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According to Cartmanbeck the sorcerer is a concept that has been around for a very long time. A magician who, instead of studying magical knowledge and theory to gain an understanding of his power, is simply a non-seal born with this power, and can work his whole life to maintain and manage it. In Rpg Pathfinder the sorcerer can perform many different roles in the party. She can make a very good blaster using her raw secret power to destroy enemies directly. It can also make a very good combat controller by creating pits or traps in the middle of the battle to crash into their opponents or direct their movement in the path of a more direct melee ally. The sorcerer can also perform a rogue party role, using spells to increase her natural charisma, sweetly talk her way out of difficult situations, or using Stealth to infiltrate the enemy's base and steal an important magical object. Just like the Wizard, the sorcerer's spells give her a good range of flexibility, allowing the Sorcerer to become what you need her to be at any moment, although she will never be as flexible as her fellow Wizard can be, since she has a limited number of spells known. However, what really makes the sorcerer shine the power that she is given thanks to her magical pedigree, which can make a mediocre character in a star party if played correctly. This guide is in addition to the following three guides currently posted on Paizo forums that concern sorcerers: The authors of these guides have spent a lot of time putting their work together and I would step on exactly zero feet with my guidance. However, I feel that one aspect of the sorcerer has been slightly obscured, and that's a function of the Bloodline class. I'll be focusing on all the different sorcerer pedigrees, and giving suggestions on how they can be effectively used by a sorcerer or other character who gets access to this pedigree through eldritch heritage feat lines or the Variant Multiclassing Rules found in Pathfinder Unchained. I want to take a second to refer to the two archetypes of the Sorcerer, which are very related to pedigree and can have a serious impact on how your character works in relation to your pedigree. First, Cross. This archetype allows the sorcerer to choose two pedigrees, and essentially get the best of both worlds... You get both class skills like arcans, and you can choose feats, spells and credentials from both lists. It's really a big boost, but it comes at a very grueling cost... You lose one spell, known at each level of the spell, and you take -2 penalty Will saves. Losing a spell known at each level means you're going to start at level 1, knowing one spell. That's it. there are very few good reasons to trade away so many spells are known. Now you can help mitigate this in several different ways. You can choose a race that has a favored bonus class allowing you to get more more known as man. Thanks to the release of Ultimate Equipment, there are also two items available now that can give the sorcerer more spells known, a page of knowledge spells, and ring of knowledge spells. So if you really want to make Crossblooded because you love these pedigree arcs, you can make it work. The second archetype

We need to talk about is Wildblooded. This archetype essentially takes the chosen pedigree and mutates it, replacing some bonus spells and some of the pedigree credentials, just as the subdomain does for the domain cleric. The question here is whether Paizo decided to write this as an archetype, as opposed to saying it is a wildblooded pedigree. This means that, as it is being written, wildblooded pedigrees are not entitled to an eldritch heritage feat. This has been hotly contested on Paizo forums, but I feel it's pretty clear that you can't use Eldritch Heritage to gain wildblooded credentials. That being said, some of the wildblooded pedigree is incredibly good, and so I'll mention the wildblooded version of the pedigree as a note where one exists. Note on RAI vs. RAW: I will do my best to be as fair and impartial as I can when writing this. However, I recognize that my opinion is not always correct, so every time the question arises about how the rules will be interpreted, I will provide both my interpretation and what can usually be interpreted by others. If the rule has been discussed on paizo forums, I'll try to find a link to the topic. If the developer answered it or asked frequently questions, I'll also try to provide a link. Also, if you find any rulings or frequently asked questions that I missed and which contradict what I wrote, please let me know as soon as possible so I can make adjustments. Thank you in advance! NOTE ADDED 6/3/2017: I just became aware of a small group of abilities that were published in Magic Tactics Toolbox called Bloodline Mutations that COMPLETELY change the world of pedigree powers. Essentially, they are three alternative pedigree powers that hand down some of the best pedigree credentials ever created. But even if they weren't... even if they were mediocre... These new options will allow you to replace very weak options with good options for any pedigree! And if you like your pedigree credentials a lot, but you want any of them, you can replace Bloodline Feat with one of them instead!!! I briefly describe each one here: Blood Havoc - Add 1 point of damage for damage to die on all your damaging pedigree spells or school that you chose with the Spell Focus. This replaces the 1st level of the sorcerer's pedigree. Blood Intensity - Essentially features (and doesn't stack with) an intense spell feat, but doesn't have a maximum of five additional bone damages like it does. You Are You use this power several times a day, and it replaces the 3rd level of the sorcerer's pedigree power. Blood Piercing - Reduce the energy stability of your target and resist the spell (!!!!) of your Charisma modifier. You can only use this power a few times a day, and it replaces the 9th level of the sorcerer's pedigree. Now, obviously, these options open up a whole new set of tactics for choosing pedigree credentials. I'm not going to re-evaluate the pedigree based on these new options, but I'll go through every pedigree and make a note at the end of any crappy credentials that you have to replace that power with one of them, and if it makes sense to take one as a pedigree feat, I'll include that in the Bloodline section of the exploits. I can pretty much summarize my suggestions here in one sentence though: If you're a blaster, make sure you consider these Bloodline mutations, and if one of your first three pedigree powers is rated orange or red, you're probably better off trading for one of them as well. WHAT LIVER: Bloody Blood Lines Shapechanger Bloodline Color Code: red and bad choice, orange - mediocre choice, green - decent choice, blue - great choice, sky blue - the best choice of Aberrant Meli (sensory attack!), everything else (Warped) This pedigree comes from an aberration in your pedigree, and so obviously makes you look a little weird, though it's a little weird, though it's a little bit strange, when they are used. Overall, it's good for a melee oriented build, but not as good as some other pedigrees. Source and CRB. Class Skills: Knowledge (dungeoneering) - Unfortunately, this skill just doesn't come up that often if you're in an underground heavy campaign. Bonus spells: increase the person (3rd), see invisibility (5-), languages (7th), black tentacles (9th), feeblemind (11th), veil (13), plane shift (15), mind blank (17th), shapechange (19)... A person's zoom is a good start and they are basically very good spells until you hit the veil!-(. For a melee build, this list is excellent, otherwise it's just decent. Bonus feats: A decent list is definitely better than most. Combat casting, improved unarmed kick, and improved Grapple are obviously designed for melee build. Arkana: Whenever you cast a polymorphic spell, increase the duration by 50%. This can be very useful for a melee oriented build who likes to turn into a dragon or something. Unfortunately, this pedigree will not work with the prestige class Dragon Disciple, which will aspire to most sorcerers focused on melee. Perverted Arkana: This allows you to give effect for the purpose of polymorphic spells, and while some are very good, others are relatively useless, or at least very situational. Since the effect is random, I don't recommend it. Power pedigree: sour beam: only very little better than Splash that you can choose as a cantrip. Don't, so replace it with Blood Havoc. Warp Touch: Dazing your enemies is very nice, so this one definitely beats the acidic ray hands down. Long Limbs: Great for delivering sensory spells without provoking attack capabilities. It even increases with the level, allowing you to deal sensory spells from up to 20 feet to the 17th level. As far as Eldritch legacy goes, this power will be very useful for a clergyman who wants to focus on inflicting critical wounds. Unusual anatomy: a solid ability for melee oriented build. Can come in handy against a random sneaky rogue or long-distance sniper, too. Alien Resistance: This is a worthy ability, except that your healer will have to overcome the resistance of spells to heal you. This could be a deal breaker. Abnormal forms: Immune to critical and furtive attacks??? DR 5/-?? Blind vision??? Awesome! However, it's still not the best 20th level of power out there. Eldritch Heritage/VMC: This pedigree is not a good candidate for EH feats or multiclassization option, because these options just don't get you good credentials early enough to question, and this pedigree is very top-heavy. Final thought: If you're trying to play a melee-focused sorcerer who's not going for a dragon apprentice, this is one of your best options, no question. However, if you do this, you will be very suboptimal no matter what pedigree you choose, thanks to the low progression of BAB. To consider this pedigree for Eldritch Heritage, you probably want to be a caster that can cause serious damage or deliver some serious de-buffs with touch range spells. I would suggest this pedigree as an EH choice for a cleric/man, An Oracle, or perhaps even Magus. While the witch may find delivering sensory spells on the range useful, it's probably even better just by using hexes instead. Abyssal/Melee, calling everything else Brutal This pedigree dishes out some serious demonic awesomeness, and it's a great choice for someone wanting a sorcerer who can beat people in melee. However, the melee sorcerer build is almost always suboptimal, so be careful. Source and CRB. Class Skills: Knowledge (Planes) - This skill comes a lot, and can be extremely useful for identifying elementary outsider or leveling weakness. Bonus spells: fear (3rd), bull force (5th), Fury (7th), Stoneskin (9th), dismissal (11th), transformation (13th), big teleport (15th), wicked aura (17th), Monster IX (19th). It's a great list for melee build, though fury and transformation is almost useless, how can you can't spell during their action. Calling the Monster 9 spell thrown on at the end is obviously designed to be used to summon demons to fight along with you. For those who don't have a melee focused, this list is crap, unfortunately. Bonus feats: Increase in appeal is good, but otherwise if you're completely melee fight it hurts. Arkana: DR/good for your summoned creatures will be very useful at lower levels to keep these summoned creatures around, and since this/well would be great for a game in which you fight a lot of demons or devils. If you dipped the cleric level to get the Aura class function, you could combine this with the Sacred Summons feat to do some serious damage to evil outsiders, since your conscripted creatures will have a DR/well and can have a good aligned attack. Brutal Arkana: You can inflict 2 extra points of damage when you cast a devastating spell. Not two points for bone damage, just two points. It's terrible compared to the normal pedigree of the arcana. Avoid at all costs. Bloodline Powers: Claws: Again, we're looking at melee builds here almost exclusively. A couple of claws aren't as exciting as something like Feral Mutagen, so it's only getting orange. Demon Resistance: Not as big as a scroll can easily get you the same, and it only covers electricity, no other elementary types. You should consider replacing this with blood intensity. The power of the abyss: for a hand-to-hand combat build, it's absolutely amazing. A total of 6 pounds of inherent bonus to strength is just incredible. For a non-melee build, look elsewhere. Wings of the Abyss: Wings are cool, but you're most likely trying to go into hand-to-hand combat with this build, and giving up the 6th to Str is a terrible idea. Added Calls: This one is really sweet, as it allows you to add an extra demon or devilish creature to your call of spells. At the lower levels, you will summon diabolical animals, but once you can summon demons, you will get two for the price of one, which is really nice. Note that this will stack up with Superior Summons, so you could very quickly cover the entire battlefield in Demons, which is AWESOME. Demonic power: Wow. Immunity to electricity and poison, resistance to all other elementary types and telepathy. This one is cool. Eldritch Heritage/VMC: The power of the abyss can be grabbed on the 11th level with an improved Eldritch heritage, making it viable, as you can skip the demon resistance to power as well. VMC is still pretty weak, however. Final thought: This pedigree is another that is most useful for a melee-oriented character, so if you play a straight sorcerer you're probably not going to take it. Multiclassing with this pedigree can be very interesting, however. If you come up with a sorcerer/cleric character, this pedigree can greatly enhance the survival of your summoned creatures at lower levels, thanks to Arkana mixed with Sacred Summons. Eldritch Heritage with The pedigree would be amazing for almost any melee character, especially the barbarian, but you have to be willing to invest three feats to get to the Force of the Abyss, so that the fighter can be more realistic. No matter what you're trying to do, brutal brutality The version of this is smelly, so avoid it. Accursed/Debuffing, everything else This pedigree is based on the idea that your ancestors were either cursed by a witch or perhaps even involved one, and this is great for a sorcerer who wants to focus on the debauchery of his enemies. Source - Ultimate Magic. Class Skills: Perception - Perhaps the most important skill in the game and you get it added to your skill class list! This is a huge boost for any sorcerer, and makes the adoption of Eldritch Heritage (Accursed) much more tolerant for the non-sorcerer. Bonus spells: a ray of impoverishment (3rd), a touch of idiocy (5th), a ray of exhaustion (7th), a curse gift (9th), weak attention (11th), eye touch (13th), madness (15th), measuring look (17th), energy leak (19th). This is a great list of spells, all of them are very useful in almost any battle. Bonus feats: Vigilance and combat casting are the stars here, although Great Resilience can always be useful for caster as well. Arkana: This is probably the least useful ercan pedigree out there, UNLESS you are in a party with one or more witches. Bloodline Powers: Terrible Visage: A decent debuff, but it would be much more useful if it is complicated with other effects of fear. Unhappy Endurance: It's a good boost to save from a few effects, although some are based on Will saves, which are probably high enough for you. Dread Gaze: a really good witch, as staggered is very bad for full-scale enemies. This one's the keeper. Dream Walker: Ethereal jaunt is fun, but will only be situationally useful. Casting a nightmare on a creature you come across is also very situational. This one is fragrant, but not that super useful. Scary Survival: You know what? Compared to the other 20th level sorcerer credentials, this one kinda falls flat. DR is always nice, but SR can cause healing problems. Eldritch Heritage/VMC: This pedigree is pretty weak on its own, and without getting bonus spells it's just not worth your time. Final thought: This pedigree... Weird. When you look at the spells, you think: Wow, what a great pedigree! Then you look at the exploits... That Arkana... Then the powers... and your face falls. For a debuffing-oriented sorcerer, pedigree credentials and spells here would be very good, but you're missing out on what can be a really good arkana for this crappy one. If your group has one or two witches in it, this pedigree will probably go from orange to green. Along with this, I would say that it is a good pedigree to use with Eldritch Heritage, but the credentials are just not that great. A witch would be much better off spending her exploits on Extra Hex than on these mediocre powers. Let me point out that if you are in With the leadership feat open to you and you play a witch, you definitely have to have a sorcerer with this pedigree (or even just just another class with one level of drop) as you are your cohort, so he/she can spend the standard action each round raising your spells by one spell level. In fact, you could have a ton of first-level subordinates who all do it every round, as bonuses from helping another stack of action! The only character I would consider performing Eldritch Heritage (Cursed) with is the semi-elf Magus. This is because you can use your skill focus on the first-level for perception, thereby releasing one of these spell slots. Then you take Eldritch Heritage and maybe use the horrible Visage a few times, but then Improving Eldritch Heritage gets you a Dread Gaze and that you can really mess up your enemies while you're crying at them with a full spelling attack. In fact, the semi-elf Summoner can find it very useful too, so you can debuff enemies while your Eidolon does its thing. AquaticSummoning, combat control, everything else (Seaborn) Water Sorcerers is obviously very home in the water, and so most people not playing underwater or marine campaign will just pass this without reading it. I hope to make a compelling argument that it should be considered for all sorcerers, but especially on battlefield control builds. Source and APG. Class Skills: Swim - If you are playing in a marine campaign, this will be useful for the first few levels. However, at the 3rd level you get the speed of swimming, after which the navigation check is almost unnecessary. Bonus spells: hydraulic push (3rd place), slipstream (5th place), Aquais ball (7th place), geyser (9th place), control water (11th place), animal shape IV (13th place), Monster Challenge VII (15th place), sea weapons (17th place), wave (19th place). The first two spells are not so great, but the aqueous ball and geyser are great spells and you'll get to know the geyser on one level earlier than you normally are as a sorcerer, so enjoy it! Bonus feats: It's decent, especially Brev Potion, which can be extremely useful for polishing your allies when you don't have many spell slots left. Strength is always good for a charmer like a Dodge. Arkana: This one is decent, especially for the call in the water game. Even if you are in a normal game, causing water elements and having them do extra damage and stay for the extra rounds nicely. Sea Arkana: Raising the caster level is always a great idea, and at lower levels you get caused by creatures to stay longer as well as get extra damage with explosive spells. It's probably just a little better than a normal aquatic arcana, since your caused creatures won't do any extra damage with that. Bloodline Powers: Dehydration Touch: It's Good Power on the Low because of a sickening ability that has no keep associated with it. "Water Blast": Dehydration touch is probably a little better than this, but pounding enemies prone can be a saviour for your melee Water Adaptation: Again, it's very cute. Swimming speed can be very useful situationally, and natural armor and cold stability are very good. Water telepathy: I like this power too, although it's definitely situational. If you don't come across any aquatic creatures or aquatic elements, it's relatively useless, up to level 15, when you can call some seriously powerful creatures on your side to help you, such as Elder Water Elementary, without using up a spell slot! Raise the deeper: It's an incredible ability, because on level 15, when you get this ability you can cause 675,000 cubic feet (150ft. x 150ft. x 30ft.) of water to magically rise from the ground, even in the middle of the desert, causing each creature nearby to swim around and probably start to sink. It only lasts 15 rounds, but WOW is what's amazing. And since you have a speed of swimming and can breathe underwater, it doesn't affect you at all. Deep one: It's simple. Oh. You get blindness out of water. DR, cold resistance, and continuous freedom of movement, and when you're in the water (like when you use Raise Deep), you get a blindSIGHT 120. It's just crazy good. Eldritch Heritage/VMC: This is another case where good pedigree arcans don't come in early enough for it's worth giving up four and a half of your feats if you're playing a game where speed swimming comes in handy all the time. Final thought: It's honestly one of the best pedigrees out there, and as I said in the intro paragraph, most people probably just gloss it over because they assume that you have to be in a water campaign in order to be helpful. This is completely wrong, as many of the abilities gained here are just as useful for the water of the elementary call of the sorcerer as for the truly aquatic sorcerer. As far as Eldritch heritage goes, this pedigree should be jumped on by anyone in a sea of pharynged or other water campaigning as water adaptation and elevate depth will be huge helping anyone that needs to deal with water and you probably already need swimming skills, so the skills focus on it's not going to kill you. I've seen Cleric combine these abilities with the abilities and spells of the Oceans subdomain with absolutely devastating consequences for his enemies. ArcaneVersatility, battlefield control, everything else Sage - Multiclassing, Universal Secret pedigree is regarded by many as the best pedigree, and frankly, these people are right. For a traditional sorcerer who doesn't try to focus on just one trick but is more versatile, this is probably the best pedigree. The fluff here is that your family was excellent wizards, and some of the magic of your ancestors rubbed on them, and then, Source and CRB. Class Skills: Knowledge (anyone) - Universal and useful, choosing a skill of knowledge as both Class skill is one of the best bloodline class skill options out there, maybe right behind perception. Bonus spells: determine (3rd place), invisibility (5th), dispel magic (7th), measurement door (9th), land flight (11th), true seeing (13th), big teleport (15th), wot stunner (17th wish), (19th). Some of the best sorcerer/wizard spells are on this list, although define this painful beginning as a wand to identify infinitely better than with it as the spell is known. Invisibility, door size and flight on land will quickly delight this, however. Bloody feats: it just gets better and better. Combat casting, improved initiative, Scribe Scroll, and Spell Focus are all really great choices, and even not very great choices on this list are still good. You will probably end up spending regular feats on some of them as well. Arkana: Honestly, it's not the best arcana out there, but it's decent, and you'll probably use the meth-agag feats a lot because of the pedigree powers you get, so you get a lot of use out of it. (Sage arcana): This arcana is just... crazy good. This allows you to use your Int instead of Cha for all the sorcerer's abilities, which means you can reset the cha and get tons more skill points thanks to your supreme int. You are no longer going to be the face of the party for diplomacy checks, but you can really replace the Wizard thanks to this ability. Bloody forces: Arkane Bond: Unbelievable. Amazing. Exciting. These are just some of the words you will use to describe this power lineage. You can get a familiar one that gives you a bonus depending on its type (I like the compognathus for the No.4-to-initiative) and also gives you access to The Improved Familiar later, or you'll get a bonded item that gives you an extra spell slot of any level you can throw in the day. It's just fantastic. (Arkane Bolt): CRAPI! You've got one of the best pedigree secrets ever, but you'll lose the best part of the Arcane blood line! The damage to the force is nice, but compared to Arkane Bond it's just awful. Replace this with Havoc blood for sure! Metamahaic Adept: Really very good for you, as one of the difficulties with spontaneous actors is increasing spell time for metathemic spells. You will find that the use of ability in a day is very limited, but still it is a great force. New Arkana: Excellent ability, given how limiting your spells are known. If only you got more than three spells from it. Interesting note about this ability: If you choose it with eldritch's improved heritage, you'll get a new spell known from the Sorcerer/Wizard list. This is exceptionally useful for the bard, the appeal Oracle, since they get access to spells they otherwise wouldn't have! Make sure you understand, however, that gaining access to spells is probably not a natural consequence of this power, so your DM can say: No chance! School power: Very Very This essentially doubles your spell Focus feat with a bonus spell of DCs. Even if you haven't gone down the path of focusing on one school, use this for your necromantia spells and watch the saving throws fall all around you. Arcane Apotheosis: There really is no better ability for a straight sorcerer than this, although you probably won't use your spell slots to power magical items that often because they are a valuable commodity for you. I think you could use a few Level 1 slots to keep the charge at a high level of staff or something. Either way, the first half of this power is where it is at. Eldritch Heritage/VMC: Now that's what we're talking about. You get a familiar or courgette element, you get to cast metamagical spells without raising casting time until the full round, and you get three spells from the sorcerer/wizard list. This would be useful for absolutely any spontaneous charmer, especially the divine. I would personally choose this as VMC for Oracle or Hunter, no question. Final thought: As you can see, there are very good reasons that many people consider this pedigree to be the best. Being able to metamagic as well or better than the master is just amazing, and personally I love the taste of a sorcerer with a familiar. Also remember that you can make out your acquaintances that don't normally affect creatures of their type, so if you get Improved Familiar later you can do things like cast Dragon Shapes on your meepit familiar and it can become a worthy front-line fighter for a while. If you go Sage, you get to use Int for anything that makes you much more comprehensive in nature and can allow you to fill more party roles (such as rogue type) than if you had to keep that Charisma score high. Boreal/Melee, everything else (Rome-blood) This pedigree gives the sorcerer the strength of his ancestors raised on snow-covered mountains. If your sorcerer is going to the Arctic, this is the pedigree for you. It's another one that's really better for a melee-focused build, however. Source and APG. Class Skills: Survival - This is a decent skill for any adventurer, so no one should be upset to see it added to their class skills list. Bonus spells: increase man (3rd), rage (5th), elementary aura (cold only) (7th), ice wall (9th), cold cone (11th), transformation (13th), giant form I (15th), polar beam (17th), meteorite swarm (cold damage) (19th). Decent spells for the most part, but rage and transformation both kill your ability to spell, so they are mostly useless to you and they really drag others down. Bonus feats: This is a good list of feats for melee-based builds like Arcane Power Attack and Strength is a solid choice. The Exotic Weapon Profession is interesting because it opens up a lot of weapons that you don't even consider using otherwise. Arkana: Nothing to write home You can get bonuses for DCs spells for elementary type spells in several different ways already, so this could be better. It's themed, though. Rime-blooded arcana: This one is cool, because you get to slow down your enemies with each successfully cold-based spell. I'm a fan. Bloodline Powers: Cold Steel: Great for hand-to-hand combat builds as well as a very cool buff of your teammates when you need to fight something with a cold vulnerability. A little situational, but decent power. Icewalker: Even more situational than cold steel. Climbing on the side of sheer ice cliffs would be super disorienting, but very cool. Maybe it's worth trading for the intensity of the blood. Snow Shroud: This one is pretty cool. You can give yourself a cover without taking any fines related to it, then you can just sit inside blasting away, safe from the archers. Very cool. Bolt's Freeze: Unfortunately, this one doesn't work compared to the Snow Shroud. Not a bad blast ability, but if you're a blaster you want to use spells to do so, since you can increase the damage more easily. You can always exchange it for a blood piercing thought! Blizzard: Solid debuff/damage ability, but the flat one to use the day blows it down to orange rather than green. Child of Ancient Winters: A fun, themed capstone, but are you not forgetting that fire damage is one of the most common types in the game? And now you're vulnerable to that? No thanks! Eldritch Heritage/VMC: This is one good candidate for Eldritch Heritage for a melee build to pick up both cold steel and snow shroud. I don't think it's worth losing half your exploits through VMC though. Final thought: This pedigree really doesn't make sense for those who aren't going to spend a lot of time in cold places. Spells are mediocre at best, feats are in order, and credentials are worthy, except for Capston. In fact, it is certainly a worthy contender for a multi-grader, maybe a ranger/witch who takes the cold terrain as its favored terrain? If you are a character who benefits from Focus (Survival) skills in any way, such as a druid or a ranger, you might consider doing Eldritch Heritage with this pedigree to pick up cold steel and snow cloaks, both of which will be solid abilities for any class. CelestialSummoning, Polishing, Everything Else Empyrean - Multiclassing This pedigree is a very common theme in fantasy literature - a hero who was a descendant of celestial beings such as angels or virgins. As you would expect, it lends some of the sorcerer's celestial abilities with a heavenly pedigree, and also helps her to summon the celestial to her service. Source and CRB. Class Skills: Healing - Not a very important or useful skill for a secret charmer, unfortunately. Bonus spells: Bless (3rd), resist energy (5th), magic circle vs. evil (7th), undo the curse (9th), Flame (11th), (11th), dispel magic (13th place), exile (15th), sunbeam (17th), gate (19th). As you would expect from Heavenly ancestry, some spells here are usually only open to divine charmers, so those can be very nice to have around. Bless this amazing early positive effect for your party, and the magic circle against evil can allow you to summon a new creature every round right in the midst of battle without getting targeted. More to dispel and banish is really nice, and gates at the 19th level can bring in the big guns when you really need to count. Flame Strike is a great way for a sorcerer-type blaster to get around immunity to fire and still apply metamagic effects like Dazing Spelling. All in all, a very good list of bonus spells. Bonus feats: This list has a few gems and a few weird ones in it. Equestrian fight and ride on the attack, obviously assuming that you want to be an established sorcerer who doesn't make much sense to me. Arkana: It's a well-aligned version of the arcana for the abyssal pedigree, and it's just as good here for a challenge-focused build. Use this to cause something inherently evil, like a demon or a devil, and they will essentially have a DR/. This is definitely the reason you took Empyrean. Have you ever wanted to make a monk/witch? That's how you do it. This arkana allows you to use your Wisdom account instead of Cha for every sorcerer's ability, which is really very cool. Bloodline Powers: Heavenly Fire: This is a worthy ability not to damage it (which is relatively weak), but to the ability to heal your allies, as long as they are well aligned. It can also be used to keep your summoned creatures (if you've added a celestial pattern to them) for a little longer. Heavenly Resistance: Resistance to acid and cold is good, but there are better pedigree powers out there. Consider trading it for blood intensity. Wings of Heaven: Now we speak! Wings that you can use for a few minutes a day without wasting slot spells. Give me a drink! Sacred Tank: You get limited channel energy as if you were a clergyman of your level - 4. It is a worthy ability, and can save the butt of your party in a real sticky situation. Persuasion: Luck-style abilities that allow rerolls are always excellent, and this is no exception. This can turn a bad day into a good one if you use it on the right roll. Ascension: It's a fun and very themed stone. Immunity to two types of energy and The other two are excellent and you can fly around constantly (if you decide to go Empyrean, that means you didn't get wings in the first place!). Don't forget the constant ability of languages too. Eldrich Heritage/VMC: I could see capture capture one for celestial firepower using Eldritch Heritage, but the other forces don't really require the loss of half of your VMC exploits. Final thought: It's a nice, all-around good pedigree, and easy to theme the character around. It's not the best out there, mainly because Arkane is just so good. For the call-oriented sorcerer, however, this may be the right choice and you can walk acting like a Paladin with angel wings if you want, without a stupid Code of Conduct tying you down. If you go to Empyrean, obviously you want to be able to stack Wisdom when dropping Charisma, and there's nothing wrong with that. The Sorcerer/Cleric or Sorcerer/Druid is a great way to go to Mystic Theurge if you are so inclined. Eldritch Heritage misses out on the best parts of this pedigree (spells and arcans), so if you really want to grow angel wings, I'd stay away from it. DaemonDebuffing, control on the battlefield, everything else you have Daemon hiding somewhere along your family tree. It sends chills to the spine, doesn't it? This is one another evil-biased pedigree, and so it's not for someone trying to be nice or good. Source - Pathfinder Player Companion: Blood of the Monsters. Class Skills: Healing - Not a very important or useful skill for a secret charmer, unfortunately. Bonus spells: a ray of impoverishment (3rd), a touch of idiocy (5th), a vampire touch (7th), contagion (9th), decline (11th), circle of death (13th), waves of exhaustion (15th), terrible withering (17th), soul binding (19th). This list of spells has just made out a win for the debaffer, although you'll need to get up close and personal to deliver all those touch range spells. You can always invest in a Reach Spell feat though, which would make it much easier to get those spells to stick with, not working and risking the butt. Bonus feats: The feats presented here are actually very interesting, but there is one really big drawback... good have the premise that a one-year-old sorcerer can never fulfill! For example, if you choose Heroic Defiance, then once a day you can delay the negative impact on you (such as paralysis) by one round, and it will give you time to get to overcome the suffering and the effect lingers much longer, but heroic defiance requires Diehard, stamina, and No.8 resilience to save! Heroic recovery is also great, since you can opt for re-throw savings once a day, but at least you can end up getting the necessary 4 pound Base Fort except for that. I have to rate this low because of the insane preqs, but this really could have been one of the best set pedigree feats out there... I would recommend taking some of the Bloodline mutations instead of these feats. It's a good arcana if you want to go with a thematic notion that your soul is damaged, so killing others fuels your spell, but but it's not a good ability. It doesn't stack up with others increasing to the level of the caster, and it hurts. As a secret charmer, you will probably already have a permanent increase to your spellner level (such as Varysian Tattoo feat), and this type of ability makes this dugan useless. Bloody Forces: Spend Ray: That's the reason you took this pedigree (or Eldritch heritage). This ability is so incredibly good for the first level ability that I can't even see directly how I print it. You can force the enemy to take 1d6 non-lethal damage per round, with the increase of the Fort to save each round until they graze. If they are away, they will die of thirst for a few minutes. It's just crazy good. Daemonic Resistance: Just like the resistance you get from the celestial and abyssal pedigree, it ends up being a pretty mediocre power of pedigree. Consider trading it for blood intensity. Age Out: What's what? This is... Is awesome! This ability essentially allows you to trade off debilitating effects such as paralysis or blindness to take -1 fine force, Dex, and Con. The fact is that fine -1 to ability points has essentially no mechanical effect! Now, it's assuming that your character is younger than middle age. If this is not the case, you will want to be more careful about when you use this ability as you will take -2 to each account of physical ability rather than -1. Wound Strain: You can teleport through dead wounds of creatures, deal acid damage to neighboring creatures! Although gross, it's both thematically and mechanically awesome, and I highly recommend it, although the damage is pretty low for the level. One With Abaddon: Again, like other heavenly and hellish lines, this stone is not as impressive. Earlier powers do make up for this, however. Eldritch Heritage/VMC: Spending Ray is obscenely good, and would be a good candidate for Eldritch Heritage. Age is also very good, so I would say that it is even a good candidate for VMC as well if you are interested in not being affected by any debilitating conditions, and the taste is very strong as well. While Healing is not a useful skill for a mystery charmer, if you go to eh feat lines with Oracle or other divine caster having Skill Focus (Healing) can come in very handy. Final thought: After writing this, Daemon pedigree is one of my new favorites. Between great bonus spells and excellent pedigree power, I'll be building a Daemon sorcerer in the near future, no question. As for Eldrich's legacy, I could definitely see a neutral clergyman of an evil god interested in spending Ray and Age Out. Even the particularly spiteful Paladin could find use for these two if only bonus feats and arcans were more impressive, it could be almost as good as Arcane. Almost. Deep Earth/Battlefield Land/Battlefield everything else (Bedrock - call) You have a stone in your blood, whether it's a dwarf, an ancestor of Oread, or some other, stranger combination. This pedigree is all about the manipulation of stone and earth, so it would be great for an underground campaign. Source and APG. Class Skills: Knowledge (dungeoneering) - Unfortunately, this skill just doesn't come up often enough to be a good choice though, if you know in advance that you will fight a lot of aberrations it will work well for you. If you're going to be in an underground campaign (and frankly, if you don't then you don't have to look at that pedigree) it's getting green. Bonus spells: operational excavations (3rd place), dark vision (5th), sand displacement (7th place), stone kina (9th), spike stones (11th), stone (13th), repellent metal or stone (15th), earthquake (17th), rock collision (19th). It's a good list of spells. Operational excavation is a good early replacement for the creation of the pit. Darkvision is good if you're a race that already has darkvision, in which case it's pretty useless. The sand shift is kind of like getting confused, except that you get to move the affected area, which is great. Finally, you embark on a clash of rocks that is just spectacular to imagine. Bonus feats: This is a really good list of feats because vigilance, skill focus (perception), and blind combat will help you see enemies and avoid attacks, while Nimble Moves, Acrobatic Step and Stealthy will help you move around in the super difficult terrain that you create with your spells. Arkana: It's a decent ability as long as you assume you'll be underground a lot. Otherwise, obviously, it will be useless. Bedrock arcana: Your summoned creatures get DR/adamantine, and it's really excellent. In fact, it's better than the alignment-based DR that some of these other dugans give them because you're probably fighting creatures who can actually get around it. There is not much bypasses adamantine, except for adamantine and high-level bonus increases. Bloody Power: Tremor: Another way to travel the enemy. Between this, operational excavation, and moving sands, you should not leave any of your opponents standing. Rockseer: First, it's a weak ability, but once you get the tremor you've just wiped out any chance a rogue sneaks up on you, and if you're ever blinded by a spell, you're not quite as useless as the fighter in your party will be. Crystal Shard: Free Beach special features for your front-line fighter? YES, PLEASE. KTHXBAI! (iron skin): Now do you get to have a DR/Adamin yourself? This one is at least as good as Crystal Shard, and probably better, honestly. Land Glide: It's a great ability because you Use it to back away from the battle you are having trouble winning, you can step up to the stone wall, enter it, and move up to the ceiling to shoot in on you can just use it to go through this cave wall into the treasury without going to the trap on the door. The Power of Stone: Holy Shiit... You become immune to bull rush, drag, fight, position, ride, push and pull. It's just crazy. And you get DR 10/adamantine. It's one of the best caps of pedigree out there to date. (Fast sidestep though, if you went with Bedrock, you already have DR 10/adamantine, so it's a little sad.) Eldritch Heritage/VMC: I would say that this pedigree is one of those that work better for EH or VMC than it does as an actual pedigree... The tremor is great, Rockseer and Crystal Shard are both excellent as well. I was just having some way to capture that power of stone. I would say that the main damage to this is to take Skill Focus (Knowledge (Dungeoneering) to enter the EH feat line with it. Final thought: This seriously is one of the best pedigrees for a straight sorcerer, assuming that you'll spend at least a fair amount of time underground. Obviously, if you're going to be in a marine campaign, you don't want that pedigree. Destined/Debuffing, Everything Else (Karmic) Your family has... Any fate? What do you have to do? Good fluff for this bit of dumb, but it gives you a bunch of luck bonuses that are usually not easy to find, so I'll give it a chance. Source and CRB. Class Skills: Knowledge (history) - This one doesn't come up too awfully often, but you'll probably find a use for it. Bonus spells: anxiety (3rd), blur (5th), energy protection (7th), freedom of movement (9th), break spell (11th), delusion (13th), spell turning (15th), moment of foresight (17th), foresight (19th). It's definitely a mixed spell bag. High-level spells are completely non-skies, and if that's cool for you, but I like to see my 8th and 9th level spells do some damage or weaken a number of enemies. Bonus feats: This is a pretty lame set of bonus feats, especially if your DM doesn't allow leadership. I'm not thrilled here. Arkana: Buff yourself and you get a lucky bonus on all your savings throws. It sounds good, but it only lasts one round! It's almost useless! Karmic Arkana: If you can't test your concentration in defense, the neighboring enemy provokes an attack of possibilities from one of your allies. It's a cool ability, and definitely better than the other Arkana, although you probably hope you won't have OT to use it so often. Bloody Power: A Touch of Destiny: It's Worthy because polishing your allies is almost as good as the debauchery of your enemies. Understanding Understanding not quite as rare as luck bonuses, but I say take what you can get. The Revenant of Fate: This is another force you'll hope you'll ever have to use because it involves enemy landing a blow on you. Fated: This ability gives you a bonus to the saves during an unexpected round and when you are otherwise unaware of the attack. This poorly worded sentence essentially says that if you are flat feet, you will get a bonus. It's all right, but nothing exciting. This was supposed to be: It allows you to re-roll the d20, which is good, but unfortunately it's limited to rolls to overcome the resistance of spells, making it a bit weak. Within reach: Save yourself from death once a day. Definitely situationally useful, but still not one of the most useful powers out there. Fate realized: Finally, power is worth using! If only you didn't have to wait until the 20th level for it! This essentially makes you immune to critical hits, and you automatically confirm any critical data you do with spells. Pretty cool, but too late to save this pedigree. Eldritch Heritage/VMC: While you're dropping the worst parts of this pedigree, going EH or VMC (arcana is just brutal) it's still just not very strong. Final thought: It's just a general weak pedigree, and even the fluff text is weak and doesn't have much in the way of taste. Stay away from this and all its derivatives, believe me. You are a distant relative of neutral evil outsiders called divs. Divs are corrupt in the heart, and love doing beautiful things sour and withering in front of them. Source - Pathfinder Player Companion: People Sands. Class Skill: Knowledge (Airplanes) - This is an obvious choice for an outsider-based sorcerer, and comes a lot when identifying all types of outsiders. Bonus spells: masking yourself (3rd), a touch of idiocy (5th), deeper darkness (7th), bestowing curse (9th), plague of insects (11th), decay (13th), madness (15th), earthquake (17th), desire (19th). This pedigree is all about debauchery, and this selection of spells definitely reflects that. Some of them require sensory attacks, which is painful for the sorcerer in general, but overall it is a good combination of spells of pedigree. Bonus feats: This is a decent set of pedigree feats. The Improved Init is always useful and compelling skills very well with the basic idea of pedigree. Arkana: With the debuffing focus of this pedigree, the arcana is actually very great because you can opt out of the area effect spell on a group of enemies and then get a bonus to your DCs spell for a few rounds! Bloodline Powers: Spoiling Touch: Imposing a broken condition on enemy items or weapons doesn't sound that great, but I give this green for what he can do with firearms enemy gunliners... If you can get close enough to cause a broken fortune on their gun, you are going to be the hero of the party! Div Resistance: Fire Fire Resistance because it's a common type of energy, and bonuses against poisons are always good, so it's a good strength. Corruption Aura: This power is great for the bad guy running in the middle of the party, and I see GM using this to take his party's ability down, but for the PC, it's just a bad choice, as it often affects your allies, and it kills a divine spell that can heal or buff you, so it's red. Trade it for blood piercings for sure. Squander: This is a great depraved force, since causing a chess state on your enemies can, in some cases, make them less useful in combat. Ariman's favor: As a level 20 force, it's super weak. Immunity to the two elements is good, but nothing special on the 20th level, and seeing in any type of darkness is super useful, but still not powerful enough. Eldritch Heritage/VMC: Breaking a gun is pretty awesome for a front-line fighter, and div resistance can come in handy, so I'd say it's worth the investment if you can afford the feats. Final thought: For a debaffer to build, it's a great pedigree, but remember that if you're trying to be a debaffer, then you really should be a witch, not Overall, not a bad option! You have some of the power of air genies in your heritage and it gives you the power of air and lightning. If you want to be a Sith lord by firing lightning from your fingers all the time, that's the way to go. Source NO UM. Class Skills: Knowledge (Planes) - This skill comes a lot, and can be extremely useful for identifying elementary outsider or leveling weakness. Bonus spells: shocking grip (3rd), invisibility (5th), fly (7th), slight creation (9th), land flight (11th), chain lightning (13th), change of plane (15th), big binding plan (17th), wish (19th). This list of spells is a good combination of utility and explosive spells. The only complaint I have here is that you can already make non-electricity explosive spells to the detriment of electricity, so having a shocking understanding and chain lightning on your famous spell list actually makes you lose a bit of versatility. Bonus feats: This set of feats is very nice. It includes an improved initiative that any secret charmer should consider receiving. You can also choose Dodge and Empower Spell, both of which are solid feats. Arkana: This arcana allows you to change the elementary spells for electricity on the fly. This may be helpful, but definitely not as good as the other mysteries out there. Bloody Power: Electricity Ray: This power will be better spent on something else, especially since you can throw an acid splash and turn it into electricity damage already. However, you can exchange it for Blood Havoc and get Bonus damage with your shocking grip and chain lightning spells, at a minimum, so do it instead. Elementary Resistance: Resistance to electricity 10 on level 3 is pretty sweet, sweet, it increases to resistance 20 at level 9. Normally I'm not a fan of elementary resistance to pedigree powers, but most of them are much weaker than this. Whirlwind: Turning into a vortex is pretty cool, but it would be a lot better if you could use it more often as you go up in levels. Since you've probably chosen this pedigree for explosive work, consider taking a blood piercing instead. Elementary Movement: Getting a constant flight speed at level 15 is OK, but look at your bonus spell list! You just made two of your spells completely useless (at least for yourself)! It's still a great ability though. Power Jinn: Limited desire like a spell as the ability is very sweet because you don't have to pay 1500gp every time you use it! Add this to total immunity to electricity damage and plane shift as a spell-like ability, and you have a pretty good stone. Eldritch Heritage/VMC: There's nothing really big or terrible about it, as a ray of electricity can come in handy for some and the elementary resistance is very good. All in all, loud fur. Final thought: It's a very good pedigree, and if you fancy your character in tune with the elementary plane of the air, it's probably a little better and more versatile than the rudimentary pedigree it would be (although they're very similar). Capstone's ability to throw a limited desire for free is really a tide turner here. Draconic/Melee, Transformation, Explosive, Everything Else (Linnorm - In Range) Esoteric Dragons - All (Imperial Dragons - Debuffing) External Dragons - Nothing Else (Primary Dragons - Explosive) You can trace your pedigree to one or more dragons, giving you some of their more bestial but powerful secret abilities. The abilities in this pedigree are pretty melee focused (although you can go wildblooded and trade melee at close range if you like), and so if you choose that pedigree, you'll most likely end up going to the Dragon Disciple Prestige class, which I strongly approve of. Source and CRB. Recently, a number of new options have opened up for Dracanovna's pedigree in the form of a variant of draconian pedigree found in the book Dragon Legacy. Each of these variants changes the arc of pedigree, and also opens up new types of energy for your breathing weapons and immunity. I'll try to list all of them here, but if I miss any, please let me know! Class Skills: Perception - Perhaps the most important skill in the game and you get it added to your skill class list! This is a huge boost for any sorcerer, and makes the adoption of Eldritch Heritage (Draconic) much more tolerant for the non-sorcerer. Bonus spells: armor (3rd), resistance to energy (5th), fly (7th), fear (9th), spell resistance (11th), Dragon I (13th), Dragon Shape II (15th), Dragon Shape III (17th), Desire (19th). A good set of spells, spells, Dragon-themed. The wish at the end is a nice little bonus. The only real problem is that you have all three dragon spell forms on the list when in fact you would like to give up a lower level when you get a higher level. Bonus Feats: This is a good set of feats, especially for those going to Dragon Apprentice PRc later. Strength, Power Attack, and Blind Combat will help your melee abilities, while improved initiative and quick spell are some of the best feats for actors in the entire game. Arkana: The extra point of damage on bone damage doesn't sound like much, but at higher levels, when you start a case of 15-20d6 worth of damage, it can make a huge difference. It's a great ability. Linnorm Arkana: It's a decent ability at low levels when you don't usually have any natural armor, but once the Dragon of Resistance kicks in it becomes almost useless since they don't stack up. Esoteric Dragons of Arkana: This alternative arkana pedigree is fabulous, making all your spells seen as psychic magic rather than secret magic. This means that you can cast all your spells without any somatic, material or verbal components. The best part about it is that you can spread out your spells in any form. You want to be a tiny rat riding on someone's shoulder? You can still cast all your spells, no problem. The only thing you have to watch out for is the emotion effects... well that you have a high save, right? Imperial Dragons of Arkana: You get a boost to your fear-provoking spells, which is good, but nothing exciting. (Arcana's Outer Dragons): Waw, that's pathetic. When you throw a certain type of energy spell that comes with a require attack roll, you get to trigger a goal to get to no five foot a pitch for the round. WITH HAMING! Arcan's Primary Dragons: Hands down one of the best arcs out there for blaster character. If you use a spell that damages the type of your line, you will receive a REROLL DAMAGE DICE (although only up to half the spell level). However, when you really need that lightning bolt to take out the big bad guy, it can make all the difference. Bloody Forces: Claws: I'm on the fence with this. A pair of claws is not as strong as a two-handed weapon, for the most part. I'd rather see something like overlaying your weapon with an element of your draconian pedigree or something instead. If you are not going to build for a melee, exchange it for bloody chaos. Elementary Brail: This is another 1d6 and 1/2 level of damage to the blood power, and just like with the rest of me I say there are so many better options out there. There is absolutely zero reason that you shouldn't trade this for Blood Chaos. Dragon This one is a little better than the celestial and abyssal resistance because it includes some natural bonus armor along with resistance to your element. Breathing weapons: breathing: it would be great if you could use it more than once a day on level 9, but like this, it's a weak level 9 power. Add to that the fact that you don't get to add an extra 1 pound per dice to this because it's not a spell and it's really just not a great ability. Consider trading this for blood piercings. Wings: The constant ability to fly on the 15th is a good ability, and I like that you can fire the wings, so you don't look like a monster in cities and towns. This is another case, however, where you have made one of your pedigree bonus spells (fly) completely useless. Strength Wyrms: You get a few immunity, and blindness is 60 feet, which is pretty sweet. It's not the best stone out there, but it's solid. Eldritch Heritage/VMC: If you're looking to pick up claws, go look at the Blood God line instead, believe me. However, for the scent of being part of a dragon, it gives you some decent credentials, and the bonus feat list is great for anyone who decides to VMC this one. The requirement to take Focus Skills (Perception) for EH exploits is honestly not harmful at all, as perception is the best skill in the game. Final thought: It's a decent pedigree, and obviously if you're trying to go Dragon Apprentice it's just a pedigree for you. I'd like low-level credentials a bit more oomph for them, but

bonus spells and exploits are at least partly in that. Eldritch's heritage for this pedegree is solid for any front-line fighter, and having to adopt Skill Focus in perception is more rewarding than pernicious, unlike some other pedegree skills out there. Linnorm is generally weaker than direct Draconic, so I don't recommend it. DreamspanDebuffing, control on the battlefield, everything else (Visionary) Your family probably pops up a lot of Oracles because you and your relatives have a penchant for dreaming visions that often have some kind of prophetic component. Get ready to put a lot of enemies to sleep because that's what this pedegree is all about. source and APG. Class Skills: Feeling Motive - This skill can be useful for role-playing, and since your charisma is high you will probably face the party and will discuss the terms with NPCs and such. This will give you a boost to a skill that you usually would sack at because it's a wisdom-based, so I'm a fan. Bonus spells: sleep (3rd place), foreshadowing (5th), deep sleep (7th), divination (9th), sleep (11th), shadow walk (13th), vision (15th), moment of foresight (17th), astral projection (19th). I'm not a big fan of divination spells because they usually leave too much interpretation to GM (plus this makes their job harder as they have to come up with information for you to get away from the spell). I love sleeping and deep sleep, but I have to mark them because of hit the dice. Augury is too vague and the dream is only useful give an ally a message, in fact. Bonus feats: This list of exploits is a little weak, with the only real star being a Time Of Heighten Spell, and that's really only because it's a prerequisite for your preferred spell that lets you cast your favorite spell without making it costing time longer. Arkana: This ability is pretty cool, especially considering that you will probably be focused on debuffing with this pedegree. If your disgusting laughter spell fails, the arrival you threw him on may come after you to keep you from hitting it with another spell, and this may give you a little extra protection. If it had lasted more than this round... Visionary Arkana: I'm not a big fan of this arc because it really won't come often, but I have someone point me out that in a campaign where GM enjoys interrupting your vacation, it can save your ass, so I'll give it an orange. Bloody Power: Lullaby: It's great because you're going to be casting sleep spells a lot, and forcing -4 (!) on will be great saves. Best of all, save DCs for this ability to go up with the level as opposed to a normal lullaby spell, so it will still be useful on later levels! Struggle Precognition: Any bonus to your initiative score is worth having, so I love this ability. Dreamshaper: Just like the many spells on the bonus spell list, it does more work for THE DM and can lead to all kinds of problems. Not my cup of tea. It's kind of cool, but then again it means that DM needs to do more work and plan what your character might be able to find out if you're using that ability. I don't like this. Eye Somnus: This is a great ability because you can not only affect a large number of enemies, but keep DC going higher than the spell version, and they can't wake each other up, unlike conventional dream spells. The only part that is not surprising about this limit is the 10 hit bones or smaller creatures, so you won't be influencing BBEG unfortunately. This is your bread and butter for groups of weak enemies on higher levels. Solipsism: It's an incredible force for a debuff-oriented charmer. You become intangible, but you can still influence bodily beings through your debuffs without problems. It's amazing! Eldritch Heritage/VMC: Everything awesome in this pedegree is in pedegree credentials, which is what you are looking for from EH exploits or VMC sorcerer. I've seen a bard or a witch take this to capture a lullaby and really sleep these enemies! Final thought: Just looking at the spell and feat lists, I don't think I would like this arc, but after dipping into pedegree credentials more, I'm hooked. The Visionary version, however, is much worse than it's a great pedegree for the debaffer to build, and should be considered witches and callers for Eldritch Heritage as well. Don't forget that there is now an archetype of the archetype for changing characters that raises DC sleep effects, and there is also an alternative race trait for elves increasing similar spell DCs (both of these are found in an extended race guide). This pedegree is a strange unification of forces that don't really add up to one trick, but can create a good jack-of-all professions sorcerer. Source and OA. Class Skills: Stealth - This is a very useful skill as sneaking around can be helpful in many situations. Make sure to have a decent Dex account to take advantage of this. Bonus spells: fog obscuration (3rd place), ghost whip (5th), ectoplasmic trap (7th), spiritual blade (9th), ectoplasm wall (11th), ether (13th), ectoplasmic eruption (15th), demiplane creation (17th), ethereality (19th). The spells on this list are very focused on the ability to attack creatures that are usually difficult to attack for one reason or another. Many of these spells allow you to attack intangible creatures, which makes sense with the subject of ectoplasm, and some are not usually available to sorcerers, so this is a good list overall. Bonus feats: There are some very good feats here... Dodge, Spell Focus, Ectoplasmic Spells ... just generally good options. Since you'll probably be blasting here, consider grabbing a pair of Bloodline mutations instead of bonus feats. Arkana: If you plan to fight a lot of intangibles, this is an amazing arcana... but for the general campaign, it's very lacking. Bloody Feats: Tangled Ectoplasm: Confusing enemies at low levels can be very helpful, and it's good that it can really affect intangibles. Overall, a good choice. Ectoplasmic Coverage: How to make sensory attacks with some extra range pretty cool. The fact that it increases to 15 extra feet is really cool. Ectoplasmic Form: The gas-educated form of the spell with the fly spell added to it is actually extremely useful, but it hurts that it doesn't come up to level 9. Malevolent Ectoplasm: Free black tentacles that fight intangibles? Yes please! Ectoplasmic Organ: Immunity to furtive attacks is nice, but it's not a very amazing stone. Eldritch Heritage/VMC: If you plan to fight some intangible or ethereal creatures... it's a great way to do it. VMC is one if you are a fighter who wants to be able to kill some incorporeals. Final thought: This pedegree is very good and it is very fragrant. There are many reasons that you can use ectoplasm, the biggest of them when dealing with intangible beings. All in all, a decent option. This pedegree is all about firepower (literally!). The abilities here allow you to blast your enemies until they are anything other than ashes, but you also get some cool polymorphic abilities and spells too. This is generally better than elementary (fire). Source NO UM. Class Skills: Knowledge (Airlanes) - It's it comes a lot, and can be extremely helpful for identifying elementary outsider or alignment weakness. Bonus spells: increase man (3rd), scorching beam (5th), fireball (7th), wall of fire (9th), persistent image (11th), planar binding (13th), change of aircraft (15th), giant form II (17th), wish (19th). This list is not as good as Ginny's pedegree, because almost all of this spell is exploding, and the problem here is that you won't get the opportunity to use your arcane pedegree because they're all already fiery spells! If you have a Dazing Spell, then bump each of these blasts spells up the ranking. Bonus feats: This is a decent list of feats, with Dodge, Empower Spell, Improved Initiative, Power Attack, and Guns Finesse all the time very likely useful for your character. Since you'll probably be blasting here, consider grabbing a pair of Bloodline mutations instead of bonus feats. Arkana: This arcana is cool when you come through the creature with resistance to any element other than fire. Unfortunately, fire is the most likely resistance that you come through, so it's not the best out there. Bloody Force: Fire Ray: Like all other Level 1 rays powers, this one is dim. Drop it for Bloody Chaos. Elementary resistance: Fire 10 on level 3 is pretty sweet, and it increases to resistance 20 at level 9. Normally I'm not a fan of elementary resistance to pedegree powers, but most of them are much weaker than this. Form Efreeti: Have you ever wanted to turn into efreeti? Now you can! It's a fun force and you get access to the giant form of I SIX levels earlier than usual, so it's great. Elementary movement: A 30-foot movement means you can now move almost as fast as a monk of your level, without using any spells. It's an excellent ability. Power Efreet: Just like Jeannie's pedegree, you'll get access to a limited desire without paying the normal cost. This is excellent in itself, but you will also get immunity to fire damage and plane shifts once a day. Sweet! Eldritch Heritage/VMC: Just like his cousin Jeannie, there's nothing great or terrible about it, so he gets fur. Final thought: It's a decent pedegree, starting a little underdog, but gets much better as you go to the level. This is one that I would be consider stronger if I started the campaign at about level 10th. For Eldritch Heritage, you'll probably look elsewhere just because Fire Ray is weak and you have to go too far up the feat of chains to get to the good things. ElementalBlasting, Melee. Everything Else Primal - Explosive, Calling If You Read Ginny and Efreeti Pedegree, you're not in for surprises with this. You choose and you are essentially the king or queen of this element. The pedegrees based on the genies are based very strongly on this, so expect a lot of a lot Class Skills: Knowledge (Planes) - This skill comes a lot, and can be extremely useful for identifying elementary outsider or leveling weakness. Source and CRB. Bonus spells: burning hands (3rd place), scorching beam (5th), energy protection (7th), elementary body I (9th), elementary body II (11th), elementary body IV (15th), cause monster VIII (only elements) (17th), elementary swarm (19th). It is important to note that burning hands and a scorching beam always cause damage based on the element you choose when thrown in this way. This kind of begs question: If I choose burning hands as one of my normal spells, known on level 1, and then I only get the electricity version of it on the 3rd level, do they consider the various spells known? I think the answer to that question is yes, personally, and it gives you a level of versatility with spells that most other sorcerers don't have, so I give both of those green spells a green rating instead of my normal orange. The restriction on calling Monster VII does hurt, however. Bonus feats: this list ... Wait, isn't this exactly the same list of feats available for Efreeti pedegree? Well, that's a good list, so don't complain! Since you'll probably be blasting here, consider grabbing a pair of Bloodline mutations instead of bonus feats. Arkana: Change spells to inflict damage based on your elementary intimacy. Decent arkan, but nothing crushing. Primal Arkana: Deal No.1 damage for bone damage on spells that are elementary for you. This is great power for blasters because you'll be surprised how much momentum to damage one on the bone really ends up being in time. If only you could combine this with the elementary power of The Explosion, then you would almost KING your element! Bloodline Powers: Elemental Ray: I've said this before, and I'll say it again: these Level 1 rays ability to just suck! Drop it for Bloody Chaos. Elementary Resistance: You get the same resistance as the genie-based pedegree that I'm a fan of. Elementary Explosion: At first it looks like it's just a slightly weakened version of the fireball, the key to your element, but pay attention to the line that says: Creatures that don't save them get vulnerability to your energy type until the end of the next turn. Throw this at the enemy, and if they don't save them, throw the most powerful explosive spell you have on them, doubling your damage! It's amazing! Elementary Invocation: It's a great force for those who want to focus on the summoned creatures, because you can cast an explosion spell with the summoned creatures within the radius, and they probably come out unscathed because of their resistance. Combine that with 1d6 damage they do with each attack and you are kicking some serious butt. Elemental Movement: This is the only one it's actually different depending on which item you choose. Of the four options, Air One is by far the best as speed fees can pull you out of TON sticky situations. Elementary Organ: Immunity to elementary type of damage and critical hits is certainly nice, but Ginny and Efreeti get limited desire! Eldritch Heritage/VMC: It gives you essentially the same exact credentials as djinni/efreeti/etc pedegree, and it's no better than them either. Final thought: It's a good all-around choice of pedegree, with solid credentials, decent spells and decent feats. If you're a blaster, this is a great choice for Elementary Blast, although you wish you could swap elemental ray for something more useful. Blaster Wizard or Magus may consider picking up Eldritch heritage line exploits to get an elementary blast, though it will take three feats to get there. Being a semi-elf or human makes it a little easier to endure. Fey/Battlefield Management, debuffing, everything else is Sylvain - Melee (via companion), multiclassing if you ever wanted to be a sorcerer with a more natural feel like a druid, this is the pedegree for you. Some abilities mimic DRd spells, and you also get a few druid spells as bonus spells added to your list. The true awesomeness of this pedegree comes when you go wildblooded, however. Source and CRB. Class Skills: Knowledge (Nature) - This skill comes a lot at lower levels when you are more likely to fight animals than aberration, and sometimes can allow you to identify poisonous plants and such things too. All around is a good skill to have. Bonus spells: obfuscation (3rd place), hideous laughter (5th), deep sleep (7th), poison (9th), tree step (11th), delusion (13th), phase door (15th), irresistible dance (17th), shape change (19th). This is a seriously amazing list of spells, and many of them you'll never have access to otherwise. I love disgusting laughter and deep sleep as ways to remove the enemy from battle, and tree pitch may be just what you need to get out of a difficult place. Bonus feats: There's very little to complain about here. Dodge and Improved Initiative are great, Kviknen spells perfectly, and you might even want Skill Focus (Knowledge (Nature) if you've done a lot of these checks. All around, good list. Arkana: No.2 to compulsion is really great for a debuffer-oriented sorcerer. Stack this with a spell of Focus and your disgusting laughter and deep sleep throws will work much more often. Sylvain Arkana: You don't really get one. However, I do this bright blue because the power that replaces both the arcane and your Level 1 pedegree power is just amazing. Read it Bloodline Powers: Laughing Touch: It's not a great power because it requires you to make a melee touch attack (you don't want to be in melee, most likely) it only works on this creature once every 24 hours. It's full of flavor though, so I can't give it red. Animal Companion: This is the second best pedegree in the game (immediately after Arcane Bond), and that's only because you need to use the feat to get the full benefit of it. Essentially, you get an animal companion as if you were a druid from your level - 3 as your effective druid level. It's very similar to the animal companion class feature of Ranger EXCEPT that you actually get a companion on level 1. This means that you can choose the Boon Companion feat right away and then you get a full druid level companion from the start. If you are vehemently opposed to using the feat for this, you will have to wait until you can afford the Arcane Heritage Cloak. This is an amazing feature because it gives you a pretty hefty tank to stay between you and the bad guys. But wait, it's getting better! Because you're a sorcerer, you have access to a lot of spells that druids don't have, and one really awesome thing about animal mates is the share spell function. This allows you to spell on your companion that will usually not be able to affect his type of creature (animal). So you can throw a zoom man on a bear or tiger animal companion starting from the first level! Trust me, I'm playing one of them right now in PFS, and it's AWESOME. Woodland Stride: It's situational, but if you're in the woods it can allow you to do a quick vacation, which can be really beneficial for a sorcerer. It's a solid ability, and another one that usually a secret charmer won't be able to touch. A fleeting look: It's. That power, seriously. Oh. You get great invisibility for a few rounds a day, equal to your level without having to waste your precious spell slots! Turn invisible, drop the pit under the enemies and then drop the fireball there, all without them able to tell where you are. You can also combine this ability with a laugh touch of first-level ability to make a much more powerful combination, although it will still only work for any creature once. Fey Magic: Resistance spells don't come much to higher levels, but when that happens, you'll be glad you get to roll over your caster-level checks. Another really solid ability. Fey Wings: It's not quite as cool as the constant ability to fly like Dragon Wings, but it's ultimately due to the fact that you're reducing one category size, giving you a higher Dex and a higher AC while you zip around in the air. Thanks to this ability, you never have to quit flying or reduce the person on yourself again. Once again, a firm force. Soul of the Fay: Immunity to poison and DR 10/cold iron is pretty cool. You're not going to go out against this many animal-type creatures at level 20, so the piece is almost useless. Free shade walk once The day is good, but you're casting level 9 spells now, so it's not mind-blowing. It's a decent capstone, but I wouldn't build anything for a character. Eldritch Heritage VMC: Oh, if only you could use these options with Sylvain... but even so far, this pedegree gives you a good set of credentials, and bonus feats are good, so I'd say it's worth taking as a VMC option. Final thought: As you can see, the fey pedegree is really good, and Sylvain is even better. If you go to go with Sylvain's pedegree, you really need to accomplish your first feat on the Boon Companion, so I suggest staying human for the bonus feat. If you don't mind losing one level of spelling, you can throw in some other classes and not damage your companion's spell of progression, so it can make for a good multi-class build too. Many of these forces affect the mind, so if you know out of the gate that you are going to fight hordes of undead, stay away from Fey's pedegree. GhouliMelee, the explosive, everything else ghouli pedegree gives you some excellent combat oriented forces, and pedegree spells match this for the most part as well. Bloody Arkan can keep you alive when you are near the battle front line, and the exploits are all very useful as well. Overall, if you can convince your GM to allow you to use this pedegree, even if it's from code monster, I recommend it as a decent alternative to the draconian pedegree. Source and Monster Codex.Class Skill: Stealth - This skill can be one of the most useful in the game, depending on how the script is played out. The ability to sneak up on your enemies can make all the difference in some combat situations. Bonus spells: the beam of impoverishment (3rd), the feast of ashes (5th), vampire touch (7th), fear (9th), hungry earth (11th), moving land (13th), control of the undead (15th), unholy aura (17th), waiting ban (19th). It's a decent, if a little eclectic, group of spells. Hungry earth can end a meeting with a bunch of relatively weak enemies in one fell swoop, and control over the undead is always excellent. The list is a bit top-end for my taste, though. Bonus feats: Everyone on this list is excellent, except for Warren Digger, but there are enough amazing feats here that you can leave that one to be. Arkana: You want to focus heavily on the damaging cause of necromantic spells to make good use of this dugana, and you have both a vampire touch and a wail banshee on your list to help with that. Pedegree Power: Ghoulish Claws: It is an excellent force like the claws that this power provides to cause paralysis that scales with the level. It would be amazing to use on a multi-classed magician, or for a magician for with the multi-class option. Leather: Cold damage is the second most common type of energy damage, and natural bonus armor is always good as well. It's a decent decent Shared. Ravenous Frenzy: Wow, the haste effect and bleeding effect for your claws? It's a really great power and you have to want it. Land Crawler: This one is pretty excellent, especially if you get into a lot of trouble in battle and just need to recover for a round or two. Burrow Town is 10 feet tall and sit there to get 10 hp per round for a few rounds. Very well! Ghoulish Aspect: This is a decent capstone power, but it is made much worse by the ability of the stench, since there is no mention of the possibility of turning it off. If you've been a team player before, you pretty much can't now. Eldritch Heritage/VMCs: This pedegree gives you the best level 1 claws of any pedegree, and other forces are strong as well. If you can convince your GM to let you use this, it may be worth giving up half of your exploits. Final thought: I'm a fan of this pedegree for melee-oriented build as a good alternative to a brawler or hellish pedegree. It takes a lot of work to make a melee sorcerer capable, so you need to be careful with that, but if you can pull it off, he's got a great set of abilities! Harrow's blood line allows you to use the power of harrows to inject some randomness into your spell and boost your fortune-telling spell significantly! Source - Harrow Handbook.Class Skill: Knowledge - This skill is not very important in day-to-day games, so I'm not a big fan. Bonus spells: bad omen (3rd), foreshadowing (5th), harrowing (7th), shady witchcraft (9th), contact other plane (11th), legend of knowledge (13th), big harrowing (15th), moment of foresight (17th), strangle (19th). This list of spells is very much focused on divination of spells that many people would say are not very useful normally. However, if you have a grandmaster who is willing to role-play with you a lot, these spells can give you powerful tools to use against your enemies. I'll foreshadow a good first-level spell to start with, and shadow witchcraft can give you some really cool effects, although you're not going to be focusing on the illusion as much as your DCs won't be crazy high. Bonus feats: Craft feats will always be useful (except for PFS, unfortunately), and some of these feats make your fortune-telling spells even more powerful. Varisian Tattoo is great for any charmer, so grab that one for sure. Arkana: Again, more divination boosts being here. In fact, a sorcerer with a pedegree will be the queen of divination. Bloodline Powers: Twisted Fortune: This is a big low-level debuff that causes confusion, and you can many times a day, although it's only for one round. Excellent to use on melee the bad guy, or BBEG if he exists. Watch it wait: Luck bonuses aren't easy to find, and it allows you to switch that save luck the bonus is added, which means that if you know you're going to fight the horrors, switch to the Fort, or if you know that the guy in the next room likes to charm people, switch him to Will! Make sure to take the line of Fate favored to make the most use of it you can! Harrow Challenge: I like this power because it makes direct use of the harrowing cards that this book was based on. You get a bonus boost to one of your scoring abilities, but you can't choose which one, so at this level you may already have 4 Charisma headbands, and if you pull a Charisma card then it's a useless bonus. However, it's a fun and fragrant ability that can come in very handy if you play your cards properly. See what I did there? :~)Boy House: It's essentially the ability to freely throw a magician to a gorgeous mansion once a day that's cool but not too strong as far as pedegree power goes. Kin to the Old Tals: Immunity to curses, paralysis and sleep, DR 10/cold iron, and always acting in an unexpected round of combat is really excellent. But what I like most about it here is that you can use your Invoke Harrow ability for FREE, which means you can put the cards until you get the bonus boost you want! Really useful! Eldritch Heritage/VMC: If you want to be a luck oriented character, it won't be a bad option to spend a few feats on. Luck bonuses are hard to find and it gives you some fragrant ability to boot. I'm sure some people will be off the randomness of level 9 power, but personally I like it. Final thought: I like this pedegree in general, although it is really intended for a home game, not for a PFS game (which it has not currently been sanctioned), if you like to know about your enemies in advance, this is the pedegree for you! ImpossibleBattlefield management, crafting, debuffing, everything else impossible pedegree allows you to essentially become Neo of the Matrix, allowing you to understand things you shouldn't be able to, and perform seemingly impossible feats of magic. Source - Champions Balance.Class Skill: Knowledge (engineering) - This skill doesn't come in handy that often, so I'm not a big fan. Bonus spells: less confusion (3rd place), whole (5th), shrinkage (7th), confusion (9th), fabrication (11th), live items (13th), madness (15th), polymorphic any object (17th), wish (19th). I like this list of spells because it's eclectic and fits the impossible theme. There are several spells that cause confusion on your enemies, so you should probably pick up the Focus spell (charm) to make the best use of them. Changing items into other items and making them from scratch can also come in very handy in a bunch of situations. In particular, you can follow around which receives bonus damage or special abilities from breaching objects (e.g. fighter with disposable weapons or quibreaker defense feats, or dwarf with Dented Helm feats)Bonus feats: Craft feats will always be useful in PFS, unfortunately), and Point-Blank Shot can be useful for any character. If you play PFS, this list is probably orange, otherwise it's blue. Arkana: Wow, this arcana makes the structures susceptible to your charms (coercion) as if they weren't mind-blowing. It's huge! This will seriously save your butt one day... Blue! Bloodline Powers: A disorienting touch: not a super great force because it requires melee attack and you don't want to get that close most of the time. Sickened is also not the strongest debilitating effect to add to the enemy. Spontaneous generation: the free feat of craft is great, and ignoring the requirements of crafting can be very useful. I'll say green, but I'd like to see that PFS replaces that ability. Distracting pattern: It's essentially a free blur spell, but it only works on a variety of attacks, and Stealth's bonuses are probably not going to come up so often with the sorcerer, so it's no surprise. Relativity: It's really cool power and almost as good as a constant flight. I can imagine a character who looks into space and just starts walking on the walls one day, acting as if it's perfectly normal. The paradox of life: Complete immunity to disease, poison, bleeding, critical blows and furtive attacks is damn awesome. It's a great power. Eldritch Heritage/VMC: This one just doesn't give you very strong strength, and having to adopt Focus Skills (Knowledge)) makes the EH feat line generally not worth your time. Final thought: It's a fun pedegree that really plays to the oddity of the sorcerer. You get to create objects, animate them, and end up just changing something into something else. The forces are fun, and the arcana is insanely good. Overall, it's a thumbs up from me. InfernalBattlefield management, debuffing, everything else is pit-touched - Melee, as you can probably guess from the title, the hellish sorcerers pedegree there's a bit of hell in them, with the demonic influence always trying to bubble to the surface. This may manifest itself in many ways, but many hellish sorcerers are charismatic but insidious, their connection to incubus or succubus becomes more apparent as they become more powerful. Source and CRB. Class Skills: Diplomacy - No complaints here. Diplomacy is a good skill to tell your way out of a situation and it uses your casting stat. It's a tough choice. Bonus spells: defense from goodness (3rd place), scorching beam (5th), proposition (7th), charming monster (9th), dominant person (11th), planary bond (devils and creatures with only a diabolical pattern) (13th place), large teleport (15th), power word stun (17th), meteor swarm (19th). It's a pretty good range of spells, although most won't get much use out of their first spell of pedegree if they play an evil party. Starting with the offer, you'll get a few mind control spells that can quickly turn the tide of battle. Make sure to pick up the Spell Focus (charm) for those who do. Bonus feats: There aren't many great feat choices here. Infiltration of spelling can be useful, and you can skill Focus (Knowledge (airplanes)) but otherwise, there is not much to be excited about Arkan: No. 2 DC to charm the effects is great, just as the No.2 to compulsion was for Faye's pedegree. Pete-touched Arkana: Get an intimidating bonus after you've cast a spell? Only for Round 1? Not a good arcana at all. Bloodline Powers: Corruption Touch: Not a super great power because it requires melee attack and you're not going to want to get that close most of the time. Hell Resistance: This is another one of those energy resistance abilities that starts a little weak and gets only marginally better. Not a fan. Hellfire: The 10x10 non-spirited damage column is great, but it's very limited in the number of applications you get per day, and if you're in an evil party, you're probably not going to get much benefit from your ability to cause good aligned creatures to become shocked. It's not too cool. Heavy as hell: an essential bonus? The constitution? Is this increasing to 6 pounds?? It's AWESOME. Everyone needs more health. Let me also point out that this is one of the best abilities that you could ever get from Eldritch Heritage, especially, if you happen to be a secret caster whose casting stat constitution... like the scars of a witch doctor, maybe? Unfortunately, as we said before, you can't technically use wildblooded pedegree with Eldritch Heritage. On Dark Wings: Constant flight speed is always good, in which case you're not stepping on the feet of one of your pedegree spells. Decent power. The power of the pit: Just like most other resistance-based capstone powers, this one is fine, but not the best. Eldritch Heritage/VMC: These powers are not very interesting, although diplomacy is useful so going into the EH feat line doesn't have too much tax. This is another fur for me. Final thought: Overall, it's not a great pedegree, but it's worthy. Difficult as hell is good, but there are other, better powers out there for melee-based builds. No.2 to charm the effects may be good for some actors, too. I wouldn't recommend this pedegree, but if you like it, go for it. MaestroBuffing, control on the battlefield, everything else is the pedegree of the maestro is kind of strange. You have blood ... amazing performers? Or something like that? You can easily be someone's muse, and the forces you get from that pedegree match that. Source NO UM. Class Skills: Perform - It's Like Scary skill class to get from your pedegree, but in this case you actually get a bardic performance ability, and so it will be a very useful skill to have. Bonus spells: gluttony (3rd place), disgusting laughter (5th place), place), (7th place), scream (9th), dominate the man (11th), mass sentence (13th), the power word blind (15th), the greater cry (17th), the wail of the banshee (19th). This list is a good combination of spell management, debuffs, and lite a bit of sonic blasting. I like the list in general. Bonus feats: This is a rather interesting list of feats. Some of them, such as Spellsong and Lingering Performance, allow you to use pseudo-bardic performance in better, more powerful ways. The Trick and Big Spell Focus (boost) will help you keep those disgusting laughter and sentence spells relevant through higher levels. Bloody Arkana: This arcana gives you a No.1 spell-level on spells that have only verbal components. Now, it doesn't look like this will include a lot of spells, but remember that sorcerers get Eschew Materials at Level 1. Add to that a rod or a few Still Spell, and you have almost every spell benefiting from that ability! Bloody Power: Beguiling Voice: It's a great low-level ability. Dazing your enemies for a round can make the difference between noting that big bad guy or a total party kill. Good things. Charming: You get an ability similar to bardistic performance, but only to fascinate. However, it's one of those abilities that you'll never have access to as a sorcerer otherwise, so it's quite fun. Perfect Voice: It's a great ability. You get true speech and understand languages like permanent abilities, and you get to add No.1 to the DCs of your bard-style spells. Inspire: If it were like to inspire courage with bardistic abilities, it would be much cooler, but instead allows you to throw more heroism a few times a day. However, the free Level 6 spell several times a day is nothing to laugh about. Great Maestro: You can decompose all the spells as if they were modified by Silent Spell, which is not too interesting. You will also get immunity to sound damage and tongue-dependent spells that are a little more exciting. Like a stone, this one is ok, but not great. Eldritch Heritage/VMC: This would be very useful for any buff/debuff character who is not a bard, since getting charm is useless for those who already have it. I saw how I chose it as a witch or an oracle. Final thought: The maestro pedegree gives you a few abilities that you don't get as anything but a bard usually, and you'll be very well enchanted if you use it correctly. Overall, I like this one, and it would be great to make a troubadour-style sorcerer who is a great face party and has some excellent polishing during the fight. Taking this for Eldritch Heritage can really useful for the bard, as the alluring ability of the voice can be very useful, and the extra use or two of the charm won't hurt. MaridBattlefield management, hesitated, everything else Maris pedegree is very similar to other genie-based I was talking about early ones like Jeannie and Efrity. Like those pedegree powers you get here almost as much as a rudimentary pedegree. The difference here is that I will be directly comparing it to the aquatic pedegree against which this one just does not hold water (BASINGA!) source NO UM. Class Skills: Knowledge (Planes) - This skill comes a lot, and can be extremely useful for identifying elementary outsider or leveling weakness. Bonus spells: fog clouding (3rd), see invisibility (5th), gaseous shapes (7th), ice walls (9th), persistent images (11th), elementary body III (13th), change of aircraft (15th), polar beam (17th), wish (19th). It's a good overall combination of spells, with seeing invisibility and a desire to be real winners here. These spells also give you many options for escaping from battle or misleading the enemy into ignoring you, such as gassy form, persistent imagery, and plane shift. Bonus feats: Dodge and Guns Finesse are good feats, but the rest leave much to be desired. Arkana: Change your energy spells to cold damage. Like everyone else, it doesn't provide enough versatility to be exciting. Bloodline Powers: Frost Ray: Like all other elementary rays of first-level powers, this one is smelly because it's not much better than a cantrip. Drop it for Bloody Chaos. Elementary resistance: Cold resistance 10 on the 3rd level is quite sweet, and it increases to resistance 20 at the 9th level. Normally I'm not a fan of elementary resistance to pedegree powers, but most of them are much weaker than this. Fury Water: Damage is decent, and blinding your enemies for 1d6 rounds can be really great, but you have spells that do more damage in a larger range than that. Elementary Movement: If you're in a water campaign, you're not going to get much use out of it. The power of Marid: Just like Ginny and Efreeti pedegree, this power is excellent because you get to throw a limited desire without paying the cost of the material component. Tack on elementary immunity and free plane shift and it's a big stone. Eldritch Heritage/VMC: Just not surprising enough in these pedegree powers to justify this pedegree as an option, like all other elementary pedegrees. Final thought: This pedegree is OK, but if you're going to a water-based character, choose aquatic, and if you're going to a cold-based character, you can try Boreal. The stone of this pedegree is really the only reason to choose it for the other two, so you if you play at least level 16 (and want to spend serious cash on Robe Of Arcane Heritage), I would say stay away, the rest of the idea here is that one of your ancestors was killed by his beliefs, and that (somehow) leads to an innate secret power for you. The fluff on this one is a little weak, but sure you can make it work. Player's source and companion: Blood of the Angels. Class Skills: Perform (oratorical art) - This is probably the least useful skill that you could get as a skill class. Only the profession (basketweaver) will be worse, but even then you can sell baskets. Big ol' fingers down! Bonus spells: enduring the elements (3rd), overcoming the ailment (5th), heroism (7th), blessing of fervor (9th), greater heroism (13th), joyful ascension (15th), empty mind (17th), overwhelming presence (19th). Overall, a cool list of spells. The endurance elements are a little lame, and overcoming the suffering would be really cool if you could throw it at others (how do you have to cast this spell to overcome paralysis if you're PARALYZED?), but then you get heroism, blessing fervor, more heroism, and joyful delight, all of which you don't usually get as a sorcerer, and all of which are big buffs/status treatments for you. Bonus feats: The feats presented here are actually very interesting, but there is one really big drawback... good have the premise that a one-year-old sorcerer can never fulfill! For example, if you choose Heroic Defiance, then once a day you can delay the negative impact on you (such as paralysis) by one round, and it will give you time to quit to overcome the suffering and the effect lingers much longer, but heroic defiance requires Diehard, stamina, and No.8 base resilience to save! Heroic recovery is also great, since you can opt for re-throw savings once a day, but at least you can end up getting the necessary 4 pound Base Fort except for that. I have to rate this low because of the insane prereqs, but this really could have been one of the best set pedegree feats out there... Consider trading a few of your bonus feats for Bloodline Mutation instead. Arkana: Raising the caster level to one is really cool, but it's not cool that you have to take the damage to do it. I can imagine someone using their familiar to deal with flat 1 point non-lethal damage for them every round to keep the caster level up though, so it can be fun for arcans to have. I'll give him the green because of that. Let me also point out that the multi-class Magus/Sorcerer can make super great use out of this arc. Bloody Force: Sacrificial Boone: This is another way to help boost your defense against negative spells and effects... You'll get to give up one hit point to get a bonus of 1 euro on a damage roll, skill check, or throw savings. I kind of like it, it's very fragrant and situationally can be super useful. Rally Cry: It's essentially The bard's weaker version inspire courage, except you only have to spend one round to do it. Again, it's fragrant, and I like it. Blood Gift: Give up some punch points in order to give your ally a time point of impact. Does it look like your fighter can go down in the round, but do you fly safely over the battle? Give him a few points of hit to keep him hitting the enemy! This pedegree is just full of fun, fragrant powers! Sacrificial Exchange: This may be one of the best abilities out there for min-miners. This allows you to take some temporary damage to the ability of one ability to score and get a bonus to another ability assessment. You never use intelligence in combat, but you want to have a lot of skill points? Use this to lower your int in combat. I really like this lot. Eternal Martyr: Immunity to death effects are really good ability, and if you get killed because of the impact point of damage, your party cleric can resurrect you a little cheaper than everyone else. Not being able to be turned into an undead creature won't come in many games (at all), so it's not so impressive. Overall, though, a big stone. Eldritch Heritage/VMC: This is one great option for a clergyman or oracle who has many hit points and would like to buff his allies with spells and their own health. I'd probably consider this high for the VMC for any buff/healer nature, although EH is tougher, since you have to pick up Skill Focus (Perform /Oratorio) q!; Final thought: At first glance, I thought I wouldn't really like this pedegree, but it does have some great abilities that would be useful in just about any campaign. Increasing to the level of a caster when taking damage can certainly be used by the right player. The only thing that isn't really good is the skill class, but it's trivial in general. This pedegree is from The Star People, and it's designed mostly for androids. He uses nanities, which are microscopic machines that help repair broken structures, and androids naturally, millions of them float around in their artificial bodies. Source - Player Companion: People's Skills. Bonus spells: camouflage of yourself (3rd place), defensive shock (5th), gaseous form (7th), miasmatic form (9th), echolocation (11th), fluid shape (13th), magnetic field (15th), iron body (17th), shape change (19th). This list is pretty much dominated by really excellent spells of transmutation that can pull you out of the jam quickly, like the fizzy shape and updated versions of it. I'm also a big fan of echolocation as it can help with these pesky invisible ninjas and such. All in all, a very excellent list of spells. Bonus feats: There are some really good feats here in Eldritch Heritage (which is just ridiculous... they're just BEGGING you to have a second pedegree!) and also incredibly useful Advanced Arcana. The others are basically just perfect for middling, middling, a whole decent list of feats. Arkana: Given that almost all of your ancestry spells are pretty sweet spells of transmutation, this arcana will come in very handy. The 50% increase in the duration of spell transmutation is surprising. Bloodline Powers:Nanite Strike: Scaling the poison ability at level 1 is pretty excellent, although it only deals 1 str damage at first. I really like that you can use it with melee weapons instead of using a touch attack, however. Overall it's better than a lot of level 1 pedegree abilities, especially when it starts dealing con damage and making your weapons magical later. Nanite Surge: It's great for those to make-it-or-break-it's moments in the game, and can certainly make the difference between knocking out an enemy or being killed. At higher levels, combine this with your nanit strikes to deal with a bunch of damage and con and strength damage as a big bad guy. Nanita Revival: WOW. This ability mimics the level 5 alchemist extract, which gives you No.4 both Str and Con, the effects of the rush, and heals you beyond the 4d8 level hit points, and can even be activated when you would otherwise have been killed. 1d4 damage points Int and Wis seem like a small price to pay, and even 1d4 con at the end can easily heal back. Just be careful not to abuse it, since using it more than once a day can literally kill you on the spot. Overall, however, it's a great and super fragrant power! Distributed Body: Critical hits are one of the main killers of magicians at any level, and this is one way to keep your character from being bitten big. A very useful force! Live Swarm: You get to become a nanite swarm! How cool is that? You are also immune to bleeding, disease and poison, although at the 20th level it is not much. The best part of this, I think, is by will gaseous form. Eldritch Heritage/VMC: From the first level of power to be such an excellen scaling poison, I could see almost any melee character considering it as a VMC candidate, especially a magician who is always interested in adding as many effects as possible to his damaging weapons. Final thought: It's a great pedegree and I highly recommend it for Android or anyone else playing the Iron Gods or other tech-heavy campaign where it will match the taste. This pedegree is almost as good as The Bloody Line of Arkan, which really says something! NagaBattlefield control, infiltration, everything else This pedegree hails from the blood of the beast and honestly is really excellent, especially if you are going to fight creatures that are not immune to poison and/or often use poison themselves. Source - Beast's Blood. Class Skills: Knowledge (dungeoneering) - It's lovely to have multiple rows, so you can figure out what kind of death that random y! (or naga) is going to cause you, but nothing exciting. Exciting. Spells: the ray of impoverishment (3rd place), invisibility (5th), lightning (7th), poison (9th), dominant person (11th), veil (13th), limited desire (15th), massive monster charm (17th), shape change (19th). This is a great list of spells, with strong options in almost every level. Beam enfeeblement is a great low-level debuff, invisibility and lightning penetrating under the joy for any sorcerer, and the charm spells are great. Overall, very solid. Bonus feats: The Improved Initiative is really the only one here that I'd like to get excited about, so it's a pretty weak list feat. Arkana: While many things are immune to poison, getting 2 euros in DCs saves is very nice. This one is solid as long as you're not into an undead or an outsider-heavy campaign. Bloody Force: Disappearance: Invisibility can keep the caster alive, and that does it well enough in my book. The fact that you don't have to spend casts of your spells on invisibility often really helps, as it counts in rounds, which means that at higher levels you can get a few discrete invisible fights out of it. Naga Resistances: You already have good will saves and you shouldn't allow yourself to be exposed to poisons very often, so it's not very interesting. Rinse it on the intensity of the blood. Ensnaring Eyes: I like this one because you get some big charm spells on your pedegree spell list, and they can save your bacon in situations where the fight hasn't quite started yet. Cast without hands: It doesn't really give you another spell, so it's incredibly situational and a waste of your time. Trading it for blood piercings is not an issue. The power of Naga: Free form naga III AT WILL. amazing ... If you take the form of lunar naga, you can have a sneak attack No. 3d6 at no extra cost! Now, you may think but Carmanback, you told me not to take actors without hands, but when I take the form of Naga I can't give away my spells! And you're right... If you plan to use the naga form a lot, it may be worth saving the cast Without Hands... or you could just take another spell of feat and do things that way. Even if you're not going to use the naga-shaped part of this stone, however, you'll still get IMMUNITY to charm, read the mind, and poison, which is really nice. It's one of the best caps of pedegree out there. Eldritch Heritage/VMC: VMC for this will give you an invisibility of power that is good, and Ensnaring Eyes will be great for bard, mesmerist or other charmer. Good options in general. Final thought: I absolutely love this pedegree, especially the capstone. The only negative thing he's going for is his weak list bonus feat, although Arkan will be utterly useless in an undead-heavy campaign. common ass is that I would take this pedegree over many others out there. OniMelee, battlefield control, penetration, everything else It's comes from Dragon Empires Primer, and it's pretty strong given the eastern themed characters. If it makes sense in your campaign, this can be a great choice because the spells and abilities are pretty excellent. Source - Dragon Empire Primer. Class Skills: Intimidate - Not the best skill a sorcerer can ask for, but it uses your casting stat and can be situationally useful. Bonus spells: a ray of impoverishment (3rd place), invisibility (5th), fly (7th), monster charm (9th), cold cone (11th), big scattering magic (13th), waves of exhaustion (15th), soul trap (17th), dominated by the monster (19th). This list includes a good variety of spells, and some of them are the ones that no sorcerer should be without. Beam enfeeblement is a great low-level debuff, invisibility and fly is largely harmless for any sorcerer, the charm of spells are great, and the trap of the soul can permanently trap the creature with NO SAVE. This is one of the best lists of pedegree spells out there. Bonus feats: There are some good ones here, including my favorite, The Improved Initiative. Iron Will can help you reset your Wisdom score without giving everyone a save, and if you cast some kind of polymorph spell on yourself you could make good use of Enforcer and Focus Skills (Intimidate). Arkana: This one is very situational, but if you happen to throw a charm spell and then you need to do some kind of diplomacy check to tell the subject to do something, it might come in handy. Bloodline Powers: Touch of Agony: I really like this ability because it seems from the description that you could stack it's use on subsequent rounds. Even if you can't, it can be very useful for a melee-oriented character. If you're trying to stay away from melee, stay away. Changed Form: A free change form for a few minutes a day is useful, but if you play up to level 17, you're going to get to use it on the form, which is AWESOME. I love that ability. Windborne: Gaseous form is not the best spell for the sorcerer because you can't keep spells, but increasing speed at higher levels can be a serious saving. They're Healing: Regeneration is always great, it would be just good if it came into effect before you hit 0 or less hit points. However, it can literally save your life, so it gets at least a green rating. Hedonistic Master: Free Giant Shape I'm Good (although it would be better if it was a giant Form II instead), but you're limited to one particular giant shape, so it's not as universal as a spell. Resistance spells well too, but overall it's not a super big stone. Eldritch Heritage/VMC: I could see for other infiltration character picking up this as a VMC option for a modified form of power, and a touch of agony can come in handy as well. All in all, I like this one. Final thought: This pedegree is fun, very fragrant fragrant if you've ever wanted to be a giant, this is a great way to do it. The altered form ability will be very useful for penetration, well, anywhere. Just for this ability alone, it might be worth Eldritch Heritage for a rogue or a ninja, and Windborne would then just be an added bonus. OrcMelee, explosive, everything else Oak pedegree is all about savagery and carnage when it comes to it. It's an obvious choice for a melee-focused charmer, but it's also a great way to get bonus damage on your spells as you'll see soon. Source - Orky Golarion. Class Skills: Survival - This is a skill that every adventurer will have to roll at some point, so it's a great skill class to pick up. Bonus spells: burning hands (3rd place), bull force (5th), Fury (7th), Wall of Fire (9th), Clouds (11th), Transformation (13th), Delayed Explosive Fireballs (15th), Iron Body (17th), Meteor Swarm (19th). This list of spells is decent, with bull strength and iron body, probably the most used spells on the list. I rank fury and transformation as low because they exclude you from casting more spells, but if you're trying to go for a true melee caster, you'll be polishing yourself for a few rounds, then casting one of them and charging in. Bonus feats: this is exactly what you would expect from the orc: endurance, diehard, strength, power attack, intimidating prowess, etc. Arkana: Now, it's interesting. You get a subtype of orc, so it's cool. You get darkvision, which is great, but you also get a light sensitivity that sucks. However, the best part of this arc is you get to add 1 damage to the dice to any damage spell. If you want to get

10, if your grandmaster feels very generous, he/she can allow you to take a quiken spell-like ability (monster feat) to use that power as a quality action three times a day, although this feat says you can only choose a spell as an ability that duplicates the spell, and it's technically not. Fearless: It's good because you meet only get a few useful abilities (bonus vs. feat and natural armor bonus), but you'll also lose that pesky light sensibility you had previously. Very good power. Power of the Beast: That's probably why you went with Ork. You want to be STRONG! A total of 6 inherent bonus to power is really great, so use it well, you need machine! Giants Power: Wowza! First you get the inherent Power Bonuses, now you get to increase the powers that give you a better size bonus to strength than the increase a person usually does! The added bonus of 6 pounds to the force is just awesome. Being able to use it essentially as many times a day as you want (in a one minute step) is really nice too, because it means you never have to use the spell slot to enlarge your face again! Warlord Revival: This one is a relatively weak stone, to be honest. DR 5/- can be overshadowed by a low-level spell slot, and conversion is not high enough to be a huge deal just once a day. Eldritch Heritage/VMC: This is one great option for many melee combatants who usually don't have access to rage. Also note that this bonus actually stacks with all types of rage, so you can easily get yourself a little more harm that way, but unfortunately since it takes standard action it's not worth using yourself. Since the Power of the Beast comes so late, I would say that this would be most useful for a warpriest or other type of polishing character that can also handle being on the front-line, and increasing attack and damaging your two hands greatsword welding melee. Final thought: This pedgreee is the king of melee pedgreee, and you could crossblood it with hellish to get a huge boost to the power and constitution. This excludes you from taking Dragon Apprentice PrC though, which hurts a bit. All-in-all, it's a good pedegree. For Eldritch Heritage, it is certainly worth it for any front-line fighter, and it would be especially cool for a melee ranger with Mastery Focus (survival) required. PestilenceMelee, control on the battlefield, everything else This pedgreee is all about harming nature and causing the destruction of natural things. It's a pretty evil-sounding pedegree, but give it a deeper look and you can see the advantage of fighting parasites as if they were animals. Honestly, this pedegree is probably better for the big bad evil guy in your campaign, but it anyway, because some of these abilities are really excellent. Source - Pathfinder 29: Mother of Flies. Class Skills: Healing - It's not a great skill for a sorcerer, obviously. It may be useful to treat the plagues that accidentally lead his allies to catch. Bonus spells: animal charm (3rd place), roy call (5th), contagion (7th), repellent pests (9th), insect plague (11th), near (13th), creeping doom (15th), terrible withering (17th), power word kill (19th). This set of spells is pretty sweet. It gets better when you realize that the arkan that comes with it allows you to treat parasites like animals. You will also get some really great call spells that will deal automatic damage to your enemies since they swarm. All in all, it's sweet. Bonus feats: not a large group of feats. Strength is really only super useful. Arkana: Vermin is treated like animals for your spells. This means that you can throw the charm of the animals on that giant spider that was going to kill you and tell him to tie you to a sweater. It's really a decent ability, though obviously situationally. Bloody Forces: Caress Plague: It's just nasty. Seriously. You touch someone and they get into smelly, disgusting pustules and they vomit for a few rounds without saving. It's actually a decent ability, but it will make your allies hate you, most likely. Accustomed to horror: Immunity to any conditions is really excellent. Sickened is one of the weakest negative conditions, but it's still great to be immune to it and then you get immune to the sickening state, so it gets better. No.4 to save throes against illness is also nice. The shroud of Vermina: You can go through the flocks without taking the damage. Not only that, flocks like you enough to do what you tell them and give you a natural armor bonus! Seriously, as disgusting as this is, it's a sweet feat. Pestilential Breathing: You get a disgusting, disease-ridden breathing weapon, and it's AWESOME. You can give the enemy two diseases at once, and it's pretty sweet. Plague Barrier: Inflict mummy rot with touch or with melee weapons. Like a stone, this one is pretty awful. Eldritch Heritage/VMC: This pedgreee is practically begging to be taken by the plague of druids or antipadine, but otherwise it's just too disgusting and disgusting for many player characters. Final thought: Overall, I really like this pedegree, because of Vermin's Shroud ability mostly, but it really seems to be designed for an evil character, and so most players aren't going to get a chance to run it. You can try passing it off with dm as a kind of Pipgen-style random thing where you're just a really stinky guy and you're not trying to be evil, but it's probably going to be a tough sell. Eldritch heritage for this is also a bit tough ... you could use it on the melee nature to cheer your ally's allies will still probably be disgusted with you. Have fun! Obsessed with Battlefield management, debuffing, using skills, everything else Wow, I love the taste of this pedegree. Either you or someone in your pedegree was and you still have some of that spirit stuck in your soul. You can give more bits of control over that spirit to get abilities that others may not possess. This pedegree gives you access to a bunch of spells that you might not otherwise get as well. Source : Haunted Heroes Handbook. Class Skills: Knowledge (religion) - This is a great skill for those who are due to the multitude of undead who are there. Bonus spells: anticipate danger (3rd place), share memory (5th), cleanse the spirit (7th), spirit capture (9th), possession (11th), telepathy (13th), madness (15th), billing (17th), split mind (19th). I like this group of spells in general. Anticipate danger is great to throw before the barbarian busts open this door in the dungeon, and clear the spirit of the spell, which affects the intangible creatures in full force but still inflicts d6 damage at a level that is hard to find. The list is too focused on dealing with intangible beings, but in the spectre of heavy adventures that can be perfect. I love the madness as causing constant confusion is quite great. Divide your mind also quite perfectly, since if you have a way to throw something purely mental, you effectively get an extra spell at the level. Bonus feats: wow, these feats are really cool! A terrible spell is a great version of the debuff, a selective spell is almost necessary for combat-type actors, the Spell Focus is always solid, and the traumatic spell is just fun. Arkana: You get to roll twice on your will saves from mind-affecting things, as long as you've cast a spell lately. Which you will do because you are a sorcerer. And even if you forget after you've suffered a mind-affecting effect, you can use it to roll again! It's just amazing! Bloodline Powers: Aggressive possession: Confusion is pretty debilitating, so it's very good, but it requires a touch attack that isn't perfect. The look is invisible: Darkvision is good for a person or something like that, but the real excitement here is lifeseene 30 on level 9. This allows you to effectively ignore invisibility at all times, which is fantastic! Inside Agent: Congratulations, you've just earned the opportunity to roll twice on any skill check. Seriously... Oh. This will be incredibly handy even if you can't use it if you've already used it in the last 10 minutes. This blue borders on bright blue. One body, two minds: Free quiet and still a spell, and free to extend the spell if the spell affects the mind. If it could be used more than once a day, I'd be bright blue for sure, but still it's really nice. Double Spirit: Immunity to mind-blowing effects is great, but LOOK WHAT SECOND POWER! You use the possession effect, you get to stay in control of your own body by effectively giving you DOUBLE your normal actions in the round! Add a divided mind to this, and one could argue that you could throw four four for the round... Oh. Eldritch Heritage/VMC: The best credentials of this pedegree are at a higher level, so I'd say it's just a mediocre choice for diving in with eh/VMC. Final thought: This pedegree is fantastic if you know you're going to go up against any ghosts, but even if you not you get some really great, unique powers. This stone is just incredible and some of the other powers are great as well. Add in a solid list of bonus spells and bonus exploits list, and I give this a thumbs up! You're oozing out of your pores. Your chaos is so chaotic that it screws its own plant! You'll understand the idea. Chaos. Source and CRB. Class Skills: Knowledge (airplanes) - This skill comes quite often, so it's decent to have. No complaints here. Bonus spells: entropic shield (3rd), blur (5th), gas season (7th), confusion (9th), large creation (11th), decay (13th), larger polymorph (15th), polymorph of any object (17th), shape change (19th). This list of spells is all about turning yourself into funny things. Lower-level spells aren't as exciting as really high level, but it's a pretty good list overall. Bonus feats: This list of feats is great if your character has a decent Dexterity score, with Agile maneuvers and defensive combat training, but otherwise the only good left is strength. Arkana: It's actually a very good arcana, but it's very situational, since it only helps with scattering. If you plan to give away a lot of long-term spells, it can be very useful, otherwise, it's orange. Anarchic Arkana: It's very strange, and kinda useless, since it's a casual cantrip. Not! Bloody Forces: Protoplasm: Free bags with tangles at level 1 are really excellent. The fact that it causes some acid damage is also just a bonus. I like it. Protean Resistance: Resistance to Acid 5 is decent, but nothing exciting. The bonus of 2 pounds to save from several types of spells is also decent, but also nothing exciting. Even when they go up to the acid resist 10 and a bonus of 4 pounds, it's just normal. This is another relatively useless ability, only useful when you are trying to dispel other people's spells. If you plan to dispel some cool things, but then again you have already given up on Arcana, which will help you in this. Reality Wrinkles: Solid fog is usually not as great for you, but your movement doesn't interfere with fog, so it's actually pretty good. As is it, it can be helpful. Spatial tear: Well, a teleport spell that leaves the back tentacles behind him as ally fragrant and Powerful. That's nice. Avatar of Chaos: You become immune to acid, fossilization and polymorphic effects. The only problem here is suddenly no one else in the party can throw polymorphic effects on you... Yes, I'm not a fan of that at all. Eldritch Heritage/VMC: This one is great at early levels, levels, protoplasm ability can make or break the meeting at lower levels. The reality of wrinkles is cool as well, so I'd say this one is a definite contender for most battle controller builds. Final thought: This pedegree is decent overall, and it's got some fun abilities, especially first-level one. I probably wouldn't recommend this above too many others, but it's not a bad pedegree. Protoplasm can be a great ability to get through Eldritch Heritage. You are the closest thing that can come to a mental class without the actual class. You throw mental spells and you get a bunch of really good ones on your list of bonus spells. You are also the only class other than psychic that can use undercasting, which almost all your bonus spells allow. Pretty cool stuff! Source and OA. Class Skill: Sense Motive - It's a useful skill to have, especially since you're going to have a great Charisma bonus, so you can just destroy social interactions. Bonus spells: 1 (3rd), Innuendo 1 (5th), Ego Whip 1 (7th), Intellectual Fortress 1 (9th), Mental Crush 1 (11th), Mental Barrier V (13th), Iron Will Tower III (15th), Oblacation (17th), Microcosm (19th). It's really hard to evaluate a lot of these spells because they get better as you get a higher level. I tried to give each of the bottom two rankings... one before you get your level 9 power (first) and one after (the second). Either way, there are some real winners here, but remember that you have no way of influencing creatures that are immune to the wet consequences, so that can be a serious problem. I would like to give a special mention of the mental barrier V and the tower of iron will III here ... they're not very good if you're fighting against others using mental spells... then they're pretty awesome. Bonus feats: There are some really good feats on this list, although it's always a pain of me to remember that adding metamagic sorcerer spells increases their casting time. Well, Kviken spell and spell Focus here, those are enough on their own to give this a blue rating. Arkana: This may be one of the most significant arc pedegreees, because it allows you to cast all your spells like psychic spells, which means you can ignore the secret chance of failure of a spell! Now, it also means that if you are under the influence of any emotion-based effects, you should do a concentration check that hurts a bit, but being able to throw level 9 spells in full plate armor without wasting feats on it is pretty amazing. Bloodline Powers: Psychic Strike: It's damage to the pedegree of power, and that doesn't say it's a mind-affecting effect, so you could theoretically use it against the undead or golems (expect the table to change). Mental Resistance: Unfortunately, this is just a weaker version of the feat iron Will, so I'm not a big fan. Why don't you exchange it for Blood Blood and just be super happy, no? Undercasting Prodigy: This power is amazing. You get a free spell update in each level when you get new spell levels to throw, which is awesome. And of course you can continue casting the lower levels of these spells using undercasting mechanics. Seriously, it's unbelievable! Thoughtsense: Oit is very useful to be able to hear what everyone around you thinks, but it's not the most powerful ability out there, especially for level 15 power. True Thought-Shape: I can definitely see the usefulness of this, but how often do you actually die as a 20th-level character? It should never come up, and if that's the case, you're playing your all-dead 20th-level sorcerer completely wrong. Eldritch Heritage/VMC: Getting a bunch of undercast-capable spells is nice, but you wait a long time to get that level 9 power that will allow you to throw them at higher levels. Worse, they have secret spells for you, so you can't throw them in armor. This is not the best option for diving. Final thought: I really love this pedegree, and you should too. There's really nothing wrong with it other than the emotional effect of addiction, and it's easy to get through. It is also important to note that since you are casting psychic spells, you do not need a free bonus feat Eschew Materials ... So take the archetype that replaces it! The Seeker's archetype is a good option... You don't want to take a tattooed sorcerer because you'd give up one of the best forces, level 9 undercasting prodigy ability. Basically, you have to choose this one! This pedegree is unlike the others we've come across before. Rakshasa pedegree is all about deception and guile, allowing you to charm people into believing that you are harmless, or dominating them and using them as henchmen. You're going to get very good at masking yourself as others and infiltrating secret bases, something like that. Source NO UM. Class Skills: Masking - This one is a bit strange for a standard sorcerer, but with this pedegree, you're going to become really well charming your way through situations that you usually need to fight your way out, so this skill will actually be very handy. Bonus spells: human charm (3rd place), invisibility (5th), suggestion (7th), scrying detection (9th), prying eyes (11th), mass offering (13th), larger polymorph (15th), empty mind (17th), monster (19th). This is a great list of spells for the controller/infiltration style character, which is something you are obviously trying to play if you choose this pedegree. You get charm and invisibility early on, and offer and mass offer later. Prying is one of the best scout spells ever, so it's always great too. Arkana: This ability is too situational to be really useful, even for an infiltration. I suppose if you you The archetype of the Priest of Razmiran it may be worth your time, otherwise it is basically worthless. Power pedegree: Silver tongue: you can lie through your teeth, and nine times out of ten everyone in the room will believe you. This is an almost necessary ability for an infiltration. Mind Reader: This ability is actually better than almost all mind-reading type spells out there. This essentially allows you to use one standard action to get the effect of three rounds of concentration on the detection of thought. Seriously, a terrific ability for an infiltration. Hide the aura: Combine this with a spell of invisibility, and you will pretty much never be found by anyone. What a great ability and you can use it as much as possible! Alter Self: Changing yourself at your own will is an extremely useful ability for you, so use it. Outsider: This one is full of RP potential and taste, so I like it. You get essentially become Rakshasa, but you can still resurrect, so that's a big plus. You also get a DR 10/piercing, which is a bit strange to reduce damage at a high level. Either way, it's pretty cool. Eldritch Heritage/VMC: This pedegree can come in extremely useful for any type of infiltration bard or inquisitor, or even the brand-spanking-new Vigilante playtest. Mind Reader is one of the best ways to get thoughts out of someone's mind in the game, and hiding an aura can come in handy for an clergy infiltrator or warpriest as well. Final thought: This pedegree is very specially designed for those who will infiltrate enemy bases, sneak around shelters, and the like. Even so, the bonus spells you get can still be very useful for a common character-like battlefield controller. Unfortunately, the arcana is weak, so I see this as a more likely choice of Eldrich's legacy for the Rogue or Bard character. SerpentineMelee, infiltration, battlefield control, everything else (Envenomed - everything) you're probably naga or other snake-relatives in your family history, and it's given you a slippery, scaly charm that will help you convince others to make your bets. This one is actually quite similar to the Rakshasa pedegree I just reviewed, but has a little more combat focus in power. Source and APG. Class Skills: Diplomacy - This is a decent skill for any sorcerer, but especially an infiltration type. It's not quite as good as disguise, but you get to add your Charisma bonus to it as well, so it will help you. Bonus spells: hypnosis (3rd place), otigo poison (5th), Monster Challenge III (reptile only), poison (9th), held monster (1st just), mass offering (13th), Monster VII challenge (reptile only) (15th), irresistible dance (17th), dominated by monsters (19th). This is another decent set Starting with hypnosis, which can effectively remove the creature from the battle long enough to carry its allies. The monster call spell will be ranked better if we're not just for reptiles. Bonus feats: a really big group of feats! Combat casting is always helpful, Dectieful, compelling and hidden all the feats that will stimulate the skills that you will probably use a lot, and fighting reflexes makes sense with the scent of being a snake-relative. I like this list. Arkana: Influence three types of creatures with spells that usually only work on humanoid! Oh. Seriously, it's an amazing ability. To build a battlefield controller, it can even be sky blue. Envenomed Arkana: Excellence is not something you hope to see from a bloody arc, even if they are relatively useful. This one is serious stinky. Bloody Force: Fang Snake: The bite attack is decent, and the bite attack that strikes the poison that increases its DC level is great. As you level, this bite just gets better and better, overcoming DR and dealing with more can damage, and eventually requires two lifesaving throws to cure. Even if you have to bite someone in a melee, it's just too good to steal. Snake: 'You get familiar! Very well. You'll get a bonus of 3 pounds on bluff checks, but this opens you up to improved Familiar later, which is a great option. Fairy dragon or pseudo-dagona reptile-ish, so I'm sure no one will complain if you've improved to that. Envenom: A decent ability by allowing you to poison someone several times more than you might otherwise. However, the arcana is so boring and horrible that I never recommend it. Snakeskin: It's decent, as natural bonus armor is always useful. The escape artist's bonus is also useful. Dan Vipers: This is a great ability, but I think the writers made a small mistake by not specifying that you, the charmer, should be insured against poison and damaging the swarm. Will, you don't get tangled up in it, so you can easily step through the swarm and make sure to send it away from you. Scaled Shower: Now you can turn into a snake of any size, Kobold or Serpentfolk, which is great, although a few more options would be good. You can still spell when you are turned into a snake, which is a huge bonus over a normal beast-shaped spell. You have also become immune to venom and paralysis and you can use your snake bite for your opinion now. This really big stone is probably one of the best, since it includes so many different, fragrant abilities. Eldrich Heritage/VMC: This one is a really great option for a barbarian, alchemist, or any other natural attack combatant. It's hard to find poison with DC that scales with a level, and acquaintances can come in handy for anyone. This is probably one of the best sorcerer VMC options out there. Final thought: I really like the Serpentine pedegree. I've seen Nagaji, or Vishkanya character did enjoy the benefits of these abilities, though they would be good for the sorcerer of any As I said earlier, seriously, stay away from the Envenomed Wildblooded version that arcane useless. As for Eldrich Heritage, almost any melee character can find use for the first level of bite attack you get, and Serpentfriend can give Rogue or Ninja a good little companion snake sphere from hard places, or you might find a benefit in Snakeskin if you're willing to go that far up the feat of the chain. This one's the keeper. ShadowBattlefield Management, Infiltration, Versatility (Umbral) You have something dark and dark in your pedegree, allowing you to sneak around invisible and fit into the shadows more easily than others. It's a natural choice for the Wayang witches race, but it can be great for those who want to be sneaky. Source and CRB. Class Skills: Stealth - This one is a non-brain-based fluff, and it will be very helpful for you as you get your sweet pedegree strength. Bonus spells: a ray of impoverishment (3rd), dark vision (5th), deeper darkness (7th), shadow witchcraft (9th), shadow exclamation (11th), shadow walk (13th), word of force blind (15th), greater exclamation (17th shades), (19th). This is probably one of the best spell lists out there, as long as you keep your DCs spell for illusions high enough. You are essentially dealing with a whole bunch of spells that can mimic any other spells of a certain level or below, and that spell will have its full effect as long as the goal does not save. You get a huge amount of versatility from several known spells, but you have to make sure that the rules will be believed by them. Note that there are several races that give bonuses to spell DCs illusion spells, and in particular Wayangs have a favored class option for the sorcerer class, giving you a huge boost to spell DCs with the illusion of casts of the shadow subschool. In other words: Wayang Shadow sorcerers RULE! Bonus feats: Not too many really great ones here, although Silent Spell, Skill Focus (Stealth) and Stealthy can all be useful to you. Arkana: Get a bonus on Stealth checks when you've cast a dark or shadow spell, for 144 rounds. This can come in handy, especially given the pedegree credentials you get, so I like this one. (Umbral Arkana): It's a little better than the usual Shadow pedegree arc, because you get to raise your effective caster level to one anytime you're in dim light or darker, and let's be honest, you'll be in the dark a lot with this pedegree. I like it. Bloodline Powers: Shadowstrike: If this ability wasn't supposed to be a melee attack, I'd love it, but you'd rather have a magic rocket or more from range. 'The Cloak of Shadows': An extra boost for your (or ally) Stealth checks when in dim light Dark? Yes please! It's amazing. Nighteye: You get darkvision, and if you already had it, it gets the best range. Normally a dark vision wouldn't be a really great level 3 pedegree power, but with all the other abilities you have hanging on you being able to be in the dark, you're really going to want this. Shadow Well: The only way to get a hide in plain look is to hold a bunch of feats and take Shadowdancer PrC. And this version is actually better than the normal ability to hide in plain sight, because you can also choose to trade places with an ally! It's a seriously amazing ability, in fact I could even say it's overpowered. That's what you want. Not good. Enveloping darkness: a deeper darkness that you can see through without absolutely no punishment. And it confuses everyone else. It's gold. Shadow Master: You can see in any level of natural or magical darkness, and when you use your spells of shadow witchcraft, these spells are 20% more real than usual and gain the benefit of increasing the invocation if they qualify. Again, you seriously want this ability. Eldrich Heritage/VMC: Unfortunately, there are better ways for crooks and other melee combatants to hide in plain sight, and the ability of shadowstrike is pretty weak, so this is not the best candidate. Final thought: It's honestly one of the best pedegreees out there, and it's made even better by the Advanced Race Guide and Wayang's favored bonus class. Regular and wildblooded versions of this pedegree are pretty much the same, although I favor Umbral just a bit because of the superb level 1 power. Eldrich Heritage is one for your Rogue, Ninja, or Ranger because everyone can use Shadow Well, and the prerequisites for this are less steep than the Shadowdancer PrC. Overall, it's seriously a huge pedegree that everyone should try. ShaitanBattlefield Control, Everything Else is another of the genres themed pedegree, and it's very similar to the others, so if you liked the ones that but really wanted something land-themed, this one is for you. Source NO UM. Class Skills: Knowledge (Airplanes) - As before, it is a worthy skill to have as it will come relatively often and give you important information about the elementary immunities and weaknesses of planar creatures. Bonus spells: real kick (3rd), brilliance (5th), greater magic weapon (7th), stone (9th), stone wall (11th), iron wall (13th), change of aircraft (15th), iron wall (17th), wish (19th). Pretty decent list of spells here. Glitterdust is one of the best spells for low-level casters, and things like stones and an iron body will keep you alive even if you get beat up a bit. Bonus feats: Dodge, Improved Initiative, Finesse's weapons are all good feats, so this list is decent if not great. Arkana: Just like others, you can change spells to acid. Still not so impressive. Pedegree Power: Acid Beam: Not much better than your 0-level acid splash. Fingers down. Drop it for Bloody Chaos. Elementary Resistance: Resistance 10 acid is nice, and upping it to 20 at level 9 is awesome. No complaints here. Avalanche: This one is actually pretty cool. If you cast a single-purpose spell (such as a beam), you can perform a bull rush maneuver at that target, even from a distance. This can be great for positioning your enemies so that your allies can get flanked, or even trying to push the enemy into a pit or pit. Very well. Elementary movement: The speed of the burrow isn't quite as good as the speed of a fly, but it's still kinda cool. The power of Shaitan: Just like other genie pedegreees, you get to start giving limited desires, which means you don't have to pay the cost of a component usually associated with. Very well. Eldrich Heritage/VMC: Like all other rudimentary pedegree styles, it's just not very good. There are much better ways to get elementary damage than spending a bunch of feats on this. Final thought: It's very similar to the other genie-based pedegree, and none of them are really better or worse than any of the others. Eldrich Heritage is one for a divine charmer who wants to be able to push his enemies around with one goal spells (you could throw a light wound and get a free bull rush after delivering it, pretty cool!) it's a pedegree based on what shapechanging ancestors of some kind, probably from a fairy creature in your distant pedegree. If you like to change shapes, this is for you. Source - Legacy First World.Class Skill: Masking - It's a great skill to get and it works well with your form of abilities, so I like the whole thing. Bonus spells: disguise yourself (3rd place), change yourself (5th), fly (7th), Beast Shape II (9th), Polymorph (11th), Transformation (13th), Larger Polymorph (15th), Scary Aspet (17th), Shape Change (19th). It's a really great set of spells if you plan to turn into creatures... And if you don't plan on doing it, go pick up another pedegree! Bonus feats: This is a really excellent set of bonus feats, including Dodge, Combat Casting (which you need if you're going to go into melee), Superior Initiate, and Toughness Arkana: You'll get to have your transmutation spells boosted by a level 1 caster that's not very interesting. Bloodline Powers: Hardened Fists: It's not really a terrible first force, and I like it a little better than the standard set of claws that characters usually get. The downside of this is that the claws will give you two attacks per round, as opposed to unarmed strikes. If you don't plan to go into melee in your own form, you can swap it for havoc.Mutable Flesh: This power allows you to significantly increase the length of time your spells transmutation transmuted With minutes/level spells becomes 10 minutes/level, and 10 minutes/level spells becomes an hour/level. I'm fine with that, since you're going to be casting these spells a lot, but as a standalone it's not one of the best forces out there. Whirlwind of flesh: It's very, very strange. You can turn into an amalgam of unstable geometric shapes once a day, which causes a lot of physical damage within a 20-foot radius. It is only considered magical if your usual natural attacks are considered magical, the same for any other types of DR bypass. You can use it twice a day on the 17th level and 3x per day on level 20. This ... is just too weird and seems to be a niche. Trade it for Blood Piercing.Superior Conversion: This is a really good power, giving you immunity to polymorphic effects, if you're not ready, you can also get extra ability once a day when you've cast a transmutation spell on yourself. Pretty good overall. Amorphous anatomy: Immunity to critical hits and future attacks, blindness 60, and DR 5/- . Very good, nothing to complain about here. Eldrich Heritage/VMC: Because lower-level credentials are not as interesting as the higher level of them, this pedegree is not the best for EHV/MC. Final thought: This pedegree is full of taste and generally not bad, with really excellent spells and really great bonus feats, but the early strength of pedegree leave much to be desired. It also doesn't give you many combat options other than melee, which you'd be very good at, but really, if you want to be a melee character, you have to be a different class in my opinion. StarsoulBattlefield Management, debuffing, explosive, everything else Void-Touched Your ancestors dreamed of the stars, and spent too much time looking at them, or rather the empty space in between. The billetes provided by this pedegree are all related to space, obviously. Source and APG. Class Skills: Knowledge (nature) - This skill comes often enough to be very useful. Determining what animals and magical beasts are and what their weaknesses and resistances are can be very helpful. Bonus spells: invisible servant (3rd), brilliance (5th), blinking (7th), lightning strike (9th; fire damage, increased damage outdoors at night), land light (11th), repulsion (13th), reverse gravity (15th place), large extraneous (eyes 17th), meteorite swarm (19th). These are decent spells, although the invisible servant is pretty weak for your Level 1 bonus spell. Glitterdust and blink are great, overland flight is excellent, and repulsion can keep the enemy front-line fighter from getting near you, which is always good. Bonus feats: This is a really good set of feats. Skill Focus (Perception) is a great way to use feat, as well as strength and iron will. None of the others are very bad, so overall I like this list. Arkana: When you cast an exclamation spell, you can Purposes. Unfortunately, blinding is the weakest of the negative conditions, so it just doesn't hold the water as you get to higher levels. Void-Touched Arkana: It's more like this! If you are able to influence an enemy caster with one of your spells, you will drop them out for round, preventing verbal spell components. Use it against the enemy bard, seriously! Power pedegree: Minute Meteors: 1d4 and 1/2 level damage is so minor that it is even worse than the elementary forces of the rays. Boot Drop it for Bloody Chaos. Black motifs: Watch minute meteors. Drop it for Bloody Chaos. Voidwalker: It's pretty cool. While resistance isn't something really exciting, not breathing means you're not going to be carried by cloud-like poisons or spells that require you to breathe something in. Aurora Borealis: It's basically a cold spell wall, but you can also charm a whole bunch of creatures, so it can come in very handy. Voidfield: Ice storm and deeper darkness, united in one spell, are really good. Note that there is a likely typo in the description of this ability, since it says that you can use it once a day on level 3 and again every three levels, even if you don't actually get the opportunity until Level 9. Your DM can rule that you only get to use it once on level 9 (as it was probably supposed to) rather than three times (as it is being written). Breaking the Persian Gulf: Anything that raises your effective spell level is good and you get the added bonus of transporting your opponent into the void of space if you don't save, dealing tons of cold damage and forcing them to hold their breath or risk choking. They get a new save each round to try to come back, but it's likely that if they don't have their first save, they'll stay away for at least a few rounds, taking a mountain of cold damage in the process. Starborn: It's super fragrant and cool capstone. Immunity to cold and blindness, you can see perfectly in any type of darkness and you get rapid healing when under the stars at night. It's beautifully written! Eldrich Heritage/VMC: This one has terrible level 1 power, although it may be worth your time to pick up a voidwalker or aurora borealis. Overall though, just not the best option. Final thought: Overall, I really like this pedegree. It's fragrant, you get some really cool abilities, and the skill class and spell lists are decent. You'll be sad for the first few levels, since your 1st level pedegree power stinks anyway, but once you Level 9 to get Voidfield I think it's all going to be worth it. This one can be a good choice of Eldrich heritage for witch, since Aurora Borealis can help you control the battlefield a bit while you hex the shit out of everyone. StormbornBlasting, battlefield control, debuffing (Arial - Blasting) You family can was a storm giant or other airy outsider in his distant past, and that love of wind and lightning was passed on to you. Source and APG. Class Skills: Knowledge (nature) - This skill comes often enough to be very useful. Determining what animals and magical beasts are and what their weaknesses and resistances are can be very helpful. Bonus spells: shocking grip (3rd), wind gust (5th), lightning (7th), scream (9th), land-to-ground flight (11th), chain lightning (13th), weather control (15th), vortex (17th), storm of vengeance (19th). This list of spells is great for blaster and you'll notice that weather control is rated sky blue here. This is due to the effect you get from the aral version of the arcane, which increases your effective spell level by 2 during any form of precipitation. Bonus feats: For the blaster/controller type, increase the spell, wind stance and skill focus (fly) are all great feats, so it's a decent list. You may want to consider capturing some of the Bloodline mutations though, since they all have excellent explosive oriented abilities. Arkana: Increasing up to save throis is good, but the aral version of the arcan is definitely stronger, so look at that for sure. Arial Arcana: Increase your effective spell level by TWO anytime any precipitation falls. Just a quick glance through the list of litter/wiz spells that could theoretically cause precipitation gives the following: a drench (that one cantrip that lasts 1 round, so if you threw it first round on yourself you could theoretically cast another spell the next round before it expires), a sleet storm, a stone challenge, an ash storm, an ice storm, a volcanic storm, a weather control, or a storm of revenge. Obviously, some of them may be subject to GM discretion about what constitutes fallout. Bloodline Powers: Thunderstaff: This is a great positive effect to give your allies at lower levels because a fighter or ranger doing extra 1d6 damage to electricity can be a huge boost. Stormchild: Resistances are good, but the best part of this is gaining limited dazzle, which means you can target enemies from 60 feet away from you with an area of impact spells without worrying about the chance to miss (usually if you can't see, you can't even target the area). Thunderbolt: It's a good boost to explosive work and it's great that half the damage is sound so it has less chance of resistance. I like it. You get free use of control winds, which is great, but it doesn't help you get the amount of rainfall you need to raise the spell level, so it might be better. Ride Lightning: You turn into lightning, inflicts damage equal to your energy Thunderbolt on Way. One interesting question that arises, however, is what happens to Arial's pedegree, which doesn't really have Thunderbolt energy. I think how like You could move in the same way, but wouldn't affect any creatures along the way, but it's pretty lame. Because of the discrepancy, I have to rate it a little lower than I normally would. Stormlord: Multiple immunities, 120ft blindness in the weather, and HEAL from electricity or sound effects. This is EXCELLENT Capstone. Eldrich Heritage/VMC: This pedegree has useful early powers and limited blindness is very nice. I could see a witch who wanted to go to the prestigious Winter Witch class, taking this to get Stormchild. All in all a pretty good option. Final thought: This pedegree has very good strength in general, and it's great to turn into a god of storm, so I recommend it. Raising the level of the charmer in precipitation is really cool, so try to use it as much as possible. Other ways you can get precipitation happen may be: 1) Take An Improved Familiar to get a steam mephit familiar that can use boiling rain once a day 2) Use this pedegree along with Crossblooded (Boreal) to get the ability of Snow Shroud 3) to buy some really expensive item that allows you to control the weather as the weather staff anyway, it's a cool pedegree. Have fun with him! UndeadDebuffing, control on the battlefield, everything else (Sanguine) It's pretty easy pedegree to explain ... you've had some type of undead creature in your pedegree, long ago (most likely a vampire, because honestly that other type of undead anyone would want to get with?) ability and spells are obviously skewed toward undead control or animation, so it's not that great for a good-only campaign, but it can be a lot of fun! Source and CRB. Class Skills: Knowledge (religion) - It's always good to be able to identify undead creatures and know their strengths and weaknesses, and it's the only pedegree that adds this particular skill to your class skill list, so I like it. Bonus spells: cold touch (3rd), false life (5th), vampire touch (7th), living dead (9th), fatigue waves (11th), unforged to death (13th), finger of death (15th), dreadful withering (17th), energy drain (19th). This list of spells is obviously very necromancer-heavy, but it's got some good spells on it. Some other spells require touch attacks, so it can be a little tricky, but they have good effects, so they're probably worth it. All in all, a very decent list of spells. Bonus feats: A good list of feats, including combat casting, strength, spell focus, and skill focus in your new skill class. No complaints here at all. This one is excellent. Having the undead will be affected by things like human charm and dominating a person can be a serious incentive for your usefulness as a caster. (Sangin Arkana): I'll take a direct rise in the level of the caster for necromantum spells any day. Golden. Golden Powers: Grave Touch: If you're okay going into the melee range, it's a decent force because it's not just a shaken state that it can cause, but you can update a shocked creature scared, which is excellent. Melee is still hard for the sorcerer though, so I can't appreciate it too highly. Blood is life: It will be very difficult to pull off in a good game, and frankly, it's not so good. Hell's healing will give you more points of impact than it does. I would say if you go with a sanguine version of this pedegree to get an arcana, you should consider taking one of the archetypes, allowing you to give up your level of pedegree power (like a tattooed sorcerer) or taking havoc blood instead. Gift of Death: Non-flying injuries don't come often enough to make it really cool. Cold resistance is good, but it would be better to have resistance 10 instead of 5 to start. I'm not impressed. Grip of the Dead: It's a cold force. It does decent damage in a large range, and can save a few spell slots on things like a fireball. I like it. Incorporeal Form: It's really excellent. I think a lot of people are turned off by the fact that your spells only cause half the damage to bodily beings when you're intangible, but there are so many spells that don't cause harm and just fine, you don't even have to notice. I love it. One of us: You turn pseudo-undead, getting a few immunity and resistance, and DR 5/- . Not to notice the unreasonable undead nicely, but on the 20th level, there are very few unreasonable uninhiences that may even be a tiny problem for you. Like a stone, this one's just fine. Eldrich Heritage/VMC: For a melee, this one is OK, but honestly go look at ghoul pedegree instead of... it's pretty much hands down better than this. Final thought: It's a large, fragrant pedegree that is not a brain-type necromancer character, but can be a good choice for any mind-control-oriented sorcerer too. Really good powers really aren't easy to get with Eldrich Legacy, so I wouldn't recommend it. VerdantSummoning, control on the battlefield, everything else (Groveborn - Invocation) You probably came from a long line of druids, but your innate magic manifests itself as a secret ability, not a divine force. You love plants and they love you. Source and APG. Class Skills: Knowledge (Nature) - It's always great for recognizing the creatures you're going to fight, so it's a good choice. Bonus spells: obfuscation (3rd place), koraskin (5th), talking to plants (7th), command plants (9th), thorn walls (11th), transport through plants (13th), plant form III (15th), animated plants (17th), shambler (19th). This list Just check full of spells that you don't usually get as a sorcerer, so take full advantage of them. The obfuscation is way to start, and command plants can be a very useful too. Your highest level spell, shambler, creates a whole bunch of shambling mounds that is both awesome and hilarious. I love this list. Bonus feats: These feats aren't the best out there, but there are a few worth taking, namely strength, fleet, and acrobatic moves (so you don't get into your own plants). Arkana: This power gives you a natural armor bonus anytime you cast a spell with a number of personal ones, so essentially it gives you a free positive effect anytime you've thrown a positive effect. This is a good ability, but since it doesn't stack up with other natural armor bonuses, it can quickly become useless at higher levels. (Groveborn Arkana): It would be a great force if there were more plant creatures. Honestly, in most campaigns you can come across two or three types of plants ever. If you know in advance that there will be a lot of plants (say you were told that you are going to an island controlled by Vegepygmies or something), then it turns blue, but otherwise unfortunately it should be orange. Bloody Force: Tanglevine: Disarm or trip your opponents out of range by adding your casting stat to CMB. It's amazing. Photosynthesis: Not the most useful power out there if you're stuck somewhere without food around. The bonus against poisons is nice, but you can find better level 3 credentials out there (like Lush Summoning). Lush Summoning: Increasing the natural armor of your summoned creatures is great, and the bonus against a few different effects is also very useful. It's much better than photosynthesis. Massmorph: That, wow. So you get unlimited use of both plant growth and shrink plants (both spells you don't usually have access to either, and both level 3 spells aren't bad) and you can turn a non-plant creature into a plant (making it immune to mind-blowing effects, etc). Turn a druid animal into a Treat! Sweet! Rooting: Slowing yourself down sucks, but no.4 to natural armor is very nice, and quick healing is definitely where that ability is at. Your Tremorsense also means that people are not going to sneak up on you, ever. If I were at you, I'd use a spell of flies to move somewhere high on a ledge or something, and then root there and heal by throwing spells down at enemies. Shepherd Trees: You essentially become a plant. There's one huge flaw in this stone though... You become immune to polymorphic effects... this means that you can never throw the shape of a dragon, cat grace, or any of those other really amazing spells on yourself. It sucks, so it's getting orange for me. Eldrich Heritage / VMC: Tanglevine extremely useful and I could see a barbaric or other character fighter making excellent use of it. Massmorph arrives late, but excellent as well. This is one of the contenders. Final thought: It's this well, with regular and wildblooded versions better on a few different things. If you're going to summon creatures, go with Groveborn for a bonus to the natural armor of these subpoenas. If you're a straight buffer, you're probably better off with regular Verdant. This can be Eldrich's great legacy for a long-range fighter or ranger, because Tanglevine's ability can really be useful for distancing itself from the enemy while simultaneously shutting him down from fighting a trip or disarming. Racial pedegreees: These two pedegreees are only available for certain races, and they are from the Advanced Race Guide. If you're going to play a gnom (or Aasimar with Scion humanity's racial trait) or Kobold, take a look at them. Imperiousbuffing, debuffing, everything else This pedegree is all about people and our thirst for conquest and making a name for ourselves. You were a descendant of a long line of kings, and their wonder somehow made you magical... ? Whatever it is, check it out. Source - ARG. Class Skills: Perform (oratorical art) - THE most useless class skill of them all. If there was anything worse than that, I'd give it to him. Bonus spells: moment of greatness (3rd), eagle splendor (5th), heroism (7th), three-time (9th), greater command (11th), repulsion (13th), greater age resistance (15th), prediction of failure (17th), overwhelming presence (19th). Holy shit, these are good spells. See how you can combine them to buff yourself up to crazy levels: tossed three times the aspect along with greater age-related resilience. You look like an old foggy one, but you get 4 euros in Wis and Int without penalty. Then cast the splendor of the eagle, it's No.4 to Cha. Then throw heroism and a moment of greatness and you can double the heroism bonus. Finally, the cast is predicting a failure that leaves your goal permanently sickened and shocked if they don't save them, or sickened and shocked by a bunch of rounds if they do save them. Bonus feats: The feats presented here are actually very interesting, but there is one really big drawback... good have the premise that a one-year-old sorcerer can never fulfill! For example, if you choose Heroic Defiance, then once a day you can delay the negative impact on you (such as paralysis) for one round, and it will give you time to quit to overcome the suffering and the effect lingers much longer, but heroic defiance requires Diehard, stamina, and No.8 base resilience to save! Heroic recovery is also great, since you can opt for re-throw savings once a day, but at least you can end up getting the necessary 4 pound Base For except for that. I have to rate this low because of the insane prerags, but this really could have been one of the best set pedegree feats out there. By least, this list has so far improved the initiative. Arkana: If you're going to intimidate build, this is great, but it's much more likely that you're not, and in this case it's crap. Bloodline Powers: Student of Humanity: Adding more class skills is great, but it's not one of the best first-level pedegree credentials out there, mainly because it's unlikely that you have enough skill points to make good use of all those extra class skills. Heroic Echo: This is probably one of the best abilities in the entire game. Seriously. You've just effectively doubled your own bonus from heroism, you're going to get extra bonuses from the bard of your party, it's just awesome! And, on level 9, you can LOVE IT! Note that for a barbarian to use get it is really excellent and highly recommended (it also gives you reason to have the odd Str and Con score). Take your best shot: It stacks with an arch, but then again, if you're working on a base-based build, it sucks. Heroic Legends: Hey, do you remember that awesome ability you got at level 3, which allows you to add No.1 to the morale bonus? Well, now you can give a moral bonus to saving throis all around you and add to it the No.1. You just became a better bard than the bard. If only you got Inspire Courage along with this. Immortal Legend: Wizards must work all their lives to learn how to become immortal... You just say, Hmm, look how awesome I am, I think I'll stop getting old now. And then you know. Eldrich Heritage/VMC: It's crazy good for a bloodrager as well as good for a bard or skald. I could see the heroic echo used in many ways by almost any character. It's a tough choice. Final thought: This pedegree is a mixture of awesome and weird, and to be honest, I love every second of it. This fragrant, Heroic Echo ability pairs so well with the bard in your party that you'll just destroy your enemies, and if you decide to build an Intimidate build, it's the way to do it. Eldrich Heritage is one for the Bard's buffer, it's not the head of the day. KoboldBattlefield control, everything else Kobold pedegree is just that you're kobold, and your race has moved on from dragons so much that you get different pedegree powers now. They are very sneaky and rogue-ish, as you would expect from a kobold sorcerer, so check it out. Source and ARG. Class Skills: Disable the Device - This one can come in very handy, especially if you don't have a good Rogue type in your party. It's a solid choice. Bonus spells: alarm (3rd place), pit creation (5th), explosive 4 4th (7th), dragon breath (9th), transmute stone in mud (11th), guards and chambers (13th), delayed explosive fireball (15th), Dragon III (17th), prison (19th). These spells lean very much towards protecting your Warren, anxiously, explosive run run, and guards and chambers are all designed to keep enemies from reaching you, not fighting them directly. Once they get close enough to start scaring you you Just throw a delayed explosion of the fireball and then shape the dragon III and go into town. Bonus feats: This list of exploits is all about using your Dex fashion for as many things as possible, and I very much approve of it. Improved initiative, Dodge, and defensive combat training will all help keep you alive, and that's what

crooks, it is awesome, otherwise I am not impressed. Land Glide: Alternative vehicles are always good, although I prefer the speed of flies to the speed of the burrow. Agile Walker: It's not good enough to be stone in stone. Fingers down. Eldritch Heritage/VMC: Hunter Ranger or any other character with access to ranger traps can benefit greatly from these abilities, although you probably already have a trap sense in this case, so skip the 3rd level of power if you can. Final thought: If you play as a kobold sorcerer, this pedigree deserves a look. You can lay a bunch of traps, and it's always great. The Kobold Ranger (Trapper archetype) would not let you think about using Eldritch Heritage to pick up the Rina trap and trap sense. Well, that's all guys, it's all pedigrees are now available. I hope you enjoyed my guide and that you took something useful out of it. I enjoyed writing it and I hope to make another guide in the (not very close, as it took a long time) future! Future!

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