



Furious crossblooded sorcerer 20 parchment 10									
Caster level	Spell level	Adj. Spell level		dmg per dice/caster lvl bonus	damage avg at this step	# of feats (M means mythic)	(for actual play)	traits	Items
20	3	3	1506, 20 ft radius		fireball				
20	3	3	2006, 10 ft r		cluster bomb magic trick				
20	3	3	2006, 10 ft r		Elemental Bond	10			
30	3	3	3006, 10 ft r		Wild arcane	2			
32	3	3	3206, 10 ft r		spell specialization - spell r	4			
36	3	3	3606, 10 ft r		spell's tactics + spell perfect	2			
38	3	3	3806, 10 ft r		Elemental Intense	2			
40	3	3	4006, 10 ft r		Spell's Challenge	4 [20]			
44	3	3	4406, 10 ft r		Able of Nethys	1			
45	3	3	4406, 10 ft r		Love seeker	1			
46	3	3	4606, 10 ft r		blazing robe	1			
47	3	3	4606, 10 ft r		orange sash, max resonance	3			
50	3	3	5006, 10 ft r		Crone of the Kobold King	1			
51	3	3	5006, 10 ft r		Moon Crystal	2			
53	3	3	5206, 10 ft r		Ring of Storms	4			
57	3	3	5606, 10 ft r		Unshaking Sash	1			
58	3	3	5806, 10 ft r		SEMIC	1			
59	3	3	5806, 10 ft r		Mantle	1			
60	3	3	6006, 10 ft r						
60	6	6	6006, 20 ft r		Widen spell				
60	6	6	15066, 5 ft r		concentrated fire magic trick				
60	6	6	3 15066 + 150, 5 ft r		blood basic	1	any dice		
60	6	6	3 15066 + 300, 5 ft r		spell bloodline arcane	1	fee		
60	6	6	3 15066 + 450, 5 ft r		epic bloodline arcane	1	fee		
60	6	6	3 15066 + 600, 5 ft r		arc bloodline arcane	1	any dice		
60	6	6	3 15066 + 1200, 5 ft r		Early Dragons Wrath [3]	1	fee		
60	6	6	3 15066 + 1350, 5 ft r		burning rage + rage	4	fee		
60	7	7	3 15066 + 1350, 5 ft r		burning spell + spell perfect	9	total per dice		
60	7	7	3 15066 + 1353, 5 ft r		black powder	3			
60	7	7	3 15066 + 1354, 5 ft r		saltpeter	3			
60	9	4	15066 + 1350 + 5 + 14, 5 ft r		ritualist	1			
60	12	7	7569 + 2325, 5 ft r		maximize	1			
60	12	7	7569(1.5) + 4408.5, 5 ft r		elemental catalyst	1			
60	12	7	7569(2.25) + 6612.75, 5 ft r		channel power	1			
60			avg damage	7276.6	avg per cluster bomb	239.1	+14 to each target		
46 for non fire			avg damage	1875.4	avg per cluster bomb	81.5			
			Spell slots		Avg Damage				
			9		other elements				
			8						
			7	Maximize Empowered Widen Furious Cluster Bomb Conc	3201.5	Maximize Elemental (Electric) En	1458.5		
			6	Elemental (fire) Furious Battering Blast (130+ bullrush)		Elemental (fire) Empowered Blood Intensity Battering Blast			
			4	Empowered Widen Furious Cluster Bomb Concentrated F	2833.6	Elemental (Electric) Empowered	948.75		
			3	Empowered Widen Cluster Bomb Concentrated Fire Ball	1933.6				
			2	not fire ball (-)					
			1	not fire ball (-)					
			notes						
			Furious rage is good at high levels. I usually auto pass the save, but raging before a fight isn't always viable so... guess it will usually only be +1 to dice rolls						
			Elemental Spell is absolutely essential if you play this from low level, something needed from level 7 onward. we can bypass via mythic fireball and Star cricles						
			how do I have 3 bloodlines??? check the all capstones, could get 4 with eldritch heritage						
			don't take bloodmage, it ain't worth it. we really don't need the boost... not a real build						
			the basic parts of this were inspired and derived from the https://www.google.com/maps/@40.7122206, -87.6295704, 15z data-cs=1" data-bbox="191 391 391 401">https://www.google.com/maps/@40.7122206, -87.6295704, 15z						
			Persnally the bloodmage is gross and I'd rather pick up improved mythic innate or dazzling spell						
			The damage is actually divided into -20 5 ft radius fireballs - so each point of fire reach the enemy has would actually reduce the damage by 20 - fire resistance 30 = 60 less damage						
			Cluster Bomb (Spell Staff 8 rank): You are able to throw multiple small explosions with a single spell instead of the normal effect. For every 2 caster levels, you lose a miniature fireball with a 10-foot radius that deals 2d6 points of damage. The grid intersection of all blasts must be within 30 feet of each other. If a creature is in the area of multiple blasts, it suffers a single Reflex save against the combined damage.						
			TECHNICALLY THIS BUILD IS SHORT 2 FEATS elemental Spell and Blood Intensity						
			Concentrated Lingering spell would be good for defensive purposes.						
			this build shows how valuable meta magic feats are.						
			GETTING FAST RESISTANCE AND IMMUNITY						
			https://www.d20thief.com/forums/showthread.php?p=104444						
			Playable build would be						
			elemental spell feats						
			blood intensity						
			drop some DC increase feats						
			obviously no mythic						
			drop furious spell and fluffie rage, raging before combat is questionable						
			Try to squeeze selective, possibly benthic and lingering spell in						

One punch Ewily		Ewily		Ewily	
Caster level	Spell level	Adj. Spell level	One punch Ewily	Ewily	Ewily
20	3	3 (11'56)	Single target	Miss (Legend.com) Spell 10	10
20	4	3 (4'56)	Single target	Ewily Blast	10
30	4	3 (6'56)	Single target	Elemental Blast	10
32	4	3 (6'56)	Single target	Wild Arcana	2 1 mythic point
36	4	3 (7'56)	Single target	spell specialization + spell 0	4
38	4	3 (7'56)	Single target	mage's lasso + spell 0	2
40	4	3 (8'56)	Single target	Bludgeon (Intale) + spell 0	2
44	4	3 (9'56)	Single target	Deafic Cholesterol	4 (36)
45	4	3 (9'56)	Single target	Lava Seal	1
45	4	3 (9'56)	Single target	Casting prism (time stop)	3 (36)
48	4	3 (9'56)	Single target	Crown of the Robbed King	1
51	4	3 (10'56)	Single target	Moon Cloak	2
55	4	3 (11'56)	Single target	Blast of Air	4 10 minutes per day
56	4	3 (11'56)	Single target	Disarming Bash	1
57	4	3 (11'56)	Single target	Aether	1 1 hour per
58	4	3 (11'56)	Single target	Mucus	1 1 hour per
58	4	3 (11'296)	Single target	Blood sorcery	1
58	4	3 (11'296)	Single target	Blood Jaeger	1 any dice
58	4	3 (11'296 +29)	Single target	spell specialization	0 fee
58	4	3 (11'296 +29)	Single target	spell specialization arcana	0 fee descriptor
58	4	3 (11'296 +58)	Single target	arcane bloodline arcana	1 any dice
58	4	3 (11'296 +77)	Single target	Energy of Air (Mist)	1 fee
58	4	3 (11'296 +203)	Single target	Runic (L) + spell + spell	4 fee
58	4	3 (11'296 +203)	Single target	Runic (S) + spell + spell	7 total per dice
58	4	3 (11'296 +203)+13	Single target	black powder	
58	4	3 (11'296 +203)+14	Single target	sapper	1 = trust, 0 = false.
58	6	3 (11'296 +203)+1.5+14	Single target	empower	1
58	9	4 (11'101.5 + 203)+0.5+14	Single target	Maximize	1
58	9	4 (11'101.5 + 203)+0.5 + 377+14+1 P1	Single target	spell specialization	1
58	9	4 (11'101.5 + 203)+0.5 + 377+14+1 P2	Single target	channel power	1 1 mythic point
58	13	7 (37)		quicken	
avg damage		8733.625 (38)		avg per blast 794.875	
CMB bull rush chi		212 40		Spell Focus, Evocation	
SR (my CHA)		25 creature with 40 cmb is knocked 170ft away 34 Spaces		M.Spell Focus, Evocation	
caster level		58 spell range close: 170ft		M.Spell Focus, Evocation	
10 for each blast		150 spell range medium: 680ft		Lava Seal	
avg dice result		19 spell range long: 2720ft			
Spell slots		7th level spell slots for quicken (and elemental fire for 8.1%extra dmg)			
6th level spell slots for quicken					
4th level slots for "normal" empowered Maximize Blasts (and elemental fire for 8.1%extra dmg)					
3th level slots for "normal" empowered Maximize Blasts					
Class/feat notes		We either go crossblooded for extra bloodline early, and a +5 ability bonus capstone or we go raboo sorcerer and pick up bloodline mutations instead of energy powers, choosing a second bloodline at 20th hard choice either way, crossblooded is slower and favors a start at M 20			
This build shows how valuable meta magic feats are...					

[1] or better yet the amulet of the spirits flame

[2] dragon/solar

personally I prefer the flavor and abilities of solar and dragon more, but orc dmg is universal so meh.

orc/dragon

If you lean into the orc powers you could make a half decent partial martial at mid/late levels. especially if you took draconic claws at 1st. which gets better with form of the dragon

[3] Burning hands

[4] this build does not lean into battering blast until lvl 19, instead opting to use amulet of fire and star cinder to get around immunity, or rods of elemental spells.

this chart is meant to show what battering blast is capable of with zero investment outside a rod of elemental fire. in a normal character dealing 10d6 +50 dmg to one guy would be decent

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[7] Burning hands

[8] Burning hands

[9]

If you go human pick this as your level 1 bonus feat

[10] Burning hands, then Fireball forever

if you go Esefey drop this, its not really worth it past level 1-2 then at late levels it becomes a relatively cheap cl boost (+4 with Spell perfection) BUT at that point you dont need the dmg

[11] Burning hands, then Fireball forever

[12] Only taken for the sake of Battering Blast or MAYBE burning hands, so not always a good option...

[13] Only taken for the sake of Battering Blast or MAYBE burning hands, so not always a good option...

[14]
this isnt an error.

-caster level 12 (tatt+spell spec+trait)
cluster bomb magic trick, 6 2d6 10ft radius fireballs.
Widen magic 6 2d6 20ft r fireballs
Concentrated Fireball, 6 5d6 5ft radius fireballs.
6*5 gives 30d6.
Dragons wrath + Solar bloodline + draconic Bloodline + blood havoc gives 4 extra dmg per dice
ending us with 30d6+120

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+1 for solar, later +1 from flumefire and so on

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[20] terrible place for this. in reality we want this at lvl 13

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[23] WE can now cast Widen empowered elemental fireball as a 4th level spell. or Quicken Widen empowered fireball as a 6th

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[26] or finda redeemed succubus apperntly

[27] Doesnt work with elemental spell

[28] Only taken for the sake of Battering Blast or MAYBE burning hands, so not always a good option...

[29] well you can uses other methods for gohst but ghost gives +4

[30] Roll 3 times on chart

roll 100
then 9 four times

for a +8

[31] or better yet the amulet of the spirits flame

[32] 1-4 variable

[33] Doesn't work with elemental spell

[34] Roll 3 times on chart

roll 100
then 9 four times
for a +8

[35] 1-4 variable

[36] 1-3 variable

[37] wait whhhhat?
Elemental Spell +1
Empower +2
Maximize +3
quicken +5
spell perfection -5
wayang and magical lineage -2
total + 4 spell level. :)

[38] Holy Nethys. that's a lot of dmg.
that's over 10 times more damage than the highest hp enemy in PF

[39] Doesn't work with elemental spell

[40] 1 means true, 0 means false

[41] can't afford sadly. perhaps with a rod? not that it's worth it

[42] Doesn't work with elemental spell