

RACES OF THE LOST SPHERES **B**LOODBORN

BY CHRISTEN N. SOWARDS



PATHFINDER
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RACES OF THE LOST SPHERES BLOODBORN

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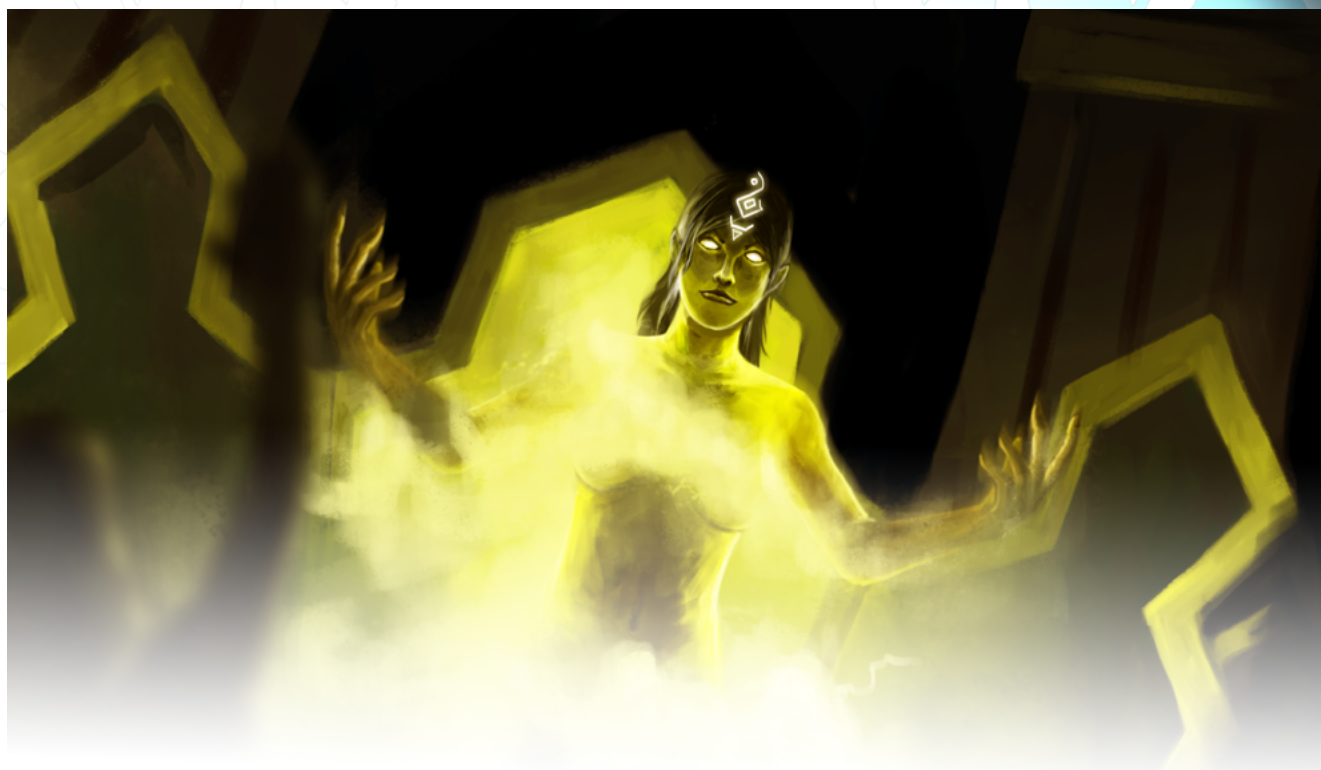


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INTRODUCTION:

The bloodborn are an offshoot of humanity found scattered through the reaches of the known worlds. Long ago, Those Who Came Before (the ancestors of the bloodborn) journeyed the Spheres colonizing and laying claim to worlds of their choosing. While perceived as aggressive by those they met the mandate of these explorers was simple: accumulate and master all knowledge they encountered. A diverse and cosmopolitan people, the ancestors of the bloodborn were not expecting to accrue enemies as fast as their rapid expansion earned them. When suddenly swarmed with masses of equally powerful races on far too many fronts to contend with, the ancient progenitors of the bloodborn responded with an unusual plan: Preservation. Not of the self, as common in times of war but instead, they chose to preserve their knowledges, their magics, and their essential powers by entrusting them to souls yet born.

A gathering was held of as many of their people to their homeland as possible. They drew forth their power and spirit and in a vast working of mages and priests and runemasters and crafted the Sourcerunes. Following the foci and ley-lines of the worlds they found, the Sourcerunes formed repositories of their essences crisscrossing their world with a web of magic and spirit. Studying the lines of power between the Sourcerunes they created indestructible works of artifice, the Bloodwells. When later seeded by the blood of a compatible race, these Wells can reconstitute a new being blessed with fragments of their once great Empire.

As the scattered children of Man came upon the Bloodwells some of them found the courage to offer up their blood to the strange devices. Realizing that the sarcophagi-like devices could give rise to armies

over time, many races of humanity attempted to conscript or enslave the newly reborn race.

Physical Description: Generally speaking bloodborn resemble humans. They emerge from the Bloodwells in a state resembling adult humans and have no physical childhood. Their ethnic variations favor the appearance of their Blood Patrons (see below). The presence of small glowing runes echoing of their Sourcerunes shine above their brow in various formations is their primary distinguishing feature. A canny eye may spot the notable lack of aging and dermatological stress that comes from a young bloodborn's origins. When a bloodborn's Sourcerunes are in resonance their eyes often glow the same shade as their runes but this is not always the case.

Society: Bloodborn often resemble the human societies that discover the Bloodwell (or Bloodwells) and give rise to them as Blood Patrons. Larger settlements will maintain colonies for Darhamahn, a period of





BLOODWELLS:

The Bloodwells are artifice left by Those Who Came Before. Most often cast in hues of metallic bronze or gold, the devices resemble sarcophagi that are studded with at least two spindles meant to draw blood from the humans activating the it. Each Well has minor visual differences as exterior runes are adjusted for the Well's play in a worlds Ley-web. Damage to the Bloodwells is near impossible but some have been found damaged. Bloodwells may only be used once an hour to create life.

adjustment where newly made bloodborn are allowed to weather out the heightened period of emotion and psychic strain from reconciling the conflicting memories and imprints of both Sourcerunes and Blood Patrons.

Relations: Bloodborn tend to serve in a related capacity to the human race that discovers the Bloodwells. This can result in them becoming slaves, guardians or holy saviors. In larger settlements where bloodborn have control over the Bloodwells the bloodborn make trade for blood from promising individuals and send emissaries into other lands to seek new diversity in Blood Patron pools. This need to seek normal human blood to grow the numbers of their race often times can lead surrounding cultures to associate them with blood-drinking monsters such as vampires. Some colonies have taken to the practice of domesticating stirges for use in seeding the Bloodwells but most bloodborn find the practice abhorrent or claim it dilutes the purity of the Blood Patron.

Alignment and Religion: Bloodborn tend to favor the alignments of their Blood Patrons. If these alignments conflict the bloodborn often suffers a particularly stressful Darhamahn period trying to reconcile the different viewpoints of their "parents." Similarly, the influence of Blood Patrons can create religious bias as well. Sometimes deeper

beliefs rise from the Sourcerunes themselves granting a bloodborn intimate knowledge of religions often thought lost, unknown or forgotten. Of more immediate threat can be the discovery of a Bloodwell by cultists or other worshipers of gods of evil as that such dark Blood Patrons will increase the tendencies of the newly created blood born to follow similar practices. Gods of madness have been known to command followers to seize a Bloodwell just to create bloodborn with conflicting Blood Patrons.

Adventures: Bloodborn are occasionally born from the wells possessing more knowledge than many adventurers who have been active for years. Darhamahn can contain periods of conflict, wanderlust or needs to reconcile the memories of Those Who Came Before with their Blood Patrons.

Names: Bloodborn often awaken with a name on their lips. Some echo of a great ancient shattered into eternity at the crafting of the Sourcerunes. Often times they journey for lifetimes without ever hearing its like, but sometimes they find recognition in the most unexpected places.

BLOODBORN RACIAL TRAITS

+2 to One Ability Score: As a Human offshoot, Bloodborn characters get a +2 bonus to one ability score of their choice at creation.

Augmented Humans: Bloodborn are humanoids with the (human) and (augmented) subtypes.

Medium: Bloodborn are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Bloodborn have a base speed of 30 feet.

Sourcerunes (Su): See the Sourcerune Section for information on this racial ability.

Blood Patrons (Ex): Each Bloodborn was born of two blood donors whose power and knowledge becomes the raw material of the newly created bloodborn's being. The player selects two skills to represent these blood patrons knowledge reborn in the new character and become class skills regardless of class selection. Additionally, the GM may also allow the bloodborn to make skill checks

untrained when dealing with circumstances familiar to one of their Blood Patrons.

Bloodforged (Ex): Due to the energies of the Bloodwells used to create them, Bloodborn have a -2 penalty to saving throws vs. Death Effects and Negative Energy attacks. Additionally bloodborn are sterile via natural means of reproduction and may not trigger Bloodwells with their own blood.

Conflicted Soul (Ex): Bloodborn are driven by the conflicting memories of both their Blood Patrons and their Sourcerunes. They resolve these conflicts by embracing diverse skill-sets and mastering counterbalancing arts. Bloodborn who remain single classed after their first level take a cumulative circumstance penalty equal to the number of levels in their single class beyond the first to all d20 rolls made for the character. If this penalty exceeds their highest mental statistic bonus, they descend into madness and are surrendered to the GM as NPCs. If you are using the alternate multi-classing rules from *Pathfinder Roleplaying Game: Unchained* you may avoid conflicted soul penalties by giving up the required feats to acquire a multiclass progression.

Languages: Bloodborn begin play speaking Common, and a language belonging to one of their Blood Patrons. Bloodborn with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

BLOOD PATRON:

The Bloodwells must be activated by the blood of two creatures with the human subtype by coating the exterior bloodspindles. The artifacts utilize the blood to synthesize the physical body of the newly made bloodborn. The bloodborn will resemble both parents but does not require any specific combination to yield a gender. General ideas of the Blood Patrons of any given bloodborn should be known to the player and/or GM as the racial mechanics and feats in the product may refer to them.

SOURCERUNES

Each Bloodborn begins play with attunement to at least two Sourcerunes. These Sourcerunes represent the manifestation of ancient knowledge from the collective of Those Who Came Before. Each Bloodborn has at least one primary Sourcerune and one secondary Sourcerune. Bloodborn may not be attuned to a single Sourcerune Family more than once. Each Sourcerune has different game effects depending on whether it is primary or secondary in attunement. The Sourcerunes Families are as follows:

SOURCERUNE FAMILIES



Examples of an Atkai family rune.

ATKAI FAMILY

SIGNS OF PRYMMEAN ENERGY SKILL:

Primary - Atkai primary attuned Bloodborn may use their Charisma modifier in place of the casting or manifesting attribute normally assigned to a single class of their choosing. Alternatively, the Bloodborn can select a single class that provides supernatural and/or spell-like abilities, these class abilities may reference Charisma instead of their original attribute.

Secondary - Atkai secondary attuned Bloodborn with a Charisma based casting class gain access to an alternate favored class benefit. At each level of the selected favored class, the Bloodborn may choose another spell known. This spell may not be of the character's highest level known.





SOURCERUNES:

Each bloodborn has a minimum of two luminous runes at their brow. The runes can be either in vertical or horizontal presentation. In the case of a third rune triangular formations are present in addition. Sourcerunes are supernatural in nature and are suppressed in antimagic. They may shed light similar in intensity to a candle or dim to bare visibility. Runes may be of various coloration and each family has hundreds of variations. If resonance is active the colors blend to the same hues or patterns.



Example of a Muo family rune.

MUO FAMILY SIGNS OF EMMANANT ENERGY SKILL:

Primary - Muo primary attuned Bloodborn may use their Wisdom modifier in place of the casting or manifesting attribute normally assigned to a single class of their choosing. Alternatively, the Bloodborn can select a single class that provides supernatural and/or spell-like abilities, these class abilities may reference Wisdom instead of their original attribute.

Secondary – Muo secondary attuned Bloodborn with the Channel Energy (Su) feature gain access to an alternate favored class benefit. At each level of the selected favored class, the Bloodborn may gain ½ of a daily use of Channel Energy (allowing the character 1 additional daily use of the ability for each two levels she assigns this benefit).



Example of an Essal family rune.

ESSAL FAMILY SIGNS OF VENGEAN ENERGY SKILL:

Primary - Essal primary attuned Bloodborn may use their Intelligence modifier in place of the casting or manifesting attribute normally assigned to a single class of their choosing. Alternatively, the Bloodborn can select a single class that provides supernatural and/or spell-like abilities, these class abilities may reference Intelligence instead of their original attribute.

Secondary – Essal secondary attuned Bloodborn gain access to an alternate favored class benefit. At each level of the selected favored class, the Bloodborn may choose one skill, this skill receives a +1 racial modifier from ancestral and blood memory. These bonuses stack with each time this benefit is applied to the same skill. Even skills that are not class skills may be selected. This bonus does not count as ranks for other character prerequisites. This total bonus can never exceed the Bloodborn's Intelligence bonus for any one skill.



Example of a Juhn family rune.

JUHN FAMILY SIGNS OF ENDURING RESOLVE:

Primary - Juhn primary attuned Bloodborn may use their Constitution modifier in place of the casting or manifesting attribute normally assigned to a single class of their choosing. Alternatively, the Bloodborn can select a single class that provides supernatural and/or spell-like abilities, these class abilities may reference Constitution instead of their original attribute.

Secondary – Juhn secondary attuned Bloodborn with a Soulwell (such as arcane pool or *ki* pool) pool gain access to an alternate favored class benefit. The bloodborn may select one Soulwell. At each level of the selected

Alternatively, the Bloodborn can select a single class that provides supernatural and/or spell-like abilities, these class abilities may reference Dexterity instead of their original attribute.

Secondary – Jhi secondary attuned Bloodborn gain access to an alternate favored class benefit. At each level of the selected favored class, the Bloodborn gains access to ¼ of a bonus feat of their choosing (allowing the character one bonus feat every 4 levels this benefit is selected). The Bloodborn must still qualify for the feat.



Example of a Jhi family rune.

RUNIC RESONANCE:

Each bloodborn has at least two runes that interact with each other under certain conditions. This interaction is referred to as Resonance. While this interaction is active the the bloodborn gains bonuses to attacks, checks or other game benefits. The act of resonance involves visible changes that are highly noticable. The flash of light and color shift only require a DC 10 perception check to notice. Stealth checks while in Resonance suffer a penalty equaly to attribute bonus of your Primary rune.

favored class, the Bloodborn may gain ½ a point to that Soulwell's pool.

JHI FAMILY SIGNS OF PHYSICAL PRODIGY:

Primary - Jhi primary attuned Bloodborn may use their Dexterity modifier in place of the casting or manifesting attribute normally assigned to a single class of their choosing.

Primary - Sho primary attuned Bloodborn may use their Strength modifier in place of the casting or manifesting attribute normally assigned to a single class of their choosing. Alternatively, the Bloodborn can select a single class that provides supernatural and/or spell-like abilities, these class abilities may reference Strength instead of their original attribute.

Secondary – Sho secondary attuned Bloodborn access to an alternate favored class benefit. At each level of the selected favored class, the Bloodborn may a gain a bonus martial weapon proficiency feat. Alternatively, she may gain ½ of an exotic weapon feat (allowing the Bloodborn to learn an additional exotic weapon feat for every two levels in the chosen favored class).



Juhn-Sho runes in a vertical resonance.



SAURCERUNE RESONANCE

Each bloodborn is marked by the presence of glowing echoes of two or more of the Great Saurcerunes that power the Bloodwells. These echoed Saurcerunes manifest as a runepair (or triad) at the brow of the bloodborn.

The Saurcerunes' power resonates with the countless spirits of the ancients that sacrificed themselves in their creation. Each pairing of a bloodborn's Saurcerunes grants the character abilities echoing the ancient orders of his or her ancestors. Under the right circumstances the two runes interact powerful synergies called Resonances.

When a Resonance is triggered both (or all) of the bloodborn's Saurcerunes flare and blur colors into each other. The Resonance are different for each potential runepair and are listed below:

ATKAI-MUO

Soulflare (Su) – When the Bloodborn uses a spell, granted ability or power within one round of using a spell, granted ability or power from a different class, the second effect is permeated with the lingering power of the first granting a bonus of +1 to the effective usage level or +1 to save the effects DC, chosen upon the casting of the second effect.

ATKAI-ESSAL

Mindfire (Su) - When the Bloodborn uses a damaging spell, granted ability or power within one round of using a spell, granted ability or power from a different class, the second effect is permeated with the lingering power of the first

granting a damage bonus of equal to bonus of the Primary attribute of the first effect.

ATKAI-JUHN

Lifesurge (Su) – When the Bloodborn uses a spell, granted ability or power within one round of using a spell, granted ability or power from the same class, the Bloodborn gains temporary Hit Points equal to the level of the effect. These hit points overlap from round to round, and fade if no damage is taken within 1 hour.

ATKAI-JHI

Skillsurge (Su) – When the Bloodborn uses a spell, granted ability or power within one round of using a spell, granted ability or power from the same class, the Bloodborn gains a circumstance bonus to his next skill check equal to the level of the effect. This bonus fades after 1 full round if no skill check is initiated.

ATKAI-SHO

Powerstrike (Su) - When the Bloodborn uses a spell, granted ability or power within one round of using a spell, granted ability or power from the same class, the Bloodborn gains a bonus to melee damage rolls equal to the level of the effect. This bonus fades after 1 round has passed.



GRANTED ABILITIES:

The term "granted ability" shows up quite often in the mechanics of the Saurcerunes but not all players are familiar with it. For purpose of this book granted abilities are those supernatural abilities granted your by a class feature. Examples of granted abilities of vestiges and spirits bound by occultists, the Channel Energy class feature or a task-shapers powers of shapeshifting. Other classes are likely eligible with the approval of your GM.

MUO-ESSAL

Soulmind (Su) – When the Bloodborn uses a spell, granted ability or power within one round of using a spell, granted ability or power from a different class, the Bloodborn's spirit is suffused with the totality of his diverse powers. He gains a circumstance bonus on his next saving throw equal to the level of the effect. This bonus fades after 1 full round if no saving throw is made.

MUO-JUHN

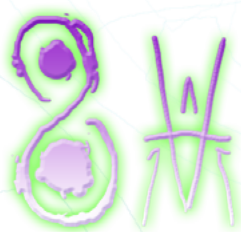
Soulshield (Su) – When the Bloodborn uses a spell, granted ability or power within one round of using a personal range spell, granted ability or power, the Bloodborn gains a shield bonus equal to the level of the effect. This bonus fades after 1 round.

MUO-JHI

Soulgrace (Su) – When the Bloodborn uses a spell, granted ability or power within one round of using a personal range spell, granted ability or power, the Bloodborn gains a luck bonus to any penalized rolls (due to curses, conditions, or ability damage) equal to the level of the effect. This bonus fades after 1 round.

MUO-SHO

Soulsword (Su) – Whenever the bloodborn roles initiative, he gains access to the Weapon of the Soul feat, he does not need to qualify for the feat and can manifest this mind blade as per soulnife rules. This ability stacks with soulnife levels as per the normal feat rules. See the feats section for more on this ability.



Bloodmind resonance in horizontal formation.

ESSAL-JUHN

Bloodmind (Su) – When the Bloodborn uses a spell, granted ability or power within one round of using a personal range spell or power, the Bloodborn gains an insight bonus to damage roles equal to their Constitution modifier. This bonus fades after 1 round.

ESSAL-JHI

Deftmind (Su) – When the Bloodborn uses a spell, granted ability or power within one round of using a personal range spell or power, the Bloodborn gains a insight bonus to attack roles versus flat-footed foes and on critical hit confirmation rolls equal to their Intelligence modifier. This bonus fades after 1 round.

ESSAL-SHO

Mindmight (Su) – When the Bloodborn scores a successful critical hit, the DC of the next spell, granted ability or power he uses is increased by his Strength modifier. This bonus fades in 1 round or after the next spell is cast, whichever is sooner.

JUHN-JHI

Swiftblood (Su) – When the Bloodborn takes hit point or Constitution damage, the character gains a circumstance bonus of +5 feet to his movement speeds for every point of Dexterity modifier he has. This bonus fades after 1 round.

JUHN-SHO

Bloodseethe (Su) – When the Bloodborn takes hit point or Constitution damage, the character gains a circumstance bonus to melee damage roles equal to his current Constitution score. This bonus fades after 1 round.

JHI-SHO

Swiftstrike (Su) – When attacking flatfooted opponents or confirmation on critical hits, the Bloodborn may add their Dexterity bonus as a circumstance bonus to the roll.

FEATS:

AMBIENT SOULSHIELD (RUNIC)

Your soulshield feeds off residual magic.

Requirements: Soulshield Resonance

Benefit: Any round you use a power, spell or granted ability while you have a soulshield resonance active adds 1 round of duration to your soulshield to a maximum of three rounds.

BLOODMIND RAGE (RUNIC)

Your power carries your rage effortlessly.

Requirements: Bloodmind Resonance, ability to use a round based combat ability (such as rage or dervish dance).

Benefit: Rounds where your Bloodmind resonance is active do not count against rounds for uses round based combat abilities. Consult your GM about whether or not a particular ability will benefit. You can cast spells and manifest powers while raging.

CHARGE RESONANCE (PSIONIC, RUNIC)

Your psionic will can reinforce your runes.

Requirements: Sourcerune Resonance, Psionic Subtype.

Benefit: You may expend your psionic focus to extend the duration of a Resonance by 1 round, this increases to 2 rounds at 10th level.

COORDINATING RESONANCE (RUNIC)

You can react to the tactics of other bloodborn.

Requirements: Source Resonance, BAB +3 or Knowledge (Martial) 3 ranks.

Benefit: During each round your resonance, is active you may choose one bloodborn in visual range. You may act as if you have a teamwork feat in common with them.

DEVASTATING DEFTMIND (RUNIC)

Your hand is guided by the memories of ancient assassins or surgeons to great effect.

Requirements: Deftmind Resonance

Benefit: During rounds of your deftmind resonance, you may also add your intelligence modifier to damage rolls against flat-footed opponents and on successful critical hits.

EMPOWERED LIFESURGE (RUNIC)

Your lifesurges linger longer than others.

Requirements: Lifesurge Resonance

Benefit: You may stack the benefits of the lifesurge resonance for three rounds, pooling your temporary hit points. Temporary hit points still fade after one hour.

ENDURING SOULGRACE (RUNIC)

Your power soothes the your suffering longer.

Requirements: Soulgrace Resonance

Benefit: Your soulgrace resonance now lasts for 1 minute or until you have no penalized d20 rolls, whichever comes first.

EXTEND SOULFLARE (RUNIC)

Your risen magic lasts longer than usual.

Requirements: Soulflare Resonance

Benefit: You may stack the benefits of the soulflare resonance for two more castings, manifestations or uses as long as each is from a different class than the one proceeding it.

RUNIC FEATS:

While racial feats learned by the bloodborn are independent of most other rune magic, they do interact with them. If your campaign uses the Runic feat rules as presented in the Rogue Genius products *The Genius Guide to Feats of Runic Might* and *The Genius Guide to Feats of Runic Might II* you might want to consider using some of those feats to further develop your character as that many of them build nicely with abilities already native to the bloodborn racial trait options.

IMPRINT RUNE (RUNIC)

You may share knowledge through your runes to other bloodborn.

Requirements: Bloodborn

Benefit: You may spend 10 minutes meditating in physical contact with another bloodborn sharing one of the runes of your runepair. After this you may replace this feat with a feat they know that you qualify for. You may spend a full-round action to clear this feat back to its normal state.

LIVING RUNECRAFT (RUNIC)

You can scribe runes in the same medium as the living light of the Sourcerunes.

Requirements: Runic Literacy, Bloodborn, Linguistics 5 ranks

Benefit: You can draft runes in the living light your Sourcerunes radiate from. This process is faster allowing you to draft runes as a move action by drafting in the air. Additional rules for Runic feats are presented in the Rogue Genius Games products *The Genius Guide to Feats of Runic Might* and *The Genius Guide to Feats of Runic Might II*.

MINDMIGHT MASTERY (RUNIC)

You magic opens lethal holes in foes defenses.

Requirements: Mindmight Resonance

Benefit: You add your Intelligence bonus to attack and damage rolls for weapon attacks against targets that failed a saving throw against an effect benefiting from mindmight resonance for 1 round.

PENETRATING POWERSTRIKE (RUNIC)

Your precision increases with your blows' surety.

Requirements: Powerstrike Resonance

Benefit: You may increase the threat range of your melee attacks critical multipliers by 1 for one round after gaining your powerstrike damage bonus. You may extend your threat bonus for up to three rounds before this ability must reset.

RISING MINDFIRE (RUNIC)

Your mindfire burns brighter with each repetition.

Requirements: Mindfire Resonance

Benefit: You may extend the benefits of the mindfire resonance for two more castings, manifestations or uses as long as each casting dealt damage successfully. Each time you extend your damage bonus it increases by a +1 circumstance bonus.

RUNIC REVERSAL (RUNIC)

You can reverse the dominance of your runepair.

Requirements: Bloodborn

Benefit: You may enter a trance lasting 8 hours. You gain the benefits of a full rest period from this trance. If you complete the trance uninterrupted you may reverse your primary and secondary source rune attunements.

SOULMIND RESERVE (RUNIC)

The resistance of your soulmind runes persists.

Requirements: Soulmind Resonance

Benefit: Your saving throw bonuses from your soulmind are retained up to 1 minute before dissipating. You may save up to three bonuses before losing their benefits. They must be used in the order they were gained.

SPELLBLOOD ALTERATION (RUNIC)

Your runes can hold spell knowledge.

Requirements: Atkai, Muo or Essal rune family.

Benefit: Select one spell or power of each level you can cast or manifest but do not currently know, when you prepare or regain spells (or powers) you may trade a known ability for one selected with this feat. Spells and powers selected with this feat must be available to a class-list that you have access to. When you prepare or regain access to your abilities for the day you may replace a power or spell with an ability chosen with this feat.



Skillsurge runepair in horizontal formation.

SKILLSURGED CONFIDENCE (RUNIC)

Your faith in yourself builds with each success.

Requirements: Skillurge Resonance

Benefit: You gain confidence with every successful use of a skill effected by your Skillurge Resonance. For each round you successfully execute a skill under the resonance effect, you gain a +1 morale bonus to all d20 and damage rolls. This bonus lasts for 1 round, unless you successfully execute a Skillsurged skill again in that round in which case your bonus increases by 1 and the duration extends for 1 more round. This effect can stack to a maximum of three times (for a +3 morale bonus).

SUBLIMATE RUNE (RUNIC)

You have the ability to hide your Sourcerune.

Requirements: Bloodborn

Benefit: You may completely conceal the visible effects of your Sourcerunes. You still gain the benefits of their Resonance, primary and secondary effects. They shed no light and do not flare during Resonance.

Special: You may take this feat as bonus feat by making it uncontrolled. This limitation also might include a traumatic Darhamahn period and may even prevent your from recognizing your true nature.

SURGING BLOODSEETHE (RUNIC)

Your killing frenzy makes you nearly impossible to take down.

Requirements: Bloodseethe resonance

Benefit: Whenever your defeat a foe during a bloodseethe resonance, you may use an immediate action to gain temporary hit points equal to your character level. These temporary hit points last for up to 1 hour.

SWIFTBLOOD BLUR (RUNIC)

Your Sourcerunes flare wildly and your movements become difficult to follow.

Requirements: Swiftblood Resonance

Benefit: During any round your Swiftblood resonance is active, you may also add your

Constitution modifier as a dodge bonus to AC as long as you move more than 5 feet.

SWIFTSTRIKE SURETY (RUNIC)

You seize every chance to exploit surprised foes.

Requirements: Swiftstrike Resonance

Benefit: When you succeed in attacking flatfooted opponents or confirmation on critical hits, you may add your Dexterity bonus as a circumstance bonus your next attacks damage roll.

TERTIARY ATTUNEMENT (RUNIC)

You have a third Sourcerune.

Requirements: : Any Sourcerune Resonance

Benefit: You may select an additional secondary rune. You gain the resonance for it and your primary rune and its alternate benefits.

WARBLOOD ADAPTABILITY (RUNIC)

You may call upon ancestral memory in battle.

Requirements: Warblood resonance

Benefit: You gain the martial flexibility ability of a first level brawler. You can take a move action to gain the benefit of a combat feat you don't possess. This effect lasts for 1 minute. You must meet all the feat's prerequisites. You may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 3).

WEAPON OF THE SOUL (RUNIC)

You may manifest a mystic weapon of power.

Requirements: Bloodborn, Autohypnosis 3 ranks.

Benefit: You gain the manifest mind blade ability of a 1st level Soulnife. If you already have access to this ability you effective level is increased by 2 for purposes of calculating all mind blade related class features (this does not include psychic strike) As a swift action you may suppress the resonance effect of your runepair and grant the mind blade a +1 enhancement bonus to attack and damage. Soulsword bloodborn may gain the same bonus by using a swift action.

PRESTIGE CLASSES

BLOODRUNE ADEPT

From the earliest days of their Darhamahn, the bloodborn struggle to reconcile their conflicting influences. Both the massive unconscious lore imparted by the Sourcerunes and the counterpoint influence of their Blood Patrons can overwhelm even the strongest willed bloodborn.

Some however learn to embrace the conflict and shift their essences like a tide. These bloodrune adepts can delve their ancestral personas and summon up the essences of their Blood-Patrons.

Hit Die: d8

REQUIREMENTS

To qualify to become a bloodrune adept, a character must fulfill all of the following criteria.

Feats: Runic Reversal (or see below).

Skills: Knowledge (Arcana) 5 ranks.

Special: Access to past-life or ancestral memory via a racial or class ability. The bloodrune adept must also undertake a special ritual that allows them to bond with two other characters who become their Blood Patrons if not of the bloodborn race.

CLASS SKILLS

The bloodrune adept's class skills (and the key ability for each skill) are Autohypnosis (Wis), Craft (Int), Knowledge (arcana) (Int), Knowledge (history). Additionally, you may select one skill per level to become a class skill.

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the bloodrune adept prestige class.

Runic Self (Su): By entering a trance lasting 8 hours, the bloodrune adept can draw deeply on the memories of his predecessors and channel an alternate self. The Bloodrune

Adept creates a second character still designed with the same statistics and racial bonuses. The runic self must have one level in common with the bloodrune adept's current levels (if your are using the *Pathfinder Roleplaying Game Unchained* rules you may take levels in a class you have feature access to via feats) but may have more or less levels in a class than the bloodrune adept. A runic self may not take levels in this prestige class. A runic self may have levels equaling the bloodrune adept's total character level -2, experience gained while in a Runic Self is applied to the core character not the alternate. Runic selves can be up to one step removed from the bloodrune adept's own alignment.



TABLE 1-1: BLOODRUNE ADEPT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Spellcasting or Advancement
1st	+0	+0	+0	+1	Runic Self	-
2nd	+1	+1	+1	+1	Blood Self	+1 level for spellcasting/powers/features
3rd	+2	+1	+1	+2	Bonus Feat	+1 level for spellcasting/powers/features
4th	+3	+1	+1	+2	Improved Bloodrune Recall	
5th	+3	+2	+2	+3	Bloodrune Surge 1/day	+1 level for spellcasting/powers/features
6th	+4	+2	+2	+3	Runic Self 2	+1 level for spellcasting/powers/features
7th	+5	+2	+2	+4	Blood Self 2	
8th	+6	+3	+3	+4	Bonus Feat	+1 level for spellcasting/powers/features
9th	+6	+3	+3	+5	Greater Bloodrune Recall	+1 level for spellcasting/powers/features
10th	+7	+3	+3	+5	Bloodrune Surge 2/day, Runic Self 3	

While the runic self is active a bloodborn's conflicted soul trait is suppressed allowing runic self characters to be single classed without penalty. You gain an additional runic self at 6th and 10th levels.

Blood Self (Su): At 2nd and 7th levels, the Bloodrune Adept gains a alternate self following the same rules as runic self except that the Blood Self alternate character must instead share a level with one of the bloodborn's Blood Patrons. Blood Selves can be up to two steps removed from the alignment of the bloodrune adept as long as it moves toward the alignment of a Blood Patron. If your character is unaware of their Blood Patron then your GM will tell you what abilities are selectable for your blood self. See the Blood Patron sidebar for more information.

Spellcasting/Manifesting/Features: At each level except 1st, 4th, 7th and 10th, you gain new spells per day or powers and an increase in caster or manifester level (and spells or power known, if applicable) as if you had also gained a level in a spellcasting or psionic classes to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of those classes would have gained.

Alternatively, you may increase a classes

effective level for all features except spellcasting in a class allowing the bloodrune adept to increase sneak attack, paladin smite and the other class abilities instead of gaining new mystical powers. GMs may allow these levels to impact other class progressions as well.

Bonus Feat: At 3rd level you may select a bonus feat your character qualifies for. It must also belong to a runic or blood self. Alternatively, you may select any feat with the (Runic) subtype. See *Rogue Genius Games' Genius Guide to Runic Might I and II* for more information on non-bloodborn runic feats.

Improved Bloodrune Recall (Ex): At 4th level your runic and blood selves may increase in level to equal your total character level -1.

Bloodrune Surge (Su): At 5th level an immediate action you can draw on a flash of momentary insight of your alternate runic or blood self. For one round after you do so you can act as though your were an alternate character from either your Runic Self or Blood Self class abilities with its full compliment of powers, abilities, and magic. Your core character abilities become unavailable to you. At 9th level you may do this for one additional round per day. The rounds need not be consecutive.

SOURCES OF POWER:

Power comes from many places and for purposes of these rules Sources of Powers are mechanically significant. These power sources include:

Arcane - The power of the universe drawn through study or birthright. **Divine** - The power of the spirit. **Entropic** - The power of system failures in the universe. **Material** - The power of the physical world. **Psionic** - The power of the mind unlocked. **Temporal** - The power of the flow of time. Other sources may be available to you by GM permission.

ZENITH CASTER

As a Zenith Caster, you are a living crux in the tides of magic and the eddies of the supernatural. Mastering not a single source of magic but two, you follow the guidance of each of your sourcerunes and learn to use one art to enhance the other.

Believe to have been founded by temporal masters who made contact with They Who Came Before. The secrets of the ancients fell directly from their lips and fell on the ears of the Now. The zenith casters of the bloodborn most often combine powers of arcane Sources with divine or psionic Sources but entropimancers and timemages are far from unknown among them.

Hit Die: d6

REQUIREMENTS

To qualify to become an zenith caster, a character must fulfill all of the following criteria.

Feats: Two metamagic feats.

Skills: Knowledge (Arcana) 5 ranks.

Special: Access to spells or powers of 2nd level of more in two classes that have such abilities.

CLASS SKILLS

The zenith caster's class skills (and the key ability for each skill) are Autohypnosis (Wis), Craft (Int), Knowledge (all skills, taken individually) (Int), Perception (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the zenith caster prestige class.

Spellcasting/Manifesting: At each level except 1st and 5th, you gain new spells per day and an increase in caster or manifester level (and spells or powers known, if applicable) as if you had also gained a level in Source using classes to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of those classes would have gained.

At 1st and 5th level, you gain new spells per day and an increase in caster or manifester level (and spells or powers known, if applicable) as if you had also gained a level in your spellcasting class with the lowest effective level. For example, a 4th-level wizard/3rd level cleric who gained one level of zenith caster would gain increased spellcasting ability as if he had gained a level of cleric (since that class's caster level is lower than his wizard caster level). If all your Source-using classes have equal effective levels, you can apply this benefit to any of your existing Source-using classes. You do not, however, gain any other benefit a character of those classes would have gained.

Tidal Magic (Ex): At 1st level, you may select two classes with different Sources, your caster level for spells from those two Sources increases by 1. It increases again at 4th level, and 7th level (to a maximum of +3).

Dual-Source Metamastery (Ex): At 2nd level, you can select one metamagic feat you know. You can choose to sacrifice a spell or spell slot from one of your classes selected with Tidal Magic to apply the effect the selected metamagic

TABLE 1-2: ZENITH CASTER

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Feature	Spellcasting or Advancement
1st	+0	+0	+0	+1	Tidal Magic +1	+1 level to lower Source's spells/powers
2nd	+1	+1	+1	+1	Dual-Source Metamastery 1	+1 level to both Sources' spells/powers
3rd	+1	+1	+1	+2	Tidal Magic +2	+1 level to both Sources' spells/powers
4th	+2	+1	+1	+2	Dual-Source Metamastery 2	+1 level to both Sources' spells/powers
5th	+2	+2	+2	+3	Bonus Feat	+1 level to both Sources' spells/powers
6th	+3	+2	+2	+3	Dual-Source Metamastery 3	+1 level to lower Source's spells/powers
7th	+3	+2	+2	+4	Tidal Magic +3	+1 level to both Sources' spells/powers
8th	+4	+3	+3	+4	Dual-Source Metamastery 4	+1 level to both Sources' spells/powers
9th	+4	+3	+3	+5	Bonus Feat	+1 level to both Sources' spells/powers
10th	+5	+3	+3	+5	Dual-Source Metamastery 5	+1 level to both Sources' spells/powers

feat that you know to a spell cast using the other Tidal Magic class. (For instance, you could sacrifice a cleric slot to apply a metamagic effect to a wizard spell.) This sacrificed spell or slot is lost (just as if you had cast the spell) in addition to the spell you are actually casting.

The effective level of the spell to be enhanced can't exceed one-half your total character level rounded up. For example, a 7th level character could not create spell effects greater than 4th level after adjustment.

The level of the spell slot sacrificed must equal or exceed the spell level adjustment of the metamagic feat. To empower a spell, for example, you would have to spend a 2nd-level or higher spell.

If one of your Sources is psionic you may instead use 2 power points to count as a level of sacrificed spell energy, paying more as needed to account for metamagic adjustments. So for example to maximize an effect you would need to spend 6 power points instead of sacrificing a 3rd level spell slot.

Metamagic effects may be applied to powers with this ability as though they were spells of the same level. You select an additional feat to work with this ability at 4th, 6th, 8th, and 10th level.

Bonus Feat: At 5th level, and again at 9th level, you can select a bonus metamagic feat for which you meet the prerequisites.



NEW PSIONIC POWERS

DESTABILIZE RESONANCE

Discipline Metacreativity (Creation, Force); **Level:** Cryptic 3, marksman 3, psion/wilder 3, psychic warrior 3, sighted seeker 3, tactician 3, vitalist 3

Display Mental and visual

Manifesting Time 1 immediate action

Range Touch

Target You

Duration Instantaneous

Saving Throw No; Power Resistance: Yes

Power points 5

You infuse unstable astral energies into your Sourcerunes and terminate a resonance in a burst of explosive force. Your resonance immediately ends and you may make a touch attack to deal 2d6 of damage.

Augment: This power can be augmented in one or more of the following ways.

1. For each additional power points you increase the damage dealt by this power by 1d6.

RUNE LOCK

Discipline Metacreativity (Creation); **Level:** Cryptic 3, marksman 3, psion/wilder 3, psychic warrior 3, sighted seeker 3, tactician 3, vitalist 3

Display Mental and visual

Manifesting Time 1 standard action

Range Personal

Target You

Duration 1 round/level (D)

Saving Throw Reflex negates; Power Resistance: Yes

Power points 5

You infuse astral energies into your Sourcerunes and lock a resonance into a more stable state, allowing the effect of your resonance to extend without a new trigger for the duration of this power.

Augment: This power can be augmented in one or more of the following ways.

1. For 2 additional power points you may lock a second resonance if you have a tertiary rune.

2. For 4 additional power points you may increase the duration of this power to 1 minute/level.

NEW SPELLS

HIDE SOURCERUNE

School transmutation; **Level** alchemist 1, bard 1, cleric/oracle 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a pinch of ash)

Range touch

Duration 1 minute/level (D)

Saving Throw Will (harmless); **SR** yes

You completely conceal the visible effects of a bloodborn's Sourcerunes. They still gain the benefits of their Resonance, primary and secondary effects. They shed no light and do not flare during Resonance. The gain a +5 to disguise checks attempting to pass themselves as normal humans.

SEAL SOURCERUNE

School necromancy (curse); **Level** alchemist 4, cleric/oracle 4, sorcerer/wizard 4, witch 3

Casting Time 1 standard action

Components V, S, M (a pinch of ash)

Range Touch

Target One bloodborn

Duration Permanent (D)

Saving Throw Will negates; **SR** yes

You completely close the runes of a bloodborn of to them. They lose all benefit of their primary and secondary runes and cannot gain Resonance. Additionally, they take a penalty equal to the stat modifier of their primary rune stat modifier to skill checks and attack roles.

APPENDIX 1: MYTHIC PATH ABILITIES

ARCHMAGE PATH

1ST TIER ABILITY

You can select these path abilities at any tier.

Efficient Invocation (Su): You may invoke a drafted rune from a runic feat 1 time per tier without it being consumed. Additional rules for drafted runes and Runic feats are presented in the Rogue Genius products *The Genius Guide to Feats of Runic Might* and *The Genius Guide to Feats of Runic Might II*.

6TH TIER ABILITY

You can select these path abilities at 6th tier.

Blood of the Everlasting (Su): You may expend a use of mythic power to prime a Bloodwell with your own blood. If you are slain, your essence seeks the blood and lies in wait for the next activation of the Well. When it is triggered the newborn bloodborn is overwritten with your essence and you are *reincarnated* as per the spell but with new physical statistics and all the racial traits of a bloodborn.

MASTER-OF-SHAPES PATH

1ST TIER ABILITY

You can select these path abilities at any tier.

Consume Sourcerune (Su): You may expend a use of mythic power and consume the corpse of a recently fallen bloodborn. You may gain access to one of that bloodborn's Sourcerune attunement. If you do not have a Sourcerune this acts as a Primary rune. Otherwise you gain access to it as per the Tertiary Sourcerune feat. The rune lasts until you use this ability on another bloodborn corpse.

SCION-OF-HIGH-SORCERY PATH

1ST TIER ABILITY

You can select these path abilities at any tier.

Bloodrune Tongue (Su): You may expend a use of mythic power and taste the blood of

a bloodborn. The blood must be from a living bloodborn or a bloodborn that has been dead for no more than a minute per tier. You gain access to one of their Sourcerunes. If you do not have a Sourcerune this acts as a Primary rune. Otherwise you gain access to it as per the Tertiary Sourcerune feat. The rune lasts for up to 1 minute per tier.

WILL-OF-ALL PATH

1ST TIER ABILITY

You can select these path abilities at any tier.

Runebridge (Su): You may expend a use of mythic power as a standard action to link another bloodborn character to you in a way that connects two sourcerunes. These runes must be runs that the both you and the other bloodborn do not share in common. For one minute per tier you gain access to the resonance between those runes as if they were you rune pair.

UNIVERSAL PATH

1ST TIER ABILITY

You can select these path abilities at any tier.

Enduring Resonance (Su): You may extend the duration of your Sourcerune Resonance by a number of rounds equal to your tier.

3RD TIER ABILITY

You can select these path abilities at 3rd tier.

Fleshrunes (Su): You may add your tier to the number of runic feats you are considered to have. Many Runic feats grow in strength in response to this number. Additional rules for Runic feats are presented in the Rogue Genius products *The Genius Guide to Feats of Runic Might* and *The Genius Guide to Feats of Runic Might II*.

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