

Scion of Fangs (Nagaji; Bloodrager)

A sorcerous bloodline can provide magical abilities to a warrior, but when that blood intermingles with the dormant powers of an inheritor to the powers of the Naga, it can modify the nature of the magic itself. Trained in ranged combat and still deadly at close combat, the Scion of Fangs aspires to combine precision and lethality.

BONUS FEATS

A Scion of Fangs replaces the list of bonus feats granted by his bloodline for the following:

Improved Initiative, Improved Natural Armor, Lightning Reflexes, Point-Blank Master, Point-Blank Shot, Poison Focus, Weapon Specialization (any ranged weapon)* (*Your bloodrager levels count as fighter levels for the purposes of qualifying for any feats marked with an asterisk [*]. This stacks with any levels in fighter you have.*)

BONUS SPELLS

A Scion of Fangs receives the following bonus spells in place of the spells granted by his bloodline:

7th - *gravity bow*

10th - *pernicious poison*

13th - *toxic gift*

16th - *poison*

FRENZIED BLOODRAGE (Su)

As the Bloodrage class feature, except that instead of granting a bonus to Constitution and a penalty to AC, it instead grants a bonus to Dexterity and it does not affect AC. Any effects that would increase the Scion of Fangs'

Constitution bonus while bloodraging (such as Greater Bloodrage) affect its Dexterity bonus instead.

This alters Bloodrage.

LETHAL PRECISION (Ex)

At 3rd level, a Scion of Fangs gains his choice of Precise Shot or Furious Focus as a bonus feat, even if he does not qualify for those feats' prerequisites.

This replaces Blood Sanctuary.

SCION'S AWAKENINGS (Su)

At 1st, 4th, 8th, 12th, 16th and 20th level, when the Scion of Fangs would gain a bloodline power, he may instead gain one of the following bloodline powers.

From 1st level on, the Scion of Fangs may replace a bloodline power he would gain by the following:

Shed Skin (Su): Once per day, the Scion of Fangs can spend 1 standard action to remove any *bleed*, *entangled* or *sickened* conditions on himself. At 4th level and every four levels thereafter, the Scion of Fangs gains another use of this ability. At 8th level, the Scion of Fangs adds *nauseated* and *paralyzed* to the list of conditions he may remove this way (this is a purely mental action and can be performed while paralyzed). If the condition has a duration longer than 1 hour or is permanent, this ability removes the condition for 1 hour, at which time the condition returns.

From 4th level on, the Scion of Fangs may replace a bloodline power he would gain by the following:

Coiling Shot (Su): The Scion of Fangs gains Exceptional Pull as a bonus feat. If he already has the feat, the Scion of Fangs gains a feat from his Bonus Feats list instead. At 12th and 18th level, he treats his weapon's strength rating as an additional 1 higher.

From 8th level on, the Scion of Fangs may replace a bloodline power he would gain by the following:

Envenomed Heart (Su): The Scion of Fangs becomes immune to the effects of poison, but can still be poisoned. The Scion of Fangs can draw any of the poisons within his blood flow as a swift action and apply it to his weapon. The DC of the poison becomes $10 + \frac{1}{2}$ of the Scion of Fang's class levels + his Charisma modifier.

From 12th level on, the Scion of Fangs may replace a bloodline power he would gain by the following:

Toxic Generation (Su): Once per day, the Scion of Fangs may cast any spell with the [poison] descriptor from the spell list of any spellcasting class by consuming a level-appropriate spell slot. At 15th and 18th level, he gains an additional daily use of this ability.

From 16th level on, the Scion of Fangs may replace a bloodline power he would gain by the following:

Viper's Bolt (Su): The Scion of Fangs can cast *venomous bolt* as a spell-like ability, using his Scion of Fangs level as caster level. Rather than delivering the effects of *poison*, the Scion of Fangs may deliver the effects of any spell with the [poison] descriptor with a range of

touch (such as *pernicious poison* or *toxic gift*) with the attack. This ability can be used a number of times per day equal to the Scion of Fangs' Charisma modifier.

At 20th level, the Scion of Fangs may replace the bloodline power he would gain for the following:

Heir of the Naga (Su): The Scion of Fangs becomes immune to acid damage and blindness and benefits from a constant *true seeing* effect, using his Scion of Fangs level to determine the caster level of the effect.

This alters Bloodline Powers.