

Specials

Blood Magic

Special 1

Whenever you cast a bloodline spell using a Focus Point or a sorcerous gift spell using a spell slot, you choose one blood magic effect you know to benefit from. You begin play with the benefit listed in your bloodline and can gain others through sorcerer feats.

If the blood magic effect offers a choice, make it before resolving the spell. The blood magic effect occurs after resolving any checks for the spell's initial effects and, against a foe, applies only if the spell is a successful attack or the foe fails its saving throw. If the spell has an area, you must designate yourself or one target in the area when you cast the spell to be the target of the blood magic effect. All references to spell rank refer to the rank of the spell you cast.

PC2

Bloodline

Special 1

Choose a bloodline that gives you your spellcasting talent. This choice determines the type of spells you cast and the spell list you choose them from, the additional spells you learn, and your additional trained skills. You also gain Focus Points and special focus spells based on your bloodline.

PC2

Demonic

Special 1

Demons debase all they touch. One of your ancestors fell victim to their corruption, and you're burdened by that sin.

Tradition divine; **Bloodline Skills** Intimidation, Religion

Sorcerous Gifts cantrip: caustic blast; 1st: fear; 2nd: enlarge; 3rd: slow; 4th: divine wrath; 5th: blister (page 241); 6th: disintegrate; 7th: divine decree; 8th: canticle of everlasting grief; 9th: implosion

Bloodline Spells initial: glutton's jaws; advanced: swamp of sloth; greater: chthonian wrath

Blood Magic— Corruption of Sin You mentally broadcast brief glimpses into the darkest desires of the mind. Either a target takes a –1 status penalty to AC for 1 round, or you gain a +2 status bonus to Intimidation checks for 1 round.

PC2

Darkvision

Special 1

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

CRB

Heritage

Special 1

You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

CRB

Dragonscaled Kobold

Special 1

Thanks to your warren's association with a dragon, your scales are sturdier than other kobolds'. You gain 10 Hit Points from your ancestry instead of 6. You gain a +1 circumstance bonus to saves against dragon breath, effects with the sleep trait, and effects that would make you paralyzed.

PC2

Sorcerous Potency

Special 1

Because of the magical power inherent in your blood, your spells that hurt or cure are stronger than those of other spellcasters. When you Cast a Spell from your spell slots that either deals damage or restores Hit Points, you gain a status bonus to that spell's damage or healing equal to the spell's rank. This applies only to the initial damage or healing the spell deals when cast. An individual creature takes this damage or benefits from this healing only once per spell, even if the spell would damage or heal that creature multiple times.

PC2

