



Player Paraphernalia

#72.5

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PLAYER PARAPHERNALIA #72.5

BY THE KNOTTY-WORKS



Welcome to issue seventy-two and a half of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces two Sorcerer bloodlines based on the Paladin and Anti-Paladin classes.

Righteous Bloodline

The blood of ancient heroes of purity and good flow through your veins. Although your ancestors were revered for their righteousness, your goals and inspirations are your own.

Class Skill Knowledge (nobility)

Bonus Spells

Detect Evil (3rd), Blessing of Courage and Life (5th), Remove Blindness/Deafness (7th), Remove Curse (9th), Break Enchantment (11th), Serenity (13th), Banishment (15th), Holy Aura (17th), Overwhelming Presence (19th)

Bonus Feats

Endurance, Extra Lay On Hands, Iron Will, Merciful Spell, Selective Spell, Skill Focus (Heal), Step Up, Weapon Focus

Bloodline Arcana

You add your Charisma modifier to all of your saving throws.

Bloodline Powers

You draw upon the holy might of your ancestors to provide a shining beacon for others. However, ill use of these powers may attract the attentions of otherworldly

powers of good to deal with your own lack of righteous faith.

Touch of Life (Su): Beginning at 1st level, you may channel positive energy through your hands to heal yourself or another as a **standard action**. Your touch heals living creatures for 1d6 points + 1 for every two sorcerer levels you possess. If you use this power against an undead target, it suffers the same amount in damage, though it requires you to make a melee **touch attack** against the undead target and the target is not allowed a saving throw to reduce the damage. You do not provoke an **attack of opportunity** while using as an attack.

This power is treated as the paladin's lay on hands class feature in regards to any feats or prestige class requirements you may consider taking. You may use this power 3 + your Charisma modifier times per day.

Spell Smite (Su): Beginning at 3rd level, you gain the ability to empower your spells against a chosen target if that target is evil. Spells that cause damage gain a bonus equal to your class level to evil targets. You gain a bonus to any attack rolls required equal to your Charisma modifier for any touch based spells, and you add your Charisma modifier to the DC of the saving throws when applicable. You may use this ability one time per day, gaining an additional use at 7th level and every four levels thereafter (maximum of 5 at 19th level).

Righteous Aura (Su): At 9th level, you become immune to **charm** spells and **spell-like abilities**. Allies within 10 feet of you gain a +4 **morale bonus** on saving throws against **charm** effects. At 12th level, your aura also grants

you immunity to fear based effects and allies gain the same +4 morale bonus for any saving throws versus fear based effects. This effect immediately ends if you become helpless, unconscious, or dead.

Merciful (Su): At 15th level, your touch of life power can also be used to remove the effects of fatigue, sickness, or being shaken while healing yourself or an ally. You may spend two of your daily uses of the touch of life power to remove the exhausted, frightened, or nauseated conditions. Your daily number of uses of the Touch of Life power increases to ½ your class level + your Charisma modifier.

Righteous Champion(Su): At 20th level, when you use the Spell Smite power against an evil outsider, the target is subject to the effects of the banishment spell as well.

Corruption Bloodline

True villainy runs through your veins, born of a vengeance and fall from grace. While you may use these powers for your own ambitions, evil tends to seek its own and your aura may act as a powerful beacon in the night.

Class Skill Sense Motive

Bonus Spells

Detect Good (3rd), Corruption Resistance (5th), Deadly Juggernaut (7th), Bestow Curse (9th), Baleful Polymorph (11th), Epidemic (13th), Destruction (15th), Frightful Aspect (17th), Storm of Vengeance (19th)

Bonus Feats

Antagonize, Destructive Dispel, Diehard, Extra Lay On Hands, Great Fortitude, Sickening Spell, Skill Focus (Intimidate), Toughness

Bloodline Arcana

You add your Charisma modifier to all of your saving throws.

Bloodline Powers

You draw upon the legendary villainy of your ancestors to set forth on your own quest for power. However, you may inadvertently

come into conflict of those who truly take the mantle of despot and despicable overlord.

Touch of Corruption (Su): Beginning at 1st level, you may channel negative energy through your hands as a standard action as a melee touch attack. Living creatures are damaged for 1d6 points + 1 for every two sorcerer levels you possess while undead creature is healed the same amount. Those that suffer damage are not allowed a saving throw to reduce the damage, and use of this power does not provoke an attack of opportunity.

This power is treated as the paladin's lay on hands class feature in regards to any feats or prestige class requirements you may consider taking. You may use this power 3 + your Charisma modifier times per day.

Spell Smite (Su): Beginning at 3rd level, you gain the ability to empower your spells against a chosen target if that target is good. Spells that cause damage gain a bonus equal to your class level to good targets. You gain a bonus to any attack rolls required equal to your Charisma modifier for any touch based spells, and you add your Charisma modifier to the DC of the saving throws when applicable. You may use this ability one time per day, gaining an additional use at 7th level and every four levels thereafter (maximum of 5 at 19th level).

Corrupting Aura (Su): At 9th level, enemies within 10 feet of you must make a Will save at the beginning of their turn or become shaken while they are within your threat range. The DC is 10 + ½ your class level + your Charisma modifier. In addition, they also suffer a -2 penalty to their saving throws and those normally immune to fear are subject to your aura.

Cruel Touch (Su): At 15th level, your touch of corruption also carries an additional effect chosen when you choose to use the touch as an attack. You may choose from the fatigued, shaken, or sickened conditions to inflict upon your opponent with your corrupting touch. Your enemy is allowed a Fortitude saving throw (DC 10 + ½ your class level + your Charisma modifier) or suffer the condition for 1d4 rounds. Additional

corrupting touch attacks do not add to the cumulative time, but the duration is determined from the last successful attack.

You may spend two of your daily uses of the touch of life power to inflict the exhausted, frightened, or nauseated conditions for 1d4 rounds. Your daily number of uses of the

Touch of Corruption power increases to $\frac{1}{2}$ your class level + your charisma modifier.

Corrupting Champion (Su): At 20th level, when you use the Spell Smite power against a good outsider, the target is subject to the effects of the banishment spell as well.

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