



# Touched by the Immortals

## Spirit Bloodlines

**I** carry within me the Fire of the Heavens, for my ancestors were born of the lost scions of the Keepers of Dawn. You should beware, thing of darkness, for my bloodline sustains me against your evil.

Written by Simon Giles. Artwork by AJ West.

The Immortals and the Great Dragons once walked the mortal realm openly, and interacted with mortals on a more intimate scale. Sometimes very intimate. The result was the intermingling of mortal and Immortal bloodlines. Sometimes the bloodline expresses itself strongly, such as with the nai-nek-chai, who show a powerful connection to the great *Nai-Hempashu* animal lord spirits. Other times, it is more subtle, and can sometimes skip many mortal generations.

Bloodline levels are a way of adding an extra dimension to a character without requiring a completely new race. Any mortal race can show traces of spirit bloodlines, and mortals with spirit bloodlines can show different degrees of intensity of different bloodlines.

Bloodline levels work exactly the same as any other class level. A character can choose to multi-class into a bloodline level at any point (it is even possible to take a bloodline level as 1<sup>st</sup> level should the player wish), although the gamesmaster may wish to have the character perform certain 'trigger' actions in order to unlock their spirit bloodline potential. This is not an absolute requirement, but a role-playing option. It is recommended that bloodline levels do not count towards multi-class restrictions.

It is up to the gamesmaster to decide if one character can have multiple bloodlines. It may well be the case that several different Immortals have interfered in the characters family at different times in the past, or perhaps two or more bloodlines are needed to fully describe the spirit ancestor, for example, Stone and Fire for the descendant of a volcano spirit.

**Strong Bloodline:** In some people, the spirit bloodline shows more strongly than others, giving them an otherworldly aura and supernaturally enhanced attributes.

When a character first takes a level of spirit bloodline, they may choose to take a +2 bonus to one ability score of their choice. They also gain the Spirit

subtype, and are thus affected by spells that affect this subtype. The gamesmaster needs to implement such spells for the choice to be meaningful, and the bonus is not granted again if the character chooses to take multiple bloodline levels.

### Beast Spirit

Characters with the beast spirit bloodline are descended from the nai-hempashu greater beast spirits. They tend to have a feral appearance and personality, becoming wilder the more bloodlines levels that they possess. Sometimes a beast spirit bloodline manifests itself as a particular animal type but often it is just a vague bestial effect.

#### Beast Spirit

Level	BAB	Fort	Ref	Will	Special
1 <sup>st</sup>	+1	+2	+2	+0	Beast Ability
2 <sup>nd</sup>	+2	+3	+3	+0	Beast Feat
3 <sup>rd</sup>	+3	+3	+3	+1	Beast Ability
4 <sup>th</sup>	+4	+4	+4	+1	Beast Feat
5 <sup>th</sup>	+5	+4	+4	+1	Greater Beast Ability

**Skills** (2+ Int bonus per level): Balance, Climb, Jump, Hide, Listen, Move Silently, Spot, Survival, Swim.

**Hit Die:** d8

**Beast Ability** (Ex): You may choose one ability from the following list. Abilities marked with an asterisk may be taken more than once.

**Bite attack:** Gain a bite attack with 1d6 damage for Medium-sized creatures. A bite attack may be combined with other attacks as part of a full attack option, in which case it counts as a secondary attack.

**Claw attack:** Gain a claw attack with 1d4 damage for Medium-sized creatures. The character may attack with two claws as a full attack option.

**Low-light vision:** Gain low-light vision.

**Natural armour\*:** Gain +1 natural armour.

**Speed\*:** Your base movement rate increases by +10 ft.

**Beast Feat:** You may choose one feat from the following list. You must meet the pre-requisites of the feat as normal: Agile, Alertness, Diehard, Endurance, Great Fortitude, Improved Natural Armour, Improved Natural Attack, Iron Will, Lightning Reflexes, Run, Stealthy, Track.

**Greater Beast Ability (Ex):** You may select one ability from the following list, or another ability from the Beast Ability list:

**Amphibious:** You develop gills and are able to breathe underwater as easily as in air.

**Climb:** You gain a climb speed equal to half your movement rate when under medium encumbrance (e.g. 20 ft. for a creature with 30 ft. base movement). You gain a +8 racial bonus to Climb checks and may always Take 10 when making such checks.

**Flight:** You can fly at base movement rate, average manoeuvrability. You develop permanent wing membranes or feathers on your arms, so you are unable to use your arms whilst flying.

**Poison:** One of your natural attacks becomes venomous, causing 1d3 primary and secondary damage to either Strength, Dexterity or Constitution (you must choose when you first gain this ability). The saving throw is equal to 10 + half your character level + Constitution modifier.

**Scent:** You develop a keen sense of smell and gain the scent special ability.

**Swimmer:** You develop webbing or flippers, and gain a swim speed equal to base movement rate. You gain a +8 racial bonus to Swim checks.

## Earth Spirit

Earth spirits represent the fertility of the soil, and characters with this bloodline are blessed with healing abilities. Typical physical characteristics are green eyes or hair, and spells cast by such a character are usually accompanied by the scent of freshly-turned loamy soil.

### Earth Spirit

Level	BAB	Fort	Ref	Will	Special
1 <sup>st</sup>	+0	+2	+0	+2	Earth Mage, Rapid Healing
2 <sup>nd</sup>	+1	+3	+0	+3	+1 Spellcasting level
3 <sup>rd</sup>	+2	+3	+1	+3	Earthpower

**Skills** (4+ Int bonus per level): Concentration, Heal, Knowledge (geography), Knowledge (local), Knowledge (nature), Listen, Profession, Sense Motive, Spot, Survival, Use Magic Device.

**Hit Die:** d8

**Earth Mage (Ex):** You cast all Healing spells as if one level higher.

**Rapid Healing (Su):** You heal hit points and ability damage twice the normal rate,

**Earthpower (Su):** If you drop between 0 and -10 hit points, and are in contact with the ground, you

immediately heal 1d8 hit points and become stable. Usable once per day.

## Fire Spirit

The fire spirit bloodline represents the restless energy of the flame, and is quite a physical bloodline. Characters with this bloodline are often hot-tempered or energetic, with red hair or eyes that flash with the hint of fire.

### Fire Spirit

Level	BAB	Fort	Ref	Will	Special
1 <sup>st</sup>	+1	+0	+2	+0	+1 Str, Fast Movement
2 <sup>nd</sup>	+2	+0	+3	+0	+1 Dex, Produce Flame
3 <sup>rd</sup>	+3	+1	+3	+1	+1 Str or Dex, Fire Resistance 5

**Skills** (4+ Int bonus per level): Balance, Climb, Escape Artist, Handle Animal, Jump, Perform, Profession (any), Ride, Sleight of Hand, Tumble, Use Rope.

**Hit Die:** d10

**Fast Movement (Ex):** +10 ft. to base movement rate.

**Produce Flame (Sp):** As the spell. Caster level equals character level. Usable 3 times per day.

## Forest Spirit

The forest spirit bloodline covers a range of plant spirits, tied to the growth and fertility of plants of all kinds. Characters with the plant spirit bloodline will feel happiest in areas with growing things, and may show green or brown colouration. Some spontaneously manifest flowers in their hair.

### Forest Spirit

Level	BAB	Fort	Ref	Will	Special
1 <sup>st</sup>	+0	+2	+0	+2	Plant Growth
2 <sup>nd</sup>	+1	+3	+0	+3	Plant Diplomacy, +1 spellcasting level
3 <sup>rd</sup>	+2	+3	+1	+3	Light Fortification, +1 spellcasting level

**Skills** (4+ Int bonus per level): Climb, Heal, Hide, Knowledge (nature), Move Silently, Search, Survival.

**Hit Die:** d8

**Plant Growth (Sp):** Once per day, as per the spell. Caster level equals character level.

**Plant Diplomacy (Su):** You may use a form of empathic communication with creatures with the Plant type. You may use skills such as Diplomacy or Intimidate, and add your levels of Plant Spirit Bloodline to the check.

**Light Fortification (Ex):** Your skin takes on a bark-like aspect. You ignore critical hits 25% of the time.

## Ice Spirit

The ice spirits are cold and logical, found at the centre of the world where the power of Concordance freezes water, air, magic and time. Characters with this bloodline are usually pale, with blue eyes or white hair. They can be cold to the touch, and are often quite distant and emotionless.

Ice Spirit					
Level	BAB	Fort	Ref	Will	Special
1 <sup>st</sup>	+0	+2	+0	+2	Ice Mage, +1 Con
2 <sup>nd</sup>	+1	+3	+0	+3	Chill shield, +1 spellcasting level.
3 <sup>rd</sup>	+2	+3	+1	+3	+1 Int, Cold Resistance 5

**Skills** (4+ Int bonus per level): Balance, Concentration, Craft (any), Decipher Script, Speak Language (any), Spellcraft, Spot, Use Magic Device.  
**Hit Die:** d8

**Ice Mage** (Ex): You cast all spells that deal with ice or cold as if one level higher.

**Chill Shield** (Sp): 3/day, as a spell-like ability, you can use the cold version of *fire shield*. Caster level is equal to your character level.

## Mist Spirit

Mist spirits are ephemeral and mysterious, drifting through the high mountains and forests of the world. Characters with this bloodline tend to be pale-skinned, often with a vague, airy demeanour.

Ice Spirit					
Level	BAB	Fort	Ref	Will	Special
1 <sup>st</sup>	+0	+0	+2	+0	Spell-like Abilities
2 <sup>nd</sup>	+1	+0	+3	+0	Spell-Like Abilities, +1 spellcasting level.
3 <sup>rd</sup>	+1	+1	+3	+1	Mist Form

**Skills** (4+ Int bonus per level): Bluff, Disguise, Escape Artist, Hide, Move Silently, Search, Sleight of Hand.  
**Hit Die:** d6

**Spell-Like Abilities:** You gain the following abilities. Caster level is equal to your character level.

1<sup>st</sup> level: 3/day – *Obscuring mist*. 1/day – *Pass without trace*.

2nd level: 3/day – *Feather fall*. 1/day – *Fog cloud*.

**Mist Form** (Su): You can assume a misty, incorporeal form as a swift action. Any items that you wear and carry are also transformed, but not other creatures that you are touching. Whilst in mist form you gain all the traits of an incorporeal creature. You may maintain this state for a number of rounds equal

to half your character level (minimum 1) per day. These need not be consecutive.

## River Spirit

The river spirits keep the inland waters of the world flowing. Characters with this bloodline are often elegant in appearance and movement, with lilting voices and dark brown eyes. If roused to anger they can be implacable foes.



River Spirit					
Level	BAB	Fort	Ref	Will	Special
1 <sup>st</sup>	+0	+0	+2	+0	30 ft. Swim speed
2 <sup>nd</sup>	+1	+0	+3	+0	Water affinity, speak with fish
3 <sup>rd</sup>	+2	+1	+3	+1	Water breathing

**Skills** (4+ Int bonus per level): Diplomacy, Heal, Hide, Listen, Profession (fisherman), Sense Motive, Spot Survival, Swim.  
**Hit Die:** d8

**Swim Speed** (Ex): You gain a swim speed of 30 ft. This also gives you a +8 racial bonus to Swim checks and you may always Take 10 when making such checks.

**Water Affinity** (Ex): +2 bonus to saves against spells of a “water” type and against spell-like and supernatural abilities of water and aquatic creatures.

**Speak With Fish** (Su): You have the permanent ability to converse with fish and fully aquatic mammals as per the spell *speak with animals*.

**Water Breathing** (Ex): As per the spell. This is a permanent ability.

## Stone Spirit

Stone spirits are the immovable bones of the world. Characters with this bloodline tend to have some kind of grey or brown colouration, but their eyes can sparkle like gemstones. They can seem ponderous in speech and movement, unmoving in the face of opposition.

Stone Spirit					
Level	BAB	Fort	Ref	Will	Special
1 <sup>st</sup>	+1	+2	+0	+0	+1 Con, Stability
2 <sup>nd</sup>	+2	+3	+0	+0	+1 Con, Touch of Stone
3 <sup>rd</sup>	+3	+3	+1	+1	DR 2/-

**Skills** (2+ Int bonus per level): Appraise, Climb, Craft, Disable Device, Knowledge (architecture and engineering), Knowledge (dungeoneering), Knowledge (geography), Open Lock.

**Hit Die:** d10

**Stability** (Ex): You gain a +4 bonus to checks against being bull rushed or tripped whilst standing on solid ground. If you already have this ability, the bonus increases to +6.

**Touch of Stone** (Su): With a touch, you can grant a +2 natural armour bonus to an ally. You can perform this action once per day per point of Constitution bonus, minimum once.

**Damage Reduction** (Ex): You gain DR 2/-. This stacks with any existing damage reduction you may possess.



## Sun Spirit

Whereas the fire spirit is the leaping hunger of the flame, the sun spirit is the aloof overseer of law, a scion of the mighty Divine Emperor or his chamberlain Golden Crow. Characters with this bloodline may have blonde or red hair, or a piercing, burning gaze. They carry an aura of authority.

Sun Spirit					
Level	BAB	Fort	Ref	Will	Special
1 <sup>st</sup>	+0	+0	+0	+2	Spell-like abilities
2 <sup>nd</sup>	+1	+0	+0	+3	Spell-like abilities, +1 spellcasting level
3 <sup>rd</sup>	+1	+1	+1	+3	Spell-like abilities, +1 spellcasting level

**Skills** (4+ Int bonus per level): Bluff, Concentration, Diplomacy, Intimidate, Knowledge (any), Perform, Sense Motive, Speak Language, Spot, Use Magic Device.

**Hit Die:** d6

### Spell Like Abilities:

1<sup>st</sup> level: At will – *Light*, 1/day – *Bless*

2<sup>nd</sup> level: 1/day – *Charm Person*, *Protection from Netherworld*

3<sup>rd</sup> level: 1/day – *Eagle's Splendour*.

## Spirit Bloodline Feats

Players may choose to further define their character's bloodline by using one or more of these Bloodline feats.

### Chaotic Bloodline

Your spirit heritage is tied to the force of Chaos, that which creates without direction.

**Prerequisite:** at least one level of spirit bloodline

**Benefit:** You gain a +2 bonus to all Charisma-based skills against creatures with the Chaotic subtype.

Against creatures with the Concordant subtype you gain Damage Reduction 2 and the ability to deliver a smite. This gives you a bonus to attack rolls equal to Charisma bonus (if any) and a bonus to damage equal to your character level. The effect lasts until either you or your designated foe are dead. If you already have a smite ability, you gain one extra use per day and may use your smite ability against Concordant creatures.

In addition, once per day you can re-roll any d20 roll that you make, and choose the better result.

You may never take the Concordant Bloodline feat.

### Concordant Bloodline

Your spiritual heritage is tied to the forces of Concordance, that which orders but does not create.

**Prerequisite:** at least one level of spirit bloodline  
**Benefit:** You gain a +2 bonus to all Charisma-based skills against creatures with the Concordant subtype. Against creatures with the Chaotic subtype you gain Damage Reduction 2 and the ability to deliver a smite. This gives you a bonus to attack rolls equal to Charisma bonus (if any) and a bonus to damage equal to your character level. The effect lasts until either you or your designated foe are dead. If you already have a smite ability, you gain one extra use per day and may use your smite ability against Chaotic creatures.

In addition, once per day, you may Take10 on any d20 roll that you make, even if you would not normally be able to. This includes attack rolls and saving throws. You may never take the Chaotic Bloodline feat.

### Heavenly Bloodline

Your spiritual bloodline is tied to the forces of Heaven, the great celestial court that oversees life and order in the world.

**Prerequisite:** at least one level of spirit bloodline  
**Benefit:** You gain a +2 bonus to all Charisma-based skills against creatures with the Heavenly subtype. Against creatures with the Netherworld subtype you gain Damage Reduction 2 and the ability to deliver a smite. This gives you a bonus to attack rolls equal to Charisma bonus (if any) and a bonus to damage equal to your character level. The effect lasts until either you or your designated foe are dead. If you already have a smite ability, you gain one extra use per day and may use your smite ability against Netherworld creatures. Once per day you may use *daylight* as a spell-like ability with a caster level equal to your character level. You may never take the Netherworld Bloodline feat.

### Mortal Paragon

Lacking a spiritual heritage, you are strongly grounded in the mortal realm, and not easily influenced by supernatural beings.

**Prerequisite:** may never possess any levels of spirit bloodline.

**Benefit:** You gain a +2 bonus to all saving throws against the spells and spell-like abilities of Dragons, Fey, Elementals, Outsiders (except Native Outsiders) and Undead, or any creature that possesses the Chaotic, Concordant, Extraplanar, Heavenly, Netherworld or Spirit subtype.

### Netherworld Bloodline

Your spirit bloodline has ties to the Netherworld, the inverted land of disorder, disobedience and mischief.

**Prerequisite:** at least one level of spirit bloodline  
**Benefit:** You gain a +2 bonus to all Charisma-based skills against creatures with the Netherworld subtype. Against creatures with the Heavenly subtype you gain Damage Reduction 2 and the ability to deliver a smite. This gives you a bonus to attack rolls equal to Charisma bonus (if any) and a bonus to damage equal to your character level. The effect lasts until either you or your designated foe are dead. If you already have a smite ability, you gain one extra use per day and may use your smite ability against Heavenly creatures. Once per day you may use *darkness* as a spell-like ability with a caster level equal to your character level. You may never take the Heavenly Bloodline feat.

### Rarified Spirit

Your spirit bloodline is so strong that you are not easily affected by the magical powers of mere mortals.

**Prerequisite:** at least one level of spirit bloodline  
**Benefit:** You gain a +3 bonus to all saving throws against the spells and spell-like abilities of mortal creatures. A 'mortal' creature is any that is not a Dragon, Fey, Elemental, Outsider or Undead, or does not possess the Chaotic, Concordant, Extraplanar, Heavenly, Netherworld or Spirit subtype. Native Outsiders count as 'mortal'.

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