At level one, sorcerers choose from one of the following bloodlines: Aberrant, Abyssal, Accursed, Arcane, Celestial, Draconic, Elemental, Fey, Infernal, Pestilence, Shadow, Undead, Verdant.

As they level, sorcerers gain additional spells and abilities based on their bloodline.

**Aberrant Bloodline**

*There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect. Over time, this taint manifests itself in your physical form.*

Passive: You gain +3 lore.

Bloodline Arcana: Gain a +4 bonus to all physical stats whenever you cast a polymorph spell.

Power, Level 1: *Acidic Ray:* You may fire an acidic ray as a ranged touch attack. Deals 1d6 points of damage + 1 for every two sorcerer levels. (Use: At Will)

Spell, Level 3: Empower Person

Power, Level 3: *Long Limbs:* You gain a +1 bonus to all touch attack rolls. At level 11, this bonus increases to +2. At level 17, this bonus increase to +3.

Spell, Level 5: See Invisibility

Spell, Level 7: Clarity

**Abyssal Bloodline**

*Generations ago, a demon spread its filth into your heritage. While it does not manifest in all of your kin, for you it is particularly strong. You might sometimes have urges to chaos or evil, but your destiny is up to you.*

Passive: You gain +3 lore.

Bloodline Arcana: Creatures you summon gain 1% physical immunity per two sorcerer levels and deal +1d4 fire damage.

Power, Level 1: *Claws:* You can grow claws as a free action. Whenever you fight unarmed, you gain the effects of Improved Unarmed Strike. At 5th level, you gain +1 AB/+1 damage when fighting unarmed. At 7th level, you gain an additional +1 AB/damage when fighting armed. At 11th level, these claws become flaming weapons, dealing an additional 1d6 points of fire damage on a successful hit. Whenever you make a successful melee touch attack, add your claw damage to its effects.

Spell, Level 3: Cause Fear

Power, Level 3: *Demon Resistances:* At 3rd level, gain Acid Resistance 5% and a +2 bonus on saving throws against poison. These bonuses double at level 9.

Spell, Level 5: Bull’s Strength

Spell, Level 7: Rage

**Accursed Bloodline**

*Misfortune, pestilence, and nightmares follow your family like vermin drawn to carrion. Somewhere in your family history, a hag’s foul influence entered your bloodline. Now the hag’s powers are part of your heritage.*

Passive: You gain +3 spot.

Bloodline Arcana: Your enchantment spells gain a +1 DC bonus and +1 caster level. When within 30 ft of an allied sorcerer with the accursed bloodline, these bonuses double.

Power, Level 1: *Horrific Visage:* A target within 30 ft. must make a will save (DC: 10 + ½ Sorc Level + CHA) or suffer -2 AB, -2 Saves, -2 Skills for 1 round / 2 sorcerer levels. This is a mind-affecting ability. (Cooldown: 1 Turn)

Spell, Level 3: Ray of Enfeeblement

Power, Level 3: *Wretched Endurance:* Gain a +2 bonus on all saving throws against charm, cold, fear, fire, and sleep effects. These bonuses double at level 9.

Spell, Level 5: Touch of Idiocy

Spell, Level 7: Ray of Exhaustion

**Arcane Bloodline**

*Your family has always been skilled in the eldritch art of magic. While many of your relatives were accomplished wizards, your powers developed without the need for study and practice.*

Passive: You gain +3 lore.

Bloodline Arcane: Whenever you cast a metamagicked spell, that spell gains +1 DC.

Power, Level 1: *Arcane Mastery:* You gain one additional spell slot at one level lower than your maximum.

Spell, Level 3: Identify

Power, Level 3: *Metamagic Adept:* Each time you cast a metamagicked spell, there is a 5% chance that the spell will consume a spell slot a level lower (e.g. if you were to cast a maximized magic missile, there is a 5% chance it will consume a 3rd level spell slot instead of a 4th level one).

Spell, Level 5: Invisibility

Spell, Level 7: Dispel Magic

**Celestial Bloodline**

*Your bloodline is blessed by a celestial power, either from a celestial ancestor or through divine intervention. Although this power drives you along the path of good, your fate is your own to determine.*

Passive: You gain +3 heal.

Bloodline Arcane: Creatures you summon gain 1% physical immunity per two sorcerer levels and deal +1d6 divine damage vs. evil-aligned creatures.

Power, Level 1: *Heavenly Fire:* You can unleash a ray of heavenly fire, targeting any foe within 30 feet as a ranged touch attack. Evil creatures suffer 1d4 points of divine damage + 1 per sorcerer level. Good creatures are instead healed for this amount, but cannot be healed this way again for 1 turn. Neutral creatures are unaffected. (Use: At Will)

Spell, Level 3: Bless

Power, Level 3: *Celestial Resistance:* You gain acid immunity 5% and cold immunity 5%. These bonuses are doubled at level 9.

Spell, Level 5: Resist Elements

Spell, Level 7: Magic Circle against Alignment

**Draconic Bloodline** (Subtype: Acid, Fire, Cold, Electric, Negative)

*At some point in your family’s history, a dragon interbred with your bloodline, and now its ancient power flows through your veins.*

Passive: You gain +3 spot.

Blood Arcane: Any spell you cast matching your subtype deals +10% damage.

Power, Level 1: *Claws:* You can grow claws as a free action. Whenever you fight unarmed, you gain the effects of Improved Unarmed Strike. At 5th level, you gain +1 AB/+1 damage when fighting unarmed. At 7th level, you gain an additional +1 AB/damage when fighting armed. At 11th level, these claws become elemental weapons, dealing an additional 1d6 points of elemental damage (determined by your subtype) on a successful hit. Any touch attack spells you cast deal bonus damage equal to your claw damage.

Spell, Level 3: Mage Armor

Power, Level 3: *Dragon Resistance:* You gain 5% immunity to your energy type and a +1 innate armor bonus. At 9th level, this elemental immunity doubles. At 15th level, your innate armor bonus increases to +2.

Spell, Level 5: Resist Elements

Spell, Level 7: Flame Arrow\*

(\* Damage type is changed to match the draconic bloodline’s subtype.)

**Elemental Bloodline** (Subtypes: Air, Earth, Fire, Water)

*The power of the elements resides in you, and at times you can hardly control its fury. This influence comes from an elemental outsider in your family history or a time when you or your relatives were exposed to a powerful elemental force.*

Passive: You can +3 lore.

Bloodline Arcane: Any spell you cast casting your subtype deals +15% damage.

Power, Level 1: *Elemental Ray:* You can unleash an elemental ray as a ranged touch attack, dealing 1d6 damage + 1 per sorcerer level. (Use: At Will)

Spell, Level 3: Burning Hands\*

Power, Level 3: *Elemental Resistance:* You gain 10% immunity against your chosen energy type. At 9th level, these bonuses double.

Spell, Level 5: Scorching Ray\*

Spell, Level 7: Protection from Elements

\* These spells have their damage types adjusted based on the elemental subtype: Air = Electric, Earth = Acid, Fire = Fire, Water = Cold

**Fey Bloodline**

*The capricious nature of the fey runs in your family due to some intermingling of fey blood or magic. You are more emotional than most, prone to bouts of joy and rage.*

Passive: You gain +3 lore.

Bloodline Arcana: Your enchantment spells gain a +2 DC bonus.

Power, Level 1: *Laughing Touch:* You can cause a creature to burst into laughter for one round as a melee touch attack. Laughing creatures are dazed for the duration. This ability has no save. (Cooldown: 1 Turn)

Spell, Level 3: Entangle

Power, Level 3: *Woodland Stride:* You gain the Woodland Stride feat.

Spell, Level 5: Tasha’s Hideous Laughter

Spell, Level 7: Deep Slumber

**Infernal Bloodline**

*Somewhere in your family’s history, a relative made a deal with a devil, and that pact has influenced your family line ever since. In you, it manifests in direct and obvious ways, granting you powers and abilities. While your fate is still your own, you can’t help but wonder if your ultimate reward is bound to the Pit.*

Passive: You gain +3 persuade.

Bloodline Arcane: Your enchantment spells gain a +2 DC bonus.

Power, Level 1: *Corrupting Touch:* You may make a melee touch attack to cause a creature to become shaken for 1 round per two sorcerer levels. Shaken creatures suffer -2 AB, -2 saves, -2 skills. (Cooldown: 1 Turn)

Spell, Level 3: Protection from Alignment

Power, Level 3: *Infernal Resistances:* You gain 5% fire immunity and a +2 bonus to saving throws against poison. These bonuses double at level 9.

Spell, Level 5: Scorching Ray

Spell, Level 7: Suggestion

**Pestilence Bloodline**

*You were born during the height of a great magical plague, to a mother suffering from an eldritch disease, or you suffered an eldritch pox as a child, such that your very soul now carries a blight of pestilence with it.*

Passive: You gain 2 heal +1 per two sorcerer levels.

Bloodline Arcana: Vermin are susceptible to your mind-affecting spells.

Power, Level 1: *Plague’s Caress:* Make a melee touch attack to cause a creature to break out into rancid-smelling pustules and sores for one round per two sorcerer levels. The affected creature suffers -2 AB, -2 damage, -2 saves, -2 skills. Has no effect on undead or constructs. (Cooldown: 1 Turn)

Spell, Level 3: Charm Animal

Power, Level 3: *Accustomed to Awfulness:* At 3rd level, gain a +4 bonus to all saving throws against effects with the disease descriptor. At 9th level, become immune to these effects completely.

Spell, Level 5: Summon Swarm

Spell, Level 7: Contagion

**Shadow Bloodline**

*Spirits from the shadow plane dally at times in the world of light, and such as these lay with your ancestors once upon a time, imparting the mystery of shadow-stuff into your lineage. You are often sullen and withdrawn, preferring to skulk at the fringes of social circles and keep to yourself, cultivating an air of mystery and majesty that is all your own.*

Passive: You gain +3 hide.

Bloodline Arcana: Whenever you cast a darkness spell (i.e. Darkness, Deeper Darkness, Shadow Conjuration, Shadow Shield), gain a bonus to Hide/Move Silently equal to the spell’s level for 1d4 rounds.

Power, Level 1: *Shadowstrike:* Make a melee touch attack to deal 1d4 damage + 1 per two sorcerer levels. In addition, the target is dazzled, suffering -1 AB for 1 turn. Creatures with low-light vision, darkvision, or the effects of ultravision are immune to the dazzle effect. (Use: At Will)

Spell, Level 3: Ray of Enfeeblement

Power, Level 3: *Nighteye:* At 3rd level, gain darkvision. At 9th level, gain the effects of ultravision permanently.

Spell, Level 5: Ultravision

Spell, Level 7: Deeper Darkness

**Undead Bloodline**

*The taint of the grave runs through your family. Perhaps one of your ancestors became a powerful lich or vampire, or maybe you were born dead before suddenly returning to life. Either way, the forces of death move through you and your every action.*

Passive: You gain +3 lore.

Bloodline Arcana: Whenever you summon undead with a sorcerer spell, create one additional undead of the same t ype.

Power, Level 1: *Grave Touch:* Make a melee touch attack to cause a creature to become shaken for one round per two sorcerer levels, suffering -2 AB, -2 saves, -2 skills. (Cooldown: 1 Turn)

Spell, Level 3: Chill Touch

Power, Level 3: *Death’s Gift:* Gain 5% immunity to cold damage and 5% immunity to negative damage. These bonuses double at level 9.

Spell, Level 5: False Life

Spell, Level 7: Vampiric Touch

**Verdant Bloodline**

*Your progenitors infused themselves with raw plant life, binding it into their own tissue and passing it down to their literal seed, giving you innate communion with nature.*

Passive: You gain +3 lore.

Bloodline Arcana: Whenever you cast a spell with the range of personal, you gain a natural armor bonus equal to the spell’s level for 1d4 rounds.

Power, Level 1: *Tanglevine:* Make a ranged touch attack to attempt to knockdown a target within 15 feet of you. The target must make an opposed discipline check or be knocked down for one round. If your charisma modifier is greater than your dexterity modifier, you may add the difference to the opposed roll. (Cooldown: 1 Turn)

Spell, Level 3: Entangle

Power, Level 3: *Photosynthesis:* Your need to eat and sleep is reduced. Gain a +2 bonus on saving throws against poison and sleep effects. At 9th level, these bonuses double.

Spell, Level 5: Barkskin

Spell, Level 7: Speak with Plants