



CLASS OPTIONS VOL.1

SORCERER BLOODLINES

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INTRODUCTION

This supplement is the first in a line of projects from Reality Deviant Publications called Character Options. Each book will offer new abilities, feats and spells for Pathfinder characters, allowing players to customize PCs in ways not explored in the core rule book. For example, the upcoming Rangers Renewed will allow a ranger to replace his favored terrain bonuses for greater focus on a fighting style or slaying favored enemies, and Paladins Prevail will provide options for a paladin with either a more martial or a more merciful bend.

NEW SORCERER BLOODLINES

In a magic-filled world, strange and potent beings are forever conversing with mortals, imbuing many with powerful abilities. While most sorcerers claim a dragon or fey-creature as part of their heritage, other bloodlines are possible. Below are new sorcerer bloodlines with their own unique abilities.

These bloodlines are based on an inheritance from an abstract concept rather than a specific creature. They do not so much depend on a single ancestor, but rather rely on a PC's sensitivity to the world's ambient magic.

The seven sin bloodlines are homage to the first Pathfinder campaign. They might suit characters starting that adventure path, or make an interesting set of options for a follow-up game to that series.

NATURE

The forces of the Wood run strong in you. You either have an affinity for the natural world or one of your ancestors was a lord of the Green.

Class Skill: Knowledge (nature).

Bonus Spells: *entangle* (3rd), *summon swarm* (5th), *speak with plants* (7th), *repel vermin* (9th), *commune with nature* (11th), *transport via plants* (13th), *change staff* (15th), *control plants* (17th), *shambler* (19th).

Bonus Feats: *Animal Affinity*, *Craft Staff*, *Diehard*, *Endurance*, *Great Fortitude*, *Self-Sufficient*, *Skill Focus* (Knowledge [nature]), *Silent Spell*, *Toughness*.

Bloodline Arcana: Whenever you summon an animal or magical beast with a summoning spell, the creature gains a bonus to Strength and Constitution equal to $\frac{1}{4}$ your sorcerer level (minimum 1). This does not stack with the increase granted by the Augment Summoning feat.

Bloodline Powers: At first you revel in your innate powers. Over time you become so connected to the wild your original race and civilization seem strange to you.

Lashing vines (Ex): Starting at 1st level, you can grow from each arm a long, thorny vine as a free action. You can whip foes with these vines. These vines are treated as natural weapons, allowing you to make two attacks as a full attack action using your full base attack bonus. These attacks deal 1d4 points of damage plus your Strength modifier (1d3 if you are Small). At 5th level, these vines are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small), and your reach increases by 5 feet when making an attack with these vines. At 11th level these vines become poisonous dealing 1d3 points of Strength damage on a hit if the target does not make a successful Fort save with a DC equal to $10 + \frac{1}{2}$ your sorcerer level + your Charisma modifier. A creature that saves is immune to the poison until 24 hours have passed. You can use your vines for a number of rounds per day equal to $3 +$ your Charisma modifier.

Resistance of the Wood (Ex): At 3rd level, you gain resist cold and sonic 5, but gain vulnerable fire 5. You also gain

a +2 bonus to saving throws made against poison. At 5th level, your resistance to cold and sonic, and vulnerability to fire all increase to 10. Your bonus on poison saving throws increases to +4.

Green Fortitude (Ex): At 9th level, you gain a +2 inherent bonus to your Constitution. This bonus increases to +4 at 13th level, and again to +6 at 17th level.

Children of the Forest (Sp): At 15th level, if you still have an uncast spell available you may give up that spell to cast *summon nature's ally* of the same level or lower.

One with the Green (Ex): At 20th level, the power of nature courses through you. Your skin becomes rigid and coarse much like tree bark, and possesses a distinctly greenish tinge. You gain immunity to cold, sonic and poison, sneak attacks and critical hits, as well as a +4 bonus to your natural AC.

SEER

The future, the distant past, far and away places and events -- all are known to you, either because the gods favor you with visions or because you possess some innate power.

Class Skill: Sense Motive

Bonus Spells: *identify* (3rd), *locate object* (5th), *clairaudience/clairvoyance* (7th), *locate creature* (9th), *contact other plane* (11th), *true seeing* (13th), *vision* (15th), *moment of prescience* (17th), *foresight* (19th).

Bonus Feats: *Alertness*, *Blind-Fight*, *Combat Casting*, *Dodge*, *Improved Initiative*, *Lightning Reflexes*, *Skill Focus* (Sense Motive), *Spell Focus* (divination)

Bloodline Arcana: You add your Charisma modifier to all Knowledge checks and are considered trained in all Knowledge skills.

Bloodline Powers: The world is an open book to you. With your inborn abilities you can see attacks before they happen, view distant realms out of eyesight, even pierce the veil between the planes. Sometimes you see things better left unknown.

Preternatural Awareness (Su): Starting at 1st level, you gain a +1 bonus to Initiative checks and a +1 insight bonus to AC. This bonus increases to +2 at 9th level, and +3 at 13th level. Also, you retain your Dexterity bonus to your AC (if any) even if you are caught flat-footed or struck by an invisible attacker. You still lose your Dexterity bonus to AC if you are immobilized.

Second Sight (Su): At 3rd level, you have flashes of insight. You gain a +2 insight bonus to Perception and Sense Motive checks. This increases to +4 at 9th level, and +6 at 15th level. Once per day you can add your sorcerer level as a bonus to one Knowledge check, but if you choose to do so, you can not take a 20 on this check. You can use this ability twice per day at 14th level, and three times per day at 19th level.

Third Eye (Su): At 9th level, you cast all divination spells as a caster one level higher than your sorcerer level. This increases to +2 caster levels at 15th level, and +3 caster levels at 19th level. You add +2 to the DC to resist spell of the scrying subschool you cast. This bonus stacks with the Spell Focus feat.

Omniscient Gaze (Su): At 20th level very few things are hidden from you. You automatically pierce all mundane disguises. You cast all divination spells as if you were a caster four levels higher. In addition you can cast true seeing once per day as a bonus spell. Your initiative bonus becomes +5 and you can always act in the surprise round.

WORDS

Either because you possess a divine heritage, or simply through accident or intuitive knowledge you have learned how to manipulate the magic inherent in speech. This allows you to change the nature of reality simply by altering the words for things.

Class Skill: Linguistics

Bonus Spells: *comprehend languages (3rd)*, *whispering wind (5th)*, *tongues (7th)*, *shout (9th)*, *break enchantment (11th)*, *mass suggestion (13th)*, *power word blind (15th)*, *power word stun (17th)*, *power word kill (19th)*.

Bonus Feats: Deceitful, Magical Aptitude, Persuasive, Improved Counterspell, Iron Will, Skill Focus (Linguistics), Spell Focus, Spell Penetration, Still Spell

Bloodline Arcana: When you cast a spell with a verbal component, the spell's duration extends for a number of rounds equal to your Charisma modifier. This bonus does not stack with the increase granted by the Extend Spell feat.

Bloodline Powers: To describe a thing is to know its limits and capabilities. Once you know a thing's limits you can control and destroy it.

Speech of Power (Sp): You know what words interact with the names for creatures and objects. You can damage another creature with a mere sound, as a standard action, targeting any creature or object within 30 feet as a ranged touch attack. In the case of a creature it must be able to hear you. The creature takes 1d6 + 1 for every two sorcerer levels you possess. This damage is a fundamental alteration of the universe, and therefore bypasses DR and is not subject to spell resistance. At 9th level, a creature that fails its Will save (DC = 10 + ½ your sorcerer level plus your Charisma modifier) is also dazed for one round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Word Weaver (Su): At 3rd level, your ability to use language improves your spell casting ability. The save DC for any spell you cast with a verbal component increases by +1. This bonus does not stack with the Spell Focus feat.

The Names of Things (Su): Starting at 9th level you can manipulate the magic in weapons and armor simply by renaming it. As a standard action once per day you may change a weapon's or armor's enhancement bonus and special properties to different ones equal to the original total enhancement bonus as long as the weapon or armor does not exceed the enhancement limitations as described on page 468 of the *Pathfinder RPG rulebook*. For example, you could change a +5 wounding long sword into a +3 holy thundering human bane long sword, but

not +7 long sword. This alteration lasts for a number of rounds equal to your Charisma modifier. The item must be within 30 feet of you and in line of sight. If an opponent possesses the weapon or armor, the item gets a Will saving throw (DC = 10 + ½ your sorcerer level + Charisma modifier) to resist the names of things. A successful save means the item is immune to this power until 24 hours have passed.

At 15th level you can use this ability twice per day, and three times per day at 19th level.

Words Are Magic (Su): At 15th level choose a number of spells you know with verbal components equal to one-half your Charisma modifier. You may cast these spells with the Still Spell metamagic feat without increasing their level or casting time. Once you have chosen these spells you may only change one when you can replace a spell you already know with a different spell at an even numbered level.

True Speaker (Su): At 20th level, your speech has the power of magic. All spells you can cast with verbal components need no other components and their saving throw DC increases by a total of +2. This stacks with the Spell Focus feat. Finally, you gain the tongues ability, allowing you to speak with any creature that has a language.

THE SEVEN DEADLY SINS

Thousands of years ago seven powerful wizards each practiced a form of magic based on one of the seven deadly sins. When their empire came to an end, the energies gathered around and in these mages escaped into the world. Some of this sin magic found hosts in living creatures, inhabiting and motivating individuals the same way it once did the bodies of the mages.

Your blood runs with the ancient magic of one of the sin magicians. Perhaps an ancestor was a slave of the fallen wizards, the subject of a failed experiment, or became infused with sin magic when they stumbled into the ruins of an abandoned laboratory. Or maybe the sin magic took up residence in you, drawn by a sympathetic attraction to your already sinful personality.

In any case, the source of your magic spawns from the eldritch power inherent in one of the seven deadly sins. Each sin grants a different set of powers, and alters your personality to conform more to its bent.

ENVY

You want what others have. And that's the problem, it always seems someone else has something more or better than you do. Even your friends have more. You view their abilities and items with undisguised desire.

Class Skill: Sleight of Hand

Bonus Spells: *protection from chaos/evil/good/law (3rd)*, *arcane lock (5th)*, *dispel magic (7th)*, *fire trap (9th)*, *dismissal (11th)*, *greater dispel magic (13th)*, *banishment (15th)*, *trap the soul (17th)*, *mage's disjunction (19th)*.

Bonus Feats: Deceitful, Deft Hands, Improved Counterspell, Improved Grapple, Improved Disarm, Skill Focus (Sleight of Hand), Spell Focus (abjuration), Spell Penetration

Bloodline Arcana: When you cast an abjuration spell, you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

Bloodline Powers: Your powers either prevent magic from working or take from others what you don't have. Barring that you make sure if someone has something you can't get, then they can't have it either.

Covetous Touch (Sp): At 1st level you can steal the fundamental essence of a creature with a melee touch attack. Your covetous touch deals 1d4 + 1 damage for every two sorcerer levels. This damage is not subject to DR or spell resistance. At 7th level this damage increases to 1d6. Increase the damage to 1d8 at 11th level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Mine (Sp): At 3rd level you can take spells cast by others for your own. When you witness a spell cast by another creature within 30 feet you can absorb the spell's energy for yourself. If you make a successful opposed caster-level check, the spell is negated but you gain the ability to cast that spell as a bonus spell for the next 24 hours, even if you have not cast any spells during the day. The spell must be of a level you can cast. You can use this ability once per day at 3rd level, and once more per day every four levels thereafter, to a maximum of five times per day at 19th level.

If I Can't, Neither Can You (Sp): At 9th level you become more capable of dispelling the spells of other casters. You gain a +2 bonus to caster-level checks to dispel magic and counterspell. This bonus increases to +4 at 15th level.

Ray of Cancellation (Sp): At 15th level you can deny others the benefits of their magic items. As a standard action you can make a caster-level check (as if you had cast greater dispel magic) to dispel the magic in one weapon, armor, potion, ring, rod, scroll, staff, wand or wondrous item within 30 feet that you are aware of and is in your line of sight. If successful, the magic in the armor, weapon, ring, staff, rod, wand or wondrous item is suppressed for a number of rounds equal to your Charisma modifier. A scroll or potion so targeted is destroyed. You may use this ability once per day. At 19th level you can use this ability twice per day.

Envy (Su): At 20th level, you won't be denied. You gain Spell Resistance equal to 10 + your sorcerer level + your Charisma modifier. Once per day, you automatically succeed at one caster level check made to dispel magic or counterspell. You must use this ability before making the roll.

GLUTTONY

You eat. You consume. You take. Whether it is food, drink or another's life, your appetite is almost boundless. For you wealth is simply a way to secure more and better food

and drink. Adventuring takes you across the world to discover rare and interesting delicacies, to consume and drain unique and fascinating creatures.

Class Skill: Diplomacy.

Bonus Spells: *chill touch (3rd), false life (5th), vampiric touch (7th), enervation (9th), magic jar (11th), circle of death (13th), finger of death (15th), horrid wilting (17th), energy drain (19th).*

Bonus Feats: Brew Potion, Great Fortitude, Improved Critical (bite), Improved Grapple, Self-Sufficient, Skill Focus (Diplomacy), Spell Focus (necromancy)

Bloodline Arcana: You can not starve to death as long as you are able to consume enough solid material to replace the food you normally eat. This material can be dirt, metal and even stone.

Bloodline Powers: Your ability to consume makes you hardier than other creatures. Unfortunately, as your powers grow so does your belief that anything is food. Most other sentient creatures don't like to be viewed as a meal.

Bite (Ex): At 1st level you can grow powerful jaws and teeth as a free action, allowing you to make a bite attack as a standard action. This bite is considered a natural weapon, and deals 1d6 points of damage plus your Strength-modifier (1d4 if you are Small). At 5th level this bite is considered a magic weapon for the purposes of overcoming DR and the attack's critical multiplier increases to x3. At 7th level, the damage increases by one step to 1d8 points of damage (1d6 if you are Small). At 11th level, you gain fast healing 5 for one round whenever you successfully hit and damage an opponent with your bite attack. You can use your bite for a number of rounds per day equal to 3 + your Charisma modifier.

Corpulent Fortitude (Ex): At 3rd level you gain DR 2/piercing or slashing, and a +2 bonus to poison saves. At 9th level this increases to DR 4/piercing or slashing and your bonus on poison saves increases to +4.

Bloated Resilience (Ex): At 9th level you have grown so fat you gain a +2 bonus to your natural armor class. This bonus increases to +4 at 13th level, and again to +6 at 17th level.

Swallow (Ex): At 15th level your appetites are so large you can swallow whole creatures your size or smaller. On a successful bite attack you can start a grapple as a free action without provoking an attack of opportunity. If the grapple is successful you have swallowed the target. A swallowed target takes 2d8 + Strength modifier bludgeoning damage plus 1d8 acid damage per round. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to your stomach lining (AC 15).

Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its way out. At 17th level you can swallow whole a creature one size larger than you. At 19th level this increases to creatures two sizes larger than you.

For each size category a creature is smaller than the largest size you can swallow, your stomach can hold twice as many similarly sized creatures. For example, if

you are Medium at 15th level you can swallow one Medium creature, two Small creatures, four Tiny creatures or six Fine creatures.

Grotesque Obesity (Ex): At 20th level, you are the ultimate consumer. You are immune to poison, including the poison attacks of swallowed creatures. Your bite attack deals 2d6 plus your Strength modifier damage on a hit (2d4 if you are Small) and its critical multiplier increases to x4. You gain a +4 bonus to your CMB to perform a grapple to swallow a creature.

GREED

You protect what you have, but what you have is never enough. You always want more. You know the value of all things, and attempt to come out ahead in any transaction, be it in the marketplace, during a social situation or in combat. You bristle when treasure is divided among your compatriots, convinced you should get more.

Class Skill: Instead of a new class skill sorcerers with the greed bloodline receive a +1 bonus to Appraise checks.

Bonus Spells: *alarm (3rd), arcane lock (5th), explosive runes (7th), minor creation (9th), fabricate (11th), guards and wards (13th), instant summons (15th), iron body (17th), wish (19th).*

Bonus Feats: Craft Rod, Craft Wand, Craft Wondrous Item, Empower Spell, Forge Rings, Iron Will, Maximize Spell, Skill Focus (Appraise), Spell Focus (transmutation), Widen Spell

Bloodline Arcana: Whenever you cast a spell with the range of “personal,” you gain a +2 bonus to Strength, Constitution or Dexterity for a number of rounds equal to the spell’s level.

Bloodline Powers: Your powers derive from your unshakable desire to gain more and also keep what you have, never allowing another to get at your hard-won possessions.

Hoard Spell (Su): At 1st level, when you cast a spell you can immediately declare you want to hoard it and gain the use of the spell one additional time that same day. You must decide this before the spell’s effects are resolved. This ability can be used once per day. At 7th level and every six levels thereafter, you gain one more daily use of this ability, to a maximum of four times per day at 19th level. The spell you hoard must be of a level equal or lower than ½ your Charisma modifier (minimum 1).

Hoard Life (Ex): At 3rd level, you gain resist negative energy 5 and +2 bonus on saving throws made to resist ability damage or drain and level damage or drain resulting from negative-energy effects. At 9th level, your resistance to negative energy increases to 10 and your bonus on the above saving throws increases to +4.

Hoard Items (Ex): At 9th level, you can wear one extra magic item in the neck, ring, torso or waist slot.

Desire Leads to Invention (Ex): At 15th level, your miserly personality lets you create magic items for reduced cost and experience. The base price of any magic item you create is 10% less than normal.

Clenched Fist (Ex): At 20th level, no one can take what is yours. You are immune to damage from negative energy,

level drain and level damage, or ability damage or drain resulting from negative energy. You can wear a second additional magic item in the neck, ring, torso or neck slot.

LUST

You know how to use another’s desire to get what you want. Pleasure increases your powers the way the sun builds warmth in steel --until it is too hot to touch.

Class Skill: Diplomacy.

Bonus Spells: *charm person (3rd), touch of idiocy (5th), suggestion (7th), charm monster (9th), feeblemind (11th), mass suggestion (13th), insanity (15th), demand (17th), dominate monster (19th).*

Bonus Feats: Deceitful, Exotic Weapon Proficiency (whip), Extend Spell, Improved Disarm, Improved Feint, Iron Will, Persuasive, Point Blank Shot, Skill Focus (Diplomacy), Spell Focus (enchantment).

Bloodline Arcana: Whenever you cast a spell of the compulsion subschool, increase the spell’s DC by +2.

Bloodline Powers: You know the ways to evoke pleasure, and use that to your advantage. Your powers enable you to manipulate others to your will.

Desire and Pain (Sp): At 1st level you can deliver a melee touch attack that causes a target to either freeze with desire or experience agonizing pain over your physical beauty. You may decide to daze the target for one round or inflict 1d4 + 1 for every two sorcerer levels you possess. You must choose the effect before the attack roll. Once a creature has been affected by desire and pain, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

No Need to Fight Over Me (Sp): At 3rd level, as a standard action you may command one creature within 30 feet of you who can hear and understand you to attack another creature of your choice. The target gets a Will save to resist this effect (DC = 10 + ½ your Sorcerer level + your Charisma modifier). The effect lasts for a number of rounds equal to your one-half your Charisma modifier (minimum 1). If a creature successfully saves against No Need to Fight Over Me it can not be affected again by this ability for 24 hours. You can use this ability of a number of times per day equal to 3 + your Charisma modifier.

Beauty (Ex): At 9th level, you gain a +2 inherent bonus to all Charisma-based skills and checks. This bonus increases to +4 at 13th level, and again to +6 at 17th level.

Wounded Beauty (Su): At 15th level your physical charm is so powerful, that whenever you are immobilized, knocked unconscious, dying or suffer from major damage, your allies are driven to extraordinary lengths to save you. Any ally within 30 feet who can see you, gains a +4 bonus to attack and damage rolls for a number of rounds equal to your Charisma modifier. If they suffer under a condition or spell that allows a save at the time wounded beauty goes into effect, each ally may also make a saving throw with a +2 bonus against this condition.

Splendor of the Gods (Su): At 20th level your physical beauty surpasses most mortal creatures. Creatures with Hit Dice less than $\frac{1}{2}$ your sorcerer level that come within 30 feet of you are dazed for a number of rounds equal to your Charisma modifier, after which they can act normally. All other creatures get a saving throw to resist this effect (DC = 10 + $\frac{1}{2}$ your Sorcerer level + Cha modifier). Once a creature saves against this effect it is immune to splendor of the gods for 24 hours.

You can cast dominate monster once per day as a bonus spell.

PRIDE

You exaggerate. Not that you really need to, your powers are always on the increase, but everyone must be told how good you are. If this means talking yourself up a bit more than what's true, so be it.

Class Skill: Disguise

Bonus Spells: *magic aura (3rd)*, *mirror image (5th)*, *major image (7th)*, *phantasmal killer (9th)*, *seeming (11th)*, *veil (13th)*, *project image (15th)*, *screen (17th)*, *weird (19th)*.

Bonus Feats: Dazzling Display, Deceitful, Enlarge Spell, Heighten Spell, Iron Will, Leadership, Skill Focus (Disguise), Skill Focus (Knowledge [nobility]), Spell Focus (illusion).

Bloodline Arcana: Whenever you cast a spell of the illusion, 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: Your belief, or professed belief, in your own superiority powers your abilities.

Back Off (Sp): Starting at 1st level, you can make a melee touch attack that causes a living creature to become frightened by your dominating presence for a number of rounds equal to $\frac{1}{2}$ your sorcerer level (minimum 1) if the target has fewer Hit Dice than your sorcerer level. A creature with Hit Dice equal or greater than your sorcerer level is shaken for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Illusion of Command (Sp): At 3rd level you cast a glamor of authority. As a standard action you can cause a creature that fails a Will save (DC = 10 + $\frac{1}{2}$ your Sorcerer level + Charisma modifier) to take either a move or standard action of your choice. The target must be within 30 feet of you and be able to hear and understand you. You can not force the target to take obviously suicidal actions such as jumping off a cliff, but you can make it attack allies. If a creature saves against illusion of command it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Sense of Self (Ex): At 9th level, your inflated confidence actually influences reality. You can add one-half your sorcerer level as a bonus to one attack roll, critical hit confirmation roll, skill check, ability check, saving throw or level check made to overcome spell resistance after the die roll is made but before the result of the roll is known. You may do this once per day.

Exaggerated Spellcasting (Sp): At 15th level you can make opponents believe your spells are more powerful than they truly are. Once per day you can add Empower Spell, Heighten Spell, Maximize Spell or Widen Spell to a spell without increasing the spell's casting time or level. If any creature affected by this spell makes a Will save (DC = 10 + $\frac{1}{2}$ your Sorcerer level + Charisma modifier) the spell acts normally without the benefit of the metamagic feat. You may use this ability twice per day at 17th level and three times per day at 19th level.

The Great Deceiver (Su): You project a permanent illusion of yourself, making it hard for opponents to determine your exact location. Critical hit confirmation rolls against you take a penalty equal to your Charisma modifier, and attacks against you automatically fail if the attacker rolls a 4 or lower. You receive a +4 bonus to Reflex saves and an equal bonus to caster-level checks when determining how hard it is to dispel your illusion spells.

SLOTH

You're lazy. If you can avoid doing something you will. Even better is when you get someone to do things for you. If it weren't for the fact that adventuring is an easy way to earn treasure and gold (certainly easier than working for a living) you wouldn't do it all. Wealth is nothing to you on its own, rather a means to an end. You use it for servants, slaves and magic that lets you dispense with physical labor.

Class Skill: Diplomacy

Bonus Spells: *unseen servant (3rd)*, *summon monster II (5th)*, *phantom steed (7th)*, *dimension door (9th)*, *mage's faithful hound (11th)*, *planar binding (13th)*, *instant summons (15th)*, *clenched fist (17th)*, *summon monster IX (19th)*.

Bonus Feats: Augment Summoning, Combat Casting, Iron Will, Persuasive, Skill Focus (Diplomacy), Skill Focus (Fly), Spell Focus (conjuration), Still Spell

Bloodline Arcana: Whenever you cast a spell of the summoning subschool, 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: All your powers originate in the fact that you are almost impossible to rouse out of your naturally torpid state. You do not like to do things without a very good reason.

Servant Hand (Sp): You have the ability to manifest a ghostly hand to attack opponents. As a standard action you can make a ranged touch attack against one target within 30 feet, dealing 1d6 bludgeoning damage +1 for every two sorcerer levels you possess. At 5th level, this hand is considered a magic weapon for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d8 points of damage. At 11th level this hand deals an additional 1d6 points of force damage. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Irresistible Lethargy (Ex): At 3rd level you gain a +2 bonus to saves to resist compulsions and mind-affecting effects. At 8th level and every five levels thereafter, this bonus increases by +1, to a maximum of +5 at 18th level.

Servants (Sp): At 9th level, you can cast summon monster spells as if you were two levels higher than your sorcerer level. This increases to four levels higher than your sorcerer level at 15th level.

Sedentary Corpulence (Ex): At 15th level you become particularly hard to move against your will. You gain a bonus equal to $\frac{1}{2}$ your sorcerer level + your Charisma modifier to saves to resist involuntary teleport effects, and an equal bonus to your CMD to resist grapples, trips, and bull rush attacks.

Immovable (Su): At 20th level whenever you choose you can become immovable by any force, even if staying in place defies gravity. Your slothful nature creates an aura around you. Creatures with Hit Dice less than $\frac{1}{2}$ your sorcerer level that come within 30 feet of you are slowed for a number of rounds equal to your Charisma modifier, after which they can act normally. All other creatures get a saving throw to resist this effect (DC = 10 + $\frac{1}{2}$ your Sorcerer level + Cha modifier). A creature that has saved against this aura is immune to it for another 24 hours.

WRATH

You embody the destructive nature of emotions. When angered you fly into a blistering rage, attacking and destroying the object of your wrath.

Class Skill: Instead of an additional class skill, sorcerers with the wrath bloodline gain a +1 bonus on Intimidate checks.

Bonus Spells: *shocking grasp* (3rd), *gust of wind* (5th), *rage* (7th), *shout* (9th), *cone of cold* (11th), *forceful hand* (13th), *mage's sword* (15th), *clenched fist* (17th), *meteor swarm* (19th).

Bonus Feats: Caught Off-Guard, Empower Spell, Improved Unarmed Strike, Intimidating Prowess, Iron Will, Maximize Spell, Power Attack, Skill Focus (Intimidate), Spell Focus (evocation), Throw Anything

Bloodline Arcana: When you cast an evocation spell, you gain a bonus to Intimidate checks equal to the spells level for 2 rounds.

Bloodline Powers: You summon the inner fire of destruction inherent in all beings. Even friends and allies fear your anger.

Fists of Fury (Ex): Your first weapons were your fists, and you learned to fight with them at an early age. At 1st level you can turn your fists into rock-hard bludgeons as a free action. Your fists are then treated as natural weapons, allowing you to make two unarmed attacks with your hands as a full attack action using your full base attack bonus. Each of these attacks deal 1d4 points of damage plus your Strength modifier (1d3 if you are Small). At 5th level, your strikes are considered magic weapons for the purposes of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small). At 11th level your blows also deal 1d6 points of sonic damage with a successful hit. This is a supernatural ability. You can use this ability for a number of rounds per day equal to 3 + your Charisma modifier.

Determined Wrath (Ex): At 3rd level, if you are success-

fully hit with a melee or ranged attack during a surprise round, you gain temporary hit points equal to one-half your level, and a +1 bonus on the next attack and damage roll you make against the attacker. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum +5 at 19th level.

Strength of Wrath (Ex): At 9th level, you gain a +2 inherent bonus to your Strength. This bonus increases to +4 at 13th level, again to +6 at 17th level.

Rage Against the Machine (Ex): At 15th level, you can lay waste to inanimate and artificial objects. You gain the Improved Sunder feat even if you do not meet the prerequisites. When striking an inanimate object or a construct your unarmed strikes are considered adamantine for the purposes of overcoming DR or hardness, and you gain a bonus to your unarmed damage equal to your Charisma-modifier. Also, when attempting to sunder an item held by an opponent you gain a bonus to your CMB equal to your Charisma-modifier.

Whirling Frenzy (Ex): At 20th level you are wrath incarnate. Your unarmed strikes deal 2d6 plus your Strength modifier damage (2d4 if you are Small). Once per day, when attempting to sunder or break an object with an unarmed strike, you may bypass all hardness of the object and add your caster level to the damage. When you hit a creature with an unarmed strike, you can use your attack roll against the creature as if you had also performed a bull rush.



NEW FEATS

ANCESTRAL MEMORIES

The psychic residue of your forbearers aids you in times of need.

Prerequisite: Sorcerer Bloodline

Benefit: Once per day you can add a bonus equal to $\frac{1}{2}$ your sorcerer level to a skill check when using the additional class skill granted by your sorcerer bloodline.

ANCIENT NEMESIS

Your bloodline-ancestors waged war against a race or creatures that now imbue others with sorcery. Your powers are particularly effective against these descendants.

Prerequisite: Sorcerer Bloodline

Benefit: Choose one sorcerer bloodline other than your own. When you deal damage with your sorcerer abilities or spells against creatures with this bloodline, add 3 + your Charisma modifier to the damage. If your sorcerer ability or spell allows a saving throw, increase the DC of the save by +1 when the ability is used against a creature with the bloodline you have chosen.

DUAL INHERITANCE

While one bloodline dominates, there is the taint of another.

Prerequisite: Sorcerer Bloodline, 3rd level sorcerer

Benefit: You may replace any bloodline ability gained at 3rd level or higher for the 1st level ability of a different bloodline. This choice must be made when you would gain a new ability from your bloodline, and once made, can not be changed.

EXTRA ATTACK

The powers running through you stay longer when manifested.

Prerequisite: Sorcerer Bloodline

Benefit: Increase the number of rounds per day or number of daily uses of your 1st level bloodline ability by an amount equal to your Charisma modifier. You may take this feat only once.

HIDDEN HERITAGE

Magic is in your blood. By concentrating you can draw on untapped reserves.

Prerequisite: Sorcerer Bloodline

Benefit: Once per day, you may cast one of the bonus spells granted by your bloodline as a bonus spell as long as the spell's level is equal to or lower than $\frac{1}{2}$ your Charisma modifier (minimum 1).

IMPROVED BLOODLINE RESISTANCE

Your heritage runs strong, granting you greater immunity to one type of energy.

Prerequisite: Sorcerer Bloodline

Benefit: Choose one type of energy resistance granted by your bloodline. Increase this resistance by a number equal to your Charisma modifier. You may take this feat more than once, but each time it must be applied to a different resistance. Its effects do not stack.

IMPROVED BLOODLINE SAVE

Your ancestors have granted you increased resilience against damaging substances.

Prerequisite: Sorcerer Bloodline

Benefit: If your bloodline grants a bonus to a saving throw against a specific effect or substance, such as poison or disease, increase that bonus by +2. You may take this feat more than once, but each time it must be applied to a different saving throw. Its effects do not stack.

IMPROVED INHERITANCE

The source of your magic runs stronger in you than others of your same kind.

Prerequisite: Sorcerer Bloodline

Benefit: Choose an ability granted by your bloodline that allows a saving throw. The save DC to resist this ability's effects increases by +2. You may take this feat more than once, but each time it must be applied to a different ability. Its effects do not stack.

MARK OF THE WITCH

You have an obvious scar, natural tattoo or skin mottling that marks you as one inherently imbued with magical energy.

Prerequisite: Sorcerer Bloodline

Benefit: You gain a +4 bonus to Intimidate checks, but take a -2 penalty to Diplomacy and Disguise checks.

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