

## BRIMSTONE BLOODLINE



You have sulfur in your blood and a fondness for acids, black powder explosives, and firearms. You may have been born near a munitions factory or fathered by a gunslinger and suckled by a witch, but nothing thrills you like massive explosions.

**Class Skill:** Disable Device

**Bonus Spells:** Flare Burst (3<sup>rd</sup>), Pyrotechnics (5<sup>th</sup>), Flash Fire (7<sup>th</sup>), Detonate (9<sup>th</sup>), Cloudkill (11<sup>th</sup>), Tar Pool (13<sup>th</sup>), Arcane Cannon (15<sup>th</sup>), Sunburst (17<sup>th</sup>), Meteor Swarm (19<sup>th</sup>)

**Bonus Feats:** Amateur Gunslinger, Extra Grit, Point Blank Shot, Far Shot, Deadly Aim, Rapid Reload, Improved Initiative, Quick Draw

**Bloodline Arcana:** Any spell you cast that inflicts acid damage gains a +1 DC.

**Bloodline Powers:** Your sulfuric soul grants you an affinity for the sulfur element in liquid, powder, or gas form.

*Sulfuric Shell (Sp):* At 1<sup>st</sup> level, you conjured yellow crystal bullets directly into your firearm or sling as a swift action. You can create up to 3 + CHA modifier sulfuric shells per day. At third level, these conjured bullets have the “corrosive” property. At ninth level, these conjured bullets have the “corrosive burst” property.

*Corrosive Element (Ex):* At third level, you gain resist

acid 5 and you can use your CHA modifier in place of DEX for Disable Device checks. At ninth level, raise resist acid 10 and reduce your chance of misfire with black powder weapons by one (1 minimum).

*Yellow Cloud (Sp):* At ninth level, you can conjure a sulfuric cloud as a swift action around you. It fills your personal space, gives a 20% miss chance for ranged attacks against you, and may keep vermin off (Save vs. Fort DC: 10 + ½ Sorcerer Level + CHA modifier negates). At 15<sup>th</sup> level the radius of the cloud increases by 5ft and any creature with a sense of smell must make a Fortitude save (DC: 10 + ½ Sorcerer Level + CHA modifier negates) or become sickened for one round on entering the cloud. At 20<sup>th</sup> level the radius expands by 10ft and becomes nauseating rather than sickening. You can summon the yellow cloud for a number of rounds per day equal to your sorcerer class level.

*Agent Orange (Sp):* At 15<sup>th</sup> level, vegetation withers around you. All conventional plants will rot to nothing giving creating a 5ft wide trail of brown decay everywhere you walk. Plant creatures suffer 1d6 damage each time they touch you (no save). You can use this power once per day and it lasts for a number of rounds equal to your sorcerer level.

*Toxic Avenger (Su):* At 20<sup>th</sup> level, you gain the ‘acid’ subtype and immunity to acid damage. Acid creatures have vulnerability to water. Unless otherwise noted in the creature’s description, a water based effect or spell deals 1d4 points of damage per spell level to a creature with this subtype.

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