorcerer's bloodline arcana, and one of the sorcerer's bloodline powers.

THE ENCHANTED BLOODLINE (WILDBLOODED)

You were conceived while one or both of your parents were captivated by the effects of powerful enchantment spells.

Associated Bloodline: Mesmeric

Bloodline Arcana: Whenever you cast a spell of the charm or compulsion subschools, increase the DC of the spell by +1.

BLOODLINE POWERS

Defy Enchantment (Su): At 9th level, you gain the slippery mind special ability, as the advanced rogue talent of the same name, and you gain SR equal to your class level +5 against enchantment effects. This bloodline power replaces towering intellect.

THE SCRAGBLOODED BLOODLINE (WILDBLOODED)

You are descended from the cruel and clever cousins of the common troll: the aquatic scrag.

Associated Bloodline: Trollblooded

Bloodline Arcana: While completely submerged underwater, your arcane spells are modified as if by the Silent Spell feat. This does not increase their level or casting time.

BLOODLINE POWERS

Strong Swimmer (Ex): At 3rd level, you gain a swim speed equal to your base land speed. At 9th level, you gain the hold breath special quality and a +2 bonus on CMB checks while underwater. At 13th level, this bonus increases to +4, you gain fast healing 1 while completely submerged in water, and you gain the amphibious special quality. This bloodline power replaces trollhide.

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