

# The Complete Guide to DRAGONKIN

## Dragonkin Sorcerer Feats

By Bret Boyd

These new dragonkin feats were cut from the Complete Guide to Dragonkin for space reasons. They're designed for two specific kinds of dragonkin sorcerers: expungers, who control and manipulate magical energy, and soldiers, who use their sorcerous talents toward martial ends.

### Expunger Sorcerer Feat Tree

#### DECIPHER PATTERN (SORCERER)

Choose one school of magic. The energies of the chosen school are highlighted to your special sight.

**Prerequisites:** Magic Sensitivity, sorcerer level 3+

**Benefits:** You can automatically see your chosen school when detecting magic (either by spell or with the feat). Observation of the school's energy pattern allows you to better understand it and become more resistant to its effects. You gain a +2 resistance bonus to all saves against spells from this school.

#### SYNONYMOUS ENERGIES (SORCERER)

Extensive observation of your chosen school has yielded a greater understanding of its nature. You can more easily block that school's effects.

**Prerequisites:** Magic Sensitivity, Decipher Pattern, sorcerer level 6+

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**Benefits:** You gain a +4 resistance bonus to all saves against spells of your chosen school (replacing the +2 bonus from the Decipher Pattern feat). When counterspelling a spell from your chosen school, you can use any spell of the same level or higher from that same school to counter it.

**Normal:** When you counter a spell, only the same spell or *dispel magic* can be used.

#### Energy Void (Sorcerer)

Your body is conditioned to reject your chosen school of magic.

**Prerequisites:** Magic Sensitivity, Decipher Pattern, Synonymous Energies, sorcerer level 9+

**Benefits:** Total understanding of your chosen school gives you immunity to all spells from it. Conversely, you can no longer cast any spells from your chosen school. Treat this ability like spell resistance that never fails against the chosen school.

**Special:** As with spell resistance, you can "turn off" the power. But it is so difficult to allow the purged energies to return that you can only do it once per day for one round. This condition is especially useful if your chosen school is conjuration—you could still allow yourself to be healed by an ally.



## Soldier Sorcerer Feat Tree

### ARCANE RESERVOIR (SORCERER)

You know less spells than other sorcerers, but can cast them more often.

**Prerequisites:** Dragonkin, Cha 13+, sorcerer level 6+

**Benefits:** You subtract one spell known from each spell level and add one per day to your corresponding spells per day capability. You cannot have less than one spell known for any given level. For example, when you take this feat at 6th-level, your Spells Known are reduced by one for levels 0-2. 3rd level spells known remain at one since this is the minimum. Your spells per day for levels 0-2 are increased, making them 7/7/6/3, not including bonus spells from high Charisma.

### FOCUS ENERGY (SORCERER)

A reduced selection of spells causes the ones you can cast to become more powerful.

**Prerequisites:** Arcane Reservoir, Cha 13+, sorcerer level 9+

**Benefits:** Add +1 to the DC of all spells you cast. In addition, you can imprint the energy type appropriate to your dragon heritage on the spell (if applicable). See the Breath Weapon feat to cross-reference your dragon ancestor and the appropriate energy type.

**Special:** This bonus stacks with the bonus from feats such as Spell Focus and Greater Spell Focus.

### DESTABILIZE MAGIC (SORCERER)

Your focused spell energies are so potent they can unravel the matrices of other spells currently in effect.

**Prerequisites:** Arcane Reservoir, Focus Energy, Cha 13+, sorcerer level 12+

**Benefits:** You can make a targeted dispel attempt with any of your spells. A spell you choose is released as a pale yellow ray. If you make a successful ranged touch attack, roll a caster level check (d20 + your caster level + the level of the spell you are using) against the target spell's caster level. If successful, the target spell's energies explode outward in a 20-ft. spread. The detonation inflicts Xd6 + your caster level in damage where X equals the level of the target spell. The type of damage depends on your dragon ancestor's energy type. Failure to beat the caster level check means that you have lost the spell you channeled with no other effects.

For example, you are a black half-dragon 4th-level sorcerer attempting to destabilize a 5th-level wizard's *mage armor*. You channel an *invisibility* spell to power a destabilization ray and successfully hit the wizard with a ranged touch attack. You roll a 13 for your caster level check (13 + 4 + 2) which results in a 19. The targeted wizard rolls a 13 for his caster level check (13 + 5) for a result of 18. You succeed in the caster level check. His *mage armor* explodes into its component energies and inflicts 1d6 acid damage on the wizard and everyone within 20 feet of him.

**Special:** You must first know a spell is in effect (but not necessarily what spell) before you can target it for destabilization. Magic items and spell cast by you are unaffected by this ability. Only spells currently in effect can be targeted (except your own).



Questions or comments? Send them to us at [info@goodman-games.com](mailto:info@goodman-games.com), or visit our web site at [www.goodman-games.com](http://www.goodman-games.com).

