

SORCERER'S OPTIONS

Beyond Bloodlines



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

“WIZARDS LEARN MAGIC. WE ARE MAGIC.”

—SEK-ATHAMON, SCOURGE

Sorcerers are set apart from most other spellcasters by being creatures with vast and growing natural magic powers, closer in concept to monsters than the sages of study and learning epitomized by wizards or the agents of divinity that make up the ranks of clerics, druids, inquisitors, oracles and paladins. Even witches and bards are normally presented as drawing on power that originates outside them (from a patron or the power of music, respectively), rather than having power grow from within them. Only sorcerers are commonly presented as having truly innate magic powers which are the legacy of a mystic heritage or special destiny.

The strongest indications of this legacy are the powers granted by a sorcerer's bloodline. Each bloodline affects a sorcerer's spells known, class skills, potential training (in the form of bonus feats), special powers, and even how the sorcerer casts spells (as modified by bloodline arcana). Bloodlines are an awesome, flexible, flavorful element of the sorcerer class. As a result, nearly all efforts to create new rule variants for sorcerers do so by creating new sorcerous bloodlines.

That's fine, as far as it goes. But is that the only way to make sorcerers different? Should these heroes who have magic itself coursing through their veins not have access to any special abilities beyond what their heritage powers grant them? Why can't sorcerers learn to use their innate spells in whole new ways, develop weird quirks of magic power, or have alternate class abilities similar to the archetypes of other classes? In short, why can't a sorcerer's options go beyond bloodlines?

Sorcerer's Options: Beyond Bloodlines is designed to expand the alternate rules that can be used to make two sorcerers different, even if they select the same bloodline. It does this by presenting arcane endowments (special

powers available only to sorcerers, representing quirks in their inherited powers), sorcery spells (arcane spells available only to sorcerers), and alternate class powers built on the model of class archetypes (first presented in the *Advanced Player's Guide*).

ARCANE ENDOWMENTS

Arcane endowments are special powers sorcerers sometimes develop as their natural magic powers expand with experience and maturity. A character that has at least one level of sorcerer may select an arcane endowment instead of gaining a feat at 1st, 3rd, 7th, 11th, 15th, and 19th character level. A multiclass sorcerer cannot have more than one arcane endowment, plus one for every three sorcerer class levels. Though arcane endowments are acquired by sacrificing feat slots, they do not count as feats for any other purpose. Even if a character with arcane endowments has spells and abilities from other classes, the arcane endowments can only affect spells the character gains through the sorcerer class.

Adaptive Caster (Ex): As a swift action twice per day, you can alter the energy you use to cast a spell, causing it to have different requirements, or affect other creatures less harshly. This allows you to cast the spell as if you had applied one of the following feats: Merciful Spell*, Silent Spell, Still Spell. Use of the adaptive caster ability does not extend the casting time or effective spell level of the spell affected. You may select this arcane endowment more than once. Each time you select it, increase the number of times per day you may use it by 2.

*Indicates a feat from the *Advanced Player's Guide*.

Arcanavore (Su): You are capable of assimilating spells that affect you, temporarily gaining the ability to cast the spell. As an immediate action when you fail a saving throw against a spell, you may choose to assimilate the spell. The spell must be of a spell level you can cast. If it is not a spell from the sorcerer/wizard spell list, it must be at least one level lower than the highest spell level you can cast. Temporarily replace one spell known of the assimilated spell's effective level with the spell you are assimilating. In essence, you temporarily add the assimilated spell to your list of spells known, losing access to a normal spell known in the process.

Only spells that allow a saving throw and are not noted as harmless may be assimilated. All spells gained through the arcanavore ability are lost when you next ready your mind to cast your daily allotment of spells.

Arcane Oddity (Ex): You learn one spell known from a spell list other than the sorcerer/wizard spell list. You cast this spell as if it was a sorcerer/wizard spell, and suffer arcane spell failure normally (even if the spell is from a class that does not normally suffer ASF). If the spell is from a class list that includes 0, 1st and 9th level spells, you treat the spell as if were one level higher than its original level. If the spell is from a class list that includes 0 and 1st level spells, but not 9th level spells, you treat the spell as if were two levels higher than its original level. If the spell is from any other spell list, you treat the spell as if were three levels

AT WHAT PRICE ENDOWMENTS?

Arcane endowments are designed to be approximately as powerful as the revelations gained by oracles from their mysteries. Since the guiding principle of *Sorcerer's Options: Beyond Bloodlines* is to give sorcerers new options without taking away from their bloodlines, to maintain game balance a sorcerer must give up something in order to pay for the additional power an arcane endowment represents. Because an oracle can gain an additional revelation by taking the Extra Revelation feat, it seems reasonable to make sorcerers pay for endowments by sacrificing feat slots.

Two obvious additional choices follow as possibilities once endowments are bought with feat slots. The first is to allow sorcerers gain endowments with the bloodline feats they gain at 7th, 13th and 19th level. The drawbacks of that option are twofold. First, it reduces the impact a sorcerer's bloodline has on her total characters design, which results in an unfortunate reduction of the class's flavor. Second, it either gives a sorcerer three more possible endowments (if bloodline feats are an additional method of gaining endowments) – which might prove unbalancingly powerful – or it prevents a sorcerer from taking advantage of endowments until 7th level (if bloodline feats are made the only method for gaining endowments) which lessens the impact of the new option so much as to nearly be pointless. For these reasons neither of those options is recommended, though both will work if a GM feels they are more appropriate for his campaign.

higher than its original level. The end level of the spell cannot be higher than one level below the highest-level spell you can cast.

You may select this arcane endowment more than once. Each time you select it, you gain one additional spell known from another class list.

Arcane Resistance (Ex): Select one school of magic. You gain a +1 insight bonus on saves against spells and spell-like abilities from the selected school. At 5th level, and every 5 levels after, your bonus increases by +1, to a maximum of +5 at 20th level.

Arcane Vengeance (Ex) Twice a day you may use an attack of opportunity to cast and deliver a spell with a range of touch and a casting time of 1 standard action. If you miss, the spell is lost (you do not hold the charge, as with standard touch-range spells).

Clandestine Arcana (Ex): The spells you cast are much harder for foes to notice or react to. When you cast a spell, as a free action you may make a Spellcraft check. The result of this check replaces the normal DC of any observers' efforts to determine what spell you are casting with their own Spellcraft checks. Additionally, when you cast spells with non obvious physical effects, targets must make a Perception check equal to your Spellcraft check in order to realize a spell has been cast on them, even if they make their save against the spell.

Normal: The DC to use Spellcraft to identify a spell as it is being cast is normally 15+ the spell's level. Also, targets who make a

saving throw against a spell with no obvious physical effects normally automatically feel a hostile force or tingle.

Eldritch Wards (Su): Twice per day, as an immediate action whenever you fail a saving throw, you may sacrifice a spell slot to attempt that saving throw again. You gain a insight bonus on this second save equal to the level of spell slot sacrificed. (As cantrips do not require spell slots, they cannot be used to fuel this power). You must take the second result, even if it is worse.

Exultant Casting (Su): Whenever you cast a spell with verbal components, you can choose to shout the words of the spell loudly, to inspire your allies. Casting such a spell takes a minimum of a full-round action. All allies within 100 feet who hear your arcane speech gain a +1 morale bonus on attack rolls, skill checks, and saving throws for a number of rounds equal to the level of spell cast. At 10th level, this bonus increases to +2.

Hereditary Vitality (Ex): The same heritage that grants your sorcerous powers also grants you a vigor greater than your frame would suggest. You gain a +1 bonus to your Constitution score, +1 for every three levels your sorcerer level exceeds 7th. A sorcerer must be at least 7th level to select this arcane endowment.

Instinctive Understanding (Ex): You may add your Charisma modifier, rather than your Intelligence modifier, to all Knowledge and Spellcraft checks.

Internalize Spell (Su): As a swift action you can use the power of a spell slot to heal yourself. You heal 1d4 points of damage for every level of the spell slot you sacrifice to heal yourself. For every four sorcerer levels you possess, you may also select one of the conditions listed below. If you use the internalize spell ability and sacrifice the listed number of dice of healing (receiving no healing from those dice), you may remove the selected condition from yourself. The conditions are: blinded (6 dice), dazed (4 dice), deafened (5 dice), fatigued (2 dice), paralyzed (6 dice), shaken (2 dice), sickened (2 dice), staggered (4 dice).

Planar Caster (Ex): As a swift action twice per day, you can add energy drawn from another plane to a spell as you cast it, altering how the spell functions. This allows you to cast the spell as if you had applied one of the following feats: Ectoplasmic Spell*, Elemental Spell*. When applying Elemental Spell, you may replace



the spell's normal damage with any energy type that is dealt by at least one sorcerer/wizard spell you know. Use of the planar ability does not extend the casting time or effective spell level of the spell affected. You may select this arcane endowment more than once. Each time you select it, increase the number of times per day you may use it by 2.

*Indicates a feat from the Advanced Player's Guide.

Natural Sorcery (Su): If your bloodline grants a power at 1st level that deals one or more dice of damage, you can sacrifice a spell slot to increase the damage you deal with one use of that power.

Signature Spell (Su): Select one spell you know. Once you make this choice, it cannot be changed. Whenever you cast this spell, you can cast it as a swift action, as if using the Quicken Spell feat, by expending two spell slots. This does not increase the level of the spell. You can use this ability once per day at 7th level and one additional time per day for every four levels beyond 7th. You must be at least 7th level to select this endowment.

Sorcerous Sideboard (Ex): In addition to your normal allotment of spells known, you have access to an additional list of spells known as a "sideboard." You may select one spell per spell level you can cast to be in your sorcerous sideboard. These spells must be drawn from the sorcerer/wizard class spell list. Whenever you gain the ability to cast a spell of a new level, you may also select a spell of the same level to be part of your sideboard. At every odd sorcerer level, you may remove a spell from your sideboard and replace it with a sorcerer/wizard spell of the same spell level.

Each day when you ready your mind to cast your daily allotment of spells, you may swap one or more spells known with spells in your sideboard of the same level or lower. In essence, you temporarily add the spells from your sorcerous sideboard to your list of spells known, losing access to the same number of your normal spells known in the process. You retain the ability to cast the spell from your sideboard (and the inability to cast the spell known you swapped it with) until you next ready your mind to cast your daily allotment of spells.

This arcane endowment may be selected more than once. Each time you select it, you add one spell per level of spell you can cast to your sideboard.

Sorcerous Summoning (Su): Each creature you summon with any *summon* spell gains bloodline powers as if it is a sorcerer of a level equal to its hit dice with the same sorcerous bloodline as you.

Spell Shaper (Ex): As a swift action twice per day, you can alter how the energy of a spell you cast is disbursed, altering its shape or duration. This allows you to cast the spell as if you had applied one of the following feats: Enlarge Spell, Extend Spell, Focused Spell*, Lingering Spell*. Use of the spell shaper ability does not extend the casting time or effective spell level of the spell affected. You may select this arcane endowment more than once. Each time you select it, increase the number of times per day you may use it by 2.

*Indicates a feat from the Advanced Player's Guide.

Target Refinement (Ex): As a swift action twice per day, you can alter the aim and focus of a spell you cast, modifying its targeting, effect, or maximum power. This allows you to cast the spell as if you had applied one of the following feats: Bouncing Spell*, Disruptive Spell*, Intensified Spell*. Use of the target refinement ability does not extend the casting time or effective spell level of the spell affected. You may select this arcane endowment more than once. Each time you select it, increase the number of times per day you may use it by 2.

*Indicates a feat from the Advanced Player's Guide.

SORCERY SPELLS

The rules for sorcerers specify they draw spells "primarily" from the sorcerer/wizard spell list, and it's hinted in places a GM might allow a sorcerer to select unusual spells encountered in the course of her career as spells known even if they aren't on that list. But there have been very few efforts to describe what might be a spell appropriate for sorcerers that isn't found on the sorcerer/wizard spell list. There's already one spell designed just for wizards (*mnemonic enhancer*), which clearly plays off the mechanical function of how the wizard class works. But obviously there are ways to modify the mechanical function of how the sorcerer class works as well.

Below are 10 spells, one for each spell level, designed specifically for sorcerers. These sorcerer-only spells play off either the game mechanics or thematic elements of the sorcerer class, and as such are not appropriate for use by wizards (or any other spellcasting classes).

BLOOD CURSE

School: necromancy; **Level:** sorcerer 8

Casting Time: 1 standard action

Components: V, S

Range: long (400 ft. +40 ft./level)

Target: one creature

Duration: permanent

Saving Throw: Will negates; **Spell**

Resistance: yes

You make a ranged touch attack to place a curse on the subject. Against all spells you know (and any bloodline power you possess), the target suffers a -6 penalty to saving throws and armor class. Against spells you gained as bonus spells from your bloodline, this penalty increases to -8. It does not matter who targets or attacks the creature cursed – if they use a spell you know or bloodline power you possess, the cursed creature suffers the penalty to AC and saving throws.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

MNEMONIC ALTERATION

School: transmutation; **Level:** sorcerer 4

Casting Time: 1 standard action

Components: V, F (spellbook with desired spell, see text)

Range: personal

Target: you

Duration: 10 minutes/level

You swap one of your spells known for a spell you have access to in the form of a spellbook or scroll. (The spellbook or scroll serves as a focus for this spell, and is not altered in any way.) The spell must be of 3rd level or lower and be from the sorcerer/wizard spell list. You must choose to temporarily lose access to a spell known of the same spell level as the spell to be gained

through *mnemonic alteration*. For the duration of this spell, you can cast the new spell as if it is one of your spells known. When the *mnemonic alteration* ends, you lose access to the spell it granted you, but regain the ability to cast the spell known you temporarily sacrificed.

POWERFUL SORCERY

School: transmutation; **Level:** sorcerer 6

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 1 round/level

Whenever you cast a spell gained from your bloodline list of bonus spells, as a swift action you may also cast spell of 0-level, 1st-level or 2nd-level with a range of “personal” and a target of “you.”

RESISTANT SORCERY

School: transmutation; **Level:** sorcerer 5

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 1 minute/level

Whenever you cast a spell gained from your bloodline list of bonus spells, the spell is particularly difficult for other effects to dispel. For any effect to suppress, dispel, or counter your spell (including *antimagic field*, *dispel magic*, and any spell used to counterspell your spell) it must first succeed at a caster level check with a DC of 10 + your caster level + your Charisma bonus.



SANGUINE BOON

School: evocation; **Level:** sorcerer 3

Casting Time: 1 round

Components: V, S

Range: touch

Target: creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless); **Spell**

Resistance: yes (harmless)

You grant your bloodline arcana or one of your bloodline powers to the creature touched. You cannot grant a creature any other benefit from your bloodline (such as class skills or bonus feats). For the duration of the spell, the touched creature has access to the selected bloodline ability, and you do not. When determining the effectiveness of the ability granted, the creature has an effective sorcerer level equal to your sorcerer level or its total hit dice, whichever is lower. For abilities with a limited number of uses per day, or a limited duration per day, any use by either yourself or a creature granted your ability counts against the daily total.

This is a sanguine spell. You may only have one sanguine spell in effect at a time. If you cast an additional sanguine spell before the duration of a previous one is up, the earlier sanguine spell immediately ends.

SANGUINE ENHANCEMENT

School: transmutation; **Level:** sorcerer 1

Casting Time: 1 standard action

Components: V

Range: personal

Target: you

Duration: 10 minutes/level

You gain a +6 inherent bonus to your effective sorcerer level when determining what powers your bloodline grants you, and the effectiveness of your bloodline powers.

This is a sanguine spell. You may only have one sanguine spell in effect at a time. If you cast an additional sanguine spell before the duration of a previous one is up, the earlier sanguine spell immediately ends.

SANGUINE FOCUS

School: transmutation; **Level:** sorcerer 0

Casting Time: 1 standard action

Components: V

Range: personal

Target: you

Duration: 1 minute

You gain a +4 inherent bonus to your effective sorcerer level when determining the effectiveness of the power your bloodline grants you at 1st level.

This is a sanguine spell. You may only have one sanguine spell in effect at a time. If you cast an additional sanguine spell before the duration of a previous one is up, the earlier sanguine spell immediately ends.

SANGUINE FOCUS, GREATER

School: transmutation; **Level:** sorcerer 2

Casting Time: 1 standard action

Components: V

Range: personal

Target: you

Duration: 1 minute/level

You gain a +10 inherent bonus to your effective sorcerer level when determining the effectiveness of the power your bloodline grants you at 1st level.

This is a sanguine spell. You may only have one sanguine spell in effect at a time. If you cast an additional sanguine spell before the duration of a previous one is up, the earlier sanguine spell immediately ends.

SYMBOL OF SORCERY

School: evocation; **Level:** sorcerer 7

Components: V, S, M (a drop of your own blood, plus powdered ruby worth a total of 500 gp)

This spell functions like *symbol of death*, except that it triggers a spell of 6th level or lower you gained as a bonus spell from your bloodline. The spell is cast as if you cast it from the location of the symbol, with your caster level and ability scores, and choosing targets as you would choose them if you were present. While you do not instinctively know when your own *symbol of sorcery* is triggered, due to its connection to your bloodline it selects targets as you would with the knowledge you possess at the time the symbol is triggered.

Unlike *symbol of death*, *symbol of sorcery* has no hit point limit; once triggered, a

symbol of sorcery simply casts the single spell loaded into it, which has its normal duration.

Note: Magic traps such as *symbol of sorcery* are hard to detect and disable. A rogue (only) can use the Perception skill to find a *symbol of sorcery* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for *symbol of sorcery*.

TRANSFIGURATION

School: transmutation; **Level:** sorcerer 9

Casting Time: 1 standard action

Components: V, S, M (a potion of *eagle's splendor*, which you drink and whose effects are subsumed by the spell effects)

Range: personal

Target: you

Duration: 1 round/2 levels

You totally change your mystic connections, turning into a spellcaster of a different type. Your mindset changes so that you gain access to a totally new set of spells known, drawn from the list of a different spellcasting class, and lose access to your own spells known. You cannot even use spell activation or spell completion magic items that draw on spells from the sorcerer/wizard spell list. You also lose your bloodline arcana and bloodline powers for the duration of this spell.

Select a spellcasting class. You gain two spells known at spell levels 1-8, and one 9th level spell known from the class' spell list. Any of these spells you cast counts against your total spells per day for the spell's level. You must meet all components of each spell

you cast, and may not cast a spell with the chaos, evil, good, or law descriptor if you have an alignment opposed to that descriptor.

Once you have used this spell to duplicate the spellcasting ability of a specific class, you must always take the same spells known when duplicating that class with *transfiguration* in the future.

ALTERNATE CLASS POWERS

As flexible and customizable as the sorcerer is, the class makes numerous assumptions about its role and style of play which may not match the preferences of every player. To create more options on what kinds of sorcerers are available, *Sorcerer's Options: Beyond Bloodlines* presents three archetypes — bedreven, scourge, and strega, that alter the powers, and even spellcasting ability, of the sorcerer class.

BEDREVEN

A bedreven is a master sage and scholar, who has studied the powers of sorcerers as wizards study spells or clerics study their own religions. As a result of her extensive research into sorcerous powers and bloodlines, collectively referred to as "sorcery," a bedreven has learned to emulate the spontaneous spellcasting of a sorcerer, and can even duplicate the powers of a specific bloodline. Rather than prepare spells as a wizard does, a bedreven learns to make spells a permanent part of herself, and readies her mind to pour arcane power into



the spells she has conquered in this manner. However a bedreven's power over sorcery is not exactly the same as a sorcerer's natural talent, granting a bedreven considerable flexibility over what spells she casts each day at the cost of lacking the full power of a true sorcerer.

Class Skills: A bedreven's class skills are Appraise, Craft, Fly, Knowledge (all), Linguistics, Professions, and Spellcraft. A bedreven also gains additional spells known

based on her bloodline. If one or more of a bedreven's bloodline skills duplicate one of her starting class skills, she instead gains Use Magic Device as a class skill.

Spells: A bedreven casts spells drawn primarily from the sorcerer/wizard spell list presented in Chapter 10 of the *Pathfinder Roleplaying Game Core Rulebook*. She can cast any spell she knows without preparing it ahead of time. To learn, prepare, or cast a spell, a bedreven must have an Intelligence score equal to at least 10 + the spell level. The Difficult Class for a saving throw against a bedreven's spell is 10 + the spell level + the bedreven's Intelligence modifier.

A bedreven knows the same number of spells as a sorcerer of the same level. However, rather than have a limited number of spells per day, a bedreven has a number of points in a spell pool. To cast a 1st level or higher spell, a bedreven must expend a number of points from her spell pool equal to the spell's level +1. Thus to cast a 1st level spell a bedreven must expend 2 points from her spell pool, and casting a 5th level spell the bedreven must expend 6 points from her spell pool.

Because bedreven do not prepare spells in advance, they must make last-second preparations every time they cast a spell. This is essentially the same kind of on-the-spot adjustment other spontaneous spellcasters must make when adding a metamagic feat to a spell known. As a result, bedreven must take more time when casting any spell with a casting time of a standard action. These spells require a full-round action for a bedreven to cast. This has no effect on the casting time of spells that take more or less time than 1 standard action. Because

they are already making adjustments with every spell cast, a bedreven does not require any further additional time when adding a metamagic feat to a spell.

When adding metamagic to a spell, a bedreven must expend one additional point from her spell pool for each level higher spell slot the metamagic requires. For example, a bedreven uses 2 points from her spell pool to cast *magic missile*, a 1st level spell. A bedreven who has the Empower Spell feat can cast an empowered magic missile by expending 4 points from her spell pool (two points for the *magic missile*, two more to pay for the empowered metamagic effect). A bedreven can never expend more points from her spell pool in a single casting than her maximum output, as listed on **Table 1: Bedreven Spell Pool**.

Upon reaching 4th level, and at every even-numbered bedreven level after that (6th, 8th, and so on), a bedreven can choose to learn a new spell in place of an old one. In effect, the bedreven loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A bedreven may only swap a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Cantrips: Bedreven learn a number of cantrips, or 0-level spells, equal to a sorcerer of the same level. These spells are cast like any other spells, but they do not require the bedreven to expend any points from her spell pool and may be used again.

TABLE 1: BEDREVEN SPELL POOL		
BEDREVEN LEVEL	SPELL POOL	MAXIMUM OUTPUT
1	6	2
2	8	2
3	10	2
4	16	3
5	20	3
6	30	4
7	40	4
8	52	5
9	66	5
10	82	6
11	100	6
12	120	7
13	140	7
14	160	8
15	180	8
16	200	9
17	220	9
18	240	10
19	260	10
20	280	10

Hereditary Lore (Ex): Like a sorcerer, a bedreven selects a sorcerous bloodline when she gains her first bedreven level. This represents the sorcerous heritage that was the primary focus of the bedreven's study into sorcery. The most common bloodlines selected by bedreven are arcane, draconis, and elemental, but this is a tendency, not a limitation of the class. A GM may decide to exclude some bloodlines from

the bedreven's list of possible choices as being beyond study, such as the destined bloodline.

The bedreven gains all the benefits of her sorcerous bloodline. She uses her Intelligence, rather than Charisma, for any calculations regarding her bloodline's powers.

BEDREVEN vs SORCERER vs WIZARD

The idea behind the sorcerer is that the class gains power (in terms of spell levels per day) and flexibility (the class need not prepare spells in advance) by sacrificing much of a wizard's versatility (with no limit to how many spells the wizard may know). The idea behind the bedreven is that she gains even greater flexibility (her spellcasting can all be focused on spells of a single level, rather than being limited to a set number of spells at each spell level), by sacrificing some of a standard sorcerer's power (in total spells cast per day).

A standard 6th level sorcerer can cast only three 3rd level spells each day. A 6th level bedreven could cast seven 3rd level spells in a single day. However, after expending all her 3rd level spells a 6th level sorcerer still has five 2nd level spells and six 1st level spells, while a bedreven who casts seven 3rd level spells has used 28 of 30 points in her spell pool, and has only a single 1st level spell left.

SCOURGE

A scourge is a sorcerer who has focused on combat as much as she has her natural arcane powers. She learns to combine combat and spellcasting, not in the simultaneous swing-and-cast style of the magus, but more as a traditional sorcerer who specializes in dealing damage and can survive more easily on the front line. The scourge is the embodiment of the destructive power of arcane magic, combined with the heritage of a specific bloodline.

Hit Die: d8

Class Skills: The scourge's class skills are Fly, Handle Animal, Intimidate, Knowledge (arcana), Knowledge (engineering), Profession, Spellcraft, Survival, and Use Magic Device.

Skill ranks per Level: 4 + Int modifier

Weapon and Armor Proficiency: A scourge is proficient with all simple and martial weapons, light armor, and shields (except tower shields). A scourge can cast sorcerer spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a scourge wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass scourge still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Attack Bonus: The scourge uses the bard's attack bonus progression.



Spells: The scourge uses the bard's progression for spells known and spells per day. The scourge does not select spells from the bard spell list, however, still selecting spells known from the sorcerer/wizard spell list.

The scourge receives bonus spells known from her bloodline, but does not gain them as quickly and never learns 7th-9th level spells. A scourge gains access to a bonus spell from her bloodline when she first gains spells known of that spell level.

Weapon-Casting: A scourge has trained herself to complete somatic components with a weapon in her hand. At first level, as long as she has either a free hand, or a hand with a weapon ready for combat, she can complete somatic components of sorcerer spells she casts. A multiclass scourge still requires a free hand to complete somatic components for spells received from other classes.

Eschew Materials: A scourge does not receive eschew materials as a bonus feat at 1st level. She may select it as a bloodline feat if she wishes to. A multiclass scourge still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Scourge-Casting (Ex): At 6th level when a scourge casts a spell that deals hit point damage, she gains a bonus to the damage dealt. If the spell deals damage once to a single target, the scourge adds her level as a bonus to hp damage dealt. If the spell deals hp damage any other way (over an area, or to a specific number of targets, or to a single target multiple times) the scourge adds half her level to the damage taken by each creature damaged.

Deadly Addition (Ex): At 8th level, a scourge no longer has to take extra time to add the Bouncing Spell*, Burning Spell**, Concussion Spell**, Dazing Spell*, Disruptive Spell*, Echoing Spell**, Empower Spell, Enlarge Spell, Flaring Spell**, Focused Spell*, Intensified Spell*, Maximize Spell, Piercing Spell**, Rime Spell**, Selective Spell*, Thundering Spell*, Toppling Spell**, or Widen Spell feats to a spell she casts.

*Indicates a feat from the *Advanced Player's Guide*.

**Indicates a feat from *Ultimate Magic*.

Medium Armor (Ex): At 12th level a scourge's experience casting spells in armor allows her to cast spells she gains from the sorcerer class in medium armor without risking arcane spell failure.

Critical Caster (Ex): At 14th level, the scourge's threat range on all her sorcerer spells increases to 19-20. Additionally, she may treat her scourge level as both her base attack bonus and her fighter level for purposes of qualifying for critical feats, and may take critical feats as bloodline bonus feats. However, any critical feat she qualifies for in this way only applies to critical hits made with spells that require attack rolls.

STREGA

Like a typical sorcerer, a strega draws power from her heritage, developing an affinity for magic with no need to study as a wizard does. Unlike most sorcerers, the heritage in question is blended with the powers of witchcraft. The strega may actually be descended from a witch that bred with their patron, or her power may be the result of a coven's ritual to create a child with strong arcane power. The strega still selects a bloodline (often one associated with outsiders, though this not always the case), but has access to some witch hexes as well.

Cantrips: A strega knows two cantrips at 1st level, which must be *detect magic*, and *read magic*. She gains one additional cantrip known at 4th level, and again at 8th level. These cantrips may be drawn from either the sorcerer/wizard spell list, or the witch spell list.

Hexes: At 1st level a strega learns a single hex from the list of hexes available to the witch class. However, the strega cannot use this hex without sacrificing a spell slot. Any spell slot of 1st-9th level may be sacrificed, and the hex otherwise functions normally. The strega gains an additional hex (which also requires the sacrifice of a spell slot to use) at 4th, 8th, 12th, and 16th level.



WE ERR ON THE SIDE OF AWESOME!

CREDITS

Designer:

Owen K.C. Stephens

Editor:

Lj Stephens

Cover Art:

Lin Bo

Interior Art:

Lin Bo, Rick Hershey, Storn Cook and Tamás Baranya

Graphic Design and Typesetting:

Anthony Kenniston

Creative Director:

Stan!

Produced By:

Super Genius Games

www.supergeniusgames.com

Contents ©2011 Super Genius Games

For more information about Super Genius Games and our upcoming products, follow us on Facebook: www.facebook.com/supergeniusgames, via Twitter: Owen: @Owen_Stephens, and/or Stan: @stannex, or at our Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>

All logos are the trademark of

Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

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

Special Thanks to my two primary playtest groups, who have put up with a lot of new horrors in the name of maintaining game balance: The Raven's Murder—Ian Allen, M. Newell Curlee, Lj Stephens; The Lamplighters of Refuge—Carl Gilchrist, John Menzie, Lj Stephens.



DESIGNATION OF PRODUCT IDENTITY: The Super Genius Games (SGG) company name and logos; the "Sorcerer's Options: Beyond Bloodlines" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Sorcerer's Options: Beyond Bloodlines. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens