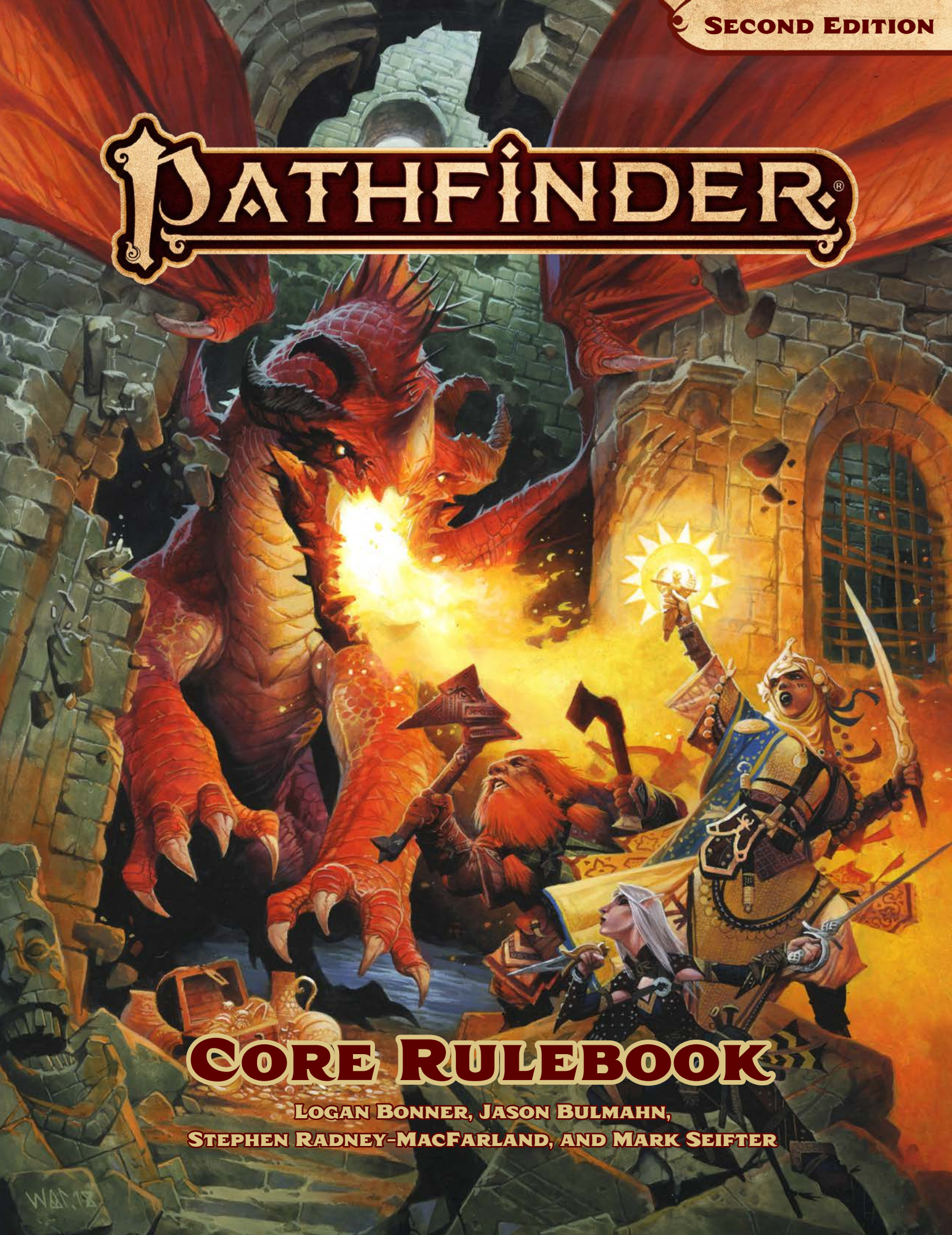


SECOND EDITION

# PATHFINDER<sup>®</sup>

## CORE RULEBOOK

LOGAN BONNER, JASON BULMAHN,  
STEPHEN RADNEY-MACFARLAND, AND MARK SEIFTER



# PATHFINDER<sup>®</sup>

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## CORE RULEBOOK

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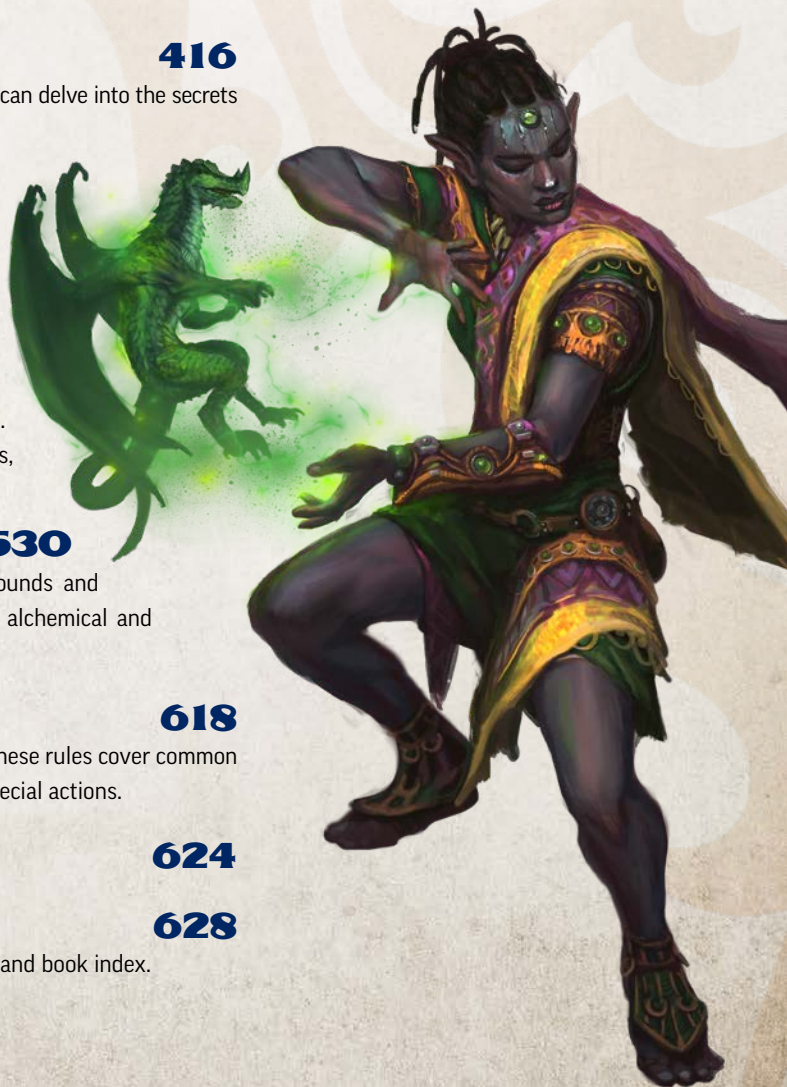
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*With a haunting moan, shambling bodies rose up from the forgotten battlefield. Given foul unlife by the necromancy of the Whispering Tyrant, the corpses still wore the tattered raiment of their former lives. These crusaders had been the first to stand against the lich when he returned, and they were the first to fall in his rebirth.*

*“Aroden is dead!” Valeros spat out the dead god’s name like a curse as he drew his sword and readied his battered shield. “He’s not coming back to save us this time.” Kyra and Merisiel shared his sentiment. The Whispering Tyrant was back, and it was up to them to return the lich to his grave.*

*As Kyra strode up beside Valeros, blade in hand, she called out a prayer to her goddess. Sarenrae’s light would guide and fortify her against the coming darkness, but there would be no direct divine intervention in this war. Victory would be bought with the sweat and blood of mortals, and both the brave and the innocent would give their lives.*

*Merisiel nodded to the others, a look of determination upon her face. Quickly scanning the horde, she found her first target and let fly a small blade. It sank to the hilt in the rotting eye socket of one of the dead crusaders, but while the foul creature staggered back, it did not fall. Unfazed, she drew another dagger and prepared to throw again.*

*Provoked by the attack, the undead advanced as one, a wave of rotting flesh and clattering bone that descended on the heroes...*

# CHAPTER 1: INTRODUCTION

*Pathfinder is a fantasy tabletop roleplaying game (RPG) where you and a group of friends gather to tell a tale of brave heroes and cunning villains in a world filled with terrifying monsters and amazing treasures. More importantly, Pathfinder is a game where your character's choices determine how the story unfolds.*

Pathfinder adventures take place in the Age of Lost Omens, a perilous fantasy world rife with ancient empires; sprawling city-states; and countless tombs, dungeons, and monster lairs packed with plunder. A Pathfinder character's adventures might take them to forsaken underwater ruins, haunted gothic crypts, or magical universities in jungle cities. A world of endless adventure awaits!

## WHAT IS A ROLEPLAYING GAME?

A roleplaying game is an interactive story where one player, the Game Master (GM), sets the scene and presents challenges, while other players take the roles of player characters (PCs) and attempt to overcome those challenges. Danger comes in the form of monsters, devious traps, and the machinations of adversarial agents, but Pathfinder also provides political schemes, puzzles, interpersonal drama, and much, much more.

The game is typically played in a group of four to seven players, with one of those players serving as the group's Game Master. The GM prepares, presents, and presides over the game's world and story, posing challenges and playing adversaries, allies, and bystanders alike. As each scene leads into the next, each player contributes to the story, responding to situations according to the personality and abilities of their character. Dice rolls, combined with preassigned statistics, add an element of chance and determine whether characters succeed or fail at actions they attempt.

## THE FLOW OF THE GAME

Pathfinder is played in sessions, during which players gather in person or online for a few hours to play the game. A complete Pathfinder story can be as short as a single session, commonly referred to as a "one-shot," or it can stretch on for multiple sessions, forming a campaign that might last for months or even years. If the Game Master enjoys telling the story and the players are entertained, the game can go as long as you like.

A session can be mostly action, with battles with vile beasts, escapes from fiendish traps, and the completion of heroic quests. Alternatively, it could include negotiating with a baron for rights to a fort, infiltrating an army of lumbering frost giants, or bargaining with an angel for a strand of hair required for an elixir to revive a slain friend. Ultimately it's up to you and your group to determine what kind of game you are playing, from dungeon exploration to a nuanced political drama, or anything in between.

## THE PLAYERS

Everyone involved in a Pathfinder game is a player, including the Game Master, but for the sake of simplicity, "player" usually refers to participants other than the GM. Before the game begins, players invent a history and personality for their characters, using the rules to determine their characters' statistics, abilities, strengths, and weaknesses. The GM might limit the options available during character creation, but the limits are discussed ahead of time so everyone can create interesting heroes. In general, the only limits to character concepts are the players' imaginations and the GM's guidelines.

During the game, players describe the actions their characters take and roll dice, using their characters' abilities. The GM resolves the outcome of these actions. Some players enjoy acting out (or roleplaying) what they do as if they were their characters, while others describe their characters' actions as if narrating a story. Do whatever feels best!

If this is your first experience with a roleplaying game, it is recommended that you take on the role of a player to familiarize yourself with the rules and the world.

## THE FIRST RULE

The first rule of Pathfinder is that this game is *yours*. Use it to tell the stories you want to tell, be the character you want to be, and share exciting adventures with friends. If any other rule gets in the way of your fun, as long as your group agrees, you can alter or ignore it to fit your story. The true goal of Pathfinder is for everyone to enjoy themselves.

## DICE

Pathfinder requires a set of polyhedral dice. Each die has a different number of sides—four, six, eight, or more. When these dice are mentioned in the text, they're indicated by a "d" followed by the number of sides on the die. Pathfinder uses 4-sided dice (or d4), 6-sided dice (d6), 8-sided dice (d8), 10-sided dice (d10), 12-sided dice (d12), and 20-sided dice (d20). If you need to roll multiple dice, a number before the "d" tells you how many. For example, "4d6" means you should roll four dice, all 6-sided. If a rule asks for d%, you generate a number from 1 to 100 by rolling two 10-sided dice, treating one as the tens place and the other as the ones place.



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## THE GAME MASTER

While the other players create and control their characters, the Game Master (or GM) is in charge of the story and world. The GM describes all the situations player characters experience in an adventure, considers how the actions of player characters affect the story, and interprets the rules along the way.

The GM can create a new adventure—crafting a narrative, selecting monsters, and assigning treasure on their own—or they can instead rely on a published adventure, using it as a basis for the session and modifying it as needed to accommodate their individual players and the group's style of play. Some even run games that combine original and published content, mixed together to form a new narrative.

Being the GM is a challenge, requiring you to adjudicate the rules, narrate the story, and juggle other responsibilities. But it can also be very rewarding and worth all the work required to run a good game. If it is your first time running a game, remember that the only thing that matters is that everyone has a good time, and that includes you. Everything else will come naturally with practice and patience.

## GAMING IS FOR ALL

Whether you are the GM or a player, participating in a tabletop roleplaying game includes a social contract: everyone has gathered together to have fun telling a story. For many, roleplaying is a way to escape the troubles of everyday life. Be mindful of everyone at the table and what they want out of the game, so that everyone can have fun. When a group gathers for the first time, they should talk about what they hope to experience at the table, as well as any topics they want to avoid. Everyone should understand that elements might come up that make some players feel uncomfortable or even unwelcome, and everyone should agree to respect those boundaries during play. That way, everyone can enjoy the game together.

Pathfinder is a game for everyone, regardless of their age, gender, race or ethnicity, religion, sexual orientation, or any other identities and life experiences. It is the responsibility of all of the players, not just the GM, to make sure the table is fun and welcoming to all.

## TOOLS OF PLAY

In addition to this book, there are a few things you will need to play Pathfinder. These supplies can be found at your local hobby shop or online at [paizo.com](http://paizo.com).

**Character Sheet:** Each player will need a character sheet to create their character and to record what happens to that character during play. You can find a character sheet in the back of this book and online as a free pdf.

**Dice:** The players and GM will need at least one set of polyhedral dice, although most participants bring their own. Six-sided dice are quite common, but all the dice in the set can be found at hobby game stores or online. See the Dice sidebar on page 7 for more on the different kinds of dice and how they are discussed in the text.

**Adventure:** Every table needs an adventure to play, whether it's designed by the GM or found in a published resource. You can find a variety of exciting adventures and even entire Adventure Path campaigns at [paizo.com](http://paizo.com).

**Bestiary:** From terrifying dragons to mischievous gremlins, monsters are a common threat that the PCs might face, and each type has its own statistics and abilities. These can be found in the *Pathfinder Bestiary*, an absolutely invaluable book for GMs. Monster statistics can also be found online for free at [paizo.com/prd](http://paizo.com/prd).

**Maps and Miniatures:** The chaos of combat can be difficult to imagine, so many groups use maps to represent the battlefield. These maps are marked with a 1-inch grid, and each square represents 5 feet in the game. Miniatures and illustrated tokens called pawns are used to represent the characters and the adversaries they face.

**Additional Accessories:** There are a number of additional accessories you can add to your game to enhance the experience, including tools that help you track turns in combat, decks of cards for referencing common rules, digital character-creation tools, and even background music and sound-effect sets.

## BASICS OF PLAY

Before creating your first character or adventure, you should understand a number of basic concepts used in the game. New concepts are presented in bold to make them easy to find, but this chapter is only an introduction to the basics of play. The complete game rules are defined in later chapters, and the Glossary and Index in the back of this book will help you find specific rules you need.

## DEFINING CHARACTERS

In Pathfinder, the players take on the role of **player characters (PCs)**, while the Game Master portrays **nonplayer characters (NPCs)** and **monsters**. While PCs and NPCs are both important to the story, they serve very different purposes in the game. PCs are the protagonists—the narrative is about them—while NPCs and monsters are allies, contacts, adversaries, and villains. That said, PCs, NPCs, and monsters share several characteristics.

**Level** is one of the most important statistics of the game, as it conveys the approximate power and capabilities of every individual creature. PCs range in level from 1st, at the start of the character's adventuring career, to 20th, the very height of power. As the characters overcome challenges, defeat foes, and complete adventures, they accumulate **Experience Points (XP)**. Every time a character amasses 1,000 XP, they go up a level, gaining new abilities so they can take on even greater challenges. A 1st-level PC might face off against a giant rat or a group of bandits, but at 20th level, that same character might be able to bring ruin to an entire city with a single spell.

In addition to level, characters are defined by **ability scores**, which measure a character's raw potential and are

used to calculate most of their other statistics. There are six ability scores in the game. **Strength** represents a character's physical might, while **Dexterity** represents agility and the ability to avoid danger. **Constitution** indicates a character's overall health and well-being. **Intelligence** represents raw knowledge and problem-solving ability, while **Wisdom** measures a character's insight and the ability to evaluate a situation. Finally, **Charisma** indicates charm, persuasiveness, and force of personality. Ability scores for ordinary folk range from as low as 3 to as high as 18, with 10 representing average human capabilities. High-level characters can have ability scores that range much higher than 18.

An ability score that's above the average increases your chance of success at tasks related to the ability score, while those below the average decrease your chance. This adjustment is called an **ability modifier**.

Your player character is also defined by some key choices you make. The first choice is a PC's **ancestry**, representing the character's parents and heritage, such as human, elf, or goblin. Next up is the PC's **background**, which describes their upbringing, from lowly street urchin to wealthy noble. Finally, and most importantly, a PC's **class** defines the majority of their aptitudes and abilities, like a wizard's command of powerful arcane spells or a druid's power to transform into a fearsome beast!

In addition to these key choices, player characters also have a number of **feats**—individual abilities selected during character creation and as the character increases in level. Every feat has a type to denote where its explanation can be found (for example, elf feats can be found in the elf ancestry) and its theme (wizard feats, for example, grant abilities that deal with spells). Finally, characters have **skills** that measure their ability to hide, swim, bargain, and perform other common tasks.

## CREATING A NARRATIVE

Characters and their choices create the story of Pathfinder, but how they interact with each other and the world around them is governed by rules. So, while you might decide that your character undertakes an epic journey to overcome terrifying foes and make the world a safer place, your character's chance of success is determined by their abilities, the choices you make, and the roll of the dice.

The GM determines the premise and background of most adventures, although character histories and personalities certainly play a part. Once a game session begins, the players take turns describing what their characters attempt to do, while the GM determines the outcome, with the table working together toward a specific goal. The GM also describes the environment, other characters' actions, and events. For example, the GM might announce that the characters' hometown is under attack by marauding trolls. The characters might track the trolls to a nearby swamp—only to discover that the trolls were driven from their swamp by a fearsome dragon! The PCs then have the choice of taking on an entire tribe of trolls, the dragon, or both. Whatever they decide, their success depends on their choices and the die rolls they make during play.

A single narrative—including the setup, plot, and conclusion—is called an **adventure**. A series of adventures creates an even larger narrative, called a **campaign**. An adventure might take several sessions to complete, whereas a campaign might take months or even years!

## THE WORLD AS A PARTICIPANT

Aside from characters and monsters, the world of Pathfinder itself can be a force at the table and in the narrative. While the presence of the larger world can sometimes be an obvious hazard, such as when a powerful storm lashes the countryside, the world can also act in subtle, small ways. Traps and treasures are just as important in many tales as cunning beasts. To help you understand these game elements, many of them use the same characteristics as characters and monsters. For example, most environmental hazards have a level, which indicates how dangerous they are, and the level of a magic item gives you a sense of its overall power and impact on a story.



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## PLAYING THE GAME

In a Pathfinder game, three modes of play determine the pacing of each scene in the story. Most of your character's time is spent in **exploration**, uncovering mysteries, solving problems, and interacting with other characters. The Age of Lost Omens abounds with danger, however, and characters often find themselves in an **encounter**, fighting savage beasts and terrifying monsters. Finally, time moves quickly when the characters enjoy **downtime**, a respite from the world's troubles and a chance to rest and train for future expeditions. Throughout an adventure, game play moves between these three modes many times, as needed for the story. The more you play the game, the more you'll see that each mode has its own play style, but moving from mode to mode has few hard boundaries.

During the game, your character will face situations where the outcome is uncertain. A character might need to climb a sheer cliff, track down a wounded chimera, or sneak past a sleeping dragon, all of which are dangerous tasks with a price for failure. In such cases, the acting character (or characters) will be asked to attempt a **check** to determine whether or not they succeed. A check is usually made by rolling a single 20-sided die (a d20) and adding a number based on the relevant ability. In such cases, rolling high is always good.

Once a check is rolled, the GM compares the result to a target number called the **difficulty class (DC)** to determine the outcome. If the result of the check is equal to or greater than the DC, the check is successful. If it is less, the check is a failure. Beating the DC by 10 or more is referred to as a **critical success**, which usually grants an especially positive outcome. Similarly, failing the check by 10 or more is a **critical failure** (sometimes called a fumble). This sometimes results in additional negative effects. You also often score a critical success by rolling a 20 on the die when attempting a check (before adding anything). Likewise, rolling a 1 on the die when attempting a check often results in a critical failure. Note that not all checks have a special effect on a critical success or critical failure and such results should be treated just like an ordinary success or failure instead.

For example, in pursuit of the wounded chimera, your character might find the path blocked by a fast-moving river. You decide to swim across, but the GM declares this a dangerous task and asks you to roll an Athletics skill check (since swimming is covered by the Athletics skill). On your character sheet, you see that your character has a +8 modifier for such checks. Rolling the d20, you get an 18, for a total of 26. The GM compares this to the DC (which was 16) and finds that you got a critical success (since the result exceeded the DC by 10). Your character swims quickly across the river and continues the pursuit, drenched but unharmed. Had you gotten a result less than 26 but equal to or greater than 16, your character would have made it halfway across the river. Had your result been less than 16, your character might have been swept downriver or, worse, been pulled under the current and begun to drown!

Checks like this are the heart of the game and are rolled all the time, in every mode of play, to determine the outcome of tasks. While the roll of the die is critical, the statistic you add to the roll (called a **modifier**) often makes the difference between success and failure. Every character is made up of many such statistics governing what the character is good at, each consisting of a relevant ability modifier plus a **proficiency** bonus, and sometimes modified further by other factors, such as bonuses or penalties from gear, spells, feats, magic items, and other special circumstances.

Proficiency is a simple way of assessing your character's general level of training and aptitude for a given task. It is broken into five different ranks: **untrained**, **trained**, **expert**, **master**, and **legendary**. Each rank grants a different proficiency bonus. If you're untrained at a statistic, your proficiency bonus is +0—you must rely solely on the raw potential of your ability modifier. If your proficiency rank for a statistic is trained, expert, master, and legendary, your bonus equals your character's level plus another number based on the rank (2, 4, 6, and 8, respectively). Proficiency ranks are part of almost every statistic in the game.

### EXPLORATION

Most of the time, your character will explore the world, interact with characters, travel from place to place, and overcome challenges. This is called exploration. Game play is relatively free-form during exploration, with players responding to the narrative whenever they have an idea of what to do next. Leaving town via horseback, following the trail of a marauding orc tribe, avoiding the tribe's scouts, and convincing a local hunter to help in an upcoming fight are all examples of things that might occur during exploration.

Throughout this mode of play, the GM asks the players what their characters are doing as they explore. This is important in case a conflict arises. If combat breaks out, the tasks the PCs undertook while exploring might give them an edge or otherwise inform how the combat begins.

### ENCOUNTERS

In the course of your adventures, there will be times when a simple skill check is not enough to resolve a challenge—when fearsome monsters stand in your character's way and the only choice is to do battle. In Pathfinder, this is called an encounter. Encounters usually involve combat, but they can also be used in situations where timing is critical, such as during a chase or when dodging hazards.

While exploration is handled in a free-form manner, encounters are more structured. The players and GM roll **initiative** to determine who acts in what order. The encounter occurs over a number of **rounds**, each of which is equal to about 6 seconds of time in the world of the game. During a round, each participant takes a **turn**. When it's your turn to act, you can use up to three **actions**. Most simple things, such as drawing a weapon, moving a short distance, opening a door, or swinging a sword, use a single action to perform. There are also **activities** that use more than a single



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action to perform; these are often special abilities from your character's class and feats. One common activity in the game is casting a spell, which usually uses two actions.

**Free actions**, such as dropping an object, don't count toward the three actions you can take on your turn. Finally, each character can use up to one **reaction** during a round. This special type of action can be used even when it's not your turn, but only in response to certain events, and only if you have an ability that allows it. Rogues, for example, can select a feat that lets them use their reaction to dodge an incoming attack.

Attacking another creature is one of the most common actions in combat, and is done by using the **Strike** action. This requires an attack roll—a kind of check made against the **Armor Class (AC)** of the creature you're attacking. Strikes can be made using weapons, spells, or even parts of a creature's body, like a fist, claw, or tail. You add a modifier to this roll based on your proficiency rank with the type of attack you're using, your ability scores, and any other bonuses or penalties based on the situation. The target's AC is calculated using their proficiency rank in the armor they're wearing and their Dexterity modifier. An attack deals damage if it hits, and rolling a critical success results in the attack dealing double damage!

You can use more than one Strike action on your turn, but each additional attack after the first becomes less accurate. This is reflected by a **multiple attack penalty** that starts at  $-5$  on the second attack, but increases to  $-10$

on the third. There are many ways to reduce this penalty, and it resets at the end of your turn.

If your character finds themselves the target of a magical *lightning bolt* or the freezing breath of a fearsome white dragon, you will be called on to attempt a **saving throw**, representing your character's ability to avoid danger or otherwise withstand an assault to their mind or body. A saving throw is a check attempted against the DC of the spell or special ability targeting your character. There are three types of saving throws, and a character's proficiency in each says a great deal about what they can endure. A **Fortitude** saving throw is used when your character's health or vitality is under attack, such as from poison or disease. A **Reflex** saving throw is called for when your character must dodge away from danger, usually something that affects a large area, such as the scorching blast of a *fireball* spell. Finally, a **Will** saving throw is often your defense against spells and effects that target your character's mind, such as a *charm* or *confusion* spell. For all saving throws, a success lessens the harmful effect, and scoring a critical success usually means your character escapes unscathed.

Attacks, spells, hazards, and special abilities frequently either deal **damage** to a character or impose one or more **conditions**—and sometimes both. Damage is subtracted from a creature's **Hit Points (HP)**—a measure of health—and when a creature is reduced to 0 HP, it falls unconscious and may die! A combat encounter typically lasts until one side has been defeated, and while this can mean retreat or

surrender, it most often happens because one side is dead or dying. Conditions can hinder a creature for a time, limiting the actions they can use and applying penalties to future checks. Some conditions are even permanent, requiring a character to seek out powerful magic to undo their effects.

### DOWNTIME

Characters don't spend every waking moment adventuring. Instead, they recover from wounds, plan future conquests, or pursue a trade. In Pathfinder, this is called downtime, and it allows time to pass quickly while characters work toward long-term tasks or objectives. Most characters can practice a trade in downtime, earning a few coins, but those with the right skills can instead spend time crafting, creating new gear or even magic items. Characters can also use downtime to retrain, replacing one character choice with another to reflect their evolving priorities. They might also research a problem, learn new spells, or even run a business or kingdom!

### KEY TERMS

There are a number of important terms that you'll need to know as you create your first character or adventure. Some of the most important terms mentioned on previous pages are also included here for reference.

### ABILITY SCORE

Each creature has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores represent a creature's raw potential and basic attributes. The higher the score, the greater the creature's potential in that ability. Ability scores are described in full later in this chapter.

### ALIGNMENT

Alignment represents a creature's fundamental moral and ethical attitude.

### ANCESTRY

An ancestry is the broad family of people that a character belongs to. Ancestry determines a character's starting Hit Points, languages, senses, and Speed, and it grants access to ancestry feats. Ancestries can be found in Chapter 2.

### ARMOR CLASS [AC]

All creatures in the game have an Armor Class. This score represents how hard it is to hit and damage a creature. It serves as the Difficulty Class for hitting a creature with an attack.

### ATTACK

When a creature tries to harm another creature, it makes a Strike or uses some other attack action. Most attacks are Strikes made with a weapon, but a character might Strike with their fist, grapple or shove with their hands, or attack with a spell.

### BACKGROUND

A background represents what a character experienced before they took up the life of an adventurer. Each background grants a feat and training in one or more skills. You can read more about backgrounds in Chapter 2.

### BONUSES AND PENALTIES

Bonuses and penalties apply to checks and certain statistics. There are several types of bonuses and penalties. If you have more than one bonus of the same type, you use only the highest bonus. Likewise, you use only the worst penalty of each type.

### CLASS

A class represents the adventuring profession chosen by a character. A character's class determines most of their proficiencies, grants the character Hit Points each time they gain a new level, and gives access to a set of class feats. Classes appear in Chapter 3.

### CONDITION

An ongoing effect that changes how a character can act, or that alters some of their statistics, is called a condition. The rules for the basic conditions used in the game can be found in the Conditions Appendix at the back of this book.

### CURRENCY

The most common currencies in the game are gold pieces (gp) and silver pieces (sp). One gp is worth 10 sp. In addition, 1 sp is worth 10 copper pieces (cp), and 10 gp are worth 1 platinum piece (pp). Characters begin play with 15 gp (or 150 sp) to spend on equipment.

### FEAT

A feat is an ability you can select for your character due to their ancestry, background, class, general training, or skill training. Some feats grant the ability to use special actions.

### GAME MASTER [GM]

The Game Master is the player who adjudicates the rules and narrates the various elements of the Pathfinder story and world that the other players explore.

### GOLARION

Pathfinder is set on the planet Golarion during the Age of Lost Omens. It is an ancient world with a rich diversity of people and cultures, exciting locations to explore, and deadly villains. More information on the Age of Lost Omens, the world of Golarion, and its deities can be found in Chapter 8.

### HIT POINTS [HP]

Hit Points represent the amount of punishment a creature can take before it falls unconscious and begins dying. Damage decreases Hit Points on a 1-to-1 basis, while healing restores Hit Points at the same rate.

**INITIATIVE**

At the start of an encounter, all creatures involved roll for initiative to determine the order in which they act. The higher the result of its roll, the earlier a creature gets to act. Initiative and combat are described in Chapter 9.

**LEVEL**

A level is a number that measures something's overall power. Player characters have a level, ranging from 1st to 20th, representing their level of experience. Monsters, NPCs, hazards, diseases, and poisons have levels ranging from -1 to 30 that measure the danger they pose. An item's level, usually within the range of 0 to 20 but sometimes higher, indicates its power and suitability as treasure.

Spells have levels ranging from 1st to 10th, which measure their power; characters and monsters can usually cast only a certain number of spells of any given level.

**NONPLAYER CHARACTER (NPC)**

A nonplayer character, controlled by the GM, interacts with players and helps advance the story.

**PERCEPTION**

Perception measures your character's ability to notice hidden objects or unusual situations, and it usually determines how quickly the character springs into action in combat. It is described in full in Chapter 9.

**PLAYER CHARACTER (PC)**

This is a character created and controlled by a player.

**PROFICIENCY**

Proficiency is a system that measures a character's aptitude at a specific task or quality, and it has five ranks: untrained, trained, expert, master, and legendary. Proficiency gives you a bonus that's added when determining the following modifiers and statistics: AC, attack rolls, Perception, saving throws, skills, and the effectiveness of spells. If you're untrained, your proficiency bonus is +0. If you're trained, expert, master, or legendary, your proficiency bonus equals your level plus 2, 4, 6, or 8, respectively.

**RARITY**

Some elements of the game have a rarity to denote how often they're encountered in the game world. Rarity primarily applies to equipment and magic items, but spells, feats, and other rules elements also have a rarity. If no rarity appears in the traits of an item, spell, or other game element, it is of common rarity. Uncommon items are available only to those who have special training, grew up in a certain culture, or come from a particular part of the world. Rare items are almost impossible to find and are usually given out only by the GM, while unique ones are literally one-of-a-kind in the game. The GM might alter the way rarity works or change the rarity of individual items to suit the story they want to tell.

**ROLEPLAYING**

Describing a character's actions, often while acting from the perspective of the character, is called roleplaying. When a player speaks or describes action from the perspective of a character, they are "in character."

**ROUND**

A round is a period of time during an encounter in which all participants get a chance to act. A round represents approximately 6 seconds in game time.

**SAVING THROW (SAVE)**

When a creature is subject to a dangerous effect that must be avoided, it attempts a saving throw to mitigate the effect. You attempt a saving throw automatically—you don't have to use an action or a reaction. Unlike for most checks, the character who isn't acting rolls the d20 for a saving throw, and the creature who is acting provides the DC.

There are three types of saving throws: Fortitude (to resist diseases, poisons, and physical effects), Reflex (to evade effects a character could quickly dodge), and Will (to resist effects that target the mind and personality).

**SKILL**

A skill represents a creature's ability to perform certain tasks that require instruction or practice. Skills are fully described in Chapter 4. Each skill includes ways anyone can use that skill even if untrained, as well as uses that require a character to be trained in the skill.

**SPEED**

Speed is the distance a character can move using a single action, measured in feet.

**SPELL**

Spells are magical effects created by performing mystical incantations and gestures known only to those with special training or inborn abilities. Casting a spell is an activity that usually uses two actions. Each spell specifies what it targets, the actions needed to cast it, its effects, and how it can be resisted. If a class grants spells, the basics of that ability are provided in the class description in Chapter 3, while the spells themselves are detailed in Chapter 7.

**TRAIT**

A trait is a keyword that conveys additional information about a rules element, such as a school of magic or rarity. Often, a trait indicates how other rules interact with an ability, creature, item, or another rules element that has that trait. All the traits used in this book appear in the Glossary and Index beginning on page 628.

**TURN**

During the course of a round, each creature takes a single turn according to initiative. A creature can typically use up to three actions during its turn.

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## EXAMPLE OF PLAY

The following example is presented to give you a better idea of how the game of Pathfinder is played. In this adventure, Erik is the GM. Lyz is playing Valeros, a daring human fighter, James is playing Merisiel, a deadly elven rogue, and Judy is taking on the role of Kyra, a fiery human cleric of Sarenrae. The group has just defeated a horde of undead and is making its way into an ancient mausoleum.

**Erik:** The entrance to the crypt stands before you, a set of crumbling stairs leading down into darkness. A terrible smell issues forth from the doorway—the stench of old, rotted flesh.

**Lyz:** I'm not afraid of a foul stink! I draw my sword and ready my shield.

**Judy:** The light of Sarenrae will guide us. I cast my *light* spell on my religious symbol.

**Erik:** All right, a glowing radiance spills forth, illuminating the stairs. They appear to go down only about 10 feet before opening up into a chamber. Puddles of stagnant water fill the cracks between uneven stone tiles.

**James:** I should go first to make sure it's safe. I'm going to draw my rapier and carefully go down the stairs, looking for traps as I go.

**Erik:** Sure, but looking for traps is a secret check, so I'll roll for you. What's your Perception modifier?

**James:** I have a +5.

*Erik rolls a d20 behind his GM screen, hidden from the players' view, and gets a 17 on the die for a total of 22, more than enough to find the trip wire on the third step.*

**Erik:** Your caution pays off! You spot a thin wire located at ankle height just above the third stair.

**James:** I point it out to the others and head down.

**Lyz:** I follow right behind Merisiel, avoiding the wire but otherwise keeping an eye out for danger.

**Judy:** Me too.

**Erik:** Okay! You make it down the stairs to find yourselves in a crypt. Ancient wood coffins are arranged around the room, covered in cobwebs and dust. Directly ahead, on a raised dais, is a stone casket adorned with wicked-looking symbols. You can tell that it was once wrapped in iron chains, but now twisted links are scattered around the room, along with chunks of what must have been the casket's lid. From the damage, it looks like it was shattered from within!

**Judy:** Sarenrae protect us. I draw my blade and advance—I want a better look at those symbols.

**Lyz:** I'll keep pace with her. I don't like the look of this.

**James:** I think I'll stay back here and hide behind one of the coffins.

**Erik:** Merisiel takes cover while the two of you advance. As you draw near, the stench of rot

grows stronger until it's almost overpowering. Suddenly you see the source of the horrid odor. Rising up out of the casket is a nightmarish dead thing. It might have once been a human, but it's hard to tell from its withered body. Its flesh is the color of a new bruise, pulled so tight across its bones that it has split in places. It's hairless, with pointed ears, but worst of all, its mouth is lined with tiny, sharp teeth and its tongue is entirely too long.

**Lyz:** So, not a friend?

**Erik:** Most certainly not. It looks poised to leap at you and attack. Roll for initiative! Valeros and Kyra need to roll Perception, while Merisiel should roll Stealth.

*Everyone rolls for their initiative. Lyz rolls a 2 for Valeros, getting a total of 8. Judy rolls better for Kyra, getting a total of 14. James uses Stealth for Initiative, because Merisiel was hiding at the start of the fight, and rolls a 17 for a total of 25! Erik rolls for the undead creature, getting a 12. Erik records all these totals, putting the characters in order from highest to lowest.*

**Erik:** Looks like Merisiel gets to act first. Whatever that thing is, you're pretty sure it doesn't know you are there.

**James:** Awesome! For my first action, I want to draw a dagger. For my second, I want to move closer.

**Erik:** You can get to within 15 feet of it with one Stride action.

**James:** Perfect. For my final action, I'm going to throw my dagger at it!

*James rolls a 13 and adds 8, due to Merisiel's skill at thrown daggers, for a total of 21, but the range means he takes a -2 penalty for a result of 19. Erik consults his notes to learn that the monster has an AC of 18.*

**Erik:** That's a hit! Go ahead and roll damage.

**James:** Okay, and I get to add extra damage due to sneak attack.

*Rogues have the ability to deal extra damage to foes that haven't acted yet in an encounter. This extra damage also applies to attacks against enemies that are distracted. James rolls 1d4 for the dagger and 1d6 for the sneak attack, and he adds 4 for Merisiel's Dexterity, getting a total of 9.*

**Erik:** It hisses as the blade sinks into its shoulder. That looks like it hurt, but the undead thing doesn't appear to be slowing down. James, that was all three of your actions. Next up is Kyra!

**Judy:** I think this is undead. What do I know about it?

**Erik:** You use an action to recall your training about the living dead. Give me a Religion skill check.

*Judy rolls a 16, adding Kyra's +8 with Religion to get a total of 24.*

**Erik:** At first, you thought this thing might be a ghoul, which is a type of undead that feasts on the flesh of the dead, but the terrible smell reveals the truth. This thing is a ghastr, a more powerful type of ghoul. You are pretty sure that its stench can make you sick and that its claws can paralyze you with a touch.

**Judy:** This is bad. I am going to spend my last two actions to cast *bleed*. It gives anyone next to me a +1 bonus to attack rolls.

*Casting this spell is an activity that requires two actions to complete, and it has two components. The complex gestures needed to invoke the spell are the somatic component, and Kyra's prayers to her deity are the verbal component.*

**Erik:** Okay! The ghast leaps from the casket straight toward Merisiel. The stench of its rotting body is absolutely horrific up close. Attempt a Fortitude save!

*James rolls an 8, for a total of 14.*

**Erik:** Not quite enough—you gain the sickened 1 condition, which is going to give you a -1 penalty to most of your d20 rolls. Next, it lunges at you, trying to bite you!

**James:** Oh no! I use my reaction to nimbly dodge out of the way.

*Erik rolls an attack roll for the ghast, getting an 9 on the die. Looking at the monster's statistics, he adds 11 for a total of 20. Merisiel's AC is normally 19, but the Nimble Dodge feat lets her use her reaction to increase her AC by 2 against a single attack. In this case, it turns the ghast's attack into a miss.*

**Erik:** Does a 20 hit you?

**James:** Nope, just missed!

**Erik:** You twist away from the ghast as its tongue leaves a slimy film on your armor. With its final action, the undead menace lashes out at you with its claw.

*Erik rolls a second attack with the ghast, this time with its claw. Normally this attack would take a -5 multiple attack penalty, but since the claw has the agile trait, the penalty is only -4. He rolls a 19 on the die, adds 11 for the ghoul's attack modifier and subtracts 4, for a total of 26.*

**Erik:** You may have dodged the ghast's bite, but the thing's bony claw rakes across your face!

*Erik knows this is a hit and rolls the ghast's claw damage, getting a total of 8.*

**Erik:** Take 8 points of damage, and I need you to attempt a Fortitude saving throw as a numbing sensation spreads from the wound.

*James rolls a Fortitude saving throw. He gets a 4 on the die, and after adding his bonus and the penalty from the sickened condition, it comes out to only a 9.*

**James:** This isn't my day. I don't suppose a 9 is good enough?

**Erik:** I am afraid not. You are paralyzed!

*Erik notes that Merisiel is paralyzed, making her unable to act, but she will get a new saving throw at the end of each of her turns to shake off the effect.*

**Erik:** A dry, creaking laugh escapes the ghast's curled lips, but that's the end of its turn. Valeros, you are the last one to act this round.

**Lyz:** About time, too! I raise my shield and use my final two actions to make a Sudden Charge!

*Sudden Charge is a fighter feat that lets Valeros move up to twice his Speed and attack at the end of his movement, all for only two actions.*

**Erik:** As you draw near, the smell is horrific. Attempt a Fortitude save.

*After rolling, Lyz gets a 19 on the Fortitude save.*

**Erik:** You fight off the nausea from this thing's stench. Make your attack roll.

*Lyz rolls the die and it comes up a 20.*

**Lyz:** I got a 20! That must be a critical success!

**Erik:** Your blade hits the vile creature right in the neck, dealing double damage!

*Lyz rolls a 5 on her d8, then adds 4 because of Valeros's Strength modifier. Because it is a critical success, she then doubles the total.*

**Lyz:** A mighty 18 damage! That surely had to kill it!

**Erik:** I'm afraid not. Black ichor runs from the deep wound on its neck, but it only turns to look at you. You can see burning hatred in its eyes!

**Lyz:** Uh-oh.

*That is the end of the first round of combat. The second round begins immediately after this, using the same initiative order as before. The fight is far from over...*

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## USING THIS BOOK

While this chapter is here to teach you the basics of Pathfinder, the rest of this rulebook serves as a reference manual during play, and it is organized to make finding the rule you need as easy as possible. Rules are grouped together in chapters, with the early chapters focusing on character creation. The last two chapters contain rules for GMs, with advice on how to run a game of Pathfinder and a rich array of treasure. The following is a summary of what you can expect to find in each chapter.

### CHAPTER 1: INTRODUCTION

This introduction is designed to help you understand the basics of Pathfinder. This chapter also includes the rules for building and leveling up a character. The chapter ends with an example of building a 1st-level character.

### CHAPTER 2: ANCESTRIES & BACKGROUNDS

The rules for the most common ancestries in the Age of Lost Omens are in this chapter, including their ancestry feat options. Backgrounds are at the end of this chapter, along with a section about languages, as these are most often influenced by your choice of ancestry.

### CHAPTER 3: CLASSES

This chapter contains the rules for all 12 classes. Each class entry includes guidelines on playing the class, rules for building and advancing a character of that class, sample builds, and all of the class feats available to members of that class. This chapter also includes rules for animal companions and familiars, which can be acquired by members of several different classes. At the end of this chapter are the rules for archetypes—special options available to characters as they increase in level. These rules allow a character to dabble in the abilities of another class or concept.

### CHAPTER 4: SKILLS

The rules for using skills are presented in this chapter, and they detail what a character can do with a given skill, based on that character's proficiency rank. Ancestry, background, and class can define some of a character's skill proficiencies, and each character can also select a few additional skills to reflect their personality and training.

### CHAPTER 5: FEATS

As a character advances in level, they gain additional feats to represent their growing abilities. General feats and skill feats (which are a subset of general feats) are presented in this chapter.

### CHAPTER 6: EQUIPMENT

Armor, weapons, and other gear can all be found in this chapter, along with the price for services, cost of living, and animals (such as horses, dogs, and pack animals).

### CHAPTER 7: SPELLS

This chapter starts with rules for casting spells, determining their effects, and getting rid of foes' spells (called counteracting). After that, the spell lists for each spellcasting tradition are included, making it easy to quickly find spells by their level. Next are rules for every spell, presented in alphabetical order. Following the spell descriptions are all of the focus spells—special spells granted by specific class abilities and feats. While most spells appear on multiple spell lists, focus spells are granted only to members of a specific class and are grouped together by class for ease of reference. Finally, at the end of the chapter are rules for rituals, complicated and risky spells that any character can cast.

### CHAPTER 8: THE AGE OF LOST OMENS

The setting of Golarion is described in this chapter, including a brief overview of the world and its people, followed by a timeline of events. Most importantly, characters who venerate a deity should look to this chapter to find the rules associated with their faith.

### CHAPTER 9: PLAYING THE GAME

This important chapter contains the universal rules needed to play Pathfinder, including rules for the various modes of play, the basic actions that every character can perform, the rules for combat, and the rules for death and dying. Every player should be familiar with this chapter, especially the GM.

### CHAPTER 10: GAME MASTERING

Packed full of guidelines and advice, this chapter helps Game Masters tell an interesting and compelling story. It also includes advice on creating a fun and encouraging game space and guides for empowering players to create characters they want to play. This chapter also includes rules that are particularly important for the GM to know, such as rules dealing with traps, environmental dangers, and afflictions (such as curses, diseases, and poisons), as well as guidance on setting DCs and handing out rewards to player characters.

### CHAPTER 11: CRAFTING & TREASURE

The treasures characters find during their adventures take many forms, from gold and gemstones to powerful magical weapons. This chapter details guidelines for distributing treasure to characters, as well as descriptions of hundreds of magic items. This chapter also contains the rules for alchemical items.

### APPENDICES

The back of this book has an appendix with the rules for all of the conditions that you will find in the game. This section also includes a blank character sheet, and an index with a comprehensive glossary of common terms and traits that you'll encounter in the game.

## FORMAT OF RULES ELEMENTS

Throughout this rulebook, you will see formatting standards that might look a bit unusual at first. Specifically, the game's rules are set apart in this text using specialized capitalization and italicization. These standards are in place to make this book rules elements easier to recognize.

The names of specific statistics, skills, feats, actions, and some other mechanical elements in Pathfinder are capitalized. This way, when you see the statement “a Strike targets Armor Class,” you know that both Strike and Armor Class are referring to rules.

If a word or a phrase is italicized, it is describing a spell or a magic item. This way, when you see the statement “the door is sealed by *lock*,” you know that in this case the word denotes the *lock* spell, rather than a physical item.

Pathfinder also uses many terms that are typically expressed as abbreviations, like AC for Armor Class, DC for Difficulty Class, and HP for Hit Points. If you're ever confused about a game term or an abbreviation, you can always turn to the Glossary and Index, beginning on page 628, and look it up.

### UNDERSTANDING ACTIONS

Characters and their adversaries affect the world of Pathfinder by using actions and producing effects. This is especially the case during encounters, when every action counts. When you use an action, you generate an effect. This effect might be automatic, but sometimes actions necessitate that you roll a die, and the effect is based on what you rolled.

Throughout this book, you will see special icons to denote actions.

#### ◆ SINGLE ACTIONS

Single actions use this symbol: ◆. They're the simplest, most common type of action. You can use three single actions on your turn in an encounter, in any order you see fit.

#### ↻ REACTIONS

Reactions use this symbol: ↻. These actions can be used even when it's not your turn. You get only one reaction per encounter round, and you can use it only when its specific trigger is fulfilled. Often, the trigger is another creature's action.

#### ◇ FREE ACTIONS

Free actions use this symbol: ◇. Free actions don't require you to spend any of your three single actions or your reaction. A free action might have a trigger like a reaction does. If so, you can use it just like a reaction—even if it's not your turn. However, you can use only one free action per trigger, so if you have multiple free actions with the same trigger, you have to decide which to use. If a free action doesn't have a trigger, you use it like a single action, just without spending any of your actions for the turn.

### ACTIVITIES

Activities are special tasks that you complete by spending one or more of your actions together. Usually, an activity uses two or more actions and lets you do more than a single action would allow. You have to spend all the actions an activity requires for its effects to happen. Spellcasting is one of the most common activities, as most spells take more than a single action to cast.

Activities that use two actions use this symbol: ◆◆. Activities that use three actions use this symbol: ◆◆◆. A few special activities, such as spells you can cast in an instant, can be performed by spending a free action or a reaction.

All tasks that take longer than a turn are activities. If an activity is meant to be done during exploration, it has the exploration trait. An activity that takes a day or more of commitment and that can be done only during downtime has the downtime trait.



Single Action



Two-Action Activity



Three-Action Activity



Reaction



Free Action

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## READING RULES

This book contains hundreds of rules elements that give characters new and interesting ways to respond to situations in the game. All characters can use the basic actions found in Chapter 9, but an individual character often has special rules that allow them to do things most other characters can't. Most of these options are feats, which are gained by making certain choices at character creation or when a character advances in level.

Regardless of the game mechanic they convey, rules elements are always presented in the form of a stat block, a summary of the rules necessary to bring the monster, character, item, or other rules element to life during play. Where appropriate, stat blocks are introduced with an explanation of their format. For example, the Ancestry section of Chapter 2 contains rules for each of the game's six core ancestries, and an explanation of these rules appears at the beginning of that chapter.

The general format for stat blocks is shown below. Entries are omitted from a stat block when they don't apply, so not all rule elements have all of the entries given below. Actions, reactions, and free actions each have the corresponding icon next to their name to indicate their type. An activity that can be completed in a single turn has a symbol indicating how many actions are needed to complete it; activities that take longer to perform omit these icons. If a character must attain a certain level before accessing an ability, that level is indicated to the right of the stat block's name. Rules also

often have traits associated with them (traits appear in the Glossary and Index).

Spells, alchemical items, and magic items use a similar format, but their stat blocks contain a number of unique elements (see Chapter 7 for more on reading spells, and Chapter 11 for more on alchemical and magic items).

### ACTION OR FEAT NAME

LEVEL

#### TRAITS

**Prerequisites** Any minimum ability scores, feats, proficiency ranks, or other prerequisites you must have before you can access this rule element are listed here. Feats also have a level prerequisite, which appears above.

**Frequency** This is the limit on how many times you can use the ability within a given time.

**Trigger** Reactions and some free actions have triggers that must be met before they can be used.

**Requirements** Sometimes you must have a certain item or be in a certain circumstance to use an ability. If so, it's listed in this section.

This section describes the effects or benefits of a rule element. If the rule is an action, it explains what the effect is or what you must roll to determine the effect. If it's a feat that modifies an existing action or grants a constant effect, the benefit is explained here.

**Special** Any special qualities of the rule are explained in this section. Usually this section appears in feats you can select more than once, explaining what happens when you do.

## CHARACTER CREATION

Unless you're the GM, the first thing you need to do when playing Pathfinder is create your character. It's up to you to imagine your character's past experiences, personality, and worldview, and this will set the stage for your roleplaying during the game. You'll use the game's mechanics to determine your character's ability to perform various tasks and use special abilities during the game.

This section provides a step-by-step guide for creating a character using the Pathfinder rules, preceded by a guide to help you understand ability scores. These scores are a critical part of your character, and you will be asked to make choices about them during many of the following steps. The steps of character creation are presented in a suggested order, but you can complete them in whatever order you prefer.

Many of the steps on pages 21–28 instruct you to fill out fields on your character sheet. The character sheet is shown on pages 24–25; you can find a copy in the back of this book or online as a free pdf. The character sheet is designed to be easy to use when you're actually playing the game—but creating a character happens in a different order, so you'll move back and forth through the character sheet as you go through the character creation process. Additionally, the character sheet includes every field you might need, even though not all characters will have something to put in each field. If a field on your character sheet is not applicable to your character, just leave that field blank.

All the steps of character creation are detailed on the following pages; each is marked with a number that corresponds to the sample character sheet on pages 24–25, showing you where the information goes. If the field you need to fill out is on the third or fourth page of the character sheet, which aren't shown, the text will tell you.

If you're creating a higher-level character, it's a good idea to begin with the instructions here, then turn to page 29 for instructions on leveling up characters.

### THE SIX ABILITY SCORES

One of the most important aspects of your character is their ability scores. These scores represent your character's raw potential and influence nearly every other statistic on your character sheet. Determining your ability scores is not done all at once, but instead happens over several steps during character creation.

Ability scores are split into two main groups: physical and mental. Strength, Dexterity, and Constitution are physical ability scores, measuring your character's physical power, agility, and stamina. In contrast, Intelligence, Wisdom, and Charisma are mental ability scores and measure your character's learned prowess, awareness, and force of personality.

Excellence in an ability score improves the checks and statistics related to that ability, as described below. When imagining your character, you should also decide what ability scores you want to focus on to give you the best chance at success.

### STRENGTH

Strength measures your character's physical power. Strength is important if your character plans to engage in hand-to-hand combat. Your Strength modifier gets added to melee damage rolls and determines how much your character can carry.

### DEXTERITY

Dexterity measures your character's agility, balance, and reflexes. Dexterity is important if your character plans to make attacks with ranged weapons or use stealth to surprise foes. Your Dexterity modifier is also added to your character's AC and Reflex saving throws.

### CONSTITUTION

Constitution measures your character's overall health and stamina. Constitution is an important statistic for all characters, especially those who fight in close combat. Your Constitution modifier is added to your Hit Points and Fortitude saving throws.

### INTELLIGENCE

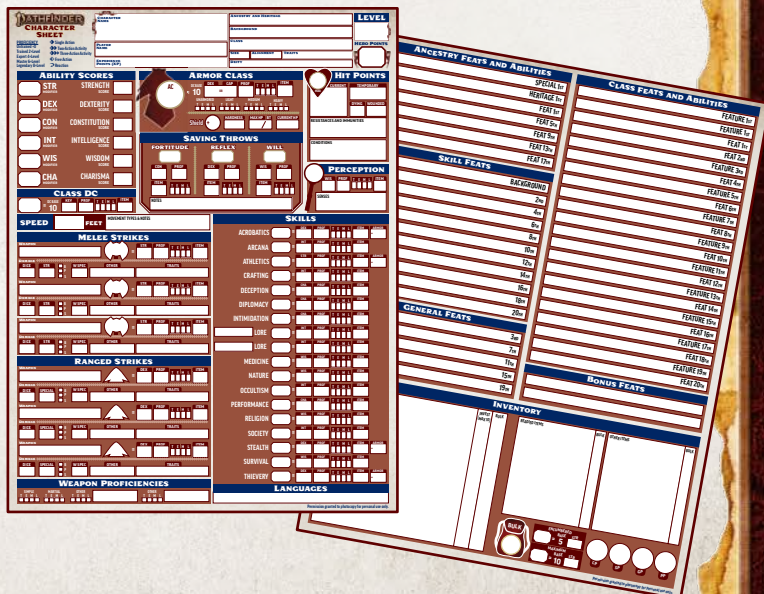
Intelligence measures how well your character can learn and reason. A high Intelligence allows your character to analyze situations and understand patterns, and it means they can become trained in additional skills and might be able to master additional languages.

### WISDOM

Wisdom measures your character's common sense, awareness, and intuition. Your Wisdom modifier is added to your Perception and Will saving throws.

### CHARISMA

Charisma measures your character's personal magnetism and strength of personality. A high Charisma score helps you influence the thoughts and moods of others.



## ABILITY SCORE OVERVIEW

Each ability score starts at 10, representing human average, but as you make character choices, you'll adjust these scores by applying ability boosts, which increase a score, and ability flaws, which decrease a score. As you build your character, remember to apply ability score adjustments when making the following decisions.

**Ancestry:** Each ancestry provides ability boosts, and sometimes an ability flaw. If you are taking any voluntary flaws, apply them in this step (see the sidebar on page 24).

**Background:** Your character's background provides two ability boosts.

**Class:** Your character's class provides an ability boost to the ability score most important to your class, called your key ability score.

**Determine Scores:** After the other steps, you apply four more ability boosts of your choice. Then, determine your ability modifiers based on those scores.

### ABILITY BOOSTS

An ability boost normally increases an ability score's value by 2. However, if the ability score to which you're applying an ability boost is already 18 or higher, its value increases by only 1. At 1st level, a character can never have any ability score that's higher than 18.

When your character receives an ability boost, the rules indicate whether it must be applied to a specific ability score or to one of two specific ability scores, or whether it

is a "free" ability boost that can be applied to any ability score of your choice. However, when you gain multiple ability boosts at the same time, you must apply each one to a different score. Dwarves, for example, receive an ability boost to their Constitution score and their Wisdom score, as well as one free ability boost, which can be applied to any score other than Constitution or Wisdom.

### ABILITY FLAWS

Ability flaws are not nearly as common in Pathfinder as ability boosts. If your character has an ability flaw—likely from their ancestry—you decrease that ability score by 2.

### ABILITY MODIFIERS

Once you've finalized your ability scores, you can use them to determine your ability modifiers, which are used in most other statistics in the game. Find the score in Table 1-1: Ability Modifiers to determine its ability modifier.

TABLE 1-1: ABILITY MODIFIERS

Ability Score	Modifier	Ability Score	Modifier
1	-5	14-15	+2
2-3	-4	16-17	+3
4-5	-3	18-19	+4
6-7	-2	20-21	+5
8-9	-1	22-23	+6
10-11	+0	24-25	+7
12-13	+1	etc...	

## ALTERNATIVE METHOD: ROLLING ABILITY SCORES

The standard method of generating ability scores that's described above works great if you want to create a perfectly customized, balanced character. But your GM may decide to add a little randomness to character creation and let the dice decide what kind of character the players are going to play. In that case, you can use this alternative method to generate your ability scores. Be warned—the same randomness that makes this system fun also allows it to sometimes create characters that are significantly more (or less) powerful than the standard ability score system and other Pathfinder rules assume.

If your GM opts for rolling ability scores, follow these alternative steps, ignoring all other instructions and guidelines about applying ability boosts and ability flaws throughout the character generation process.

### STEP 1: ROLL AND ASSIGN SCORES

Roll four 6-sided dice (4d6) and discard the lowest die result. Add the three remaining results together and record the sum. (For example, if you rolled a 2, 4, 5, and 6, you would discard the 2 and your total would be 15.) Repeat this process until you've generated six such values. Decide which value you want for each of your ability scores.

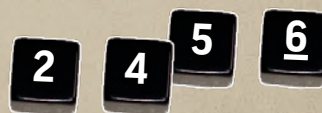
### STEP 2: ASSIGN ABILITY BOOSTS AND ABILITY FLAWS

Apply the ability boosts your character gains from their ancestry, but your character gets one fewer free ability boost than normal. If your character's ancestry has any ability flaws, apply those next. Finally, apply one ability boost to one of the ability scores specified in the character's background (you do not get the other free ability boost).

These ability boosts cannot raise a score above 18. If this would happen, you can put the ability boost into another ability score instead, as if it were a free ability boost, or you can put it into an ability score of 17 to reach 18 and lose the excess increase.

### STEP 3: RECORD SCORES AND MODIFIERS

Record the final scores and assign the ability modifiers according to Table 1-1. When your character receives additional ability boosts at higher levels, you assign them as any character would.



## 1 STEP 1 CREATE A CONCEPT

What sort of hero do you want to play? The answer to this question might be as simple as “a brave warrior,” or as complicated as “the child of elven wanderers, but raised in a city dominated by humans and devoted to Sarenrae, goddess of the sun.” Consider your character’s personality, sketch out a few details about their past, and think about how and why they adventure. You’ll want to peruse Pathfinder’s available ancestries, backgrounds, and classes. The summaries on pages 22–23 might help you match your concept with some of these basic rule elements. Before a game begins, it’s also a good idea for the players to discuss how their characters might know each other and how they’ll work together throughout the course of their adventures.

There are many ways to approach your character concept. Once you have a good idea of the character you’d like to play, move on to Step 2 to start building your character.

### ANCESTRY, BACKGROUND, CLASS, OR DETAILS

If one of Pathfinder’s character ancestries, backgrounds, or classes particularly intrigues you, it’s easy to build a character concept around these options. The summaries of ancestries and classes on pages 22–23 give a brief overview of these options (full details appear in Chapters 2 and 3, respectively). Each ancestry also has several heritages that might refine your concept further, such as a human with an elf or orc parent, or an arctic or woodland elf. Additionally, the game has many backgrounds to choose from, representing your character’s upbringing, their family’s livelihood, or their earliest profession. Backgrounds are detailed later in Chapter 2, beginning on page 60.

Building a character around a specific ancestry, background, or class can be a fun way to interact with the world’s lore. Would you like to build a typical member of your character’s ancestry or class, as described in the relevant entry, or would you prefer to play a character who defies commonly held notions about their people? For example, you could play a dwarf with a wide-eyed sense of wonder and a zest for change, or a performing rogue capable of amazing acrobatic feats but with little interest in sneaking about.

You can draw your concept from any aspect of a character’s details. You can use roleplaying to challenge not only the norms of Pathfinder’s fictional world, but even real-life societal norms. Your character might challenge gender notions, explore cultural identity, have a disability, or any combination of these suggestions. Your character can live any life you see fit.

### FAITH

Perhaps you’d like to play a character who is a devout follower of a specific deity. Pathfinder is a rich world with myriad faiths and philosophies spanning a wide range, from Cayden Cailean, the Drunken Hero of good-hearted

## ANCESTRIES AND CLASSES

Each player takes a different approach to creating a character. Some want a character who will fit well into the story, while others look for a combination of abilities that complement each other mechanically. You might combine these two approaches. There is no wrong way!

When you turn the page, you’ll see a graphical representation of ancestries and classes that provide at-a-glance information for players looking to make the most of their starting ability scores. In the ancestries overview on page 22, each entry lists which ability scores it boosts, and also indicates any ability flaws the ancestry might have. You can find more about ability boosts and ability flaws in Ability Scores on page 20.

The summaries of the classes on pages 22–23 list each class’s key ability score—the ability score used to calculate the potency of many of their class abilities. Characters receive an ability boost in that ability score when you choose their class. This summary also lists one or more secondary ability scores important to members of that class.

Keep in mind a character’s background also affects their ability scores, though there’s more flexibility in the ability boosts from backgrounds than in those from classes. For descriptions of the available backgrounds, see pages 60–64.

adventuring; to Desna, the Song of Spheres and goddess of dreaming and the stars; to Iomedae, the Inheritor, goddess of honor, justice, and rulership. Pathfinder’s major deities appear on pages 437–440. Your character might be so drawn to a particular faith that you decide they should be a champion or cleric of that deity; they might instead be a lay worshipper who applies their faith’s teachings to daily life, or simply the child of devout parents.

### YOUR ALLIES

You might want to coordinate with other players when forming your character concept. Your characters could have something in common already; perhaps they are relatives, or travelers from the same village. You might discuss mechanical aspects with the other players, creating characters whose combat abilities complement each other. In the latter case, it can be helpful for a party to include characters who deal damage, characters who can absorb damage, and characters who can provide healing. However, Pathfinder’s classes include a lot of choices, and there are many options for building each type of character, so don’t let these broad categories restrict your decisions.

### CHARACTER SHEET

Once you’ve developed your character’s concept, jot down a few sentences summarizing your ideas under the Notes section on the third page of your character sheet. Record any of the details you’ve already decided, such as your character’s name, on the appropriate lines on the first page.

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**ANCESTRIES**

DWARF	ELF	GNOME	GOBLIN	HALFLING	HUMAN
					
Dwarves are a short, stocky people who are often stubborn, fierce, and devoted.	Elves are a tall, slender, long-lived people with a strong tradition of art and magic.	Gnomes are short and hardy folk, with an unquenchable curiosity and eccentric habits.	Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared.	Halflings are a short, adaptable people who exhibit remarkable curiosity and humor.	Humans are incredibly diverse. Some, such as half-elves and half-orcs, even have non-human ancestors.




**ABILITY BOOSTS**

Constitution, Wisdom, free	Dexterity, Intelligence, free	Constitution, Charisma, free	Dexterity, Charisma, free	Dexterity, Wisdom, free	Two free ability boosts
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**ABILITY FLAW**

Charisma	Constitution	Strength	Wisdom	Strength	—
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**CLASSES**

ALCHEMIST	BARBARIAN	BARD	CHAMPION
			
The alchemist throws alchemical bombs and drinks concoctions of their own making.	The barbarian flies into a rage on the battlefield, smashing foes with abandon.	Skilled performances and secrets of the occult enable the bard to distract foes and inspire allies.	A warrior dedicated to a deity, the champion uses divine power to enhance their abilities and protect allies.

**KEY ABILITY SCORE\***

Intelligence	Strength	Charisma	Strength
--------------	----------	----------	----------

**SECONDARY ABILITY SCORES**

Constitution, Dexterity	Constitution, Dexterity	Constitution, Dexterity	Charisma, Constitution
-------------------------	-------------------------	-------------------------	------------------------

CLASSES

CLERIC



The cleric calls on the power of a deity to cast spells that can heal allies or harm foes.

DRUID



The druid uses the magic of the natural world to bolster allies and strike down enemies.

FIGHTER



The fighter is a master of weapons, martial techniques, and powerful attack combinations.

MONK



The monk wields the secrets of martial arts in dazzling displays of battlefield prowess.

KEY ABILITY SCORE\*

Wisdom

Wisdom

Dexterity or Strength

Dexterity or Strength

SECONDARY ABILITY SCORES

Charisma, Constitution

Constitution, Dexterity

Constitution

Constitution, Wisdom

CLASSES

RANGER



The ranger is a master of using their surroundings, traps, and animal allies to harry enemies.

ROGUE



The rogue is a multitalented master of skulduggery who strikes when enemies least expect it.

SORCERER



The sorcerer's magical might flows from their blood and manifests as fantastic spells and abilities.

WIZARD



The wizard is a scholar whose reservoirs of arcane knowledge powers their wondrous spells and abilities.

KEY ABILITY SCORE\*

Dexterity or Strength

Dexterity or other

Charisma

Intelligence

SECONDARY ABILITY SCORES

Constitution, Wisdom

Charisma, Constitution

Dexterity, Constitution

Dexterity, Constitution

\* A character receives an ability boost to their class's key ability score.



The image shows a Pathfinder Character Sheet with several sections highlighted by numbered callouts:

- 2**: Ability Scores (STR, DEX, CON, INT, WIS, CHA)
- 3**: Ancestry and Heritage
- 4**: Hit Points
- 5**: Level
- 6**: Class
- 7**: Armor Class
- 8**: Weapon Proficiencies
- 9**: Skills
- 10**: The top header area (Character Name, Ancestry and Heritage, Level, Background, Hero Points, Size, Alignment, Traits, Deity)

## 2 STEP 2 START BUILDING ABILITY SCORES

At this point, you need to start building your character's ability scores. See the overview of ability scores on pages 19–20 for more information about these important aspects of your character and an overview of the process.

Your character's ability scores each start at 10, and as you select your ancestry, background, and class, you'll apply ability boosts, which increase a score by 2, and ability flaws, which decrease a score by 2. At this point, just note a 10 in each ability score and familiarize yourself with the rules for ability boosts and flaws on page 20. This is also a good time to identify which ability scores will be most important to your character. See *The Six Ability Scores* on page 19 and the class summaries on pages 22–23 for more information.

## 3 STEP 3 SELECT AN ANCESTRY

Select an ancestry for your character. The ancestry summaries on page 22 provide an overview of Pathfinder's core ancestry options, and each is fully detailed in Chapter 2. Ancestry determines your character's size,

Speed, and languages, and contributes to their Hit Points. Each also grants ability boosts and ability flaws to represent the ancestry's basic capabilities.

You'll make four decisions when you select your character's ancestry:

- Pick the ancestry itself.
- Assign any free ability boosts and decide if you are taking any voluntary flaws.
- Select a heritage from those available within that ancestry, further defining the traits your character was born with.
- Choose an ancestry feat, representing an ability your hero learned at an early age.

### CHARACTER SHEET

Write your character's ancestry and heritage in the appropriate space at the top of your character sheet's first page. Adjust your ability scores, adding 2 to an ability score if you gained an ability boost from your ancestry, and subtracting 2 from an ability score if you gained an ability flaw from your ancestry. Note the number of Hit Points your character gains from their ancestry—you'll add more to this number later. Finally, in the appropriate spaces, record your character's size, Speed, and languages. If your character's ancestry provides them with special abilities, write them in the appropriate spaces, such as darkvision in the Senses

The character sheet form is divided into several sections:

- ANCESTRY FEATS AND ABILITIES:** Includes fields for SPECIAL 1st, HERITAGE 1st, FEAT 1st, FEAT 5th, FEAT 9th, FEAT 13th, and FEAT 17th.
- SKILL FEATS:** Includes a BACKGROUND field and level slots from 2nd to 20th.
- GENERAL FEATS:** Includes level slots for 3rd, 7th, 11th, 15th, and 19th.
- CLASS FEATS AND ABILITIES:** Includes fields for FEATURE 1st through FEATURE 20th.
- BONUS FEATS:** A section for additional feats.
- INVENTORY:** Divided into WORN ITEMS, INVEST (MAX 10), BULK, REARDED ITEMS, BULK, OTHER ITEMS, and BULK.
- Character Status Bar:** Includes a BULK icon, ENCUMBERED (BACK = 5, STR = 10), and four circular icons for CP, SP, GP, and PP.

Numbered callouts point to:

- 3:** The Ancestry Feats and Abilities section.
- 4:** The Skill Feats section.
- 7:** The Class Feats and Abilities section.
- 8:** The Inventory section.
- 10:** The character status bar.

section on the first page and innate spells on the fourth page. Write the ancestry feat you selected in the Ancestry Feat section on your character sheet's second page.

character is trained, then write the name of the Lore skill granted by your background.

### 4 STEP 4 PICK A BACKGROUND

Your character's background might represent their upbringing, an aptitude they've been honing since their youth, or another aspect of their life before they became an adventurer. Character backgrounds appear in Chapter 2, starting on page 60. They typically provide two ability boosts (one that can be applied to either of two specific ability scores, and one that is free), training in a specific skill, training in a Lore skill, and a specific skill feat.

### 5 STEP 5 CHOOSE A CLASS

At this point, you need to decide your character's class. A class gives your character access to a suite of heroic abilities, determines how effectively they fight, and governs how easily they can shake off or avoid certain harmful effects. Each class is fully detailed in Chapter 3, but the summaries on pages 22–23 provide an overview of each and tells you which ability scores are important when playing that class.

You don't need to write down all of your character's class features yet. You simply need to know which class you want to play, which determines the ability scores that will be most important for your character.

### CHARACTER SHEET

Record your character's background in the space at the top of the first page of your character sheet. Adjust your ability scores, adding 2 to an ability score if you gained an ability boost from your background. Record the skill feat the background provides in the Skill Feat section of your character sheet's second page. On the first page, check the "T" box next to the name of the specific skill and for one Lore skill to indicate your

### CHARACTER SHEET

Write your character's class in the space at the top of the first page of your character sheet, then write "1" in the Level box to indicate that your character is 1st level. Next to the ability scores, note the class's key ability score, and add 2 to that ability score from the ability boost the

**OPTIONAL:  
VOLUNTARY FLAWS**

Sometimes, it's fun to play a character with a major flaw even if you're not playing an ancestry that imposes one. You can elect to take two additional ability flaws when applying the ability boosts and ability flaws from your ancestry. If you do, you can also apply one additional free ability boost. These ability flaws can be assigned to any ability score you like, but you can't apply more than one ability flaw to the same ability score during this step unless you apply both of the additional ability flaws to a score that is already receiving an ability boost during this step. In this case, the first ability flaw cancels the ability boost, and the second ability flaw decreases the score by 2. Likewise, as an exception to the normal rules for ability boosts, you can apply two free ability boosts to an ability score receiving an ability flaw during this step; the first ability boost cancels the ability flaw, and the second ability boost increases the score by 2. For example, a dwarf normally gets an ability boost to Constitution and Wisdom, along with an ability flaw to Charisma. You could apply one ability flaw each to Intelligence and Strength, or you could apply both ability flaws to Wisdom. You could not apply either additional ability flaw to Charisma, though, because it is already receiving dwarves' ability flaw during this step.

class provides. Don't worry about recording the rest of your character's class features and abilities yet—you'll handle that in Step 7.

**6 STEP 6  
DETERMINE ABILITY SCORES**

Now that you've made the main mechanical choices about your character, it's time to finalize their ability scores. Do these three things:

- First, make sure you've applied all the ability boosts and ability flaws you've noted in previous steps (from your ancestry, background, and class).
- Then, apply four more ability boosts to your character's ability scores, choosing a different ability score for each and increasing that ability score by 2.
- Finally, record your starting ability scores and ability modifiers, as determined using Table 1–1: Ability Modifiers.

Remember that each ability boost adds 2 to the base score of 10, and each ability flaw subtracts 2. You should have no ability score lower than 8 or higher than 18.

**CHARACTER SHEET**

Write your character's starting ability scores in the box provided for each. Record the ability modifier for each ability score in the box to the left of the ability's name.

**7 STEP 7  
RECORD CLASS DETAILS**

Now, record all the benefits and class features that your character receives from the class you've chosen. While you've already noted your key ability score, you'll want to be sure to record the following class features.

- To determine your character's total starting Hit Points, add together the number of Hit Points your character gains from their ancestry (chosen in Step 2) and the number of Hit Points they gain from their class.
- The Initial Proficiencies section of your class entry indicates your character's starting proficiency ranks in a number of areas. Choose which skills your character is trained in and record those, along with the ones set by your class. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.
- See the class advancement table in your class entry to learn the class features your character gains at 1st level—but remember, you already chose an ancestry and background. Some class features require you to make additional choices, such as selecting spells.

**CHARACTER SHEET**

Write your character's total Hit Points on the first page of your character sheet. Use the proficiency fields (the boxes marked "T," "E," "M," and "L") on your character sheet to record your character's initial proficiencies in Perception, saving throws, and the skills granted by their class; mark "T" if your character is trained, or "E" if your character is expert. Indicate which additional skills you chose for your character to be trained in by marking the "T" proficiency box for each skill you selected. Likewise, record your character's armor proficiencies in the Armor Class section at the top of the first page and their weapon proficiencies at the bottom of the first page. Record all other class feats and abilities on the second page. Don't worry yet about finalizing any values for your character's statistics—you'll handle that in Step 9.

## 8 STEP 8 BUY EQUIPMENT

At 1st level, your character has 15 gold pieces (150 silver pieces) to spend on armor, weapons, and other basic equipment. Your character's class lists the types of weapons and armor with which they are trained (or better!). Their weapons determine how much damage they deal in combat, and their armor influences their Armor Class; these calculations are covered in more detail in Step 10. Don't forget essentials such as food and traveling gear! For more on the available equipment and how much it costs, see Chapter 6.

### CHARACTER SHEET

Once you've spent your character's starting wealth, calculate any remaining gp, sp, and cp they might still have and write those amounts in Inventory on the second page. Record your character's weapons in the Melee Strikes and Ranged Strikes sections of the first page, depending on the weapon, and the rest of their equipment in the Inventory section on your character sheet's second page. You'll calculate specific numbers for melee Strikes and ranged Strikes with the weapons in Step 9 and for AC when wearing that armor in Step 10.

## 9 STEP 9 CALCULATE MODIFIERS

With most of the big decisions for your character made, it's time to calculate the modifiers for each of the following statistics. If your proficiency rank for a statistic is trained, expert, master, and legendary, your bonus equals your character's level plus another number based on the rank (2, 4, 6, and 8, respectively). If your character is untrained, your proficiency bonus is +0.

### PERCEPTION

Your character's Perception modifier measures how alert they are. This modifier is equal to their proficiency bonus in Perception plus their Wisdom modifier. For more about Perception, see page 448.

### SAVING THROWS

For each kind of saving throw, add your character's Fortitude, Reflex, or Will proficiency bonus (as appropriate) plus the ability modifier associated with that kind of saving throw. For Fortitude saving throws, use your character's Constitution modifier. For Reflex saving throws, use your character's Dexterity modifier. For Will saving throws, use your character's Wisdom modifier. Then add in any bonuses or penalties from abilities, feats, or items that always apply (but not modifiers, bonuses, or penalties that apply only in certain situations). Record this number on the line for that saving throw.

### MELEE STRIKES AND RANGED STRIKES

Next to where you've written your character's melee and ranged weapons, calculate the modifier to Strike with each weapon and how much damage that Strike deals. The modifier for a Strike is equal to your character's proficiency bonus with the weapon plus an ability modifier (usually Strength for melee Strikes and Dexterity for ranged Strikes). You also add any item bonus from the weapon and any other permanent bonuses or penalties. You also need to calculate how much damage each weapon's Strike deals. Melee weapons usually add your character's Strength modifier to damage rolls, while ranged weapons might add some or all of your character's Strength modifier, depending on the weapon's traits. See the weapon entries in Chapter 6 for more information.

## SPELLS AND SPELLCASTING

Most classes can learn to cast a few focus spells, but the bard, cleric, druid, sorcerer, and wizard all gain spellcasting—the ability to cast a wide variety of spells. If your character's class grants spells, you should take time during Step 7 to learn about the spells they know and how to cast them. The fourth page of the character sheet provides space to note your character's magic tradition and their proficiency rank for spell attack rolls and spell DCs. It also gives ample space to record the spells in your character's repertoire or spellbook, or that you prepare frequently. Each class determines which spells a character can cast, how they are cast, and how many they can cast in a day, but the spells themselves and detailed rules for spellcasting are located in Chapter 7.

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## SKILLS

In the second box to the right of each skill name on your character sheet, there's an abbreviation that reminds you of the ability score tied to that skill. For each skill in which your character is trained, add your proficiency bonus for that skill (typically +3 for a 1st-level character) to the indicated ability's modifier, as well as any other applicable bonuses and penalties, to determine the total modifier for that skill. For skills your character is untrained in, use the same method, but your proficiency bonus is +0.

## CHARACTER SHEET

For Perception and saving throws, write your proficiency bonus and the appropriate ability modifier in the boxes provided, then record the total modifier in the large space. Record the proficiency bonuses, ability modifiers, and total modifiers for your melee Strikes and ranged Strikes in the box after the name of each weapon, and put the damage for each in the space below, along with the traits for that attack. For skills, record the relevant ability modifier and proficiency bonus in the appropriate box for each skill, and then write the total skill modifiers in the spaces to the left.

If your character has any modifiers, bonuses, or penalties from feats or abilities that always apply, add them into the total modifiers. For ones that apply only in certain situations, note them next to the total modifiers.

## 10 STEP 10 FINISHING DETAILS

Now add the following details to your character sheet in the appropriate spaces.

### ALIGNMENT

Your character's alignment is an indicator of their morality and personality. There are nine possible alignments in Pathfinder, as shown on Table 1–2: The Nine Alignments. If your alignment has any components other than neutral, your character gains the traits of those alignment components. This might affect the way various spells, items, and creatures interact with your character.

Your character's alignment is measured by two pairs of opposed values: the axis of good and evil and the axis of law and chaos. A character who isn't committed strongly to either side is neutral on that axis. Keep in mind that alignment is a complicated subject, and even acts that might be considered good can be used for nefarious purposes, and vice versa. The GM is the arbiter of questions about how specific actions might affect your character's alignment.

If you play a champion, your character's alignment must be one allowed for their deity and cause (pages 437–440 and 106–107), and if you play a cleric, your character's alignment must be one allowed for their deity (pages 437–440).

## GOOD AND EVIL

Your character has a good alignment if they consider the happiness of others above their own and work selflessly to assist others, even those who aren't friends and family. They are also good if they value protecting others from harm, even if doing so puts the character in danger. Your character has an evil alignment if they're willing to victimize others for their own selfish gain, and even more so if they enjoy inflicting harm. If your character falls somewhere in the middle, they're likely neutral on this axis.

## LAW AND CHAOS

Your character has a lawful alignment if they value consistency, stability, and predictability over flexibility. Lawful characters have a set system in life, whether it's meticulously planning day-to-day activities, carefully following a set of official or unofficial laws, or strictly adhering to a code of honor. On the other hand, if your character values flexibility, creativity, and spontaneity over consistency, they have a chaotic alignment—though this doesn't mean they make decisions by choosing randomly. Chaotic characters believe that lawful characters are too inflexible to judge each situation by its own merits or take advantage of opportunities, while lawful characters believe that chaotic characters are irresponsible and flighty.

Many characters are in the middle, obeying the law or following a code of conduct in many situations, but bending the rules when the situation requires it. If your character is in the middle, they are neutral on this axis.

## CHANGING ALIGNMENT

Alignment can change during play as a character's beliefs change, or as you realize that your character's actions reflect a different alignment than the one on your character sheet. In most cases, you can just change their alignment and continue playing. However, if you play a cleric or champion and your character's alignment changes to one not allowed for their deity (or cause, for champions), your character loses some of their class abilities until they atone (as described in the class).

## DEITY

Write down the deity your character worships, if any. Champions and clerics must worship a deity. See pages 437–440 for more about Pathfinder's deities.

## AGE

Decide your character's age and note it on the third page of the character sheet. The description for your character's ancestry in Chapter 2 gives some guidance on the age ranges of members of that ancestry. Beyond that, you can play a character of whatever age you like. There aren't any mechanical adjustments to your character for being particularly old, but you might want to take it into account when considering your starting ability scores and future advancement. Particularly young characters can change

TABLE 1-2: THE NINE ALIGNMENTS

	Good	Neutral	Evil
Lawful	Lawful Good (LG)	Lawful Neutral (LN)	Lawful Evil (LE)
Neutral	Neutral Good (NG)	True Neutral (N)	Neutral Evil (NE)
Chaotic	Chaotic Good (CG)	Chaotic Neutral (CN)	Chaotic Evil (CE)

the tone of some of the game's threats, so it's recommended that characters are at least young adults.

## GENDER AND PRONOUNS

Characters of all genders are equally likely to become adventurers. Record your character's gender, if applicable, and their pronouns on the third page of the character sheet.

## CLASS DC

A class DC sets the difficulty for certain abilities granted by your character's class. This DC equals 10 plus their proficiency bonus for their class DC (+3 for most 1st-level characters) plus the modifier for the class's key ability score.

## HERO POINTS

Your character usually begins each game session with 1 Hero Point, and you can gain additional Hero Points during sessions by performing heroic deeds or devising clever strategies. Your character can use Hero Points to gain certain benefits, such as staving off death or rerolling a d20. See page 467 for more about Hero Points.

## ARMOR CLASS [AC]

Your character's Armor Class represents how difficult they are to hit in combat. To calculate your AC, add 10 plus your character's Dexterity modifier (up to their armor's Dexterity modifier cap; page 274), plus their proficiency bonus with their armor, plus their armor's item bonus to AC and any other permanent bonuses and penalties.

## BULK

Your character's maximum Bulk determines how much weight they can comfortably carry. If they're carrying a total amount of Bulk that exceeds 5 plus their Strength modifier, they are encumbered. A character can't carry a total amount of Bulk that exceeds 10 plus their Strength modifier. The Bulk your character is carrying equals the sum of all of their items; keep in mind that 10 light items make up 1 Bulk. You can find out more about Bulk in Chapter 6: Equipment.

## SAMPLE CHARACTER

This step-by-step example illustrates the process of creating a Pathfinder character.

### STEPS 1 AND 2

Adam is making his first Pathfinder character. After talking about it with the rest of the group, he's decided to make a dwarven druid. After jotting down a few ideas, he begins by writing down a 10 for each ability score.

### STEP 3

Adam looks up the dwarf entry in Chapter 2. He records the ability boosts to his Constitution and Wisdom scores (bringing both up to 12). He also applies the ability flaw to his Charisma, dropping it to 8. For his free ability boost, he chooses Dexterity to boost his defenses, raising it to 12 as well. He also records the 10 Hit Points the ancestry gives him. Next, he returns to his character sheet to record the size, Speed, language, and darkvision ability he gets from being a dwarf. Finally, he decides on a heritage, writing "rock dwarf" next to dwarf, and he picks an ancestry feat, deciding on Rock Runner, to show his character's strong connection to stone.

### STEP 4

Looking through the backgrounds, Adam likes the idea of a solitary dwarven druid, and the nomad background makes for a good choice. For the first ability boost granted by the background, Adam chooses Wisdom, and for the free ability boost, he chooses Constitution, taking both up to 14. On the second page, he writes "Assurance (Survival)" in the Skill Feats area, on the Background line. Finally, returning to the first page, he writes "cave" next to the first Lore skill entry and checks the box under the "T" for that skill and Survival.

### STEP 5

Adam writes "druid" on the class line of his character sheet and fills in the number 1 in the level box. The druid class grants an ability boost to its key ability score, which is Wisdom, so Adam's character has his Wisdom raised to 16.

### STEP 6

Adam applies four more ability boosts to his ability scores to determine his starting scores. After giving it some thought, he applies them to Wisdom (raising it to 18), since that's the most important ability score for his class, and to Strength, Dexterity, and Constitution (raising them to 12, 14, and 16, respectively) to make him better in combat. He then looks at Table 1–1 to determine the ability modifiers for each score and writes all of his ability scores and modifiers down on his character sheet.

### STEP 7

As Adam applies his class, he has a number of things to figure out. First, he starts by recording all of his initial

proficiencies, marking the appropriate boxes in the Armor Class, Saving Throws, Weapon Proficiencies, Spell Attack Roll, and Spell DCs areas of his sheet. Turning to skills, he marks Nature as trained and notes that once he picks his druid order, he'll become trained in another skill determined by that order. He then gets to choose three more skills (if he had a higher Intelligence, he would have gotten more). He decides on Athletics, Diplomacy, and Medicine, marking all of them as trained. Next, he adds the 8 Hit Points from the druid class and his Constitution modifier of +3 to the 10 Hit Points from his dwarf ancestry for an impressive 21 total Hit Points.

Moving on to class features, Adam marks down wild empathy in the class feats and abilities area, as well as the Shield Block feat in the bonus feats area. He makes note of the anathema for being a druid and records Druidic in his language section. Next, he looks through the druid orders and decides upon the wild order, which gives him his final trained skill (Intimidation), the ability to cast *wild morph*, as well as the Wild Shape feat, which lets him cast a spell to turn into an animal. He writes these spells in the focus spell area of his character sheet and also notes that he has 1 Focus Point to use to cast these spells.

Finally, a druid can cast a limited number of primal spells. Although he can change them every morning, Adam is curious, and he turns to Chapter 7: Spells to decide what spells he might cast. He jots down five cantrips and two 1st-level spells and marks them as prepared.

### STEP 8

Next up, Adam turns to Chapter 6: Equipment. He's trained in medium armor, but since wearing metal armor is anathema to druids, he chooses hide armor. For weapons, he decides on a spear, but he buys two just in case he wants to throw the first one. He writes all of these on the front of his character sheet. Adam lists the spear under both melee Strikes and ranged Strikes, and he also writes the claws he gains from *wild morph* under his melee Strikes, because he's sure that he'll be casting that spell a lot. He records the rest of his gear in the Inventory section on the second page, along with coin left over after buying his starting gear.

### STEP 9

Adam records all of the ability modifiers for Perception, saving throws, Strikes, and skills. He then puts a "+3" in the box marked Prof to indicate his proficiency bonus for each statistic he's trained in (1 for his level, plus 2 for being trained) and "+5" in any that he is an expert. Then, he adds up his modifiers for each statistic.

### STEP 10

Finally, Adam fills out the final details of his character, noting his neutral alignment and calculating his AC and Bulk limits. Last but not least, he fills in some last-minute information about his character and decides on a name. Gar the dwarf druid is ready for his first adventure!

## LEVELING UP

The world of Pathfinder is a dangerous place, and your character will face terrifying beasts and deadly traps on their journey into legend. With each challenge resolved, a character earns Experience Points (XP) that allow them to increase in level. Each level grants greater skill, increased resiliency, and new capabilities, allowing your character to face even greater challenges and go on to earn even more impressive rewards.

Each time your character reaches 1,000 Experience Points, their level increases by 1. On your character sheet, indicate your character's new level beside the name of their class, and deduct 1,000 XP from their XP total. If you have any Experience Points left after this, record them—they count toward your next level, so your character is already on their way to advancing yet again!

Next, return to your character's class entry. Increase your character's total Hit Points by the number indicated for your class. Then, take a look at the class advancement table and find the row for your character's new level. Your character gains all the abilities listed for that level, including new abilities specific to your class and additional benefits all characters gain as they level up. For example, all characters gain four ability boosts at 5th level and every 5 levels thereafter.

You can find all the new abilities specific to your class, including class feats, right in your class entry, though you can also use class feats to take an archetype (page 219). Your character's class entry also explains how to apply any ability boosts and skill increases your character gains. If they gain an ancestry feat, head back to the entry for your character's ancestry in Chapter 2 and select another ancestry feat from the list of options. If they gain a skill increase, refer to Chapter 4 when deciding which skill to apply it to. If they gain a general feat or a skill feat, you can choose from the feats listed in Chapter 5. If they can cast spells, see the class entry for details on adding spell slots and spells. It's also a good idea to review your character's spells in Chapter 7 and see if there are heightened versions they can now cast.

Once you've made all your choices for your character's new level, be sure to go over your character sheet and adjust any values that have changed. At a bare minimum, your proficiency bonuses all increase by 1 because you've gained a level, so your AC, attack rolls, Perception, saving throws, skill modifiers, spell attack rolls, and class DC all increase by at least 1. You might need to change other values because of skill increases, ability boosts, or class features that either increase your proficiency rank or increase other statistics at certain levels. If an ability boost increases your character's Constitution modifier, recalculate their maximum Hit Points using their new Constitution modifier (typically this adds 1 Hit Point per level). If an ability boost increases your character's Intelligence modifier, they become trained in an additional skill and language.

Some feats grant a benefit based on your level, such as Toughness, and these benefits are adjusted whenever you gain a level as well.

You can perform the steps in the leveling-up process in whichever order you want. For example, if you wanted to take the skill feat Intimidating Prowess as your skill feat at 10th level, but your character's Strength score was only 14, you could first increase their Strength score to 16 using the ability boosts gained at 10th level, and then take Intimidating Prowess as a skill feat at the same level.

## LEVELING-UP CHECKLIST

Every time you gain a level, make sure you do each of the following:

- Increase your level by 1 and subtract 1,000 XP from your XP total.
- Increase your maximum Hit Points by the amount listed in your class entry in Chapter 3.
- Add class features from your class advancement table, including ability boosts and skill increases.
- Select feats as indicated on your class advancement table. For ancestry feats, see Chapter 2. For class feats, see your class entry in Chapter 3. For general feats and skill feats, see Chapter 5.
- Add spells and spell slots if your class grants spellcasting. See Chapter 7 for spells.
- Increase all of your proficiency bonuses by 1 from your new level, and make other increases to your proficiency bonuses as necessary from skill increases or other class features. Increase any other statistics that changed as a result of ability boosts or other abilities.
- Adjust bonuses from feats and other abilities that are based on your level.



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## CHAPTER 2: ANCESTRIES & BACKGROUNDS

*Your character's ancestry determines which people they call their own, whether it's diverse and ambitious humans, insular but vivacious elves, traditionalist and family-focused dwarves, or any of the other folk who call Golarion home. A character's ancestry and their experiences prior to their life as an adventurer—represented by a background—might be key parts of their identity, shape how they see the world, and help them find their place in it.*

A character has one ancestry and one background, both of which you select during character creation. You'll also select a number of languages for your character. Once chosen, your ancestry and background can't be changed.

This chapter is divided into three parts:

- **Ancestries** express the culture your character hails from. Within many ancestries are heritages—subgroups that each have their own characteristics. An ancestry provides ability boosts (and perhaps ability flaws), Hit Points, ancestry feats, and sometimes additional abilities.
- **Backgrounds**, starting on page 60, describe training or environments your character experienced before becoming an adventurer. Your character's background provides ability boosts, skill training, and a skill feat.
- **Languages**, starting on page 65, let your character communicate with the wonderful and weird people and creatures of the world.

### ANCESTRY ENTRIES

Each entry includes details about the ancestry and presents the rules elements described below (all of these but heritages and ancestry feats are listed in a sidebar).

#### HIT POINTS

This tells you how many Hit Points your character gains from their ancestry at 1st level. You'll add the Hit Points from your character's class (including their Constitution modifier) to this number. For more on calculating Hit Points, see Step 7: Record Class Details, on page 25.

#### SIZE

This tells you the physical size of members of the ancestry. Medium corresponds roughly to the height and weight range of a human adult, and Small is roughly half that.

#### SPEED

This entry lists how far a member of the ancestry can move each time they spend an action (such as Stride) to do so.

#### ABILITY BOOSTS

This lists the ability scores you apply ability boosts to when creating a character of this ancestry. Most ancestries provide ability boosts to two specified ability scores, plus

a free ability boost that you can apply to any other score of your choice. For more about ability boosts, see page 20.

#### ABILITY FLAW

This lists the ability score to which you apply an ability flaw when creating a character of this ancestry. Most ancestries, with the exception of humans, include an ability flaw. For more about applying ability flaws, see page 20.

#### LANGUAGES

This tells you the languages that members of the ancestry speak at 1st level. If your Intelligence modifier is +1 or higher, you can select more languages from a list given here. More about languages can be found on page 65.

#### TRAITS

These descriptors have no mechanical benefit, but they're important for determining how certain spells, effects, and other aspects of the game interact with your character.

#### SPECIAL ABILITIES

Any other entries in the sidebar represent abilities, senses, and other qualities all members of the ancestry manifest. These are omitted for ancestries with no special rules.

#### HERITAGES

You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

#### ANCESTRY FEATS

This section presents ancestry feats, which allow you to customize your character. You gain your first ancestry feat at 1st level, and you gain another at 5th level, 9th level, 13th level, and 17th level, as indicated in the class advancement table in the descriptions of each class.

Ancestry feats are organized by level. As a starting character, you can choose from only 1st-level ancestry feats, but later choices can be made from any feat of your level or lower. These feats also sometimes list prerequisites—requirements that your character must fulfill to select that feat.

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## DWARF

*Dwarves have a well-earned reputation as a stoic and stern people, ensconced within citadels and cities carved from solid rock. While some see them as dour and humorless crafters of stone and metal, dwarves and those who have spent time among them understand their unbridled zeal for their work, caring far more about quality than quantity. To a stranger, they can seem untrusting and clannish, but to their friends and family, they are warm and caring, their halls filled with the sounds of laughter and hammers hitting anvils.*

Dwarves are slow to trust those outside their kin, but this wariness is not without reason. Dwarves have a long history of forced exile from ancestral holds and struggles against the depredations of savage foes, especially giants, goblinoids, orcs, and the horrors that dwell deep below the surface. While trust from a dwarf is hard-won, once gained it is as strong as iron.

If you want to play a character who is as hard as nails, a stubborn and unrelenting adventurer, with a mix of rugged toughness and deep wisdom—or at least dogged conviction—you should play a dwarf.

### YOU MIGHT...

- Strive to uphold your personal honor, no matter the situation.
- Appreciate quality craftsmanship in all forms and insist upon it for all your gear.
- Don't waver or back down once you've set your mind to something.

### OTHERS PROBABLY...

- See you as stubborn, though whether they see this as an asset or a detriment changes from one person to the next.
- Assume you are an expert in matters related to stonework, mining, precious metals, and gems.
- Recognize the deep connection you have with your family, heritage, and friends.

### PHYSICAL DESCRIPTION

Dwarves are short and stocky, standing about a foot shorter than most humans. They have wide, compact bodies and burly frames. Dwarves of all genders pride themselves on the length of their hair, which they often braid into intricate patterns, some of which represent specific clans. A long beard is a sign of masculinity and honor among the dwarves, and thus a clean-shaven male dwarf is considered weak, untrustworthy, or worse.

Dwarves typically reach physical adulthood around the age of 25, though their traditionalist culture places more value on completing coming of age ceremonies unique to each clan than reaching a certain age. A typical dwarf can live to around 350 years old.

### SOCIETY

The ancient surface empire the dwarves once ruled fell long ago, overwhelmed by orc and goblinoid enemies. Today's dwarves today retain many of the qualities that propelled their people to greatness in ancient times: fierceness, gumption, and stubbornness in endeavors ranging from battle and craftsmanship to forging ties with family and friends.



While the distance between their mountain Sky Citadels can create vast cultural divides between various dwarf clans, most dwarven societies share a number of similarities. Nearly all dwarven peoples share a passion for stonework, metalwork, and gem-cutting. Most are highly skilled at architecture and mining, and many share a hatred of giants, orcs, and goblinoids.

Few dwarves are seen without their clan dagger strapped to their belt. This dagger is forged just before a dwarf's birth and bears the gemstone of their clan. A parent uses this dagger to cut the infant's umbilical cord, making it the first weapon to taste their blood.

### ALIGNMENT AND RELIGION

Dwarves tend to value honor and closely follow the traditions of their clans and kingdoms. They have a strong sense of friendship and justice, though they are often very particular about who they consider a friend. They work hard and play harder—especially when strong ale is involved.

The typical dwarf is lawful good or lawful neutral and prefers to worship deities of those alignments. Torag, god of dwarvenkind, is the dwarves' primary deity, though worship of Torag's family members is also common.

### NAMES

Dwarves honor their children with names taken from ancestors or dwarven heroes, and it's quite rare to invent a new name or to borrow a name from another culture for a child. When introducing themselves, dwarves tend to list their family and clan, plus any number of other familial connections and honorifics. Dwarven names usually contain hard consonants and are rarely more or fewer than two syllables.

### SAMPLE NAMES

Agna, Bodill, Dolgrin, Edrukk, Grunyar, Ingra, Kazmuk, Kotri, Lupp, Morgrym, Rogar, Rusilka, Torra, Yangrit

## DWARF HERITAGES

With their long family lines and hardy physiologies, dwarves take great pride in the resilience their bloodlines provide. Choose one of the following dwarven heritages at 1st level.

### ANCIENT-BLOODED DWARF

Dwarven heroes of old could shrug off their enemies' magic, and some of that resistance manifests in you. You gain the Call on Ancient Blood reaction.

### CALL ON ANCIENT BLOOD

**Trigger** You attempt a saving throw against a magical effect, but you haven't rolled yet.

Your ancestors' innate resistance to magic surges, before slowly ebbing down. You gain a +1 circumstance bonus to the triggering saving throw and until the end of this turn.

### DEATH WARDEN DWARF

Your ancestors have been tomb guardians for generations, and the power they cultivated to ward off necromancy has passed on to you. If you roll a success on a saving throw against a necromancy effect, you get a critical success instead.

### FORGE DWARF

You have a remarkable adaptation to hot environments from ancestors who inhabited blazing deserts or volcanic chambers beneath the earth. This grants you fire resistance equal to half your level (minimum 1), and you treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).

### Hit Points

10

### Size

Medium

### Speed

20 feet

### Ability Boosts

Constitution

Wisdom

Free

### Ability Flaw

Charisma

### Languages

Common

Dwarven

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Gnomish, Goblin, Jotun, Orcish, Terran, Undercommon, and any other languages to which you have access (such as the languages prevalent in your region).

### Traits

Dwarf

Humanoid

### Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

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## ROCK DWARF

Your ancestors lived and worked among the great ancient stones of the mountains or the depths of the earth. This makes you solid as a rock when you plant your feet. You gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Shove or Trip you. This bonus also applies to saving throws against spells or effects that attempt to knock you prone.

In addition, if any effect would force you to move 10 feet or more, you are moved only half the distance.

## STRONG-BLOODED DWARF

Your blood runs hearty and strong, and you can shake off toxins. You gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or by 2 for a virulent poison.

## ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a dwarf, you select from among the following ancestry feats.

### 1ST LEVEL

#### DWARVEN LORE

FEAT 1

**DWARF**

You eagerly absorbed the old stories and traditions of your ancestors, your gods, and your people, studying in subjects and techniques passed down for generation upon generation. You gain the trained proficiency rank in Crafting and Religion. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Dwarven Lore.

#### DWARVEN WEAPON FAMILIARITY

FEAT 1

**DWARF**

Your kin have instilled in you an affinity for hard-hitting weapons, and you prefer these to more elegant arms. You are trained with the battle axe, pick, and warhammer.

You also gain access to all uncommon dwarf weapons. For the purpose of determining your proficiency, martial dwarf weapons are simple weapons and advanced dwarf weapons are martial weapons.

#### ROCK RUNNER

FEAT 1

**DWARF**

Your innate connection to stone makes you adept at moving across uneven surfaces. You can ignore difficult terrain caused by rubble and uneven ground made of stone and earth.

In addition, when you use the Acrobatics skill to Balance on narrow surfaces or uneven ground made of stone or earth, you aren't flat-footed, and when you roll a success at one of these Acrobatics checks, you get a critical success instead.

#### STONECUNNING

FEAT 1

**DWARF**

You have a knack for noticing even small inconsistencies and craftsmanship techniques in the stonework around you. You gain a +2 circumstance bonus to Perception checks to notice unusual stonework. This bonus applies to checks to discover mechanical traps made of stone or hidden within stone.

If you aren't using the Seek action or searching, the GM automatically rolls a secret check for you to notice unusual stonework anyway. This check doesn't gain the circumstance bonus, and it takes a -2 circumstance penalty.

#### UNBURDENED IRON

FEAT 1

**DWARF**

You've learned techniques first devised by your ancestors during their ancient wars, allowing you to comfortably wear massive suits of armor. Ignore the reduction to your Speed from any armor you wear.

In addition, any time you're taking a penalty to your Speed from some other reason (such as from the encumbered condition or from a spell), deduct 5 feet from the penalty. For example, the encumbered condition normally gives a -10-foot penalty to Speed, but it gives you only a -5-foot penalty. If your Speed is taking multiple penalties, pick only one penalty to reduce.

#### VENGEFUL HATRED

FEAT 1

**DWARF**

You heart aches for vengeance against those who have wronged your people. Choose one of the following dwarven ancestral foes when you gain Vengeful Hatred: drow, duergar, giant, or orc. You gain a +1 circumstance bonus to damage with weapons and unarmed attacks against creatures with that trait. If your attack would deal more than one weapon die of damage (as is common at higher levels than 1st), the bonus is equal to the number of weapon dice or unarmed attack dice.

In addition, if a creature critically succeeds at an attack against you and deals damage to you, you gain your bonus to damage against that creature for 1 minute regardless of whether it has the chosen trait.

**Special** Your GM can add appropriate creature traits to the ancestral foes list if your character is from a community that commonly fights other types of enemies.

### 5TH LEVEL

#### BOULDER ROLL

FEAT 5

**DWARF**

**Prerequisites** Rock Runner

Your dwarven build allows you to push foes around, just like

a mighty boulder tumbles through a subterranean cavern. Take a Step into the square of a foe that is your size or smaller, and the foe must move into the empty space directly behind it. The foe must move even if doing so places it in harm's way. The foe can attempt a Fortitude saving throw against your Athletics DC to block your Step. If the foe attempts this saving throw, unless it critically succeeds, it takes bludgeoning damage equal to your level plus your Strength modifier.

If the foe can't move into an empty space (if it is surrounded by solid objects or other creatures, for example), your Boulder Roll has no effect.

### DWARVEN WEAPON CUNNING

FEAT 5

#### DWARF

**Prerequisites** Dwarven Weapon Familiarity

You've learned cunning techniques to get the best effects out of your dwarven weapons. Whenever you critically hit using a battle axe, pick, warhammer, or a dwarf weapon, you apply the weapon's critical specialization effect.

## 9TH LEVEL

### MOUNTAIN'S STOUTNESS

FEAT 9

#### DWARF

Your hardiness lets you withstand more punishment than most before going down. Increase your maximum Hit Points by your level. You also decrease the DC of recovery checks when you have the dying condition by 1.

If you also have the Toughness feat, the Hit Points gained from it and this feat are cumulative, and you decrease the DC of recovery checks by 4.

### STONEWALKER

FEAT 9

#### DWARF

You have a deep reverence for and connection to stone. You gain *meld into stone* as a 3rd-level divine innate spell that you can cast once per day.

If you have the Stonecunning dwarf ancestry feat, you can attempt to find unusual stonework and stonework traps that require legendary proficiency in Perception. If you have both Stonecunning and legendary proficiency in Perception, when you're not Seeking and the GM rolls a secret check for you to notice unusual stonework, you keep the bonus from Stonecunning and don't take the -2 circumstance penalty.

## 13TH LEVEL

### DWARVEN WEAPON EXPERTISE

FEAT 13

#### DWARF

**Prerequisites** Dwarven Weapon Familiarity

Your dwarven affinity blends with your training, granting you great skill with dwarven weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency for battle axes, picks, warhammers, and all dwarven weapons in which you are trained.

### DWARVEN ADVENTURERS

Dwarven adventurers tend to work as treasure hunters or sellswords. They often leave their citadels and subterranean cities in search of wealth to enrich their homeland or to reclaim long-lost dwarven treasures or lands taken by the enemies of their kin.

Typical dwarven backgrounds include acolyte, artisan, merchant, miner, and warrior. Dwarves excel at many of the martial classes, such as barbarian, fighter, monk, and ranger, but they also make excellent clerics and druids.



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## ELF

*As an ancient people, elves have seen great change and have the perspective that can come only from watching the arc of history. After leaving the world in ancient times, they returned to a changed land, and they still struggle to reclaim their ancestral homes, most notably from terrible demons that have invaded parts of their lands. To some, the elves are objects of awe—graceful and beautiful, with immense talent and knowledge. Among themselves, however, the elves place far more importance on personal freedom than on living up to these ideals.*

Elves combine otherworldly grace, sharp intellect, and mysterious charm in a way that is practically magnetic to members of other ancestries. They are often voraciously intellectual, though their studies delve into a level of detail that most shorter-lived peoples find excessive or inefficient. Valuing kindness and beauty, elves ever strive to improve their manners, appearance, and culture.

Elves are often rather private people, steeped in the secrets of their groves and kinship groups. They're slow to build friendships outside their kinsfolk, but for a specific reason: they subtly and deeply attune to their environment and their companions. There's a physical element to this attunement, but it isn't only superficial. Elves who spend their lives among shorter-lived peoples often develop a skewed perception of their own mortality and tend to become morose after watching generation after generation of companions age and die. These elves are called the Forlorn.

If you want a character who is magical, mystical, and mysterious, you should play an elf.

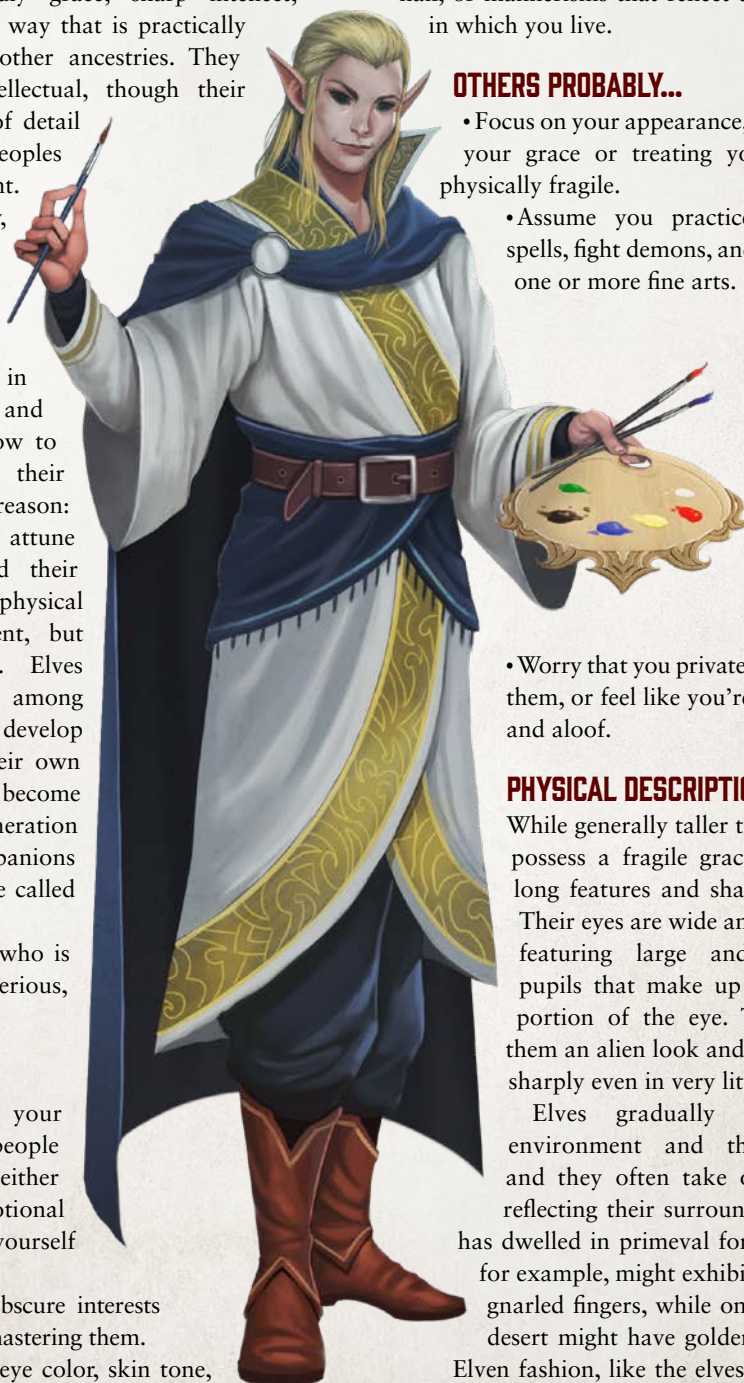
### YOU MIGHT...

- Carefully curate your relationships with people with shorter lifespans, either keeping a careful emotional distance or resigning yourself to outliving them.
- Adopt specialized or obscure interests simply for the sake of mastering them.
- Have features such as eye color, skin tone,

hair, or mannerisms that reflect the environment in which you live.

### OTHERS PROBABLY...

- Focus on your appearance, either admiring your grace or treating you as if you're physically fragile.
- Assume you practice archery, cast spells, fight demons, and have perfected one or more fine arts.



- Worry that you privately look down on them, or feel like you're condescending and aloof.

### PHYSICAL DESCRIPTION

While generally taller than humans, elves possess a fragile grace, accentuated by long features and sharply pointed ears. Their eyes are wide and almond-shaped, featuring large and vibrant-colored pupils that make up the entire visible portion of the eye. These pupils give them an alien look and allow them to see sharply even in very little light.

Elves gradually adapt to their environment and their companions, and they often take on physical traits reflecting their surroundings. An elf who has dwelled in primeval forests for centuries, for example, might exhibit verdant hair and gnarled fingers, while one who's lived in a desert might have golden pupils and skin. Elven fashion, like the elves themselves, tends

to reflect their surroundings. Elves living in the forests and other wilderness locales wear clothing that plays off the terrain and flora of their homes, while those who live in cities tend to wear the latest fashions.

Elves reach physical adulthood around the age of 20, though they aren't considered to be fully emotionally mature by other elves until closer to the passing of their first century, once they've experienced more, held several occupations, and outlived a generation of shorter-lived people. A typical elf can live to around 600 years old.

## SOCIETY

Elven culture is deep, rich, and on the decline. Their society peaked millennia ago, long before they fled the world to escape a great calamity. They've since returned, but rebuilding is no easy task. Their inborn patience and intellectual curiosity make elves excellent sages, philosophers, and wizards, and their societies are built upon their inherent sense of wonder and knowledge. Elven architecture displays their deep appreciation of beauty, and elven cities are wondrous works of art.

Elves hold deeply seated ideals of individualism, allowing each elf to explore multiple occupations before alighting on a particular pursuit or passion that suits her best. Elves bear notorious grudges against rivals, which the elves call *ilduliel*, but these antagonistic relationships can sometimes blossom into friendships over time.

## ALIGNMENT AND RELIGION

Elves are often emotional and capricious, yet they hold high ideals close to their hearts. As such, many are chaotic good. They prefer deities who share their love of all things mystic and artistic. Desna and Shelyn are particular favorites, the former for her sense of wonder and the latter for her appreciation of artistry. Calistria is the most notorious of elven deities, as she represents many of the elven ideals taken to the extreme.

## NAMES

An elf keeps their personal name secret among their family, while giving a nickname when meeting other people. This nickname can change over time, due to events in the elf's life or even on a whim. A single elf might be known by many names by associates of different ages and regions. Elven names consist of multiple syllables and are meant to flow lyrically—at least in the Elven tongue. They so commonly end in “-el” or “-ara” that other cultures sometimes avoid names ending in these syllables to avoid sounding too elven.

## SAMPLE NAMES

Aerel, Amrunelara, Caladrel, Dardlara, Faunra, Heldalel, Jathal, Lanliss, Oparal, Seldlon, Soumral, Talathel, Tessara, Variel, Yalandlara, Zordlon

## ELF HERITAGES

Elves live long lives and adapt to their environment after dwelling there for a long time. Choose one of the following elven heritages at 1st level.

### ARCTIC ELF

You dwell deep in the frozen north and have gained incredible resilience against cold environments, granting you cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

### CAVERN ELF

You were born or spent many years in underground tunnels or caverns where light is scarce. You gain darkvision.

### Hit Points

6

### Size

Medium

### Speed

30 feet

### Ability Boosts

Dexterity  
Intelligence  
Free

### Ability Flaw

Constitution

### Languages

Common  
Elven  
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Celestial, Draconic, Gnoll, Gnomish, Goblin, Orcish, Sylvan, and any other languages to which you have access (such as the languages prevalent in your region).

### Traits

Elf  
Humanoid

### Low-Light Vision

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

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### SEER ELF

You have an inborn ability to detect and understand magical phenomena. You can cast the *detect magic* cantrip as an arcane innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

In addition, you gain a +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature. These skill actions typically use the Arcana, Nature, Occultism, or Religion skill.

### WHISPER ELF

Your ears are finely tuned, able to detect even the slightest whispers of sound. As long as you can hear normally, you can use the Seek action to sense undetected creatures in a 60-foot cone instead of a 30-foot cone. You also gain a +2 circumstance bonus to locate undetected creatures that you could hear within 30 feet with a Seek action.

### WOODLAND ELF

You're adapted to life in the forest or the deep jungle, and you know how to climb trees and use foliage to your advantage. When Climbing trees, vines, and other foliage, you move at half your Speed on a success and at full Speed on a critical success (and you move at full Speed on a success if you have Quick Climb). This doesn't affect you if you're using a climb Speed.

You can always use the Take Cover action when you are within forest terrain to gain cover, even if you're not next to an obstacle you can Take Cover behind.

## ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an elf, you select from among the following ancestry feats.

### 1ST LEVEL

#### ANCESTRAL LONGEVITY FEAT 1

**ELF**

**Prerequisites** at least 100 years old

You have accumulated a vast array of lived knowledge over the years. During your daily preparations, you can reflect upon your life experiences to gain the trained proficiency rank in one skill of your choice. This proficiency lasts until you prepare again. Since this proficiency is temporary, you can't use it as a prerequisite for a skill increase or a permanent character option like a feat.

#### ELVEN LORE FEAT 1

**ELF**

You've studied in traditional elven arts, learning about arcane magic and the world around you. You gain the trained proficiency rank in Arcana and Nature. If you would

automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Elven Lore.

#### ELVEN WEAPON FAMILIARITY FEAT 1

**ELF**

You favor bows and other elegant weapons. You are trained with longbows, composite longbows, longswords, rapiers, shortbows, and composite shortbows.

In addition, you gain access to all uncommon elf weapons. For the purpose of determining your proficiency, martial elf weapons are simple weapons and advanced elf weapons are martial weapons.

#### FORLORN FEAT 1

**ELF**

Watching your friends age and die fills you with moroseness that protects you against harmful emotions. You gain a +1 circumstance bonus to saving throws against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

#### NIMBLE ELF FEAT 1

**ELF**

Your muscles are tightly honed. Your Speed increases by 5 feet.

#### OTHERWORLDLY MAGIC FEAT 1

**ELF**

Your elven magic manifests as a simple arcane spell, even if you aren't formally trained in magic. Choose one cantrip from the arcane spell list (page 307). You can cast this cantrip as an arcane innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

#### UNWAVERING MIEN FEAT 1

**ELF**

Your mystic control and meditations allow you to resist external influences upon your consciousness. Whenever you are affected by a mental effect that lasts at least 2 rounds, you can reduce the duration by 1 round.

You still require natural sleep, but you treat your saving throws against effects that would cause you to fall asleep as one degree of success better. This protects only against sleep effects, not against other forms of falling unconscious.

### 5TH LEVEL

#### AGELESS PATIENCE FEAT 5

**ELF**

You work at a pace born from longevity that enhances your thoroughness. You can voluntarily spend twice as much time as normal on a Perception check or skill check to gain a +2 circumstance bonus to that check. You also don't treat a natural 1 as worse than usual on these checks; you get a

critical failure only if your result is 10 lower than the DC. For example, you could get these benefits if you spent 2 actions to Seek, which normally takes 1 action. You can get these benefits during exploration by taking twice as long exploring as normal, or in downtime by spending twice as much downtime.

The GM might determine a situation doesn't grant you a benefit if a delay would be directly counterproductive to your success, such as a tense negotiation with an impatient creature.

### ELVEN WEAPON ELEGANCE

FEAT 5

ELF

**Prerequisites** Elven Weapon Familiarity

You are attuned to the weapons of your elven ancestors and are particularly deadly when using them. Whenever you critically hit using an elf weapon or one of the weapons listed in Elven Weapon Familiarity, you apply the weapon's critical specialization effect.

## 9TH LEVEL

### ELF STEP

FEAT 9

ELF

You move in a graceful dance, and even your steps are broad. You Step 5 feet twice.

### EXPERT LONGEVITY

FEAT 9

ELF

**Prerequisites** Ancestral Longevity

You've continued to refine the knowledge and skills you've gained through your life. When you choose a skill in which to become trained with Ancestral Longevity, you can also choose a skill in which you are already trained and become an expert in that skill. This lasts until your Ancestral Longevity expires.

When the effects of Ancestral Longevity and Expert Longevity expire, you can retrain one of your skill increases. The skill increase you gain from this retraining must either make you trained in the skill you chose with Ancestral Longevity or make you an expert in the skill you chose with Expert Longevity.

## 13TH LEVEL

### UNIVERSAL LONGEVITY

FEAT 13

ELF

**Prerequisites** Expert Longevity

**Frequency** once per day

You've perfected your ability to keep up with all the skills you've learned over your long life, so you're almost never truly untrained at a skill. You reflect on your life experiences, changing the skills you selected with Elven Longevity and Expert Longevity.

### ELVEN WEAPON EXPERTISE

FEAT 13

ELF

**Prerequisites** Elven Weapon Familiarity

Your elven affinity blends with your class training, granting you great skill with elven weapons. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in longbows, composite longbows, longswords, rapiers, shortbows, composite shortbows, and all elf weapons in which you are trained.

### ELVEN ADVENTURERS

Many elves adventure to find beauty and discover new things. Typical backgrounds for an elf include emissary, hunter, noble, scholar, or scout. Elves often become rangers or rogues, taking advantage of their dexterity, or alchemists or wizards, exploring their intellectual curiosity.



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## GNOME

*Long ago, early gnome ancestors emigrated from the First World, realm of the fey. While it's unclear why the first gnomes wandered to Golarion, this lineage manifests in modern gnomes as bizarre reasoning, eccentricity, obsessive tendencies, and what some see as naivete. These qualities are further reflected in their physical characteristics, such as spindly limbs, brightly colored hair, and childlike and extremely expressive facial features that further reflect their otherworldly origins.*

Always hungry for new experiences, gnomes constantly wander both mentally and physically, attempting to stave off a terrible ailment that threatens all of their people. This affliction—the Bleaching—strikes gnomes who fail to dream, innovate, and take in new experiences, in the gnomes' absence of crucial magical essence from the First World. Gnomes latch onto a source of localized magic where they live, typically primal magic, as befits their fey lineage, but this isn't enough to avoid the Bleaching unless they supplement this magic with new experiences. The Bleaching slowly drains the color—literally—from gnomes, and it plunges those affected into states of deep depression that eventually claim their lives. Very few gnomes survive this scourge, becoming deeply morose and wise survivors known as bleachlings.

If you want a character with boundless enthusiasm and an alien, fey outlook on morality and life, you should play a gnome.

### YOU MIGHT...

- Embrace learning and hop from one area of study to another without warning.
- Rush into action before fully taking stock of the entire situation.
- Speak, think, and move quickly, and lose patience with those who can't keep up.

### OTHERS PROBABLY...

- Appreciate your enthusiasm and the energy with which you approach new situations.
- Struggle to understand your motivations or adapt to your rapid changes of direction.
- See you as unpredictable, flighty, unreliable, or even reckless.

### PHYSICAL DESCRIPTION

Most gnomes stand just over 3 feet in height and weigh little more than a human child. They exhibit a wide range of natural skin, hair, and eye colors. For gnomes that haven't begun the Bleaching, nearly any hair and eye color other than white is possible, with vibrant colors most frequent, while skin tones span a slightly narrower spectrum and tend toward earthy tones and pinkish hues, though occasionally green, black, or pale blue. Gnomes' large eyes and dense facial muscles allow them to be particularly expressive in their emotions.

Gnomes typically reach physical maturity at the age of 18, though many gnomes maintain a childlike curiosity about the world even into adulthood. A gnome can theoretically live to any age if she can stave off the Bleaching indefinitely, but in practice gnomes rarely live longer than around 400 years.

### SOCIETY

While most gnomes adopt some of the cultural practices of the region in which they live, they tend to pick and choose, adjusting their communities to fit their own fey logic. This often leads to majority gnome communities eventually consisting almost entirely



of gnomes, as other people, bewildered by gnomish political decisions, choose to move elsewhere. Gnomes have little culture that they would consider entirely their own. No gnome kingdoms or nations exist on the surface of Golarion, and gnomes wouldn't know what to do with such a state if they had one.

By necessity, few gnomes marry for life, instead allowing relationships to run their course before amicably moving on, the better to stave off the Bleaching with new experiences. Though gnome families tend to be small, many gnome communities raise children communally, with fluid family boundaries. As adults depart the settlement, unrelated adolescents sometimes tag along, creating adopted families to journey together.

### ALIGNMENT AND RELIGION

Though gnomes are impulsive tricksters with inscrutable motives and confusing methods, many at least attempt to make the world a better place. They are prone to fits of powerful emotion, and they are often good but rarely lawful. Gnomes most commonly worship deities that value individuality and nature, such as Cayden Cailean, Desna, Gozreh, and Shelyn.

### NAMES

Gnome names can get quite complex and polysyllabic. They have little interest in familial names, and most children receive their names purely on a parent's whim. Gnomes rarely concern themselves with how easy their names are to pronounce, and they often go by shorter nicknames. Some even collect and chronicle these nicknames. Among gnomes, the shorter the name, the more feminine it's considered to be.

### SAMPLE NAMES

Abroshtor, Bastargre, Besh, Fijit, Halungalom, Krolmnite, Neji, Majet, Pai, Poshment, Queck, Trig, Zarzuket, Zatqualmie

## GNOME HERITAGES

A diverse collection of oddballs, gnomes have all sorts of peculiar strains among their bloodlines. Choose one of the following gnome heritages at 1st level.

### CHAMELEON GNOME

The color of your hair and skin is mutable, possibly due to latent magic. You can slowly change the vibrancy and the exact color, and the coloration can be different across your body, allowing you to create patterns or other colorful designs. It takes a single action for minor localized shifts and up to an hour for dramatic shifts throughout your body. While you're asleep, the colors shift on their own in tune with your dreams, giving you an unusual coloration each morning. When you're in an area where your coloration is roughly similar to the environment (for instance, forest green in a forest), you can use the single action to make minor localized shifts designed to help you blend into your surroundings. This grants you a +2 circumstance bonus to Stealth checks until your surroundings shift in coloration or pattern.

### FEY-TOUCHED GNOME

The blood of the fey is so strong within you that you're truly one of them. You gain the fey trait, in addition to the gnome and humanoid traits. Choose one cantrip from the primal spell list (page 314). You can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up. You can change this cantrip to a different one from the same list once per day by meditating to realign yourself with the First World; this is a 10-minute activity that has the concentrate trait.

### Hit Points

8

### Size

Small

### Speed

25 feet

### Ability Boosts

Constitution  
Charisma  
Free

### Ability Flaw

Strength

### Languages

Common  
Gnomish  
Sylvan  
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Draconic, Dwarven, Elven, Goblin, Jotun, Orcish, and any other languages to which you have access (such as the languages prevalent in your region).

### Traits

Gnome  
Humanoid

### Low-Light Vision

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

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### SENSATE GNOME

You see all colors as brighter, hear all sounds as richer, and especially smell all scents with incredible detail. You gain a special sense: imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine the exact location of a creature (as explained on page 465). The GM will usually double the range if you're downwind from the creature or halve the range if you're upwind.

In addition, you gain a +2 circumstance bonus to Perception checks whenever you're trying to locate an undetected creature that is within the range of your scent.

### UMBRAL GNOME

Whether from a connection to dark or shadowy fey, from the underground deep gnomes also known as svirfneblin, or another source, you can see in complete darkness. You gain darkvision.

### WELLSPRING GNOME

Some other source of magic has a greater hold on you than the primal magic of your fey lineage does. This connection might come from an occult plane or an ancient occult song; a deity, celestial, or fiend; magical effluent left behind by a mage war; or ancient rune magic.

Choose arcane, divine, or occult. You gain one cantrip from that magical tradition's spell list (pages 307–315). You can cast this spell as an innate spell at will, as a spell of your chosen tradition. A cantrip is heightened to a spell level equal to half your level rounded up. Whenever you gain a primal innate spell from a gnome ancestry feat, change its tradition from primal to your chosen tradition.

## ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a gnome, you select from among the following ancestry feats.

### 1ST LEVEL

#### ANIMAL ACCOMPLICE FEAT 1

**GNOME**

You build a rapport with an animal, which becomes magically bonded to you. You gain a familiar using the rules on page 217. The type of animal is up to you, but most gnomes choose animals with a burrow Speed.

#### BURROW ELOCUTIONIST FEAT 1

**GNOME**

You recognize the chattering of ground creatures as its own peculiar language. You can ask questions of, receive answers

from, and use the Diplomacy skill with animals that have a burrow Speed, such as badgers, ground squirrels, moles, and prairie dogs. The GM determines which animals count for this ability.

#### FEY FELLOWSHIP FEAT 1

**GNOME**

Your enhanced fey connection affords you a warmer reception from creatures of the First World as well as tools to foil their tricks. You gain a +2 circumstance bonus to both Perception checks and saving throws against fey.

In addition, whenever you meet a fey creature in a social situation, you can immediately attempt a Diplomacy check to Make an Impression on that creature rather than needing to converse for 1 minute. You take a -5 penalty to the check. If you fail, you can engage in 1 minute of conversation and attempt a new check at the end of that time rather than accepting the failure or critical failure result.

**Special** If you have the Glad-Hand skill feat, you don't take the penalty on your immediate Diplomacy check if the target is a fey.

#### FIRST WORLD MAGIC FEAT 1

**GNOME**

Your connection to the First World grants you a primal innate spell, much like those of the fey. Choose one cantrip from the primal spell list (page 314). You can cast this spell as a primal innate spell at will. A cantrip is heightened to a spell level equal to half your level rounded up.

#### GNOME OBSESSION FEAT 1

**GNOME**

You might have a flighty nature, but when a topic captures your attention, you dive into it headfirst. Pick a Lore skill. You gain the trained proficiency rank in that skill. At 2nd level, you gain expert proficiency in the chosen Lore as well as the Lore granted by your background, if any. At 7th level you gain master proficiency in these Lore skills, and at 15th level you gain legendary proficiency in them.

#### GNOME WEAPON FAMILIARITY FEAT 1

**GNOME**

You favor unusual weapons tied to your people, such as blades with curved and peculiar shapes. You are trained with the glaive and kukri.

In addition, you gain access to all uncommon gnome weapons. For the purpose of determining your proficiency, martial gnome weapons are simple weapons and advanced gnome weapons are martial weapons.

#### ILLUSION SENSE FEAT 1

**GNOME**

Your ancestors spent their days cloaked and cradled in illusions, and as a result, sensing illusion magic is second nature to you. You gain a +1 circumstance bonus to both Perception checks and Will saves against illusions.

When you come within 10 feet of an illusion that can be disbelieved, the GM rolls a secret check for you to disbelieve it, even if you didn't spend an action to Interact with the illusion.

## 5TH LEVEL

### ANIMAL ELOCUTIONIST

**FEAT 5**
**GNOME**

**Prerequisites** Burrow Elocutionist

You hear animal sounds as conversations instead of unintelligent noise, and can respond in turn. You can speak to all animals, not just animals with a burrow Speed. You gain a +1 circumstance bonus to Make an Impression on animals (which usually uses the Diplomacy skill).

### ENERGIZED FONT

**FEAT 5**
**GNOME**

**Prerequisites** focus pool, at least one innate spell from a gnome heritage or ancestry feat that shares a tradition with at least one of your focus spells

**Frequency** once per day

The magic within you provides increased energy you can use to focus. You regain 1 Focus Point, up to your usual maximum.

### GNOME WEAPON INNOVATOR

**FEAT 5**
**GNOME**

**Prerequisites** Gnome Weapon Familiarity

You produce outstanding results when wielding unusual weapons. Whenever you critically hit using a glaive, kukri, or gnome weapon, you apply the weapon's critical specialization effect.

## 9TH LEVEL

### FIRST WORLD ADEPT

**FEAT 9**
**GNOME**

**Prerequisites** at least one primal innate spell

Over time your fey magic has grown stronger. You gain *faerie fire* and *invisibility* as 2nd-level primal innate spells. You can cast each of these primal innate spells once per day.

### VIVACIOUS CONDUIT

**FEAT 9**
**GNOME**

Your connection to the First World has grown, and its positive energy flows into you rapidly. If you rest for 10 minutes, you gain Hit Points equal to your Constitution modifier × half your level. This is cumulative with any healing you receive from Treat Wounds.

## 13TH LEVEL

### GNOME WEAPON EXPERTISE

**FEAT 13**
**GNOME**

**Prerequisites** Gnome Weapon Familiarity

Your gnome affinity blends with your class training, granting you great skill with gnome weapons. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the glaive, kukri, and all gnome weapons in which you are trained.

## GNOME ADVENTURERS

Adventure is not so much a choice as a necessity for most gnomes. Adventuring gnomes often claim mementos, allowing them to remember and relive their most exciting stories.

Gnomes often consider the entertainer, merchant, or nomad backgrounds. In addition, the animal whisperer, barkeep, gambler, and tinker backgrounds are particularly appropriate.

Gnomes' connection to magic makes spellcasting classes particularly thematic for you, especially classes that match the tradition of your primal innate spells, such as druid or primal sorcerer, though wellspring gnomes might choose others.



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## GOBLIN

*The convoluted histories other people cling to don't interest goblins. These small folk live in the moment, and they prefer tall tales over factual records. The wars of a few decades ago might as well be from the ancient past. Misunderstood by other people, goblins are happy how they are. Goblin virtues are about being present, creative, and honest. They strive to lead fulfilled lives, rather than worrying about how their journeys will end. To tell stories, not nitpick the facts. To be small, but dream big.*

Goblins have a reputation as simple creatures who love songs, fire, and eating disgusting things and who hate reading, dogs, and horses—and there are a great many for whom this description fits perfectly. However, great changes have come to goblinkind, and more and more goblins resist conformity to these stereotypes. Even among goblins that are more worldly, many still exemplify their old ways in some small manner, just to a more sensible degree. Some goblins remain deeply fascinated with fire or fearlessly devour a meal that might turn others' stomachs.

Others are endless tinkerers and view their companions' trash as the components of gadgets yet to be made.

Though goblins' culture has splintered radically, their reputation has changed little. As such, goblins who travel to larger cities are frequently subjected to derision, and many work twice as hard at proving their worth.

If you want a character who is eccentric, enthusiastic, and fun-loving, you should play a goblin.

### YOU MIGHT...

- Strive to prove that you have a place among other civilized peoples, perhaps even to yourself.
- Fight tooth and nail—sometimes literally—to protect yourself and your friends from danger.
- Lighten the heavy emotional burdens others carry (and amuse yourself) with antics and pranks.

### OTHERS PROBABLY...

- Work to ensure you don't accidentally (or intentionally) set too many things on fire.
- Assume you can't—or won't—read.
- Wonder how you survive given your ancestry's typical gastronomic choices, reckless behavior, and love of fire.

### PHYSICAL DESCRIPTION

Goblins are stumpy humanoids with large bodies, scrawny limbs, and massively oversized heads with large ears and beady red eyes. Their skin ranges from green to gray to blue, and they often bear scars, boils, and rashes. Goblins average 3 feet tall. Most are bald, with little or no body hair. Their jagged teeth fall out and regrow constantly, and their fast metabolism means they eat constantly and nap frequently. Mutations are also more common among goblins than other peoples, and goblins usually view particularly salient mutations as a sign of power or fortune.

Goblins reach adolescence by the age of 3 and adulthood 4 or 5 years later. Goblins can live 50 years or more, but without anyone to protect them from each other or themselves, few live past 20 years of age.

### SOCIETY

Goblins tend to flock to strong leaders, forming small tribes. These tribes rarely number more than a hundred,



though the larger a tribe is, the more diligent the leader must be to keep order—a notoriously difficult task. As new threats rise across the Inner Sea region, many tribal elders have put aside their reckless ways in the hope of forging alliances that offer their people a greater chance at survival. Play and creativity matter more to goblins than productivity or study, and their encampments erupt with songs and laughter.

Goblins bond closely with their allies, fiercely protecting those companions who have protected them or offered a sympathetic ear. Goblins tend to assume for their own protection that members of taller ancestries, which goblins often refer to colloquially as “longshanks,” won’t treat them kindly. Learning to trust longshanks is difficult for a goblin, and it’s been only in recent years that such a partnership has even been an option. However, their attitude as a people is changing rapidly, and their short lifespans and poor memories help them adapt quickly.

### ALIGNMENT AND RELIGION

Even well-intentioned goblins have trouble following the rules, meaning they’re rarely lawful. Most goblin adventurers are chaotic neutral or chaotic good. Organized worship confounds goblins, and most of them would rather pick their own deities, choosing powerful monsters, natural wonders, or anything else they find fascinating. Longshanks might have books upon books about the structures of divinity, but to a goblin, anything can be a god if you want it to. Goblins who spend time around people of other ancestries might adopt some of their beliefs, though, and many goblin adventurers adopt the worship of Cayden Cailean.

### NAMES

Goblins keep their names simple. A good name should be easy to pronounce, short enough to shout without getting winded, and taste good to say. The namer often picks a word that rhymes with something they like so that writing songs is easier. Since there aren’t any real traditions regarding naming in goblin culture, children often name themselves once they’re old enough to do something resembling talking.

### SAMPLE NAMES

Ak, Bokker, Frum, Guzmuk, Kroby, Loohi, Mazmord, Neeka, Omgot, Ranzak, Rickle, Tup, Wakla, Yonk, Zibini

## GOBLIN HERITAGES

Goblins, especially those of different tribes, have all sorts of physiological differences, which they often discover only through hazardous “experiments.” Choose one of the following goblin heritages at 1st level.

### CHARHIDE GOBLIN

Your ancestors have always had a connection to fire and a thicker skin, which allows you to resist burning. You gain fire resistance equal to half your level (minimum 1). You can also recover from being on fire more easily. Your flat check to remove persistent fire damage is DC 10 instead of DC 15, which is reduced to DC 5 if another creature uses a particularly appropriate action to help.

### IRONGUT GOBLIN

You can subsist on food that most folks would consider spoiled. You can keep yourself fed with poor meals in a settlement as long as garbage is readily available, without using the Subsist downtime activity. You can eat and drink things when you are sickened.

You gain a +2 circumstance bonus to saving throws against afflictions, against gaining the sickened condition, and to remove the sickened condition. When you roll a success on a Fortitude save affected by this bonus, you get a critical success instead. All these benefits apply only when the affliction or condition resulted from something you ingested.

### Hit Points

6

### Size

Small

### Speed

25 feet

### Ability Boosts

Dexterity  
Charisma  
Free

### Ability Flaw

Wisdom

### Languages

Common  
Goblin  
Additional languages equal to your Intelligence modifier (if it’s positive). Choose from Draconic, Dwarven, Gnoll, Gnomish, Halfling, Orcish, and any other languages to which you have access (such as the languages prevalent in your region).

### Traits

Goblin  
Humanoid

### Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

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### RAZORTOOTH GOBLIN

Your family's teeth are formidable weapons. You gain a jaws unarmed attack that deals 1d6 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits.

### SNOW GOBLIN

You are acclimated to living in frigid lands and have skin ranging from sky blue to navy in color, as well as blue fur. You gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

### UNBREAKABLE GOBLIN

You're able to bounce back from injuries easily due to an exceptionally thick skull, cartilaginous bones, or some other mixed blessing. You gain 10 Hit Points from your ancestry instead of 6. When you fall, reduce the falling damage you take as though you had fallen half the distance.

## ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a goblin, you can select from the following ancestry feats.

### 1ST LEVEL

#### BURN IT!

FEAT 1

GOBLIN

Fire fascinates you. Your spells and alchemical items that deal fire damage gain a status bonus to damage equal to half the spell's level or one-quarter the item's level (minimum 1). You also gain a +1 status bonus to any persistent fire damage you deal.

#### CITY SCAVENGER

FEAT 1

GOBLIN

You know that the greatest treasures often look like refuse, and you scoff at those who throw away perfectly good scraps. You gain a +1 circumstance bonus to checks to Subsist, and you can use Society or Survival when you Subsist in a settlement.

When you Subsist in a city, you also gather valuable junk that silly longshanks threw away. You can Earn Income using Society or Survival in the same time as you Subsist, without spending any additional days of downtime. You also gain a +1 circumstance bonus to this check.

**Special** If you have the irongut goblin heritage, increase the bonuses to +2.

#### GOBLIN LORE

FEAT 1

GOBLIN

You've picked up skills and tales from your goblin community. You gain the trained proficiency rank in Nature and Stealth.

If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Goblin Lore.

#### GOBLIN SCUTTLE

FEAT 1

GOBLIN

**Trigger** An ally ends a move action adjacent to you.

You take advantage of your ally's movement to adjust your position. You Step.

#### GOBLIN SONG

FEAT 1

GOBLIN

You sing annoying goblin songs, distracting your foes with silly and repetitive lyrics. Attempt a Performance check against the Will DC of a single enemy within 30 feet. This has all the usual traits and restrictions of a Performance check.

You can affect up to two targets within range if you have expert proficiency in Performance, four if you have master proficiency, and eight if you have legendary proficiency.

**Critical Success** The target takes a -1 status penalty to Perception checks and Will saves for 1 minute.

**Success** The target takes a -1 status penalty to Perception checks and Will saves for 1 round.

**Critical Failure** The target is temporarily immune to attempts to use Goblin Song for 1 hour.

#### GOBLIN WEAPON FAMILIARITY

FEAT 1

GOBLIN

Others might look upon them with disdain, but you know that the weapons of your people are as effective as they are sharp. You are trained with the dogslicer and horsechopper.

In addition, you gain access to all uncommon goblin weapons. For the purpose of determining your proficiency, martial goblin weapons are simple weapons and advanced goblin weapons are martial weapons.

#### JUNK TINKER

FEAT 1

GOBLIN

You can make useful tools out of even twisted or rusted scraps. When using the Crafting skill to Craft, you can make level 0 items, including weapons but not armor, out of junk. This reduces the Price to one-quarter the usual amount but always results in a shoddy item. Shoddy items normally give a penalty, but you don't take this penalty when using shoddy items you made.

You can also incorporate junk to save money while you Craft any item. This grants you a discount on the item as if you had spent 1 additional day working to reduce the cost, but the item is obviously made of junk. At the GM's discretion, this might affect the item's resale value depending on the buyer's tastes.

#### ROUGH RIDER

FEAT 1

GOBLIN

You are especially good at riding traditional goblin mounts. You gain the Ride feat, even if you don't meet the prerequisites. You gain a +1 circumstance bonus to Nature checks to use

Command an Animal on a goblin dog or wolf mount. You can always select a wolf as your animal companion, even if you would usually select an animal companion with the mount special ability, such as for a champion's steed ally.

**VERY SNEAKY****FEAT 1****GOBLIN**

Taller folk rarely pay attention to the shadows at their feet, and you take full advantage of this. You can move 5 feet farther when you take the Sneak action, up to your Speed.

In addition, as long as you continue to use Sneak actions and succeed at your Stealth check, you don't become observed if you don't have cover or greater cover and aren't concealed at the end of the Sneak action, as long as you have cover or greater cover or are concealed at the end of your turn.

**5TH LEVEL****GOBLIN WEAPON FRENZY****FEAT 5****GOBLIN**

**Prerequisites** Goblin Weapon Familiarity

You know how to wield your people's vicious weapons. Whenever you score a critical hit using a goblin weapon, you apply the weapon's critical specialization effect.

**9TH LEVEL****CAVE CLIMBER****FEAT 9****GOBLIN**

After years of crawling and climbing through caverns, you can climb easily anywhere you go. You gain a climb Speed of 10 feet.

**SKITTERING SCUTTLE****FEAT 9****GOBLIN**

**Prerequisites** Goblin Scuttle

You can scuttle farther and faster when maneuvering alongside allies. When you use Goblin Scuttle, you can Stride up to half your Speed instead of Stepping.

**13TH LEVEL****GOBLIN WEAPON EXPERTISE****FEAT 13****GOBLIN**

**Prerequisites** Goblin Weapon Familiarity

Your goblin affinity blends with your class training, granting you great skill with goblin weapons. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the dogslicer, horsechopper, and all goblin weapons in which you are trained.

**VERY, VERY SNEAKY****FEAT 13****GOBLIN**

**Prerequisites** Very Sneaky

You can move up to your Speed when you use the Sneak action, and you no longer need to have cover or greater cover or be concealed to Hide or Sneak.

**GOBLIN ADVENTURERS**

To some degree, almost every goblin is an adventurer, surviving life on the edge using skill and wits. Goblins explore and hunt for treasures by nature, though some become true adventurers in their own rights, often after being separated from their group or tribe.

Goblins often have the acrobat, criminal, entertainer, gladiator, hunter, and street urchin backgrounds. Consider playing an alchemist, since many goblins love fire, or a bard, since many goblins love songs. As scrappy survivors, goblins are often rogues who dart about the shadows, though their inherently charismatic nature also draws them to the pursuit of magical classes such as sorcerer.



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## HALFLING

*Claiming no place as their own, halflings control few settlements larger than villages. Instead, they frequently live among humans within the walls of larger cities, carving out small communities alongside taller folk. Many halflings lead perfectly fulfilling lives in the shadows of their larger neighbors, while others prefer a nomadic existence, traveling the world and taking advantage of opportunities and adventures as they come.*

Optimistic and cheerful, blessed with uncanny luck, and driven by powerful wanderlust, halflings make up for their short stature with an abundance of bravado and curiosity. At once excitable and easygoing, they are the best kind of opportunists, and their passions favor joy over violence. Even in the jaws of danger, halflings rarely lose their sense of humor.

Many taller people dismiss halflings due to their size or, worse, treat them like children. Halflings use these prejudices and misconceptions to their advantage, gaining access to opportunities and performing deeds of daring mischief or heroism. A halfling's curiosity is tempered by wisdom and caution, leading to calculated risks and narrow escapes.

While their wanderlust and curiosity sometimes drive them toward adventure, halflings also carry strong ties to house and home, often spending above their means to achieve comfort in their homelife.

If you want to play a character who must contend with these opposing drives toward adventure and comfort, you should play a halfling.

### YOU MIGHT...

- Get along well with a wide variety of people and enjoy meeting new friends.
- Find it difficult to resist indulging your curiosity, even when you know it's going to lead to trouble.
- Hold a deep and personal hatred of the practice of slavery and devote yourself to freeing those who still labor against their will.

### OTHERS PROBABLY...

- Appreciate your ability to always find a silver lining or something to laugh about, no matter how dire the situation.
- Think you bring good luck with you.
- Underestimate your strength, endurance, and fighting prowess.

### PHYSICAL DESCRIPTION

Halflings are short humanoids who look vaguely like smaller humans. They rarely grow to be more than 3 feet in height. Halfling proportions vary, with some looking like shorter adult humans with slightly larger heads and others having proportions closer to those of a human child.

Most halflings prefer to walk barefoot rather than wearing shoes, and those who do so develop roughly calloused soles on their feet over time. Tufts of thick, often-curly hair warm the tops of their broad, tanned feet. Halfling skin tones tend toward rich, tawny shades like amber or oak, and their hair color ranges from a light golden blond to raven black.



Halflings reach physical adulthood around the age of 20. A typical halfling can live to be around 150 years old.

## SOCIETY

Despite their jovial and friendly nature, halflings don't usually tend to congregate. They have no cultural homeland in the Inner Sea region, and they instead weave themselves throughout the societies of the world. Halflings eke out whatever living they can manage, many performing menial labor or holding simple service jobs. Some halflings reject city life, instead turning to the open road and traveling from place to place in search of fortune and fame. These nomadic halflings often travel in small groups, sharing hardships and simple pleasures among close friends and family.

Wherever halflings go, they seamlessly blend into the society they find themselves in, adapting to the culture of the predominant ancestry around them and adding their uniquely halfling twists, creating a blend of cultural diffusion that enriches both cultures.

## ALIGNMENT AND RELIGION

Halflings are loyal to their friends and their family, but they aren't afraid to do what needs to be done in order to survive. Halfling alignments vary, typically closely in keeping with the alignment of the other ancestries that live around them. Halflings favor gods that either grant luck, like Desna, or encourage guile, like Norgorber, and many appreciate Cayden Cailean's role as a liberator, as well as any religions common among other ancestries around them.

## NAMES

Halfling names are usually two to three syllables, with a gentle sound that avoids hard consonants. Preferring their names to sound humble, halflings see overly long or complex names as a sign of arrogance. This goes only for their own people, however—halflings have names that suit them, and they understand that elves and humans might have longer names to suit their own aesthetics. Humans in particular have a tendency to refer to halflings by nicknames, with "Lucky" being common to the point of absurdity.

## SAMPLE NAMES

Anafa, Antal, Bellis, Boram, Etune, Filiu, Jamir, Kaleb, Linna, Marra, Miro, Rillka, Sistra, Sumak, Yamyra

## HALFLING HERITAGES

Living across the land, halflings of different heritages might appear in regions far from where their ancestors lived. Choose one of the following halfling heritages at 1st level.

### GUTSY HALFLING

Your family line is known for keeping a level head and staving off fear when the chips were down, making them wise leaders and sometimes even heroes. When you roll a success on a saving throw against an emotion effect, you get a critical success instead.

### HILLOCK HALFLING

Accustomed to a calm life in the hills, your people find rest and relaxation especially replenishing, particularly when indulging in creature comforts. When you regain Hit Points overnight, add your level to the Hit Points regained. When anyone uses the Medicine skill to Treat your Wounds, you can eat a snack to add your level to the Hit Points you regain from their treatment.

## Hit Points

6

## Size

Small

## Speed

25 feet

## Ability Boosts

Dexterity  
Wisdom  
Free

## Ability Flaw

Strength

## Languages

Common  
Halfling  
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Dwarven, Elven, Gnomish, Goblin, and any other languages to which you have access (such as the languages prevalent in your region).

## Traits

Halfling  
Humanoid

## Keen Eyes

Your eyes are sharp, allowing you to make out small details about concealed or even invisible creatures that others might miss. You gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. When you target an opponent that is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one.

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### NOMADIC HALFLING

Your ancestors have traveled from place to place for generations, never content to settle down. You gain two additional languages of your choice, chosen from among the common and uncommon languages available to you, and every time you take the Multilingual feat, you gain another new language.

### TWILIGHT HALFLING

Your ancestors performed many secret acts under the concealing cover of dusk, whether for good or ill, and over time they developed the ability to see in twilight beyond even the usual keen sight of halflings. You gain low-light vision.

### WILDWOOD HALFLING

You hail from deep in a jungle or forest, and you've learned how to use your small size to wriggle through undergrowth, vines, and other obstacles. You ignore difficult terrain from trees, foliage, and undergrowth.

## ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a halfling, you select from among the following ancestry feats.

### 1ST LEVEL

#### DISTRACTING SHADOWS FEAT 1

**HALFLING**

You have learned to remain hidden by using larger folk as a distraction to avoid drawing attention to yourself. You can use creatures that are at least one size larger than you (usually Medium or larger) as cover for the Hide and Sneak actions, though you still can't use such creatures as cover for other uses, such as the Take Cover action.

#### HALFLING LORE FEAT 1

**HALFLING**

You've dutifully learned how to keep your balance and how to stick to the shadows where it's safe, important skills passed down through generations of halfling tradition. You gain the trained proficiency rank in Acrobatics and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also become trained in Halfling Lore.

#### HALFLING LUCK FEAT 1

**FORTUNE HALFLING**

**Frequency** once per day

**Trigger** You fail a skill check or saving throw.

Your happy-go-lucky nature makes it seem like misfortune

avoids you, and to an extent, that might even be true. You can reroll the triggering check, but you must use the new result, even if it's worse than your first roll.

#### HALFLING WEAPON FAMILIARITY FEAT 1

**HALFLING**

You favor traditional halfling weapons, so you've learned how to use them more effectively. You have the trained proficiency with the sling, halfling sling staff, and shortsword.

In addition, you gain access to all uncommon halfling weapons. For you, martial halfling weapons are simple weapons, and advanced halfling weapons are martial weapons.

#### SURE FEET FEAT 1

**HALFLING**

Whether keeping your balance or scrambling up a tricky climb, your hairy, calloused feet easily find purchase. If you roll a success on an Acrobatics check to Balance or an Athletics check to Climb, you get a critical success instead. You're not flat-footed when you attempt to Balance or Climb.

#### TITAN SLINGER FEAT 1

**HALFLING**

You have learned how to use your sling to fell enormous creatures. When you hit on an attack with a sling against a Large or larger creature, increase the size of the weapon damage die by one step (details on increasing weapon damage die sizes can be found on page 279).

#### UNFETTERED HALFLING FEAT 1

**HALFLING**

You were forced into service as a laborer, either pressed into indentured servitude or shackled by the evils of slavery, but you've since escaped and have trained to ensure you'll never be caught again. Whenever you roll a success on a check to Escape or a saving throw against an effect that would impose the grabbed or restrained condition on you, you get a critical success instead. Whenever a creature rolls a failure on a check to Grapple you, they get a critical failure instead. If a creature uses the Grab ability on you, it must succeed at an Athletics check to grab you instead of automatically grabbing you.

#### WATCHFUL HALFLING FEAT 1

**HALFLING**

Your communal lifestyle causes you to pay close attention to the people around you, allowing you to more easily notice when they act out of character. You gain a +2 circumstance bonus to Perception checks when using the Sense Motive basic action to notice enchanted or possessed characters. If you aren't actively using Sense Motive on an enchanted or possessed character, the GM rolls a secret check, without the usual circumstance and with a -2 circumstance penalty, for you to potentially notice the enchantment or possession anyway.

In addition to using it for skill checks, you can use the Aid basic action to grant a bonus to another creature's saving throw or other check to overcome enchantment or possession.

As usual for Aid, you need to prepare by using an action on your turn to encourage the creature to fight against the effect.

## 5TH LEVEL

### CULTURAL ADAPTABILITY

FEAT 5

#### HALFLING

During your adventures, you've honed your ability to adapt to the culture of the predominant ancestry around you. You gain the Adopted Ancestry general feat, and you also gain one 1st-level ancestry feat from the ancestry you chose for the Adopted Ancestry feat.

### HALFLING WEAPON TRICKSTER

FEAT 5

#### HALFLING

**Prerequisites** Halfling Weapon Familiarity

You are particularly adept at fighting with your people's favored weapons. Whenever you critically succeed at an attack roll using a shortsword, a sling, or a halfling weapon, you apply the weapon's critical specialization effect.

## 9TH LEVEL

### GUIDING LUCK

FEAT 9

#### HALFLING

**Prerequisites** Halfling Luck

Your luck guides you to look the right way and aim your blows unerringly. You can use Halfling Luck twice per day: once in response to its normal trigger, and once when you fail a Perception check or attack roll instead of the normal trigger.

### IRREPRESSIBLE

FEAT 9

#### HALFLING

You are easily able to ward off attempts to play on your fears and emotions. When you roll a success on a saving throw against an emotion effect, you get a critical success instead. If your heritage is gutsy halfling, when you roll a critical failure on a saving throw against an emotion effect, you get a failure instead.

## 13TH LEVEL

### CEASELESS SHADOWS

FEAT 13

#### HALFLING

**Prerequisites** Distracting Shadows

You excel at going unnoticed, especially among a crowd. You no longer need to have cover or be concealed to Hide or Sneak. If you would have lesser cover from creatures, you gain cover and can Take Cover, and if you would have cover from creatures, you gain greater cover.

### HALFLING WEAPON EXPERTISE

FEAT 13

#### HALFLING

**Prerequisites** Halfling, Weapon Familiarity

Your halfling affinity blends with your class training, granting you great skill with halfling weapons. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the sling, halfling sling staff, shortsword, and all halfling weapons in which you are trained.

### HALFLING ADVENTURERS

Halflings' natural wanderlust and opportunistic nature make them ideal adventurers. Many people put up with their vivacious attitudes in return for the natural talents they provide and the popular superstition that traveling with a halfling is good luck.

Typical backgrounds for halflings include acrobat, criminal, emissary, entertainer, laborer, and street urchin. Halflings make great clerics and rogues, but many also become monks or rangers.



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# HUMAN

*As unpredictable and varied as any of Golarion's peoples, humans have exceptional drive and the capacity to endure and expand. Though many civilizations thrived before humanity rose to prominence, humans have built some of the greatest and the most terrible societies throughout the course of history, and today they are the most populous people in the realms around the Inner Sea.*

Humans' ambition, versatility, and exceptional potential have led to their status as the world's predominant ancestry. Their empires and nations are vast, sprawling things, and their citizens carve names for themselves with the strength of their sword arms and the power of their spells. Humanity is diverse and tumultuous, running the gamut from nomadic to imperial, sinister to saintly. Many of them venture forth to explore, to map the expanse of the multiverse, to search for long-lost treasure, or to lead mighty armies to conquer their neighbors—for no better reason than because they can.

If you want a character who can be just about anything, you should play a human.

## YOU MIGHT...

- Strive to achieve greatness, either in your own right or on behalf of a cause.
- Seek to understand your purpose in the world.
- Cherish your relationships with family and friends.

## OTHERS PROBABLY...

- Respect your flexibility, your adaptability, and—in most cases—your open-mindedness.
- Distrust your intentions, fearing you seek only power or wealth.
- Aren't sure what to expect from you and are hesitant to assume your intentions.

## PHYSICAL DESCRIPTION

Humans' physical characteristics are as varied as the world's climes. Humans have a wide variety of skin and hair colors, body types, and facial features. Generally speaking, their skin has a darker hue the closer to the equator they or their ancestors lived.

Humans reach physical adulthood around the age of 15, though mental maturity occurs a few years later. A typical human can live to be around 90 years old. Humans often intermarry with people of other

ancestries, giving rise to children who bear the traits of both parents. The most notable half-humans are half-elves and half-orcs.

## SOCIETY

Human variety also manifests in terms of their governments, attitudes, and social norms.

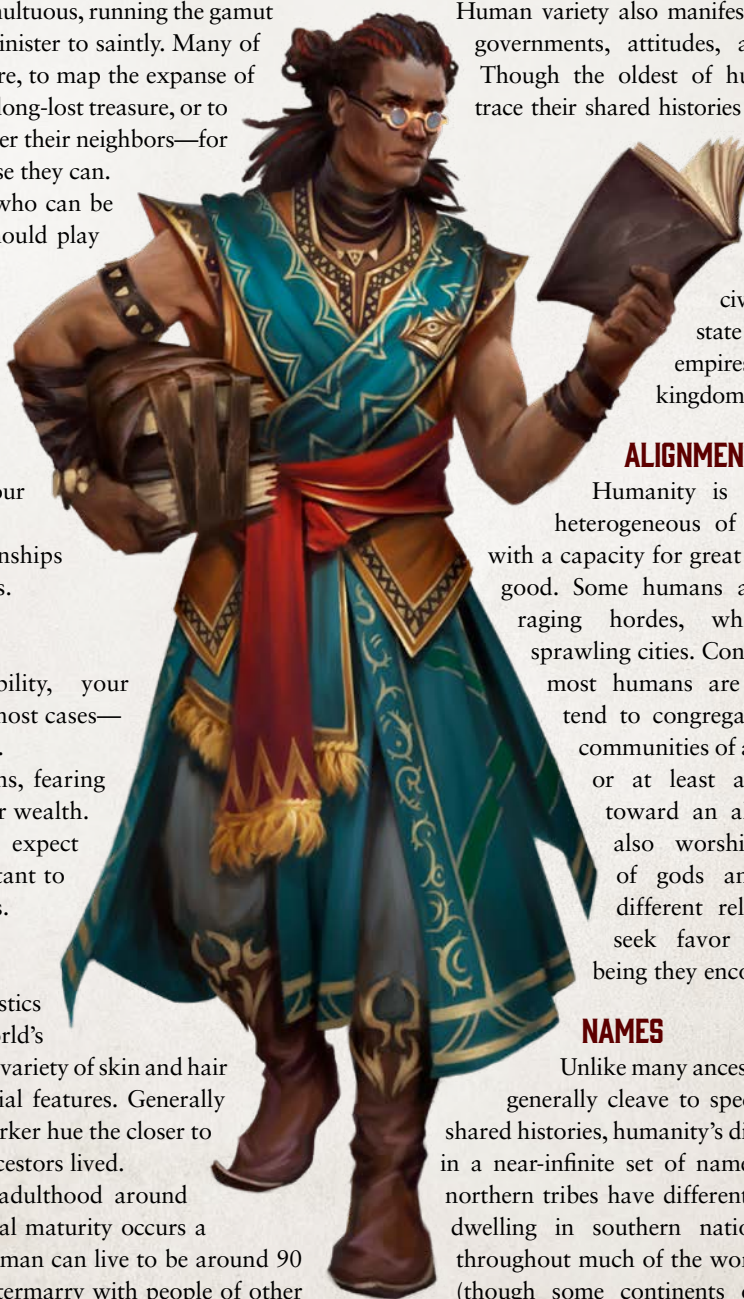
Though the oldest of human cultures can trace their shared histories thousands of years into the past, when compared to the societies of the elves or dwarves, human civilizations seem in a state of constant flux as empires fragment and new kingdoms subsume the old.

## ALIGNMENT AND RELIGION

Humanity is perhaps the most heterogeneous of all the ancestries, with a capacity for great evil and boundless good. Some humans assemble into vast raging hordes, while others build sprawling cities. Considered as a whole, most humans are neutral, yet they tend to congregate into nations or communities of a shared alignment, or at least a shared tendency toward an alignment. Humans also worship a wide range of gods and practice many different religions, tending to seek favor from any divine being they encounter.

## NAMES

Unlike many ancestral cultures, which generally cleave to specific traditions and shared histories, humanity's diversity has resulted in a near-infinite set of names. The humans of northern tribes have different names than those dwelling in southern nation-states. Humans throughout much of the world speak Common (though some continents on Golarion have



their own regional common languages), yet their names are as varied as their beliefs and appearances.

## ETHNICITIES

A variety of human ethnic groups—many of which have origins on distant lands—populates the continents bordering Golarion's Inner Sea. Human characters can be any of these ethnicities, regardless of what lands they call home. Information about Golarion's human ethnicities appears on page 430 in Chapter 8.

Characters of human ethnicities in the Inner Sea region speak Common (also known as Taldane), and some ethnicities grant access to an uncommon language.

## HALF-ELVES

A half-elf is born to an elf and a human, or to two half-elves. The life of a half-elf can be difficult, often marked by a struggle to fit in. Half-elves don't have their own homeland on Golarion, nor are populations of half-elves particularly tied to one another, since they often have very disparate human and elven traditions. Instead, most half-elves attempt to find acceptance in either human or elven settlements.

Half-elves often appear primarily human, with subtly pointed ears and a taller stature than most full-blooded humans. Half-elves lack the almost alien eyes of their elf parents, though they do have a natural presence—and often a striking beauty—that leads many to become artists or entertainers. Despite this innate appeal, many half-elves have difficulty forming lasting bonds with either humans or elves due to the distance they feel from both peoples as a whole.

Half-elves live longer than other humans, often reaching an age around 150 years. This causes some of them to fear friendship and romance with humans, knowing that they'll likely outlive their companions.

## PLAYING A HALF-ELF

You can create a half-elf character by selecting the half-elf heritage at 1st level. This gives you access to elf and half-elf ancestry feats in addition to human ancestry feats.

## YOU MIGHT...

- Keep to yourself and find it difficult to form close bonds with others.
- Strongly embrace or reject one side or the other of your parentage.
- Identify strongly with and relate to other people with mixed ancestries.

## OTHERS PROBABLY...

- Find you more attractive than humans and more approachable than elves.
- Dismiss your human ethnicity and culture in light of your elven heritage.
- Downplay the challenges of being caught between two cultures.

## HALF-ORCS

A half-orc is the offspring of a human and an orc, or of two half-orcs. Because some intolerant people see orcs as more akin to monsters than people, they sometimes hate and fear half-orcs simply due to their lineage. This commonly pushes half-orcs to the margins of society, where some find work in manual labor or as mercenaries, and others fall into crime or cruelty. Many who can't stand the indignities heaped on them in human society find a home among their orc kin or trek into the wilderness to live in peace, apart from society's judgment.

Humans often assume half-orcs are unintelligent or uncivilized, and half-orcs rarely find acceptance among societies with many such folk. To an orc tribe, a half-orc is considered smart enough to make a good war leader but weaker physically than other orcs. Many half-orcs thus end up having low status among orc tribes unless they can prove their strength.

## Hit Points

8

## Size

Medium

## Speed

25 feet

## Ability Boosts

Two free ability boosts

## Languages

Common

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

## Traits

Human

Humanoid

## OTHER HALVES

By default, half-elves and half-orcs descend from humans, but your GM might allow you to be the offspring of an elf, orc, or different ancestry. In these cases, the GM will let you select the half-elf or half-orc heritage as the heritage for this other ancestry. The most likely other parent of a half-elf are gnomes and halflings, and the most likely parents of a half-orc are goblins, halflings, and dwarves.

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A half-orc has a shorter lifespan than other humans, living to be roughly 70 years old.

### PLAYING A HALF-ORC

You can create a half-orc character by selecting the half-orc heritage at 1st level. This gives you access to orc and half-orc ancestry feats in addition to human ancestry feats.

### YOU MIGHT...

- Ignore, embrace, or actively counter the common stereotypes about half-orcs.

- Make the most of your size and strength, either physically or socially.
- Keep your distance from people of most other ancestries, in case they unfairly reject you due to your orc ancestors.

### OTHERS PROBABLY...

- Assume you enjoy and excel at fighting but aren't inclined toward magical or intellectual pursuits.
- Pity you for the tragic circumstances they assume were involved in your birth.
- Get out of your way and back down rather than face your anger.



## HUMAN HERITAGES

Unlike other ancestries, humans don't have significant physiological differences defined by their lineage. Instead, their heritages either reveal their potential as a people or reflect lineages from multiple ancestries. Choose one of the following human heritages at 1st level.

### HALF-ELF

Either one of your parents was an elf, or one or both were half-elves. You have pointed ears and other telltale signs of elf heritage. You gain the elf trait and low-light vision. In addition, you can select elf, half-elf, and human feats whenever you gain an ancestry feat.

### HALF-ORC

One of your parents was an orc, or one or both were half-orcs. You have a green tinge to your skin and other indicators of orc heritage. You gain the orc trait and low-light vision. In addition, you can select orc, half-orc, and human feats whenever you gain an ancestry feat.

### SKILLED HERITAGE

Your ingenuity allows you to train in a wide variety of skills. You become trained in one skill of your choice. At 5th level, you become an expert in the chosen skill.

### VERSATILE HERITAGE

Humanity's versatility and ambition have fueled its ascendance to be the most common ancestry in most nations throughout the world. Select a general feat of your choice for which you meet the prerequisites (as with your ancestry feat, you can select this general feat at any point during character creation).

## HUMAN ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a human, you choose from among the following ancestry feats.

## 1ST LEVEL

## ADAPTED CANTRIP

FEAT 1

HUMAN

**Prerequisites** spellcasting class feature

Through study of multiple magical traditions, you've altered a spell to suit your spellcasting style. Choose one cantrip from a magical tradition other than your own. If you have a spell repertoire or a spellbook, replace one of the cantrips you know or have in your spellbook with the chosen spell. If you prepare spells without a spellbook (if you're a cleric or druid, for example), one of your cantrips must always be the chosen spell, and you prepare the rest normally. You can cast this cantrip as a spell of your class's tradition.

If you swap or retrain this cantrip later, you can choose its replacement from the same alternate tradition or a different one.

## COOPERATIVE NATURE

FEAT 1

HUMAN

The short human life span lends perspective and has taught you from a young age to set aside differences and work with others to achieve greatness. You gain a +4 circumstance bonus on checks to Aid.

## GENERAL TRAINING

FEAT 1

HUMAN

Your adaptability manifests in your mastery of a range of useful abilities. You gain a 1st-level general feat. You must meet the feat's prerequisites, but if you select this feat during character creation, you can select the feat later in the process in order to determine which prerequisites you meet.

**Special** You can select this feat multiple times, choosing a different feat each time.

## HAUGHTY OBSTINACY

FEAT 1

HUMAN

Your powerful ego makes it harder for others to order you around. If you roll a success on a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature rolls a failure on a check to Coerce you using Intimidation, it gets a critical failure instead (so it can't try to Coerce you again for 1 week).

## NATURAL AMBITION

FEAT 1

HUMAN

You were raised to be ambitious and always reach for the stars, leading you to progress quickly in your chosen field. You gain a 1st-level class feat for your class. You must meet the prerequisites, but you can select the feat later in the character creation process in order to determine which prerequisites you meet.

## NATURAL SKILL

FEAT 1

HUMAN

Your ingenuity allows you to learn a wide variety of skills. You gain the trained proficiency rank in two skills of your choice.

## UNCONVENTIONAL WEAPONRY

FEAT 1

HUMAN

You've familiarized yourself with a particular weapon, potentially from another ancestry or culture. Choose an uncommon simple or martial weapon with a trait corresponding to an ancestry (such as dwarf, goblin, or orc) or that is common in another culture. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a simple weapon.

If you are trained in all martial weapons, you can choose an uncommon advanced weapon with such a trait. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a martial weapon.

## 5TH LEVEL

## ADAPTIVE ADEPT

FEAT 5

HUMAN

**Prerequisites** Adapted Cantrip, can cast 3rd-level spells

You've continued adapting your magic to blend your class's tradition with your adapted tradition. Choose a cantrip or 1st-level spell from the same magical tradition as your cantrip from Adapted Cantrip. You gain that spell, adding it to your spell repertoire, spellbook, or prepared spells just like the cantrip from Adapted Spell. You can cast this spell as a spell of your class's magical tradition. If you choose a 1st-level spell, you don't gain access to the heightened versions of that spell, meaning you can't prepare them if you prepare spells and you can't learn them or select the spell as a signature spell if you have a spell repertoire.

## CLEVER IMPROVISER

FEAT 5

HUMAN

You've learned how to handle situations when you're out of your depth. You gain the Untrained Improvisation general feat. In addition, you can attempt skill actions that normally require you to be trained, even if you are untrained.

## 9TH LEVEL

## COOPERATIVE SOUL

FEAT 9

HUMAN

**Prerequisites** Cooperative Nature

You have developed a soul-deep bond with your comrades and maintain an even greater degree of cooperation with them. If you are at least an expert in the skill you are Aiding, you get a success on any outcome rolled to Aid other than a critical success.

INCREDIBLE IMPROVISATION 

FEAT 9

HUMAN

**Prerequisites** Clever Improviser**Frequency** once per day**Trigger** You attempt a check using a skill you're untrained in.

A stroke of brilliance gives you a major advantage with a skill despite your inexperience. Gain a +4 circumstance bonus to the triggering skill check.

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**MULTITALENTED**

**FEAT 9**

**HUMAN**

You've learned to split your focus between multiple classes with ease. You gain a 2nd-level multiclass dedication feat (for more about multiclass archetypes, see page 219), even if you normally couldn't take another dedication feat until you take more feats from your current archetype.

If you're a half-elf, you don't need to meet the feat's ability score prerequisites.



**13TH LEVEL**

**UNCONVENTIONAL EXPERTISE**

**FEAT 13**

**HUMAN**

**Prerequisites** Unconventional Weaponry, trained in the weapon you chose for Unconventional Weaponry

You've continued to advance your powers using your unconventional weapon. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency in the weapon you chose for Unconventional Weaponry.

**HALF-ELF AND HALF-ORC ANCESTRY FEATS**

A human with elf or orc blood is called a half-elf or half-orc, respectively, which is represented by the corresponding heritage. If you have the half-elf or half-orc heritage, you can select from additional ancestry feats not available to other humans.

**HALF-ELF ANCESTRY FEATS**

The following feats are available to half-elves.

**1ST LEVEL**

**ELF ATAVISM**

**FEAT 1**

**HALF-ELF**

Your elven blood runs particularly strong, granting you features far more elven than those of a typical half-elf. You may also have been raised among elves, steeped in your elven ancestors' heritage. You gain the benefits of the elf heritage of your elven parent or ancestors. You typically can't select a heritage that depends on or improves an elven feature you don't have. For example, you couldn't gain the cavern elf's darkvision ability if you didn't have low-light vision. In these cases, at the GM's discretion, you might gain a different benefit.

**Special** You can take this feat only at 1st level, and you can't retrain out of this feat or into this feat.

**5TH LEVEL**

**INSPIRE IMITATION**

**FEAT 5**

**HALF-ELF**

Your own actions inspire your allies to great achievements. Whenever you critically succeed at a skill check, you automatically qualify to use the Aid reaction when attempting to help an ally using the same skill, even without spending an action to prepare to do so.

**SUPERNATURAL CHARM**

**FEAT 5**

**HALF-ELF**

The elven magic in your blood manifests as a force you can use

to become more appealing or alluring. You can cast 1st-level *charm* as an arcane innate spell once per day.

## HALF-ORC ANCESTRY FEATS

The following feats are available to half-orcs. Some of these feats are common to people with orc blood, and have the orc trait, while others are specific to half-orcs and have the half-orc trait.

### 1ST LEVEL

#### MONSTROUS PEACEMAKER **FEAT 1**

**HALF-ORC**

Your dual human and orc nature has given you a unique perspective, allowing you to bridge the gap between humans and the many intelligent creatures in the world that humans consider monsters. You gain a +1 circumstance bonus to Diplomacy checks against non-humanoid intelligent creatures and against humanoids that are marginalized in human society (at the GM's discretion, but typically at least including giants, goblins, kobolds, and orcs). You also gain this bonus on Perception checks to Sense the Motives of such creatures.

#### ORC FEROCITY **FEAT 1**

**ORC**

**Frequency** once per day

**Trigger** You would be reduced to 0 Hit Points but not immediately killed.

Fierceness in battle runs through your blood, and you refuse to fall from your injuries. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

#### ORC SIGHT **FEAT 1**

**HALF-ORC**

**Prerequisites** low-light vision

Your orc blood is strong enough to grant you the keen vision of your orc forebears. You gain darkvision, allowing you to see in darkness and dim light just as well as you can in bright light. However, in darkness, you see in black and white only.

**Special** You can take this feat only at 1st level, and you can't retrain out of this feat or into this feat.

#### ORC SUPERSTITION **FEAT 1**

**CONCENTRATE ORC**

**Trigger** You attempt a saving throw against a spell or magical effect, before rolling.

You defend yourself against magic by relying on techniques derived from orc cultural superstitions. You gain a +1 circumstance bonus to your saving throw against the triggering spell or magical effect.

#### ORC WEAPON FAMILIARITY **FEAT 1**

**ORC**

In combat, you favor the brutal weapons that are traditional

for your orc ancestors. You are trained with the falchion and greataxe. In addition, you gain access to all uncommon orc weapons.

For you, martial orc weapons are simple weapons, and advanced orc weapons are martial weapons.

### 5TH LEVEL

#### ORC WEAPON CARNAGE **FEAT 5**

**ORC**

**Prerequisites** Orc Weapon Familiarity

You are brutally efficient with the weapons of your orc ancestors. Whenever you critically hit using a falchion, a greataxe, or an orc weapon, you apply the weapon's critical specialization effect.

#### VICTORIOUS VIGOR **FEAT 5**

**ORC**

**Trigger** You bring a foe to 0 Hit Points.

Your victories in battle fill you with pride and imbue you with the energy to fight a bit longer despite your wounds. You gain temporary Hit Points equal to your Constitution modifier until the end of your next turn.

### 9TH LEVEL

#### PERVASIVE SUPERSTITION **FEAT 9**

**ORC**

**Prerequisites** Orc Superstition

You steep yourself in superstition and practice ancient orc mental exercises for shrugging off the effects of magic. You gain a +1 circumstance bonus to saving throws against spells and magical effects at all times.

### 13TH LEVEL

#### INCREDIBLE FEROCITY **FEAT 13**

**ORC**

**Prerequisites** Orc Ferocity

Given time to collect yourself after a near-death scrape, you can rebuild your ferocity and withstand additional finishing blows. You can use Orc Ferocity with a frequency of once per hour, rather than once per day.

#### ORC WEAPON EXPERTISE **FEAT 13**

**ORC**

**Prerequisites** Orc Weapon Familiarity

Your orc affinity blends with your class training, granting you great skill with orc weapons. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the falchion, the greataxe, and all orc weapons in which you are trained.

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## BACKGROUNDS

*Backgrounds allow you to customize your character based on their life before adventuring. This is the next step in their life story after their ancestry, which reflects the circumstances of their birth. Your character's background can help you learn or portray more about their personality while also suggesting what sorts of things they're likely to know. Consider what events set your character on their path to the life of an adventurer and how those circumstances relate to their background.*

At 1st level when you create your character, you gain a background of your choice. This decision is permanent; you can't change it at later levels. Each background listed here grants two ability boosts, a skill feat, and the trained proficiency rank in two skills, one of which is a Lore skill. If you gain the trained proficiency rank in a skill from your background and would then gain the trained proficiency rank in the same skill from your class at 1st level, you instead become trained in another skill of your choice.

Lore skills represent deep knowledge of a specific subject and are described on page 247. If a Lore skill involves a choice (for instance, a choice of terrain), explain your preference to the GM, who has final say on whether it's acceptable or not. If you'd like some suggestions, the Common Lore Subcategories sidebar on page 248 lists a number of Lore skills that are suitable for most campaigns.

Skill feats expand the functions of your skills and appear in Chapter 5: Feats.

### **ACOLYTE** **BACKGROUND**

You spent your early days in a religious monastery or cloister. You may have traveled out into the world to spread the message of your religion or because you cast away the teachings of your faith, but deep down you'll always carry within you the lessons you learned.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Religion skill and the Scribing Lore skill. You gain the Student of the Canon skill feat.

### **ACROBAT** **BACKGROUND**

In a circus or on the streets, you earned your pay by performing as an acrobat. You might have turned to adventuring when the money dried up, or simply decided to put your skills to better use.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Acrobatics skill and the Circus Lore skill. You gain the Steady Balance skill feat.

### **ANIMAL WHISPERER** **BACKGROUND**

You have always felt a connection to animals, and it was only a small leap to learn to train them. As you travel, you continuously encounter different creatures, befriending them along the way.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Nature skill and a Lore skill related to one terrain inhabited by animals you like (such as Plains Lore or Swamp Lore). You gain the Train Animal skill feat.

### **ARTISAN** **BACKGROUND**

As an apprentice, you practiced a particular form of building or crafting, developing specialized skill. You might have been a blacksmith's apprentice toiling over the forge for countless hours, a young tailor sewing garments of all kinds, or a shipwright shaping the hulls of ships.

Choose two ability boosts. One must be to Strength or Intelligence, and one is a free ability boost.

You're trained in the Crafting skill and the Guild Lore skill. You gain the Specialty Crafting skill feat.

### **ARTIST** **BACKGROUND**

Your art is your greatest passion, whatever form it takes. Adventuring might help you find inspiration, or simply be a way to survive until you become a world-famous artist.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Crafting skill and the Art Lore skill. You gain the Specialty Crafting skill feat.

### **BARKEEP** **BACKGROUND**

You have five specialties: hefting barrels, drinking, polishing steins, drinking, and drinking. You worked in a bar, where you learned how to hold your liquor and rowdily socialize.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Alcohol Lore skill. You gain the Hobnobber skill feat.

### **BARRISTER** **BACKGROUND**

Piles of legal manuals, stern teachers, and experience in the courtroom have instructed you in legal matters. You're capable of mounting a prosecution or defense in court, and you tend to keep abreast of local laws, as you never can tell when you might need to know them on short notice.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Legal Lore skill. You gain the Group Impression skill feat.



### **BOUNTY HUNTER** **BACKGROUND**

Bringing in lawbreakers lined your pockets. Maybe you had an altruistic motive and sought to bring in criminals to make the streets safer, or maybe the coin was motivation enough. Your techniques for hunting down criminals transfer easily to the life of an adventurer.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Legal Lore skill. You gain the Experienced Tracker skill feat.

### **CHARLATAN** **BACKGROUND**

You traveled from place to place, peddling false fortunes and snake oil in one town, pretending to be royalty in exile to seduce a wealthy heir in the next. Becoming an adventurer might be your next big scam or an attempt to put your talents to use for a greater cause. Perhaps it's a bit of both, as you realize that after pretending to be a hero, you've become the mask.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Deception skill and the Underworld Lore skill. You gain the Charming Liar skill feat.

### **CRIMINAL** **BACKGROUND**

As an unscrupulous independent or as a member of an underworld organization, you lived a life of crime. You might have become an adventurer to seek redemption, to escape the law, or simply to get access to bigger and better loot.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Stealth skill and the Underworld Lore skill. You gain the Experienced Smuggler skill feat.

### **DETECTIVE** **BACKGROUND**

You solved crimes as a police inspector or took jobs for wealthy clients as a private investigator. You might have become an adventurer as part of your next big mystery, but likely it was due to the consequences or aftermath of a prior case.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Society skill and the Underworld Lore skill. You gain the Streetwise skill feat.

### **EMISSARY** **BACKGROUND**

As a diplomat or messenger, you traveled to lands far and wide. Communicating with new people and forming alliances were your stock and trade.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Society skill and a Lore skill related to one city you've visited often. You gain the Multilingual skill feat.

### **ENTERTAINER** **BACKGROUND**

Through an education in the arts or sheer dogged practice,

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you learned to entertain crowds. You might have been an actor, a dancer, a musician, a street magician, or any other sort of performer.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Performance skill and the Theater Lore skill. You gain the Fascinating Performance skill feat.

**FARMHAND** **BACKGROUND**

With a strong back and an understanding of seasonal cycles, you tilled the land and tended crops. Your farm could have been razed by invaders, you could have lost the family tying you to the land, or you might have simply tired of the drudgery, but at some point you became an adventurer.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Athletics skill and the Farming Lore skill. You gain the Assurance skill feat with Athletics.

**FIELD MEDIC** **BACKGROUND**

In the chaotic rush of battle, you learned to adapt to rapidly changing conditions as you administered to battle casualties. You patched up soldiers, guards, or other combatants, and learned a fair amount about the logistics of war.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Medicine skill and the Warfare Lore skill. You gain the Battle Medic skill feat.

**FORTUNE TELLER** **BACKGROUND**

The strands of fate are clear to you, as you have learned many traditional forms by which laypeople can divine the future. You might have used these skills to guide your community, or simply to make money. But even the slightest peek into these practices connects you to the occult mysteries of the universe.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Occultism skill and the Fortune-Telling Lore skill. You gain the Oddity Identification skill feat.

**GAMBLER** **BACKGROUND**

The thrill of the win drew you into games of chance. This might have been a lucrative sideline that paled in comparison to the real risks of adventuring, or you might have fallen on hard times due to your gambling and pursued adventuring as a way out of a spiral.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Deception skill and the Games Lore skill. You gain the Lie to Me skill feat.

**GLADIATOR** **BACKGROUND**

The bloody games of the arena taught you the art of combat. Before you attained true fame, you departed—or escaped—the arena to explore the world. Your skill at drawing both blood and a crowd's attention pay off in a new adventuring life.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Performance skill and the Gladiatorial Lore skill. You gain the Impressive Performance skill feat.

**GUARD** **BACKGROUND**

You served in the guard, out of either patriotism or the need for coin. Either way, you know how to get a difficult suspect to talk. However you left the guard, you might think of adventuring as a way to use your skills on a wider stage.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and the Legal Lore or Warfare Lore skill. You gain the Quick Coercion skill feat.

**HERBALIST** **BACKGROUND**

As a formally trained apothecary or a rural practitioner of folk medicine, you learned the healing properties of various herbs. You're adept at collecting the right natural cures in all sorts of environments and preparing them properly.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and the Herbalism Lore skill. You gain the Natural Medicine skill feat.

**HERMIT** **BACKGROUND**

In an isolated place—like a cave, remote oasis, or secluded mansion—you lived a life of solitude. Adventuring might represent your first foray out among other people in some time. This might be a welcome reprieve from solitude or an unwanted change, but in either case, you're likely still rough around the edges.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Nature or Occultism skill, plus a Lore skill related to the terrain you lived in as a hermit (such as Cave Lore or Desert Lore). You gain the Dubious Knowledge skill feat.

**HUNTER** **BACKGROUND**

You stalked and took down animals and other creatures of the wild. Skinning animals, harvesting their flesh, and cooking them were also part of your training, all of which can give you useful resources while you adventure.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Tanning Lore skill. You gain the Survey Wildlife skill feat.

**LABORER** **BACKGROUND**

You've spent years performing arduous physical labor. It was a difficult life, but you somehow survived. You may have embraced adventuring as an easier method to make your way in the world, or you might adventure under someone else's command.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Athletics skill and the Labor Lore skill. You gain the Hefty Hauler skill feat in Athletics.

### MARTIAL DISCIPLE BACKGROUND

You dedicated yourself to intense training and rigorous study to become a great warrior. The school you attended might have been a traditionalist monastery, an elite military academy, or the local branch of a prestigious mercenary organization.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in your choice of the Acrobatics or Athletics skill. You gain a skill feat: Cat Fall if you chose Acrobatics or Quick Jump if you chose Athletics. You're also trained in the Warfare Lore skill.

### MERCHANT BACKGROUND

In a dusty shop, market stall, or merchant caravan, you bartered wares for coin and trade goods. The skills you picked up still apply in the adventuring life, in which a good deal on a suit of armor could prevent your death.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Mercantile Lore skill. You gain the Bargain Hunter skill feat.

### MINER BACKGROUND

You earned a living wrenching precious minerals from the lightless depths of the earth. Adventuring might have seemed lucrative or glamorous compared to this backbreaking labor—and if you have to head back underground, this time you plan to do so armed with a real weapon instead of a miner's pick.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Mining Lore skill. You gain the Terrain Expertise skill feat with underground terrain.

### NOBLE BACKGROUND

To the common folk, the life of a noble seems one of idyllic luxury, but growing up as a noble or member of the aspiring gentry, you know the reality: a noble's lot is obligation and intrigue. Whether you seek to escape your duties by adventuring or to better your station, you have traded silks and pageantry for an adventurer's life.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Society skill and your choice of the Genealogy Lore or Heraldry Lore skill. You gain the Courtly Graces skill feat.

### NOMAD BACKGROUND

Traveling far and wide, you picked up basic tactics for surviving on the road and in unknown lands, getting by with few supplies and even fewer comforts. As an adventurer, you travel still, often into even more dangerous places.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and a Lore skill related to one terrain you traveled in (such as Desert Lore or Swamp Lore). You gain the Assurance skill feat with Survival.

### PRISONER BACKGROUND

You might have been imprisoned for crimes (whether you were guilty or not), or enslaved for some part of your upbringing. In your adventuring life, you take full advantage of your newfound freedom.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Stealth skill and the Underworld Lore skill. You gain the Experienced Smuggler skill feat.

### SAILOR BACKGROUND

You heard the call of the sea from a young age. Perhaps you signed onto a merchant's vessel, joined the navy, or even fell in with a crew of pirates and scalawags.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Athletics skill and the Sailing Lore skill. You gain the Underwater Marauder skill feat.

### SCHOLAR BACKGROUND

You have a knack for learning, and sequestered yourself from the outside world to learn all you could. You read



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about so many wondrous places and things in your books, and always dreamed about one day seeing the real things. Eventually, that curiosity led you to leave your studies and become an adventurer.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in your choice of the Arcana, Nature, Occultism, or Religion skill, and gain the Assurance skill feat in your chosen skill. You're also trained in the Academia Lore skill.

**SCOUT** **BACKGROUND**

You called the wilderness home as you found trails and guided travelers. Your wanderlust could have called you to the adventuring life, or perhaps you served as a scout for soldiers and found you liked battle.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and a Lore skill related to one terrain you scouted in (such as Forest Lore or Cavern Lore). You gain the Forager skill feat.

**STREET URCHIN** **BACKGROUND**

You eked out a living by picking pockets on the streets of a major city, never knowing where you'd find your next meal. While some folk adventure for the glory, you do so to survive.

Choose two ability boosts. One must be to Dexterity or Constitution, and one is a free ability boost.

You're trained in Thievery and a Lore skill for the city you lived in as a street urchin (such as Absalom Lore or Magnimar Lore). You gain the Pickpocket skill feat.

**TINKER** **BACKGROUND**

Creating all sorts of minor inventions scratches your itch for problem-solving. Your engineering skills take a particularly creative bent, and no one knows what you'll come up with next. It might be a genius device with tremendous potential... or it might explode.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Crafting skill and the Engineering Lore skill. You gain the Specialty Crafting skill feat.

**WARRIOR** **BACKGROUND**

In your younger days, you waded into battle as a mercenary, a warrior defending a nomadic people, or a member of a militia or army. You might have wanted to break out from the regimented structure of these forces, or you could have always been as independent a warrior as you are now.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Intimidation skill and the Warfare Lore skill. You gain the Intimidating Glare skill feat.

## LANGUAGES

*The people of the Inner Sea region speak dozens of different languages, along with hundreds of dialects and regional variations. While a character can generally get by with Taldane, also known as Common, knowing another language is vital in some regions. Being able to speak these tongues can help you with negotiation, spying on enemies, or just conducting simple commerce. Languages also afford you the chance to contextualize your character in the world and give meaning to your other character choices.*

Your ancestry entry states which languages you know at 1st level. Typically, this means you can both speak and read these languages. Having a positive Intelligence modifier grants a number of additional languages equal to your Intelligence modifier. You can choose these languages from the list presented in your character's ancestry entry and from those available from your region or ethnicity. Ask your GM if there's a language you want to select that isn't on these lists. If your Intelligence changes later on, you adjust your number of languages accordingly.

The languages presented here are grouped according to how common they are throughout the Inner Sea region. Languages that are common are regularly encountered in most places, even among those who aren't native speakers. Languages that are uncommon (see Table 2–2 and Regional Languages) are most frequently spoken by native speakers, but they are also spoken by certain scholars and others interested in the associated cultures.

Druidic is a secret language, and is available only to characters who are druids. In fact, druids are prohibited from teaching the language to non-druids (described further in Anathema on page 130).

It is possible for your character to learn languages later in their adventuring career. Selecting the Multilingual feat, for example, grants a character two new languages chosen from those listed in Table 2–1: Common Languages and Table 2–2: Uncommon Languages. Other abilities and effects might grant access to common or uncommon languages, as detailed in their descriptions.

**TABLE 2–1: COMMON LANGUAGES**

Language	Speakers
Common	Humans, dwarves, elves, halflings, and other common ancestries
Draconic	Dragons, reptilian humanoids
Dwarven	Dwarves
Elven	Elves, half-elves
Gnomish	Gnomes
Goblin	Goblins, hobgoblins, bugbears
Halfling	Halflings
Jotun	Giants, ogres, trolls, ettins, cyclopes
Orcish	Orcs, half-orcs
Sylvan	Fey, centaurs, plant creatures
Undercommon	Drow, duergars, xulgaths

**TABLE 2–2: UNCOMMON LANGUAGES**

Language	Speakers
Abyssal	Demons
Aklo	Deros, evil fey, otherworldly monsters
Aquan	Aquatic creatures, water elemental creatures
Auran	Air elemental creatures, flying creatures
Celestial	Angels
Gnoll	Gnolls
Ignan	Fire elemental creatures
Infernal	Devils
Necril	Ghoul, intelligent undead
Shadowtongue	Nidalese, Shadow Plane creatures
Terran	Earth elemental creatures

**TABLE 2–3: SECRET LANGUAGE**

Language	Speakers
Druidic	Druids

## REGIONAL LANGUAGES

Regional languages depend on the game world you're playing in. Chapter 8: The Age of Lost Omens lists the regional languages of the Pathfinder world and where they're spoken (page 432). These languages are uncommon.

Most characters learn the Common language. This is the most widely used language in the region where the campaign takes place. In the Inner Sea region of Golarion, the Common tongue is Taldane, for example. Characters with Common might face a language barrier if they travel somewhere with a different Common language.

## SIGN LANGUAGE AND READING LIPS

The language entry for most characters lists languages they use to communicate in spoken words. However, you might know the signed version of a language or know how to read lips. You can learn these by taking the Sign Language and Read Lips skill feats. If you are creating a character who is deaf, hard of hearing, or unable to speak, discuss with your GM whether it makes sense for your character to know sign languages or lip reading. If so, your GM might allow you to select one of these feats for free (even if you don't meet the prerequisites) to represent your character concept.

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## CHAPTER 3: CLASSES

*Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combat-oriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding.*

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create a brilliant but scatterbrained alchemist who can rattle off complex formulas for alchemical items but has trouble remembering his best friend's birthday. Or perhaps you want your character to be a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe they'll be a hot-tempered sorcerer whose gesticulating fingers pulse with light from an angelic ancestor. The choices you make for your character within their class—such as a cleric's choice of deity, a fighter's choice of weapon, or a sorcerer's bloodline—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe the 12 core classes in Pathfinder. Each entry contains the information you need to play a character of that class, as well as to advance them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

- **Leveling Up** on page 31 tells you how to make your character stronger when you get enough Experience Points to reach a new level.
- **Animal Companions and Familiars** on page 214 provides rules to create an animal companion or a familiar to share your adventures with. You must have a class feature or feat that grants you a companion or familiar to use these rules.
- **Archetypes** on page 219 gives you thematic options that allow you to further customize your character's abilities. Though these rules are not recommended for beginners, the archetypes in this book allow you to gain abilities from other classes starting at 2nd level.

### READING CLASS ENTRIES

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an ability boost to a key ability score; a number of Hit Points they receive at each level; proficiency ranks for

various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

### PLAYING THE CLASS

The first section of each class describes the interests and tendencies typical of that class, as well as information on how others view them. This can help inspire you as you determine your character's actions and define their personality, but you aren't obligated to play your character as this section describes.

### KEY ABILITY

This is the ability score that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this ability in some way.

For instance, this is the ability score you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a spellcasting class, this key ability is used to calculate spell DCs and similar values.

Most classes are associated with one key ability score, but some allow you to choose from two options. For instance, if you're a fighter, you can choose either Strength or Dexterity as your key ability. A fighter who chooses Strength will excel in hand-to-hand combat, while those who choose Dexterity prefer ranged or finesse weapons.

Additionally, when you choose your character's class, they gain an ability boost to their key ability score, increasing that ability score by 2. For more about ability boosts, see page 20.

### HIT POINTS

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for characters to rush into battle with weapons bared gain a higher number of Hit Points

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each level, while those for characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry. For more about calculating your character's Constitution modifier and determining their Hit Points, see page 26.

### INITIAL PROFICIENCIES

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character who is trained with a longbow can use it effectively, while a person who is legendary with the weapon might be able to split an arrow from 100 paces away!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and either spells or class DC. You gain the trained proficiency rank in at least one skill that is important to your class, and you can choose other skills to gain trained proficiency in—the exact number depends on your class. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4. For more about proficiency ranks, see page 13.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

### ADVANCEMENT TABLE

This table summarizes the feats, skill increases, ability boosts, and other benefits your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

### CLASS FEATURES

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class

features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining (as explained on page 481).

### CLASS FEATS

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

### SKILL FEATS

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. Skill feats can be found in Chapter 5: Feats, beginning on page 254. At 2nd level and every 2 levels thereafter, most classes gain a skill feat, though rogues gain them earlier and more often. Your character must be trained in the corresponding skill to take a skill feat.

### GENERAL FEATS

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it. More information can be found in Chapter 5: Feats (page 254).

### SKILL INCREASES

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though rogues gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained or become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill of which they're already a master.

### ABILITY BOOSTS

At 5th level and every 5 levels thereafter, your character boosts four different ability scores. Your character can use these ability boosts to increase their ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18. For more about ability boosts and applying them during character creation, see page 20.

### ANCESTRY FEATS

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begins on page 32.

**ALCHEMIST** **PAGE 70**

The alchemist uses their skill at crafting to create alchemical items—such as bombs, elixirs, and poisons—that they use to defeat foes and aid allies. Smart and resourceful, an alchemist often has just the right tool for the job and esoteric knowledge to help their friends get out of a jam.

**FIGHTER** **PAGE 140**

With calculated daring and fearless determination, the fighter tracks down and confronts their enemies while defending allies from harm. A master of the battlefield, the fighter is quick to exploit opportunities and strike any who stumble within reach of their sword or bow.

**BARBARIAN** **PAGE 82**

The barbarian is a fearsome embodiment of rage, focusing the deadly power of their anger against anyone who stands in their way. A barbarian is quick to enter battle and, once their fury has been unleashed, is immensely strong, often unpredictable, and nearly unstoppable.

**MONK** **PAGE 154**

The monk seeks perfection in all things, and that includes transforming their body into the perfect weapon. They can be walking with calm purpose and contemplating the subtleties of existence in one minute and then transform into a blur of deadly blows in the next.

**BARD** **PAGE 94**

An artist and a scholar, the bard uses performance and esoteric learning to bolster their companions and foil their enemies. Sometimes sneaky and quite often charming, the bard adventures with pizzazz and talent backed up by an impressive repertoire of occult magic.

**RANGER** **PAGE 166**

Resourceful and cunning, the ranger is a hunter, tracker, and warrior who preserves the natural world and protects civilization from its ravages. Whether they use a bow, crossbow, a pair of weapons, or snares, the ranger is a fearsome enemy and great ally in the wild.

**CHAMPION** **PAGE 104**

A defender of good who straps on armor and wields a righteous weapon, the champion protects the innocent and vanquishes evil. Steadfast in their beliefs, and devoted to both a deity and an aspect of good, they follow a strict code as they fight to make the world a better place.

**ROGUE** **PAGE 178**

Cunning and quick, the rogue brings skill and expertise few of their comrades can match. In battle, they excel at sneak attacks and ambushes. Their rackets gives them the tools they need to get the job done, and their wide array of skill choices lets them specialize as they see fit.

**CLERIC** **PAGE 116**

The cleric is dedicated to the worship of a single deity and draws divine magic from this devotion. Clerics can be vastly different depending on who they worship, and whether they're cloistered clerics who pursue one of their deity's domains or war priests who serve as the sword arm of their god.

**SORCERER** **PAGE 190**

The intense magic the sorcerer commands comes from neither study nor worship—it comes from their blood. Their magical abilities depend on whether they have the blood of dragons, angels, fey, aberrant creatures, or some other being flowing through their veins and powering their spells.

**DRUID** **PAGE 128**

The druid walks the wild, primordial places of the world without fear, harnessing the primal magic of nature and controlling it with calm purpose. A devotee of the wilderness, the druid finds nourishment in its power, allies among its creatures, and strength in its fury.

**WIZARD** **PAGE 202**

The wizard is the arcane master of spellcasting, plucking incredible power from reality through complicated spell formulas. They stride with confidence, without a need for armor or weapons, enacting their will upon the world and bringing woe upon their enemies.

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# ALCHEMIST

*There's no sight more beautiful to you than a strange brew bubbling in a beaker, and you consume your ingenious elixirs with abandon. You're fascinated by uncovering the secrets of science and the natural world, and you're constantly experimenting in your lab or on the go with inventive concoctions for every eventuality. You are fearless in the face of risk, hurling explosive or toxic creations at your foes. Your unique path toward greatness is lined with alchemical brews that push your mind and body to their limits.*

## KEY ABILITY

### INTELLIGENCE

At 1st level, your class gives you an ability boost to Intelligence.

## HIT POINTS

### 8 plus your Constitution Modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

You lob bombs at your foes, harry your enemies, and support the rest of your party with potent elixirs. At higher levels, your mutagens warp your body into a resilient and powerful weapon.

## DURING SOCIAL ENCOUNTERS...

You provide knowledge and experience about alchemical items and related secrets, such as poisons and diseases.

## WHILE EXPLORING...

You keep an eye out for trouble with your bombs at the ready, while giving advice on all things alchemical and mysterious.

## IN DOWNTIME...

You experiment in an alchemical lab, brewing elixirs, making bombs, and furthering your alchemical knowledge.

## YOU MIGHT...

- Enjoy tinkering with strange formulas and alchemical reagents, often with a single-minded dedication and recklessness that gives others pause.
- Get a kick out of wreaking havoc with the alchemical concoctions you've made, and enjoy watching things burn, dissolve, freeze, and jolt.
- Endlessly experiment to discover new, more potent alchemical tools.

## OTHERS PROBABLY...

- Think you're some kind of sorcerer or an eccentric wizard and don't understand that you don't cast spells; spellcasters who clumsily dabble in alchemy only heighten this misconception.
- Don't understand your zeal for alchemy, creativity, and invention.
- Assume that if you haven't caused a catastrophe with your experimentations, you inevitably will.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

### PERCEPTION

Trained in Perception

### SAVING THROWS

Expert in Fortitude

Expert in Reflex

Trained in Will

### SKILLS

Trained in Crafting

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

### ATTACKS

Trained in simple weapons

Trained in alchemical bombs

Trained in unarmed attacks

### DEFENSES

Trained in light armor

Trained in unarmored defense

### CLASS DC

Trained in alchemist class DC



**TABLE 3-1: ALCHEMIST ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, alchemy, formula book, research field, alchemist feat
2	Alchemist feat, skill feat
3	General feat, skill increase
4	Alchemist feat, skill feat
5	Ability boosts, ancestry feat, field discovery, skill increase
6	Alchemist feat, skill feat
7	Alchemical weapon expertise, general feat, iron will, perpetual infusions, skill increase
8	Alchemist feat, skill feat
9	Alchemical expertise, alertness, ancestry feat, double brew, skill increase
10	Ability boosts, alchemist feat, skill feat
11	General feat, juggernaut, perpetual potency, skill increase
12	Alchemist feat, skill feat
13	Ancestry feat, greater field discovery, light armor expertise, skill increase, weapon specialization
14	Alchemist feat, skill feat
15	Ability boosts, alchemical alacrity, evasion, general feat, skill increase
16	Alchemist feat, skill feat
17	Alchemical mastery, ancestry feat, perpetual perfection, skill increase
18	Alchemist feat, skill feat
19	General feat, light armor mastery, skill increase
20	Ability boosts, alchemist feat, skill feat

## CLASS FEATURES

You gain these abilities as an alchemist. Abilities gained at higher levels list the levels at which you gain them next to the features' names.

### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

### ALCHEMY

You understand the complex interactions of natural and unnatural substances and can concoct alchemical items to meet your needs. You can do this using normal reagents and the Craft activity, or you can use special infused reagents that allow you to craft temporary items quickly and at no cost. Over time, you can create more and more alchemical items for free, and since each of

them becomes more and more powerful, you advance in power dramatically, leaving behind those who don't understand your strange science.

You gain the Alchemical Crafting feat (page 258), even if you don't meet that feat's prerequisites, and you gain the four common 1st-level alchemical formulas granted by that feat. The catalog of alchemical items begins on page 543. You can use this feat to create alchemical items as long as you have the items' formulas in your formula book.

### INFUSED REAGENTS

You infuse reagents with your own alchemical essence, allowing you to create alchemical items at no cost. Each day during your daily preparations, you gain a number of batches of infused reagents equal to your level + your Intelligence modifier. You can use these reagents for either advanced alchemy or Quick Alchemy, described below. Together, these infused reagents have light Bulk.

As soon as you make your next daily preparations, your infused reagents from the previous day's preparations are instantly destroyed, and nonpermanent effects of your previous day's infused items immediately end. While infused reagents are physical objects, they can't be duplicated, preserved, or created in any way other than your daily preparations. Any such artificial reagents lack the infusion and are useless for advanced alchemy or Quick Alchemy.

### ADVANCED ALCHEMY

During your daily preparations, after producing new infused reagents, you can spend batches of those infused reagents to create infused alchemical items. You don't need to attempt a Crafting check to do this, and you ignore both the number of days typically required to create the items and any alchemical reagent requirements. Your advanced alchemy level is equal to your level. For each batch of infused reagents you spend, choose an alchemical item of your advanced alchemy level or lower that's in your formula book, and make a batch of two of that item. These items have the infused trait and remain potent for 24 hours or until your next daily preparations, whichever comes first.

### QUICK ALCHEMY

If you need a specific alchemical item on the fly, you can use your infused reagents to quickly create it with the Quick Alchemy action.

### QUICK ALCHEMY

**ALCHEMIST** **MANIPULATE**

**Cost** 1 batch of infused reagents

**Requirements** You have alchemist's tools (page 287), the formula for the alchemical item you're creating, and a free hand.

You swiftly mix up a short-lived alchemical item to use at a moment's notice. You create a single alchemical item of your advanced alchemy level or lower that's in your formula

book without having to spend the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn.

### FORMULA BOOK

An alchemist keeps meticulous records of the formulas for every item they can create. You start with a standard formula book worth 10 sp or less (as detailed on page 290) for free. The formula book contains the formulas for two common 1st-level alchemical items of your choice, in addition to those you gained from Alchemical Crafting and your research field. The catalog of alchemical items begins on page 543.

Each time you gain a level, you can add the formulas for two common alchemical items to your formula book. These new formulas can be for any level of item you can create. You learn these formulas automatically, but it's also possible to find or buy additional formulas in settlements or from other alchemists, or to invent them with the Inventor feat (page 262).

### RESEARCH FIELD

Your inquiries into the alchemical nature of the universe have led you to focus on a particular field of research. You might have a degree from an scientific institute, correspond with other researchers in your field, or work as a genius loner. Choose a field of research. The research fields presented in this book are as follows.

#### BOMBER

You specialize in explosions and other violent alchemical reactions. You start with the formulas for two 1st-level alchemical bombs in your formula book, in addition to your other formulas.

When throwing an alchemical bomb with the splash trait, you can deal splash damage to only your primary target instead of the usual splash area.

#### CHIRURGEON

You concentrate on healing others with alchemy. You start with the formulas for two of the following in your formula book, in addition to your other formulas: lesser antidote, lesser antiplague, or lesser elixir of life.

As long as your proficiency rank in Medicine is trained or better, you can attempt a Crafting check instead of a Medicine check for any of Medicine's untrained and trained uses.

#### MUTAGENIST

You focus on bizarre mutagenic transformations that sacrifice one aspect of a creature's physical or psychological being in order to strengthen another. You start with the formulas for two 1st-level mutagens in your formula book, in addition to your other formulas.

You can gain the benefit of any mutagen, even if it wasn't specifically brewed for you. Whenever your proficiency rank for simple weapons increases, your proficiency rank for unarmed attacks increases to the same rank unless it's already better.

### ALCHEMIST FEATS

At 1st level and every even-numbered level thereafter, you gain an alchemist class feat. Alchemist class feats are described beginning on page 76.

### SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

### GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.



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SAMPLE ALCHEMIST



CHIRURGEON

*You use alchemy for medicinal purposes, healing and protecting others across the lands.*

ABILITY SCORES

Prioritize Intelligence and Wisdom. Constitution increases your survivability, and Dexterity helps you hit with ranged attacks when violence is necessary.

SKILLS

Crafting, Diplomacy, Medicine, Nature, Occultism, Religion, Society, Survival

RESEARCH FIELD

Chirurgion

STARTING FEAT

Alchemical Savant

HIGHER-LEVEL FEATS

Poison Resistance (2nd), Efficient Alchemy (4th), Combine Elixirs (6th), Merciful Elixir (10th), Greater Merciful Elixir (14th), Miracle Worker (18th), Craft Philosopher's Stone (20th)

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

FIELD DISCOVERY

5TH

You learn a special discovery depending on your field.

**Bomber:** When using advanced alchemy to make bombs during your daily preparations, you can use a batch of reagents to create any three bombs instead of just two of the same bomb.

**Chirurgion:** When using advanced alchemy to make elixirs of life during your daily preparations, you can create three elixirs with each batch of reagents instead of two.

**Mutagenist:** When using advanced alchemy to make mutagens during your daily preparations, you can use a batch of reagents to create any three mutagens instead of just two of the same mutagen.

ALCHEMICAL WEAPON EXPERTISE

7TH

You've trained to more effectively wield the weapons you find in your lab. Your proficiency ranks for simple weapons and alchemical bombs increase to expert.

IRON WILL

7TH

Your mental defenses are an iron fortress. Your proficiency rank for Will saves increases to expert.

PERPETUAL INFUSIONS

7TH

You have learned how to create perpetual alchemical infusions that can provide a near-infinite supply of certain simple items. You gain the ability to create two 1st-level alchemical items using Quick Alchemy without spending a batch of infused reagents. The items you can select depend on your research field and must be in your formula book.

**Bomber:** Choose two of the following formulas: lesser acid flask, lesser alchemist's fire, lesser bottled lightning, lesser liquid ice, lesser tanglefoot bag, lesser thunderstone.

**Chirurgeon:** Lesser antidote and lesser antiplague.

**Mutagenist:** Choose two of the following formulas: lesser bestial mutagen, lesser bullheaded mutagen, lesser cognitive mutagen, lesser juggernaut mutagen, lesser quicksilver mutagen, lesser silvertongue mutagen.

### ALCHEMICAL EXPERTISE

9TH

Constant practice has increased the effectiveness of your concoctions. Your proficiency rank for your alchemist class DC increases to expert.

### ALERTNESS

9TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

### DOUBLE BREW

9TH

You know your formulas so well that you can concoct two items at once. When using the Quick Alchemy action, instead of spending one batch of infused reagents to create a single item, you can spend up to two batches of infused reagents to make up to two alchemical items as described in that action. These items do not have to be the same.

### JUGGERNAUT

11TH

Your body has become accustomed to physical hazards and resistant to pathogens and ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

### PERPETUAL POTENCY

11TH

Your perpetual infusions improve, allowing you to use Quick Alchemy to create more powerful items with no cost. The items you can select depend on your research field and must be in your formula book.

**Bomber:** The moderate versions of the bombs you chose for perpetual infusions.

**Chirurgeon:** Moderate antidote and antiplague.

**Mutagenist:** The moderate versions of the mutagens you chose for perpetual infusions.

### GREATER FIELD DISCOVERY

13TH

You learn an incredible discovery that advances your understanding of your field.

**Bomber:** You can increase the splash on your bombs to damage creatures within 10 feet, or 15 feet if you have Expanded Splash.

**Chirurgeon:** When you use Quick Alchemy to create any type of elixir of life, the creature drinking the elixir gains the maximum Hit Points possible for that elixir, instead of rolling to determine the number of Hit Points regained.

### KEY TERMS

You'll see the following key terms in many alchemist abilities.

**Additive:** Feats with the additive trait allow you to spend actions to add special substances to bombs or elixirs. You can add only one additive to a single alchemical item, and attempting to add another spoils the item. You can typically use actions with the additive trait only when you're creating an infused alchemical item, and some can be used only with the Quick Alchemy action. The additive trait is always followed by a level, such as additive 2. An additive adds its level to the level of the alchemical item you're modifying; the result is the new level of the mixture. The mixture's item level must be no higher than your advanced alchemy level.

**Infused:** You created an alchemical item with the infused trait using your infused reagents, and it has a limited time before it becomes inert. Any nonpermanent effects from your infused alchemical items, with the exception of afflictions such as slow-acting poisons, end when you make your daily preparations again.

**Mutagenist:** If you imbibe another mutagen while you are under the effects of a mutagen that you created, you can gain the benefits and the drawbacks of both mutagens at once, despite the fact that they both have the polymorph trait and would not normally function together. If you come under the effects of any further mutagens while benefiting from two mutagens, you lose the benefit of one of the former mutagens of your choice, while retaining the drawbacks of all the mutagens. If you are under the effects of two mutagens and you come under the effect of a non-mutagen polymorph effect, you lose the benefits of the mutagens while retaining the drawbacks of both.

### LIGHT ARMOR EXPERTISE

13TH

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

### WEAPON SPECIALIZATION

13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

### ALCHEMICAL ALACRITY

15TH

Your comfort in concocting items is such that you can create three at a time. When using the Quick Alchemy action, you can spend up to three batches of infused reagents to make up to three alchemical items as described in that action. These items do not have to be the same.

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### ALCHEMIST FEATS

If you need to look up an alchemist feat by name instead of by level, use this table.

Feat	Level
Alchemical Familiar	1
Alchemical Savant	1
Calculated Splash	4
Combine Elixirs	6
Craft Philosopher's Stone	20
Debilitating Bomb	6
Directional Bombs	6
Efficient Alchemy	4
Elastic Mutagen	10
Enduring Alchemy	4
Eternal Elixir	16
Expanded Splash	10
Exploitive Bomb	16
Extend Elixir	12
Far Lobber	1
Feral Mutagen	8
Genius Mutagen	16
Glib Mutagen	14
Greater Debilitating Bomb	10
Greater Merciful Elixir	14
Improbable Elixirs	18
Invincible Mutagen	12
Mega Bomb	20
Merciful Elixir	10
Mindblank Mutagen	18
Miracle Worker	18
Perfect Debilitation	18
Perfect Mutagen	20
Persistent Mutagen	16
Poison Resistance	2
Potent Poisoner	10
Powerful Alchemy	8
Quick Bomber	1
Revivifying Mutagen	2
Smoke Bomb	2
Sticky Bomb	8
True Debilitating Bomb	14
Uncanny Bombs	12

### EVASION

You've learned to move quickly to avoid explosions, dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

15TH

### ALCHEMICAL MASTERY

Your alchemical concoctions are incredibly effective. Your proficiency rank for your alchemist class DC increases to master.

17TH

### PERPETUAL PERFECTION

You have perfected your perpetual infusions, allowing you to use Quick Alchemy to create even more powerful items at no cost. The items you can select depend on your research field and must be in your formula book.

17TH

**Bomber:** The greater versions of the bombs you chose for perpetual infusions.

**Chirurgeon:** Greater antidote and antiplague.

**Mutagenist:** The greater versions of the mutagens you chose for perpetual infusions.

### LIGHT ARMOR MASTERY

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

19TH

## ALCHEMIST FEATS

At every level that you gain an alchemist feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

### 1ST LEVEL

#### ALCHEMICAL FAMILIAR

FEAT 1

##### ALCHEMIST

You have used alchemy to create life, a simple creature formed from alchemical materials, reagents, and a bit of your own blood. This alchemical familiar appears to be a small creature of flesh and blood, though it might have some unusual or distinguishing aspects depending on your creative process. Like other familiars, your alchemical familiar assists you in your laboratory and on adventures. The familiar uses your Intelligence modifier to determine its Perception, Acrobatics, and Stealth modifiers (see Familiars on page 217 for more information).

#### ALCHEMICAL SAVANT

FEAT 1

##### ALCHEMIST

**Prerequisites** trained in Crafting

You can identify alchemical items quickly. When using the Crafting skill to Identify Alchemy on an alchemical item you hold, you can do so as a single action, which has the concentrate and manipulate traits, instead of spending 10 minutes. If you have the formula for the item you are attempting to identify, you gain a +2 circumstance bonus to your check, and if you roll a critical failure, you get a failure instead.

#### FAR LOBBER

FEAT 1

##### ALCHEMIST

You've learned how to throw a longer distance. When you throw an alchemical bomb, it has a range increment of 30 feet instead of the usual 20 feet.

#### QUICK BOMBER

FEAT 1

##### ALCHEMIST

You keep your bombs in easy-to-reach pouches from which you draw without thinking. You Interact to draw a bomb, then Strike with it.

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## 2ND LEVEL

## POISON RESISTANCE

FEAT 2

ALCHEMIST

Repeated exposure to toxic reagents has fortified your body against poisons of all kinds. You gain poison resistance equal to half your level, and you gain a +1 status bonus to saving throws against poisons.

## REVIVIFYING MUTAGEN

FEAT 2

ALCHEMIST

While under the effect of a mutagen, you can metabolize that mutagen's power to heal yourself. This uses a single action, which has the concentrate and manipulate traits. Once the action is complete, you regain 1d6 Hit Points for every 2 item levels of the mutagen (minimum 1d6), but the mutagen's duration immediately ends, even if you are under the effect of Persistent Mutagen.

## SMOKE BOMB

FEAT 2

ADDITIVE 1 ALCHEMIST

**Frequency** once per round

**Trigger** You use Quick Alchemy to craft an alchemical bomb with a level at least 1 lower than your advanced alchemy level.

You cause the bomb to create a cloud of thick smoke, in addition to its normal effects. When thrown, the bomb creates a cloud of smoke in a 10-foot-radius burst. You choose which corner of the target's space (or the space in which the bomb lands) the cloud is centered on. Creatures within that area have

the concealed condition, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dissipated by a strong wind.

## 4TH LEVEL

## CALCULATED SPLASH

FEAT 4

ALCHEMIST

You have calculated all the angles to maximize a bomb's splash. When you throw an alchemical bomb with the splash trait, you can cause the bomb to deal splash damage equal to your Intelligence modifier (minimum 0) instead of the normal amount.

## EFFICIENT ALCHEMY

FEAT 4

ALCHEMIST

Thanks to the time you've spent studying and experimenting, you know how to scale your formulas into larger batches that don't require any additional attention. When spending downtime to Craft alchemical items, you can produce twice as many alchemical items in a single batch without spending additional preparatory time. For instance, if you are creating elixirs of life, you can craft up to eight elixirs in a single batch using downtime, rather than four. This does not reduce the amount of alchemical reagents required or other ingredients needed to craft each item, nor does it increase your rate of progress for days past the base downtime spent. This also does not change the number of items you can create in a batch using advanced alchemy.

SAMPLE ALCHEMIST



**BOMBER**

*You can mix an explosive out of just about anything!*

**ABILITY SCORES**

Prioritize Intelligence and Dexterity. Constitution helps you survive explosions gone wrong, and Wisdom prevents you from bombing the wrong target.

**SKILLS**

Acrobatics, Arcana, Crafting, Deception, Intimidation, Society, Stealth, Thievery

**RESEARCH FIELD**

Bomber

**STARTING FEAT**

Quick Bomber

**HIGHER-LEVEL FEATS**

Smoke Bomb (2nd), Calculated Splash (4th), Directional Bombs (6th), Sticky Bomb (8th), Expanded Splash (10th), Mega Bomb (20th)

**ENDURING ALCHEMY**

**FEAT 4**

**ALCHEMIST**

You've learned how to make your personal energy last just a little bit longer when quickly brewing ad hoc concoctions. When using Quick Alchemy to create an alchemical tool or elixir, that tool or elixir remains potent until the end of your next turn, instead of losing its potency at the start of your next turn.

**6TH LEVEL**

**COMBINE ELIXIRS** ◆

**FEAT 6**

**ADDITIVE 2** **ALCHEMIST**

**Frequency** once per round

**Trigger** You use Quick Alchemy to craft an alchemical item that has the elixir trait and is at least 2 levels lower than your advanced alchemy level.

You've discovered how to mix two elixirs into a single hybrid concoction. You can spend 2 additional batches of infused reagents to add a second elixir to the one you're crafting. The second elixir must also be at least 2 levels lower than your advanced alchemy level, and the combination elixir is an alchemical item two levels higher than the higher of the two elixirs' levels. When this combination elixir is consumed, both the constituent elixirs take effect. For example, you can combine two elixirs of life to create a combined elixir that heals twice the normal amount, or you can combine a lesser darkvision elixir with a lesser eagle-eye elixir to both gain darkvision and find secret doors.

**DEBILITATING BOMB** ◆

**FEAT 6**

**ADDITIVE 2** **ALCHEMIST**

**Frequency** once per round

**Trigger** You use Quick Alchemy to craft an alchemical bomb that is at least 2 levels lower than your advanced alchemy level.

Your bombs impose additional effects on your enemies. You mix a substance into the bomb that causes one of the following: dazzled, deafened, flat-footed, or a -5-foot status penalty to Speeds. If the attack with that bomb hits, the target must succeed at a Fortitude saving throw or suffer that effect until the start of your next turn. Use your class DC for this saving throw (even if someone else throws the bomb).

**DIRECTIONAL BOMBS**

**FEAT 6**

**ALCHEMIST**

You can lob bombs with great force and a precise trajectory to angle the splash in a cone spraying in a single direction. When throwing an alchemical bomb with the splash trait, instead of splashing all squares adjacent to the target, you can treat the target's space as the first affected square of a 15-foot cone directed away from you, potentially allowing you to avoid allies and splash deeper into enemy lines. If the target takes up more than a single square, the target's square closest to you is the first affected square of the cone.

## 8TH LEVEL

## FERAL MUTAGEN

FEAT 8

## ALCHEMIST

Your bestial mutagen brings out the beast lurking within you, granting you especially sharp claws and teeth as well as a ferocious appearance. Whenever you're affected by a bestial mutagen you created, you gain the mutagen's item bonus to your Intimidation checks. In addition, your claws and jaws are increasingly vicious, and they gain the deadly d10 trait. Finally, you can increase the mutagen's penalty to AC from -1 to -2 and, in exchange, increase the damage die size of your claws and jaws by one step.

## POWERFUL ALCHEMY

FEAT 8

## ALCHEMIST

Alchemical items you create on the fly are particularly potent. When you use Quick Alchemy to create an infused alchemical item that allows a saving throw, you can change its DC to your class DC.

## STICKY BOMB

FEAT 8

## ADDITIVE 2 | ALCHEMIST

**Frequency** once per round

**Trigger** You use Quick Alchemy to craft an alchemical bomb, and that bomb's level is at least 2 levels lower than your advanced alchemy level.

You mix in an additive to make your bomb's contents adhere to the target and continue to deal damage. A creature that takes a direct hit from one of your sticky bombs also takes persistent damage equal to and of the same type as the bomb's splash damage. If the bomb already deals persistent damage, combine the two amounts.

## 10TH LEVEL

## ELASTIC MUTAGEN

FEAT 10

## ALCHEMIST

You can cause your body to twist and flow like the quicksilver within your mutagens. Whenever you are under the effects of a quicksilver mutagen you created, you can stretch your legs and Step up to 10 feet, and you can squish and compress your body, allowing you to make it through tight spaces as if you were one size smaller, in addition to any effect from Squeezing.

## EXPANDED SPLASH

FEAT 10

## ALCHEMIST

**Prerequisites** Calculated Splash

The particularly volatile compounds that you brew into your bombs result in them creating especially large and powerful explosions. When you throw an alchemical bomb you created and that bomb has the splash trait, you can add your Intelligence modifier to the bomb's usual splash damage, and it deals splash damage to every creature within 10 feet of the target.

## GREATER DEBILITATING BOMB

FEAT 10

## ALCHEMIST

**Prerequisites** Debilitating Bomb

You have learned enhanced techniques and alchemical secrets that allow you to expand the range of effects you can impose with your bombs. When you use Debilitating Bomb, add the following to the list you can choose from: clumsy 1, enfeebled 1, stupefied 1, or -10-foot status penalty to Speeds.

## MERCIFUL ELIXIR

FEAT 10

## ADDITIVE 2 | ALCHEMIST

**Frequency** once per round

**Trigger** You craft an elixir of life using Quick Alchemy, and that elixir is at least 2 levels lower than your advanced alchemy level.

You mix a special additive into your elixir that calms the drinker's body and mind. The elixir of life attempts to counteract one fear effect or one effect imposing the paralyzed condition on the drinker.

## POTENT POISONER

FEAT 10

## ALCHEMIST

**Prerequisites** Powerful Alchemy

By concentrating your poisons' toxic components, you make them harder for victims to resist. When you craft an alchemical item with the poison trait by any means, the DC is increased by up to 4, to a maximum of your class DC.

## 12TH LEVEL

## EXTEND ELIXIR

FEAT 12

## ALCHEMIST

Integrating your own personal energy into the elixirs you create causes them to affect you for longer. When you consume one of your alchemical items that has the elixir and infused traits and a duration of 1 minute or longer, that elixir's duration is doubled.

## INVINCIBLE MUTAGEN

FEAT 12

## ALCHEMIST

The fortifying additives you brew into your mutagens make your juggernaut form impervious. Whenever you're affected by a juggernaut mutagen you created, you gain resistance to all physical damage equal to your Intelligence modifier (minimum 0).

## UNCANNY BOMBS

FEAT 12

## ALCHEMIST

**Prerequisites** Far Lobber

You lob bombs unerringly, despite obstructions or distance. When you throw an alchemical item with the bomb trait, its range increment increases to 60 feet, you reduce any circumstance bonus to the target's AC from cover by 1, and you automatically succeed at the flat check when targeting a concealed creature.

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SAMPLE ALCHEMIST



MUTAGENIST

*You transform yourself and others with mutagens.*

ABILITY SCORES

Prioritize Intelligence and Strength. Constitution helps you survive transformations and combat, and Wisdom helps keep your mind intact despite the warping.

SKILLS

Athletics, Arcana, Crafting, Intimidation, Occultism, Society, Stealth, Survival

RESEARCH FIELD

Mutagenist

STARTING FEAT

Alchemical Familiar

HIGHER-LEVEL FEATS

Revivifying Mutagen (2nd), Feral Mutagen (8th), Invincible Mutagen (12th), Persistent Mutagen (16th), Perfect Mutagen (20th)

14TH LEVEL

GLIB MUTAGEN

FEAT 14

ALCHEMIST

Your silvertongue mutagen transcends languages and plausibility. When affected by a silvertongue mutagen you have created, you ignore circumstance penalties to Deception, Diplomacy, Intimidation, and Performance checks. In addition, your words transcend linguistic barriers; everyone listening to you speak hears your words as if you were speaking in their own language (though you do not actually speak that language, nor does this ability allow you to understand any additional languages).

GREATER MERCIFUL ELIXIR

FEAT 14

ALCHEMIST

**Prerequisites** Merciful Elixir

Your additives contain panaceas that can remedy a plethora of maladies. When you use Merciful Elixir, your elixir can instead attempt to counteract the blinded, deafened, sickened, or slowed condition.

TRUE DEBILITATING BOMB

FEAT 14

ALCHEMIST

**Prerequisites** Greater Debilitating Bomb

Ever inventive, you have discovered increasingly devastating ways for your bombs to impede and hamper your foes. When you use Debilitating Bomb, add the following to the list of effects you can choose from: enfeebled 2, stupefied 2, or a -15-foot status penalty to Speeds. If you instead apply one of the effects listed in Debilitating Bomb, the target avoids the effect only if the result of its saving throw is a critical success.

16TH LEVEL


ETERNAL ELIXIR

FEAT 16

ALCHEMIST

**Prerequisites** Extend Elixir

Your body readily accepts and retains minor changes. When you drink one of your alchemical items that has the elixir and infused traits and a duration of 1 minute or more, you can make the elixir's duration indefinite. You can do so only if the elixir's level is half your level or lower. If you later consume a different elixir and make it indefinite, the effect of the previous indefinite elixir ends.

EXPLOITIVE BOMB 

FEAT 16

ADDITIVE 2 ALCHEMIST

**Frequency** once per round

**Trigger** You craft an alchemical bomb using Quick Alchemy that's at least 2 levels lower than your advanced alchemy level.

You mix a substance into the bomb to foil resistances. The bomb reduces any resistance the enemy has to its damage type by an amount equal to your level, but only for that attack.

**GENIUS MUTAGEN****FEAT 16****ALCHEMIST**

Specialized tweaks to your formula that supplements your genius considerably broaden the benefits you gain from cognitive mutagens. When you're affected by a cognitive mutagen you created, you also gain the mutagen's item bonus to Deception, Diplomacy, Intimidation, Medicine, Nature, Performance, Religion, and Survival checks. In addition, you can communicate telepathically with creatures within 60 feet with whom you share a language. The communication is two-way once you establish it, so a creature you contact can also communicate with you.

**PERSISTENT MUTAGEN****FEAT 16****ALCHEMIST****Prerequisites** Extend Elixir

You've trained your physical form to remain stable within the a given altered state. Once per day, when you consume an alchemical item with the infused and mutagen traits that you have crafted, you can retain its effects until the next time you make your daily preparations instead of its normal duration.

**18TH LEVEL****IMPROBABLE ELIXIRS****FEAT 18****ALCHEMIST**

Your mastery of alchemical secrets enables you to replicate effects most believe can be achieved only via magic. Select a number of potions equal to your Intelligence modifier (minimum 1) of 9th level or lower. You gain formulas to Craft these potions as alchemical items with the elixir trait. When Crafting these alchemical elixirs, you can substitute alchemical reagents for an equal value of magical components, and you can use alchemist's tools instead of any other required tool kits. Other than that, the formula does not change. Once you've chosen the potion formulas, they can't be changed.

**MINDBLANK MUTAGEN****FEAT 18****ALCHEMIST**

With a minor adjustment of ratios in the formula for your serene mutagen, you gain mental protections. When you're affected by a serene mutagen you created, detection, revelation, and scrying effects of 9th level or lower detect nothing from you or your possessions and auras. For instance, *detect magic* would still detect other magic in the area, but not any magic on you.

**MIRACLE WORKER****FEAT 18****ALCHEMIST****Frequency** once every 10 minutes

Your alchemical mastery can resuscitate the recently slain. You can administer a true elixir of life to a creature who has been dead for no more than 2 rounds. When you do, that creature is immediately returned to life with 1 Hit Point and becomes wounded 1.

**SAMPLE FORMULA BOOK**

You can choose any 1st-level common alchemical items for your formula book, but the list below contains a good selection of starter formulas. A beginner's book with these formulas called *The Fundamentals of Alchemy* has become popular among mainstream alchemists by staying away from controversial topics like mutagens, though it has drawn criticism from fringe alchemists for guiding fledgling alchemists away from more innovative experiments.

**Alchemical Item Formulas:** Lesser acid flask, lesser alchemist's fire, lesser antidote, lesser antiplague, lesser cheetah's elixir, lesser elixir of life, lesser tanglefoot bag, lesser smokestick.

**PERFECT DEBILITATION****FEAT 18****ALCHEMIST**

You have perfected the formulas for bombs that impede your enemies. When you use Debilitating Bomb, your target avoids the condition the bomb imposes only if it critically succeeds at its saving throw.

**20TH LEVEL****CRAFT PHILOSOPHER'S STONE****FEAT 20****ALCHEMIST**

Your research has paid off, culminating in the legendary philosopher's stone. You learn the formula for the philosopher's stone (page 554) and can add it to your formula book.

**MEGA BOMB** ➔**FEAT 20****ADDITIVE 3** **ALCHEMIST****Prerequisites** Expanded Splash

**Requirements** You are holding an infused alchemical bomb you crafted, with a level at least 3 lower than your advanced alchemy level.

You add an incredibly powerful additive to a held bomb to create a mega bomb, greatly increasing its area and power. You use an Interact action to throw the mega bomb, rather than Strike, and you don't make an attack roll. The mega bomb affects creatures in a 30-foot-radius burst, centered within 60 feet of you. The bomb deals damage as if each creature were the primary target, with a basic Reflex save. On a failed save, a creature also takes any extra effects that affect a primary target (such as flat-footed from bottled lightning). While all targets in the area take splash damage as primary targets, there is no further splash beyond that area. If your next action after creating a mega bomb isn't an Interact action to throw it, the mega bomb denatures and loses all effects.

**PERFECT MUTAGEN****FEAT 20****ALCHEMIST**

You have enhanced the formulas for your mutagens, aligning them perfectly to your physiology. When under the effect of a mutagen you crafted, you do not suffer its drawback.

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# BARBARIAN

*Rage consumes you in battle. You delight in wreaking havoc and using powerful weapons to carve through your enemies, relying on astonishing durability without needing complicated techniques or rigid training. Your rages draw upon a vicious instinct, which you might associate with an animal, a spirit, or some part of yourself. To many barbarians, brute force is a hammer and every problem looks like a nail, whereas others try to hold back the storm of emotions inside them and release their rage only when it matters most.*

## KEY ABILITY

### STRENGTH

At 1st level, your class gives you an ability boost to Strength.

## HIT POINTS

### 12 plus your Constitution Modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

### PERCEPTION

Expert in Perception

### SAVING THROWS

Expert in Fortitude  
Trained in Reflex  
Expert in Will

### SKILLS

Trained in Athletics  
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

### ATTACKS

Trained in simple weapons  
Trained in martial weapons  
Trained in unarmed attacks

### DEFENSES

Trained in light armor  
Trained in medium armor  
Trained in unarmored defense

### CLASS DC

Trained in barbarian class DC

## DURING COMBAT ENCOUNTERS...

You summon your rage and rush to the front lines to smash your way through. Offense is your best defense—you'll need to drop foes before they can exploit your relatively low defenses.

## DURING SOCIAL ENCOUNTERS...

You use intimidation to get what you need, especially when gentler persuasion can't get the job done.

## WHILE EXPLORING...

You look out for danger, ready to rush headfirst into battle in an instant. You climb the challenging rock wall and drop a rope for others to follow, and you wade into the risky currents to reach the hidden switch beneath the water's surface. If something needs breaking, you're up to the task!

## IN DOWNTIME...

You might head to a tavern to carouse, build up the fearsome legend of your mighty deeds, or recruit followers to become a warlord in your own right.

## YOU MIGHT...

- Have a deep-seated well of anger, hatred, or frustration.
- Prefer a straightforward approach to one requiring patience and tedium.
- Engage in a regimen of intense physical fitness—and punch anyone who says this conflicts with your distaste for patience and tedium.

## OTHERS PROBABLY...

- Rely on your courage and your strength, and trust that you can hold your own in a fight.
- See you as uncivilized or a boorish lout unfit for high society.
- Believe that you are loyal to your friends and allies and will never relent until the fight is done.

**TABLE 3-2: BARBARIAN ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, rage, instinct, barbarian feat
2	Barbarian feat, skill feat
3	Deny advantage, general feat, skill increase
4	Barbarian feat, skill feat
5	Ability boosts, ancestry feat, brutality, skill increase
6	Barbarian feat, skill feat
7	General feat, juggernaut, skill increase, weapon specialization
8	Barbarian feat, skill feat
9	Ancestry feat, lightning reflexes, raging resistance, skill increase
10	Ability boosts, barbarian feat, skill feat
11	General feat, mighty rage, skill increase
12	Barbarian feat, skill feat
13	Ancestry feat, greater juggernaut, medium armor expertise, skill increase, weapon fury
14	Barbarian feat, skill feat
15	Ability boosts, general feat, greater weapon specialization, indomitable will, skill increase
16	Barbarian feat, skill feat
17	Ancestry feat, heightened senses, skill increase, quick rage
18	Barbarian feat, skill feat
19	Armor of fury, devastator, general feat, skill increase
20	Ability boosts, barbarian feat, skill feat

## CLASS FEATURES

You gain these abilities as a barbarian. Abilities gained at higher levels list the requisite levels next to their names.

### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level you gain a number of proficiencies that represent your basic training. These proficiencies are noted in at the start of this class.

### RAGE

You gain the Rage action, which lets you fly into a frenzy.

#### RAGE

**BARBARIAN** **CONCENTRATE** **EMOTION** **MENTAL**

**Requirements** You aren't fatigued or raging.

You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

- You deal 2 additional damage with melee weapons and unarmed attacks. This additional damage is halved if your weapon or unarmed attack is agile.
- You take a -1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

### INSTINCT

Your rage wells up from a dominant instinct—one you learned from a tradition or that comes naturally to you. Your instinct gives you an ability, requires you to avoid certain behaviors, grants you increased damage and resistances at higher levels, and allows you to select feats tied to your instinct. For more information, see Instincts on page 86.

### BARBARIAN FEATS

At 1st level and every even-numbered level thereafter, you gain a barbarian class feat. Barbarian class feats are described beginning on page 88.

### SKILL FEATS

**2ND**

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats appear in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

### DENY ADVANTAGE

**3RD**

Your foes struggle to pass your defenses. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

### GENERAL FEATS

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

### SKILL INCREASES

**3RD**

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

### ABILITY BOOSTS

**5TH**

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts below 18.

**ANCESTRY FEATS**

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

**BRUTALITY**

Your fury makes your weapons lethal. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. While raging, you gain access to the critical specialization effects for melee weapons and unarmed attacks.

**JUGGERNAUT**

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

**WEAPON SPECIALIZATION**

Your rage helps you hit harder. You deal an additional 2 damage with weapons and unarmed attacks in which you have expert proficiency. This damage increases to 3 if you're a master, and 4 if you're legendary. You gain your instinct's specialization ability.

**LIGHTNING REFLEXES**

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

**RAGING RESISTANCE**

Repeated exposure and toughened skin allow you to fend off harm. While raging, you gain resistance equal to 3 + your Constitution modifier to damage types based on your instinct.

**MIGHTY RAGE**

Your rage intensifies and lets you burst into action. Your proficiency rank for your barbarian class DC increases to expert. You gain the Mighty Rage free action.

**MIGHTY RAGE** **BARBARIAN**

**Trigger** You use the Rage action on your turn.

Use an action that has the rage trait. Alternatively, you can increase the actions of the triggering Rage to 2 to instead use a 2-action activity with the rage trait.

**GREATER JUGGERNAUT**

You have a stalwart physiology. Your proficiency rank for Fortitude saves increases to legendary. When you roll a critical failure on a Fortitude save, you get a failure instead. When you fail a Fortitude save against an effect that deals damage, you halve the damage you take.

**5TH****MEDIUM ARMOR EXPERTISE**

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

**WEAPON FURY**

Your rage makes you even more effective with the weapons you wield. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

**13TH****13TH**

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**GREATER WEAPON SPECIALIZATION 15TH**

The weapons you've mastered become truly fearsome in your hands. Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary. You gain a greater benefit from your instinct's specialization ability.

**INDOMITABLE WILL 15TH**

Your rage makes it difficult to control you. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

**HEIGHTENED SENSES 17TH**

Your instinct heightens each of your senses further. Your proficiency rank for Perception increases to master.

**QUICK RAGE 17TH**

You recover from your Rage quickly, and are soon ready to begin anew. After you spend a full turn without raging, you can Rage again without needing to wait 1 minute.

**ARMOR OF FURY 19TH**

Your training and rage deepen your connection to your armor. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to master.

**DEVASTATOR 19TH**

Your Strikes are so devastating that you hardly care about resistance, and your barbarian abilities are unparalleled. Your proficiency rank for your barbarian class DC increases to master. Your melee Strikes ignore 10 points of a creature's resistance to their physical damage.

**INSTINCTS**

You channel your rage through an instinct. You decide what your instinct means to you. It could be a creature or symbol beloved by your clan, or a purely internal source or filter of your rage, such as a belief, curse, heritage, or state of mind. Each instinct grants an instinct ability, plus more abilities you can gain via instinct feats. It also determines what damage you resist with raging resistance and, at higher levels, increases the additional damage you deal when you Rage.

Each instinct lists acts that are anathema to it. Whenever you perform such acts, you lose the instinct's abilities and any instinct feats until you spend 1 day of downtime re-centering yourself, though you keep all of your other barbarian abilities.

**ANIMAL INSTINCT**

The fury of a wild predator fills you when you Rage, granting you ferocious unarmed attacks. Cultures that revere vicious animals (such as apes or bears) give rise to barbarians with this instinct. You might also be at

war with an uncontrollable, animalistic side of your personality, or you might be a descendant of a werewolf or another werecreature. Select an animal from Table 3-3: Animal Instincts that best matches your chosen animal.

**TABLE 3-3: ANIMAL INSTINCTS**

Animal	Attack	Damage	Traits
Ape	Fist	1d10 B	Grapple, unarmed
Bear	Jaws	1d10 P	Unarmed
	Claw	1d6 S	Agile, unarmed
Bull	Horn	1d10 P	Shove, unarmed
Cat	Jaws	1d10 P	Unarmed
	Claw	1d6 S	Agile, unarmed
Deer	Antler	1d8 P	Charge, unarmed
Frog	Jaws	1d10 B	Unarmed
	Tongue	1d4 B	Agile, unarmed
Shark	Jaws	1d10 P	Grapple, unarmed
Snake	Fangs	1d10 P	Grapple, unarmed
Wolf	Jaws	1d10 P	Trip, unarmed

**ANATHEMA**

Flagrantly disrespecting an animal of your chosen kind is anathema to your instinct, as is using weapons while raging.

**BESTIAL RAGE [INSTINCT ABILITY]**

When you Rage, you gain your chosen animal's unarmed attack (or attacks). The specific attack gained, the damage it deals, and its traits are listed on Table 3-3: Animal Instincts. These attacks are in the brawling group. Your Rage action gains the morph, primal, and transmutation traits.

**SPECIALIZATION ABILITY**

Increase the damage die size for the unarmed attacks granted by your chosen animal by one step, and increase the additional damage from Rage from 2 to 5 for your chosen animal's unarmed attacks. The frog's tongue attack and deer's antler attack gain reach 10 feet. If you have greater weapon specialization, increase the damage from Rage from 5 to 12 for your chosen animal's unarmed attacks.

**RAGING RESISTANCE**

You resist piercing and slashing damage.

**DRAGON INSTINCT**

You summon the fury of a mighty dragon and manifest incredible abilities. Perhaps your culture reveres draconic majesty, or you gained your connection by drinking or bathing in dragon's blood or after watching a marauding wyrm burn your village. Select a type of dragon from Table 3-4: Dragon Instincts to be your instinct's dragon type. Chromatic dragons tend to be evil, and metallic dragons tend to be good.

**TABLE 3-4: DRAGON INSTINCTS**

Dragon	Type	Breath Weapon
Black	Chromatic	Line of acid

Blue	Chromatic	Line of electricity
Green	Chromatic	Cone of poison
Red	Chromatic	Cone of fire
White	Chromatic	Cone of cold
Brass	Metallic	Line of fire
Bronze	Metallic	Line of electricity
Copper	Metallic	Line of acid
Gold	Metallic	Cone of fire
Silver	Metallic	Cone of cold

### ANATHEMA

Letting a personal insult against you slide is anathema to your instinct. Choose whether your character respects or abhors your dragon type. If you respect it, defying such a dragon is anathema, and if you abhor it, failing to defeat such a dragon you come across is anathema.

### DRACONIC RAGE [INSTINCT ABILITY]

While raging, you can increase the additional damage from Rage from 2 to 4 and change its damage type to match that of your dragon's breath weapon instead of the damage type for your weapon or unarmed attack. If you do this, your Rage action gains the arcane and evocation traits, as well as the trait matching the damage type.

### SPECIALIZATION ABILITY

When you use draconic rage, you increase the additional damage from Rage from 4 to 8. If you have greater weapon specialization, instead increase the damage from Rage when using draconic rage from 8 to 16.

### RAGING RESISTANCE

You resist piercing damage and the damage type of your dragon's breath weapon.

### FURY INSTINCT

Your rage comes from a deep and purely personal well within you. You use your rage as you choose.

### ANATHEMA AND INSTINCT ABILITY

You don't have an anathema or an instinct ability. Instead, you gain an additional 1st-level barbarian feat.

### SPECIALIZATION ABILITY

Increase the additional damage from Rage from 2 to 6. If you have greater weapon specialization, instead increase the additional damage from Rage to 12.

### RAGING RESISTANCE

You resist physical weapon damage, but not physical damage from other sources (such as unarmed attacks).

### GIANT INSTINCT

Your rage gives you the raw power and size of a giant. This doesn't necessarily mean you revere giants—you might scoff at them or even aspire to slay them! You could instead

## KEY TERMS

You'll see the following key terms in many barbarian class features.

**Flourish:** Flourish actions are techniques that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

**Instinct:** Instinct abilities require a specific instinct; you lose access if you perform acts anathema to your instinct.

**Open:** These maneuvers work only as your first salvo on your turn. You can use an open action only if you haven't used an action with the attack or open trait yet this turn.

**Rage:** You must be raging to use abilities with the rage trait, and they end automatically when you stop raging.

seem like a giant to other people due to your exceptional strength or larger-than-life emotions and ego.

### ANATHEMA

Failing to face a personal challenge of strength is anathema.

### TITAN MAULER [INSTINCT ABILITY]

You can use a weapon built for a Large creature if you are Small or Medium (both normally and when raging). If you're not Small or Medium, you can use a weapon built for a creature one size larger than you. You gain access to one weapon one size larger than you, of any weapon type otherwise available at character creation. It has the normal Price and Bulk for a weapon of its size (page 295). When wielding such a weapon in combat, increase your additional damage from Rage from 2 to 6, but you have the clumsy 1 condition (page 618) because of the weapon's unwieldy size. You can't remove this clumsy condition or ignore its penalties by any means while wielding the weapon.

### SPECIALIZATION ABILITY

Increase the damage from Rage when using a larger weapon from 6 to 10; if you have greater weapon specialization, increase it from 10 to 18.

### RAGING RESISTANCE

You resist bludgeoning damage and your choice of cold, electricity, or fire, chosen when you gain raging resistance.

### SPIRIT INSTINCT

Whether you are emotionally sensitive to the spirits around you; worship ancestors or apparitions; or are haunted by the specter of an ancestor, relative, friend, or foe, your rage takes the form of a spiritual possession.

### ANATHEMA

Disrespecting corpses or spirits is anathema to your instinct; defending yourself against undead creatures is not.

### SPIRIT RAGE [INSTINCT ABILITY]

When you are raging, you can increase your damage from Rage from 2 to 3 and deal negative or positive damage,

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## BARBARIAN FEATS

If you need to look up a barbarian feat by name instead of by level, use this table.

Feat	Level
Acute Scent	2
Acute Vision	1
Animal Rage	8
Animal Skin	6
Attack of Opportunity	6
Awesome Blow	14
Brutal Bully	6
Brutal Critical	18
Cleave	6
Collateral Thrash	16
Come and Get Me	10
Contagious Rage	20
Dragon's Rage Breath	6
Dragon's Rage Wings	12
Dragon Transformation	16
Fast Movement	4
Furious Bully	8
Furious Finish	2
Furious Grab	12
Furious Sprint	10
Giant's Lunge	14
Giant's Stature	6
Great Cleave	10
Knockback	10
Moment of Clarity	1
No Escape	2
Perfect Clarity	18
Predator's Pounce	12
Quaking Stomp	20
Raging Athlete	4
Raging Intimidation	1
Raging Thrower	1
Reckless Abandon	16
Renewed Vigor	8
Second Wind	2
Shake It Off	2
Share Rage	8
Spirits' Interference	6
Spirit's Wrath	12
Sudden Charge	1
Sudden Leap	8
Swipe	4
Terrifying Howl	10
Thrash	8
Titan's Stature	12
Vengeful Strike	14
Vicious Evisceration	18
Whirlwind Strike	14
Wounded Rage	4

instead of the normal damage type for your weapon or unarmed attack (choose each time you Rage). If you choose to deal negative or positive damage, your weapon or unarmed attack gains the effects of the *ghost touch* property rune, which makes it more effective against incorporeal creatures, and your Rage action gains the divine and necromancy traits, plus negative or positive, as appropriate.

### SPECIALIZATION ABILITY

When using spirit rage, increase the damage from Rage from 3 to 7. If you have greater weapon specialization, instead increase the damage when using spirit rage to 13.

### RAGING RESISTANCE

You resist negative damage, as well as damage dealt by the attacks and abilities of undead creatures, regardless of the damage type.

## BARBARIAN FEATS

At every level that you gain a barbarian feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

### 1ST LEVEL

#### ACUTE VISION FEAT 1

**BARBARIAN**

When you are raging, your visual senses improve, granting you darkvision.

#### MOMENT OF CLARITY FEAT 1

**BARBARIAN CONCENTRATE RAGE**

You push back your rage for a moment in order to think clearly. Until the end of this turn, you can use actions with the concentrate trait even if those actions don't have the rage trait.

#### RAGING INTIMIDATION FEAT 1

**BARBARIAN**

Your fury fills your foes with fear. While you are raging, your Demoralize and Scare to Death actions (from the Intimidation skill and an Intimidation skill feat, respectively) gain the rage trait, allowing you to use them while raging. As soon as you meet the prerequisites for the skill feats Intimidating Glare and Scare to Death, you gain these feats.

#### RAGING THROWER FEAT 1

**BARBARIAN**

Thrown weapons become especially deadly in your fury. You apply the additional damage from Rage to your thrown weapon attacks. If you have the Brutal Critical feat or the devastator class feature, apply their benefits to thrown weapon attacks.

#### SUDDEN CHARGE FEAT 1

**BARBARIAN FLOURISH OPEN**

With a quick sprint, you dash up to your foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

### 2ND LEVEL

#### ACUTE SCENT FEAT 2

**BARBARIAN**

**Prerequisites** Acute Vision or darkvision

When you Rage, your sense of smell improves. You gain imprecise scent with a range of 30 feet.

**FURIOUS FINISH** ◆**FEAT 2**

BARBARIAN RAGE

Desperate to finish the fight, you pour all your rage into one final blow. Make a Strike. If it hits, you gain a circumstance bonus to damage equal to the number of rounds remaining in your Rage (maximum 10). After this Strike, your Rage immediately ends, and you are fatigued until you rest for at least 10 minutes.

**NO ESCAPE** ↻**FEAT 2**

BARBARIAN RAGE

**Trigger** A foe within reach attempts to move away from you. You keep pace with a retreating foe. Stride up to your Speed, following the foe and keeping it in reach throughout its movement until it stops moving or you've moved your full Speed. You can use No Escape to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

**SECOND WIND****FEAT 2**

BARBARIAN

You can enter a second rage, but afterward you need to catch your breath. You can Rage without waiting for 1 minute after the previous Rage (or 1 round, with quick rage), but when you end this second Rage, you're fatigued until you rest for 10 minutes.

**SHAKE IT OFF** ◆**FEAT 2**

BARBARIAN CONCENTRATE RAGE

You concentrate on your rage, overcoming fear and fighting

back sickness. Reduce your frightened condition value by 1, and attempt a Fortitude save to recover from the sickened condition as if you had spent an action retching; you reduce your sickened condition value by 1 on a failure (but not on a critical failure), by 2 on a success, or by 3 on a critical success.

**4TH LEVEL****FAST MOVEMENT****FEAT 4**

BARBARIAN

Your rage is a frenzy of rapid movements. While you are raging, you gain a +10-foot status bonus to your Speed.

**RAGING ATHLETE****FEAT 4**

BARBARIAN

**Prerequisites** expert in Athletics

Physical obstacles can't hold back your fury. While you are raging, you gain a climb Speed and swim Speed equal to your land Speed, the DC of High Jumps and Long Jumps decreases by 10, and your Leap distance increases by 5 feet when you jump horizontally and by 2 feet when you jump vertically.

**SWIPE** ◆◆**FEAT 4**

BARBARIAN FLOURISH

You make a wide, arcing swing. Make a single melee Strike and compare the attack roll result to the ACs of up to two foes, each of whom must be within your melee reach and adjacent to the other.

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SAMPLE BARBARIAN



## ANIMAL RAGER

*The animal within you breaks free, turning you into a feral creature of nature when you rage. You follow your instincts rather than reason, and you find yourself at home in the wilderness.*

### ABILITY SCORES

Increase your Strength as high as you can, followed by your Constitution and Dexterity. A high Wisdom can improve your senses.

### SKILLS

Athletics, Intimidation, Nature, Survival

### INSTINCT

Animal instinct

### STARTING FEAT

Raging Intimidation

### HIGHER-LEVEL FEATS

No Escape (2nd), Animal Skin (6th), Animal Rage (8th), Terrifying Howl (10th), Predator's Pounce (12th)

Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for your multiple attack penalty.

If you're using a weapon with the sweep trait, its modifier applies to all your Swipe attacks.

### WOUNDED RAGE

FEAT 4

BARBARIAN RAGE

**Trigger** You take damage and are capable of entering a rage.

You roar in pain, awakening the rage within you. You Rage.

### 6TH LEVEL

### ANIMAL SKIN

FEAT 6

BARBARIAN INSTINCT MORPH PRIMAL TRANSMUTATION

**Prerequisites** animal instinct

Your proficiency in unarmored defense increases to expert. While you are raging and unarmored, your skin transforms into a thick hide resembling your animal's skin. You gain a +1 status bonus to AC instead of taking a -1 penalty to AC; if you have the greater juggernaut class feature, this status bonus increases to +2. The thickness of your hide gives you a Dexterity modifier cap to your AC of +3.

### ATTACK OF OPPORTUNITY

FEAT 6

BARBARIAN

**Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You swat a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

### BRUTAL BULLY

FEAT 6

BARBARIAN

**Prerequisites** expert in Athletics

You push your foes around and leave bruises. While raging, when you successfully Disarm, Grapple, Shove, or Trip a foe, you deal that foe bludgeoning damage equal to your Strength modifier; add this to the damage from a critical success to Trip.

### CLEAVE

FEAT 6

BARBARIAN RAGE

**Trigger** Your melee Strike kills a creature or knocks it unconscious, and another foe is adjacent to that creature.

You swing clear through one foe and into another. Make a melee Strike against the second foe.

### DRAGON'S RAGE BREATH

FEAT 6

ARCANE BARBARIAN CONCENTRATE EVOCATION INSTINCT RAGE

**Prerequisites** dragon instinct

**Requirements** You haven't used this ability since you last Raged. You breathe deeply and exhale powerful energy in a 30-foot cone or 60-foot line, dealing 1d6 damage per level. The area and damage type match those of your dragon (see Table 3-4

on page 86). If you used this ability in the last hour, the area and the damage are halved (15-foot cone or 30-foot line; 1d6 damage for every 2 levels). Each creature in the area must attempt a basic Reflex save.

### GIANT'S STATURE FEAT 6

BARBARIAN INSTINCT POLYMORPH PRIMAL RAGE TRANSMUTATION

**Prerequisites** giant instinct

**Requirements** You are Medium or smaller.

You grow to incredible size. You become Large, increasing your reach by 5 feet and gaining the clumsy 1 condition (page 618) until you stop raging. Your equipment grows with you.

### SPIRITS' INTERFERENCE FEAT 6

BARBARIAN DIVINE INSTINCT NECROMANCY RAGE

**Prerequisites** spirit instinct

You call forth protective spirits to ward off ranged attacks. Until your rage ends, anyone making a ranged attack against you must succeed at a DC 5 flat check or the attack misses with no effect.

## 8TH LEVEL

### ANIMAL RAGE FEAT 8

BARBARIAN CONCENTRATE INSTINCT POLYMORPH PRIMAL RAGE TRANSMUTATION

**Prerequisites** animal instinct

You transform into your animal. You gain the effects of the 3rd-level *animal form* spell except you use your own statistics, temporary Hit Points, and unarmed attacks instead of those granted by *animal form*. You also retain the constant abilities of your gear. If your animal is a frog, your tongue's reach increases to 15 feet. Dismissing the transformation gains the rage trait.

### FURIOUS BULLY FEAT 8

BARBARIAN

**Prerequisites** master in Athletics

You bully foes across the battlefield. While raging, you gain a +2 circumstance bonus to Athletics checks for attack actions.

### RENEWED VIGOR FEAT 8

BARBARIAN CONCENTRATE RAGE

You pause to recover your raging vigor. You gain temporary Hit Points equal to half your level plus your Constitution modifier.

### SHARE RAGE FEAT 8

AUDITORY BARBARIAN RAGE VISUAL

**Requirements** You haven't used this ability since you last Raged. You stoke an ally's fury. While you are raging, one willing creature within 30 feet gains the effects of the Rage action, except it can still use concentrate actions.

### SUDDEN LEAP FEAT 8

BARBARIAN

You swing at a foe while mid-leap. Make a Leap, High Jump, or Long Jump and attempt one melee Strike at any point during your jump. Immediately after the Strike, you fall to the ground if you're in the air, even if you haven't reached the maximum distance of

your jump. If the distance you fall is no more than the height of your jump, you take no damage and land upright.

When attempting a High Jump or Long Jump during a Sudden Leap, determine the DC using the Long Jump DCs, and increase your maximum distance to double your Speed.

### THRASH FEAT 8

BARBARIAN RAGE

**Requirements** You have a foe grabbed.

You thrash the grabbed foe around. It takes bludgeoning damage equal to your Strength modifier plus your ferocious specialization damage plus your Rage damage. The foe must attempt a basic Fortitude save against your class DC.

## 10TH LEVEL

### COME AND GET ME FEAT 10

BARBARIAN CONCENTRATE RAGE

You open yourself to attacks so you can respond in turn. Until your rage ends, you are flat-footed, and damage rolls against you gain a +2 circumstance bonus. If a creature hits you, that creature is flat-footed to you until the end of your next turn. If you hit it before the end of your next turn, you gain temporary Hit Points equal to your Constitution modifier, or double that on a critical hit. These temporary Hit Points last until the end of your rage.

### FURIOUS SPRINT FEAT 10

BARBARIAN RAGE

You rush forward. Stride up to five times your Speed in a straight line. You can increase the number of actions this activity takes to 3 to Stride up to eight times your Speed in a straight line instead.

### GREAT CLEAVE FEAT 10

BARBARIAN RAGE

**Prerequisites** Cleave

Your fury carries your weapon through multiple foes. When you Cleave, if your Strike also kills or knocks the target unconscious, you can continue to make melee Strikes until you make a Strike that doesn't kill or knock a creature unconscious, or until there are no creatures adjacent to the most recent creature you attacked while Cleaving, whichever comes first.

### KNOCKBACK FEAT 10

BARBARIAN RAGE

**Requirements** Your last action was a successful Strike.

The weight of your swing drives your enemy back. You push the foe back 5 feet, with the effects of a successful Shove. You can follow the foe as normal for a successful Shove.

### TERRIFYING HOWL FEAT 10

AUDITORY BARBARIAN RAGE

**Prerequisites** Intimidating Glare

You unleash a terrifying howl. Attempt Intimidate checks to Demoralize each creature within 30 feet. Regardless of the results of your checks, each creature is then temporarily immune to Terrifying Howl for 1 minute.

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**SAMPLE BARBARIAN**



**FURY**

*You keep things simple, because you need only one thing to drive you: your own inner rage.*

**ABILITY SCORES**

Prioritize your Strength, then your Constitution and Dexterity. Wisdom can make you more perceptive.

**SKILLS**

Acrobatics, Athletics, Intimidation, Stealth

**INSTINCT**

Fury instinct

**STARTING FEAT**

Sudden Charge

**HIGHER-LEVEL FEATS**

Furious Finish (2nd), Fast Movement (4th), Attack of Opportunity (6th), Whirlwind Strike (14th)

**12TH LEVEL**

**DRAGON'S RAGE WINGS** ◆

**FEAT 12**

**BARBARIAN INSTINCT MORPH PRIMAL RAGE TRANSMUTATION**

**Prerequisites** dragon instinct

You sprout dragon wings from your back of the same color as your chosen dragon. While you are raging, you gain a fly Speed equal to your land Speed. If you are flying when your rage ends, you start to fall but the transformation only completes at the last moment, so you take no damage from the fall and land standing up.

**FURIOUS GRAB** ◆

**FEAT 12**

**BARBARIAN RAGE**

**Requirements** Your last action was a successful Strike, and either you have a hand free or your Strike used a grapple weapon.

You grab your foe while it's distracted by your attack. The foe you hit becomes grabbed, as if you had succeeded at an Athletics check to Grapple the foe.

**PREDATOR'S POUNCE** ◆

**FEAT 12**

**BARBARIAN FLOURISH INSTINCT OPEN RAGE**

**Prerequisites** animal instinct

**Requirements** You are unarmored or wearing light armor.

You close the distance to your prey in a blur, pouncing on the creature before it can react. You Stride up to your Speed and make a Strike at the end of your movement.

**SPIRIT'S WRATH** ◆

**FEAT 12**

**ATTACK BARBARIAN CONCENTRATE INSTINCT RAGE**

**Prerequisites** spirit instinct

You call forth an ephemeral apparition, typically the ghost of an ancestor or a nature spirit, which takes the form of a wisp. The spirit wisp makes a melee wisp rush unarmed attack against an enemy within 120 feet of you. The wisp's attack modifier is equal to your proficiency bonus for martial weapons plus your Strength modifier plus a +2 item bonus, and it applies the same circumstance and status bonuses and penalties that you have. On a hit, the wisp deals damage equal to 4d8 plus your Constitution modifier. The damage is your choice of negative or positive damage; don't apply your Rage damage or your weapon specialization damage, but circumstance and status bonuses and penalties that would also affect the wisp's damage apply. If your wisp's Strike is a critical hit, the target becomes frightened 1. This attack uses and counts toward your multiple attack penalty as if you were the one attacking.

**TITAN'S STATURE**

**FEAT 12**

**BARBARIAN INSTINCT POLYMORPH TRANSMUTATION**

**Prerequisites** giant instinct, Giant's Stature

You grow to even greater size. When using Giant's Stature, you can instead become Huge (increasing your reach by 10 feet if you were Medium or smaller) while you are raging. You have the clumsy 1 condition (page 618) as long as you are Huge.

## 14TH LEVEL

## AWESOME BLOW

FEAT 14

BARBARIAN CONCENTRATE RAGE

**Prerequisites** Knockback

Your attacks are so powerful, they can flatten your opponents. When you use Knockback, you can attempt an Athletics check against your target's Fortitude DC.

**Critical Success** You gain the critical success effect of a Shove, then the critical success effect of a Trip against the target.

**Success** You gain the success effect of a Shove, then the success effect of a Trip against the target.

**Failure** You gain the normal effect of Knockback.

## GIANT'S LUNGE

FEAT 14

BARBARIAN CONCENTRATE INSTINCT RAGE

**Prerequisites** giant instinct

You extend your body and prepare to attack foes outside your normal reach. Until your rage ends, all your melee weapons and unarmed attacks gain reach 10. This doesn't increase the reach of any weapon or unarmed attack that already has the reach trait, but it does combine with abilities that increase your reach due to increased size, such as Giant's Stature.

## VENGEFUL STRIKE

FEAT 14

BARBARIAN RAGE

**Prerequisites** Come and Get Me

**Trigger** A creature within your reach succeeds or critically succeeds at an attack against you.

**Requirements** You're under the effect of Come and Get Me.

When struck by an enemy, you respond in turn. Make a melee Strike against the triggering creature. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

## WHIRLWIND STRIKE

FEAT 14

BARBARIAN FLOURISH OPEN

You attack all nearby adversaries. Make a melee Strike against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

## 16TH LEVEL

## COLLATERAL THRASH

FEAT 16

BARBARIAN RAGE

**Prerequisites** Thrash

When you Thrash a grabbed foe, you smack that foe into another nearby. Another foe adjacent to the grabbed foe also takes your Thrash damage, with a basic Reflex save against your class DC.

## DRAGON TRANSFORMATION

FEAT 16

BARBARIAN CONCENTRATE INSTINCT POLYMORPH PRIMAL RAGE TRANSMUTATION

**Prerequisites** dragon instinct, Dragon's Rage Wings

You transform into a ferocious Large dragon, gaining the effects of 6th-level *dragon form* except that you use your own AC and

attack modifier; you also apply your extra damage from Rage. The action to Dismiss the transformation gains the rage trait.

At 18th level, you gain a +20-foot status bonus to your fly Speed, your damage bonus with dragon Strikes increases to +12, your breath weapon DC increases to 30, and you gain a +14 status bonus to your breath weapon damage.

## RECKLESS ABANDON

FEAT 16

BARBARIAN RAGE

**Trigger** Your turn begins, and you are at half or fewer Hit Points. Your blood boils when you take a beating, and you throw caution to the wind to finish the fight. You gain a +2 circumstance bonus to attack rolls, a -2 penalty to AC, and a -1 penalty to saves. These bonuses and penalties last until your Rage ends or until you are above half Hit Points, whichever comes first.

## 18TH LEVEL

## BRUTAL CRITICAL

FEAT 18

BARBARIAN

Your critical hits are particularly devastating. On a critical hit, add one extra damage die. This is in addition to any extra dice you gain if the weapon is deadly or fatal. The target also takes persistent bleed damage equal to two damage dice.

## PERFECT CLARITY

FEAT 18

BARBARIAN CONCENTRATE FORTUNE RAGE

**Trigger** You fail or critically fail an attack roll or Will save.

You burn out all of your rage to ensure that your attack lands and your mind remains free. Reroll the triggering attack roll or Will save with a +2 circumstance bonus, use the better result, and resolve the effect. You then immediately stop raging.

## VICIOUS EVISCERATION

FEAT 18

BARBARIAN RAGE

You make a vicious attack that maims your enemy. Make a melee Strike. If the Strike hits and deals damage, the target is drained 1, or drained 2 on a critical success.

## 20TH LEVEL

## CONTAGIOUS RAGE

FEAT 20

AUDITORY BARBARIAN RAGE VISUAL

**Prerequisites** Share Rage

You can drive your allies into a frenzy, granting them incredible benefits. You can ignore the requirements on Share Rage, using it multiple times in a Rage. Allies affected by Share Rage who accept your anathema for the duration of the Rage gain your instinct ability and the specialization ability it gains from weapon specialization, but not greater weapon specialization.

## QUAKING STOMP

FEAT 20

BARBARIAN MANIPULATE RAGE

**Frequency** once per 10 minutes

You stomp the ground with such force that it creates a minor earthquake, with the effects of the *earthquake* spell.

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# BARD

*You are a master of artistry, a scholar of hidden secrets, and a captivating persuader. Using powerful performances, you influence minds and elevate souls to new levels of heroics. You might use your powers to become a charismatic leader, or perhaps you might instead be a counselor, manipulator, scholar, scoundrel, or virtuoso. While your versatility leads some to consider you a beguiling ne'er-do-well and a jack-of-all-trades, it's dangerous to dismiss you as a master of none.*

## KEY ABILITY

### CHARISMA

At 1st level, your class gives you an ability boost to Charisma.

## HIT POINTS

### 8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

You use magical performances to alter the odds in favor of your allies. You confidently alternate between attacks, healing, and helpful spells as needed.

## DURING SOCIAL ENCOUNTERS...

You persuade, prevaricate, and threaten with ease.

## WHILE EXPLORING...

You're a font of knowledge, folktales, legends, and lore that provide a deeper context and helpful reconnaissance for the group's adventure. Your spells and performances inspire your allies to greater discovery and success.

## IN DOWNTIME...

You can earn money and prestige with your performances, gaining a name for yourself and acquiring patrons. Eventually, tales of your talents and triumphs might attract other bards to study your techniques in a bardic college.

## YOU MIGHT...

- Have a passion for your art so strong that you forge a spiritual connection with it.
- Take point when tact and nonviolent solutions are required.
- Follow your muse, whether it's a mysterious fey creature, a philosophical concept, a psychic force, or a deity of art or music, and with its aid learn secret lore that few others have.

## OTHERS PROBABLY...

- Relish the opportunity to invite you to social events, either as a performer or a guest, but consider you to be something of a curiosity in their social circles.
- Underestimate you compared to other spellcasters, believing you are little more than a foppish minstrel and overlooking the subtle power of your magic.
- Respond favorably to your social charm and abilities, but remain suspicious of your beguiling magic.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

### PERCEPTION

Expert in Perception

### SAVING THROWS

Trained in Fortitude  
Trained in Reflex  
Expert in Will

### SKILLS

Trained in Occultism  
Trained in Performance  
Trained in a number of additional skills equal to 4 plus your Intelligence modifier

### ATTACKS

Trained in simple weapons  
Trained in the longsword, rapier, sap, shortbow, shortsword, and whip  
Trained in unarmed attacks

### DEFENSES

Trained in light armor  
Trained in unarmored defense

### SPELLS

Trained in occult spell attacks  
Trained in occult spell DCs



**TABLE 3-5: BARD ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, occult spellcasting, spell repertoire, composition spells, muse
2	Bard feat, skill feat
3	2nd-level spells, general feat, lightning reflexes, signature spells, skill increase
4	Bard feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, skill increase
6	Bard feat, skill feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Bard feat, skill feat
9	5th-level spells, ancestry feat, great fortitude, resolve, skill increase
10	Ability boots, bard feat, skill feat
11	6th-level spells, bard weapon expertise, general feat, skill increase, vigilant senses
12	Bard feat, skill feat
13	7th-level spells, ancestry feat, light armor expertise, skill increase, weapon specialization
14	Bard feat, skill feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Bard feat, skill feat
17	9th-level spells, ancestry feat, greater resolve, skill increase
18	Bard feat, skill feat
19	General feat, legendary spellcaster, magnum opus, skill increase
20	Ability boosts, bard feat, skill feat

## CLASS FEATURES

You gain these abilities as a bard. Abilities gained at higher levels list the requisite levels next to the features' names.

### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level you gain a number of proficiencies, representing your basic training. These are noted at the start of this class.

### OCCULT SPELLCASTING

You draw upon magic from esoteric knowledge. You can cast occult spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells (see Casting Spells on page 302). Because you're a bard, you can usually play an instrument for spells requiring somatic or material components, as long

as it takes at least one of your hands to do so. If you use an instrument, you don't need a spell component pouch or another hand free. You can usually also play an instrument for spells requiring verbal components, instead of speaking.

Each day, you can cast up to two 1st-level spells. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a bard, your number of spells per day increases, as does the highest level of spells you can cast, as shown on Table 3-6: Bard Spells per Day on page 98.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Charisma, your spell attack rolls and spell DCs use your Charisma modifier. Details on calculating these statistics appear on page 447.

### HEIGHTENING SPELLS

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level to match the spell slot. You must have a spell in your spell repertoire at the level you want to cast in order to heighten it to that level. Many spells have specific improvements when they are heightened to certain levels (page 299). The signature spells class feature lets you heighten certain spells freely.

### CANTRIPS

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is automatically heightened to half your level rounded up, which equals the highest level of spell you can cast as a bard. For example, as a 1st-level bard, your cantrips are 1st-level spells, and as a 5th-level bard, your cantrips are 3rd-level spells.

### SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level occult spells of your choice and five occult cantrips of your choice. You choose these from the common spells from the occult list (page 311) or from other occult spells to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table 3-6), you add a spell to your spell repertoire of the same level. At 2nd level, you select another 1st-level spell; at 3rd level, you select two 2nd-level spells, and so on. When you add spells, you might add a higher-level version of a spell you already have, so you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

### SWAPPING SPELLS IN YOUR REPERTOIRE

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same level. This spell can be a cantrip. You can also swap out spells by retraining during downtime (page 481).

### COMPOSITION SPELLS

You can infuse your performances with magic to create unique effects called compositions. Compositions are a special type of spell that often require you to use the Performance skill when casting them. Composition spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to perform, write a new composition, or otherwise engage your muse.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 300.

You learn the *counter performance* composition spell (page 386), protecting against auditory and visual effects.

### COMPOSITION CANTRIPS

Composition cantrips are special composition spells that don't cost Focus Points, so you can use them as often as you like. Composition cantrips are in addition to the cantrips you choose from the occult list. Generally, only feats can give you more composition cantrips. Unlike other cantrips, you can't swap out composition cantrips gained from bard feats at a later level, unless you swap out the specific feat via retraining (page 481).

You learn the *inspire courage* composition cantrip (page 386), which boosts your allies' attacks, damage, and defense against fear.

### MUSES

As a bard, you select one muse at 1st level. This muse leads you to great things, and might be a physical creature, a deity, a philosophy, or a captivating mystery.

### ENIGMA

Your muse is a mystery, driving you to uncover the hidden secrets of the multiverse. If your muse is a creature, it might be a dragon or otherworldly being; if a deity, it might be Irori or Nethys. You gain the Bardic Lore feat and add *true strike* to your spell repertoire.

### MAESTRO

Your muse is a virtuoso, inspiring you to greater heights.

If it's a creature, it might be a performance-loving creature such as a choral angel or lillend azata; if a deity, it might be Shelyn. As a bard with a maestro muse, you are an inspiration to your allies and confident of your musical and oratorical abilities. You gain the Lingering Composition feat and add *soothe* to your spell repertoire.

### POLYMATH

Your muse is a jack of all trades, flitting between skills and pursuits. If it's a creature, it might be an eclectic creature like a fey; if a deity, it might be Desna or Calistria. As a bard with a polymath muse, you are interested in a wide array of topics but rarely dedicated to any one, and you rarely make up your mind—you want to try everything. You gain the Versatile Performance feat and add *unseen servant* to your spell repertoire.



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**TABLE 3-6: BARD SPELLS PER DAY**

Your Level	Spell Level										
	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2	—	—	—	—	—	—	—	—	—
2	5	3	—	—	—	—	—	—	—	—	—
3	5	3	2	—	—	—	—	—	—	—	—
4	5	3	3	—	—	—	—	—	—	—	—
5	5	3	3	2	—	—	—	—	—	—	—
6	5	3	3	3	—	—	—	—	—	—	—
7	5	3	3	3	2	—	—	—	—	—	—
8	5	3	3	3	3	—	—	—	—	—	—
9	5	3	3	3	3	2	—	—	—	—	—
10	5	3	3	3	3	3	—	—	—	—	—
11	5	3	3	3	3	3	2	—	—	—	—
12	5	3	3	3	3	3	3	—	—	—	—
13	5	3	3	3	3	3	3	2	—	—	—
14	5	3	3	3	3	3	3	3	—	—	—
15	5	3	3	3	3	3	3	3	2	—	—
16	5	3	3	3	3	3	3	3	3	—	—
17	5	3	3	3	3	3	3	3	3	2	—
18	5	3	3	3	3	3	3	3	3	3	—
19	5	3	3	3	3	3	3	3	3	3	1*
20	5	3	3	3	3	3	3	3	3	3	1*

\* The magnum opus class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

**BARD FEATS**

**2ND**

At 2nd level and every 2 levels thereafter, you gain a bard class feat (page 99).

**SKILL FEATS**

**2ND**

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

**GENERAL FEATS**

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

**LIGHTNING REFLEXES**

**3RD**

Your reflexes are lightning fast. Your proficiency rank in Reflex saves increases to expert.

**SIGNATURE SPELLS**

**3RD**

Experience allows you to cast some spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-level versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell level at which you learned the previous spell. You can also retrain specifically to change a signature spell to a

different spell of that level without swapping any spells; this takes as much time as retraining a spell normally does.

**SKILL INCREASES**

**3RD**

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

**ABILITY BOOSTS**

**5TH**

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

**ANCESTRY FEATS**

**5TH**

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of feats is in your ancestry's entry in Chapter 2.

**EXPERT SPELLCASTER**

**7TH**

Your proficiency ranks for occult spell attack rolls and spell DCs increase to expert.

**GREAT FORTITUDE****9TH**

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

**RESOLVE****9TH**

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

**BARD WEAPON EXPERTISE****11TH**

You have become thoroughly adept with bardic weapons. You gain expert proficiency in simple weapons, plus the longsword, rapier, sap, shortbow, shortsword, and whip. When you critically succeed at an attack roll using one of these weapons while one of your compositions is active, you apply the critical specialization effect for that weapon.

**VIGILANT SENSES****11TH**

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

**LIGHT ARMOR EXPERTISE****13TH**

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

**WEAPON SPECIALIZATION****13TH**

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 damage if you're a master, and 4 damage if you're legendary.

**MASTER SPELLCASTER****15TH**

You've mastered the occult. Your proficiency ranks for occult spell attack rolls and spell DCs increase to master.

**GREATER RESOLVE****17TH**

Your unbelievable training grants you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a success at a Will save, you get a critical success. When you roll a critical failure at a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

**MAGNUM OPUS****19TH**

You have tuned your spellcasting to the highest caliber. Add two common 10th-level occult spells to your repertoire. You gain a single 10th-level spell slot you can use to cast one of those two spells using bard spellcasting. You don't gain more 10th-level spells as you level up, unlike other spell slots, and you can't use 10th-level slots with abilities that give you more spell slots or that let you cast spells without expending spell slots.

**KEY TERMS**

You'll see the following key terms in many bard class features.

**Composition:** To cast a composition cantrip or focus spell, you use a type of Performance (page 250). If the spell includes a verbal component, you must use an auditory performance, and if it includes a somatic component, you must use a visual one. The spell gains all the traits of the performance you used. You can cast only one composition spell each turn, and you can have only one active at a time. If you cast a new composition spell, any ongoing effects from your previous composition spell end immediately.

**Metamagic:** Actions with the metamagic trait tweak the properties of your spells. These actions usually come from metamagic feats. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

**LEGENDARY SPELLCASTER****19TH**

Your command of occult magic is the stuff of legends. Your proficiency ranks for occult spell attack rolls and spell DCs increase to legendary.

**BARD FEATS**

At every level that you gain a bard feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

**1ST LEVEL****BARDIC LORE****FEAT 1****BARD**


**Prerequisites** enigma muse

Your studies make you informed on every subject. You are trained in Bardic Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic. If you have legendary proficiency in Occultism, you gain expert proficiency in Bardic Lore, but you can't increase your proficiency rank in Bardic Lore by any other means.

**LINGERING COMPOSITION****FEAT 1****BARD**

**Prerequisites** maestro muse, focus pool

By adding a flourish, you make your compositions last longer. You learn the *lingering composition* focus spell (page 387). Increase the number of Focus Points in your focus pool by 1.

**REACH SPELL** **FEAT 1****BARD** **CONCENTRATE** **METAMAGIC**

You can extend your spells' range. If the next action you use is to Cast a Spell that has a range, increase that spell's range by

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## BARD FEATS

If you need to look up a bard feat by name instead of by level, use this table.

Feat	Level
Allegro	14
Bardic Lore	1
Cantrip Expansion	2
Deep Lore	18
Dirge of Doom	6
Eclectic Polymath	12
Eclectic Skill	8
Effortless Concentration	16
Esoteric Polymath	2
Eternal Composition	18
Fatal Aria	20
Harmonize	6
House of Imaginary Walls	10
Impossible Polymath	18
Inspire Competence	2
Inspire Defense	4
Inspire Heroics	8
Inspirational Focus	12
Know-It-All	8
Lingering Composition	1
Loremaster's Etude	2
Melodious Spell	4
Multifarious Muse	2
Perfect Encore	20
Quickened Casting	10
Reach Spell	1
Soothing Ballad	14
Steady Spellcasting	6
Studious Capacity	16
Symphony of the Muse	20
Triple Time	4
True Hypercognition	14
Unusual Composition	10
Versatile Performance	1
Versatile Signature	4

30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

## VERSATILE PERFORMANCE

FEAT 1

**BARD**

**Prerequisites** polymath muse

You can rely on the grandeur of your performances rather than ordinary social skills. You can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize. You can also use an acting Performance instead of Deception to Impersonate. You can use your proficiency rank in Performance to meet the requirements of skill feats that require a particular rank in Deception, Diplomacy, or Intimidation.

## 2ND LEVEL

## CANTRIP EXPANSION

FEAT 2

**BARD**

Study broadens your range of simple spells. Add two additional cantrips from your spell list to your repertoire.

## ESOTERIC POLYMATH

FEAT 2

**BARD**

**Prerequisites** polymath muse

You keep a book of occult spells, similar to a wizard's spellbook, and can use its spells to supplement your spell repertoire. Add all the spells in your repertoire to this book for free. You can use the Occultism skill to Learn Spells (page 238) and add them to your spellbook by paying the appropriate cost, similar to a wizard.

During your daily preparations, choose any one spell from your book of occult spells. If that spell is already in your spell repertoire, you can treat it as an additional signature spell that day. If it isn't in your repertoire, treat it as though it were until your next daily preparations.

## INSPIRE COMPETENCE

FEAT 2

**BARD**

**Prerequisites** maestro muse

You learn the *inspire competence* composition cantrip (page 386), which aids your allies' skills.

## LOREMASTER'S ETUDE

FEAT 2

**BARD FORTUNE**

**Prerequisites** enigma muse, focus pool

You magically unlock memories, making them easier to recall. You learn the *loremaster's etude* composition spell (page 387). Increase the number of Focus Points in your focus pool by 1.

## MULTIFARIOUS MUSE

FEAT 2

**BARD**

Your muse doesn't fall into a single label. Choose a type of muse other than that of your own. You gain a 1st-level feat that requires that muse, and your muse is now also a muse of that type, allowing you to take feats with the other muse as a prerequisite. You don't gain any of the other effects of the muse you chose.

**Special** You can take this feat multiple times. Each time you do, you must choose a different type of muse other than that of your own.

## 4TH LEVEL

## INSPIRE DEFENSE

FEAT 4

**BARD**

**Prerequisites** maestro muse

You learn the *inspire defense* composition cantrip (page 386), which protects you and allies.

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**MELODIOUS SPELL** ◆**FEAT 4**
**BARD** **CONCENTRATE** **MANIPULATE** **METAMAGIC**

You subtly weave your spellcasting into your performance. If the next action you take is to Cast a Spell, attempt a Performance check against all observers' Perception DCs. If your Performance check is successful against an observer's Perception DC, that observer doesn't notice that you are Casting a Spell, even though normally spells have sensory manifestations that would make spellcasting obvious to those around you, and verbal, somatic, and material components are extremely overt. You hide all of these as part of an ordinary performance.

This hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish.

**TRIPLE TIME****FEAT 4****BARD**

You learn the *triple time* composition cantrip (page 387), which speeds up you and your allies for a round.

**VERSATILE SIGNATURE****FEAT 4****BARD**

**Prerequisites** polymath muse

While most bards are known for certain signature performances and spells, you're always tweaking your available repertoire. When you make your daily preparations, you can change one of your signature spells to a different spell of that level from your repertoire.

**6TH LEVEL****DIRGE OF DOOM****FEAT 6****BARD**

You learn the *dirge of doom* composition cantrip (page 386), which frightens your enemies.

**HARMONIZE** ◆**FEAT 6**
**BARD** **CONCENTRATE** **MANIPULATE** **METAMAGIC**

**Prerequisites** maestro muse

You can perform multiple compositions simultaneously. If your next action is to cast a composition, it becomes a harmonized composition. Unlike a normal composition, a harmonized composition doesn't end if you cast another composition, and you can cast another composition on the same turn as a harmonized one. Casting another harmonized composition ends any harmonized composition you have in effect.

**STEADY SPELLCASTING****FEAT 6****BARD**

You don't lose spells easily. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

**8TH LEVEL****ECLECTIC SKILL****FEAT 8****BARD**

**Prerequisites** polymath muse, master in Occultism

SAMPLE BARD



**DANCER**

*Through myriad styles of dance, you inspire your allies and channel otherworldly magic.*

**ABILITY SCORES**

Make Charisma highest, followed by Dexterity. Add to Constitution for more health and to Intelligence for skills.

**SKILLS**

Acrobatics, Athletics, Diplomacy, Medicine, Occultism, Performance

**MUSE**

Maestro

**HIGHER-LEVEL FEATS**

Inspire Competence (2nd), Triple Time (4th), Allegro (14th)

**SPELL REPERTOIRE**

**1st** *color spray, illusory disguise, soothe*; **Cantrips** *detect magic, ghost sound, light, mage hand, read aura*

Your broad experiences translate to a range of skills. You add your level to all skill checks in which you are untrained. You can attempt any skill check that normally requires you to be trained, even if you are untrained. If you have legendary proficiency in Occultism, you can attempt any skill check that normally requires you to have expert proficiency, even if untrained or trained.

**INSPIRE HEROICS** **FEAT 8**

**BARD**

**Prerequisites** maestro muse, focus pool

Your performances inspire even greater deeds in your allies. You learn the *inspire heroics* metamagic focus spell (page 387). Increase the number of Focus Points in your focus pool by 1.

**KNOW-IT-ALL** **FEAT 8**

**BARD**

**Prerequisites** enigma muse

When you succeed at a Knowledge check, you gain additional information or context. When you critically succeed at a Knowledge check, at the GM's discretion you might gain even more additional information or context than normal.

**10TH LEVEL**

**HOUSE OF IMAGINARY WALLS** **FEAT 10**

**BARD**

You erect an imaginary barrier others believe to be real. You learn the *house of imaginary walls* composition cantrip (page 386).

**QUICKENED CASTING** **FEAT 10**

**BARD** **CONCENTRATE** **METAMAGIC**

**Frequency** once per day

If your next action is to cast a bard cantrip or a bard spell that is at least 2 levels lower than the highest level bard spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

**UNUSUAL COMPOSITION** **FEAT 10**

**BARD** **CONCENTRATE** **MANIPULATE** **METAMAGIC**

**Prerequisites** polymath muse

You can translate the emotion and power of a composition to other mediums. If your next action is to cast a composition spell, you can use a different kind of performance than usual for the composition to change any of its somatic components to verbal components or vice versa. As usual for composition spells, this changes whether the composition is auditory or visual.

**12TH LEVEL**

**ECCLECTIC POLYMATH** **FEAT 12**

**BARD**

**Prerequisites** Esoteric Polymath

Your flexible mind can quickly shift spells. If you add a spell to your repertoire during your daily preparations using Esoteric Polymath, when you prepare again, you can choose to keep the

new spell from Esoteric Polymath in your repertoire and instead lose access to another spell of the same level in your repertoire.

### INSPIRATIONAL FOCUS FEAT 12

**BARD**

Your connection to your muse has granted you unusual focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

### 14TH LEVEL

### ALLEGRO FEAT 14

**BARD**

You can quicken your allies with a fast-paced performance. You learn the *allegro* composition cantrip (page 386).

### SOOTHING BALLAD FEAT 14

**BARD**

**Prerequisites** focus pool

You soothe your allies' wounds with the power of your performance. You learn the *soothing ballad* composition spell (page 387). Increase the number of Focus Points in your focus pool by 1.

### TRUE HYPERCOGNITION FEAT 14

**BARD**

**Prerequisites** enigma muse

Your mind works at an incredible pace. You instantly use up to five Recall Knowledge actions. If you have any special abilities or free actions that would normally be triggered when you Recall Knowledge, you can't use them for these actions.

### 16TH LEVEL

### EFFORTLESS CONCENTRATION FEAT 16

**BARD**

**Requirement** You haven't acted yet on your turn.

You can maintain a spell with hardly a thought. You immediately gain the effects of a Sustain a Spell action, allowing you to extend the duration of one of your active bard spells.

### STUDIOUS CAPACITY FEAT 16

**BARD**

**Prerequisites** enigma muse, legendary in Occultism

Your continued study of occult magic has increased your magical capacity, allowing you to cast spells even when it seems impossible. You can cast one spell each day even after you've run out of spell slots of the appropriate spell level, but you can't use this ability to cast a spell of your highest spell level.

### 18TH LEVEL

### DEEP LORE FEAT 18

**BARD**

**Prerequisites** enigma muse, legendary in Occultism

Your repertoire is vast, containing far more spells than usual. Add one spell to your repertoire of each level you can cast.

### ETERNAL COMPOSITION FEAT 18

**BARD**

**Prerequisites** maestro muse

The world is a stage upon which you are always playing. You are permanently quickened; you can use your extra action only to cast a composition cantrip that requires 1 action to cast. While in exploration mode, you can declare that you are performing an eligible composition cantrip while using any exploration tactic. Even before your first turn in a combat encounter, that cantrip is active as if you had cast it on your previous turn.

### IMPOSSIBLE POLYMATH FEAT 18

**BARD**

**Prerequisites** trained in Arcana, Nature, or Religion, Esoteric Polymath

Your esoteric formulas are so unusual that they allow you to dabble in magic from diverse traditions that other bards don't understand. As long as you're trained in Arcana, you can add arcane spells to your book from Esoteric Polymath; as long as you're trained in Nature, you can add primal spells to your book; and as long as you are trained in Religion, you can add divine spells to your book.

Like your other spells in your book, you can add one of these spells from another tradition to your repertoire as an occult spell each day using Esoteric Polymath, but you can't retain any spells from another tradition when you prepare again, even if you have Eclectic Polymath.

### 20TH LEVEL

### FATAL ARIA FEAT 20

**BARD**

**Prerequisites** focus pool

Your songs overwhelm the target with unbearable emotion, potentially striking them dead on the spot. You learn the *fatal aria* composition spell (page 386). Increase the number of Focus Points in your focus pool by 1.

### PERFECT ENCORE FEAT 20

**BARD**

**Prerequisites** magnum opus

You develop another incredible creation. You gain an additional 10th-level spell slot.

### SYMPHONY OF THE MUSE FEAT 20

**BARD**

**Prerequisites** Harmonize

You are able to weave countless performances together into a solo symphony. You are no longer limited to a single composition each turn or a single composition at a time; when you use a new composition, all previous compositions' effects continue for their remaining duration.

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# CHAMPION

*You are an emissary of a deity, a devoted servant who has taken up a weighty mantle, and you adhere to a code that holds you apart from those around you. While champions exist for every alignment, as a champion of good, you provide certainty and hope to the innocent. You have powerful defenses that you share freely with your allies and innocent bystanders, as well as holy power you use to end the threat of evil. Your devotion even attracts the attention of holy spirits who aid you on your journey.*

## KEY ABILITY

### STRENGTH OR DEXTERITY

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

## HIT POINTS

### 10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

### PERCEPTION

Trained in Perception

### SAVING THROWS

Expert in Fortitude  
Trained in Reflex  
Expert in Will

### SKILLS

Trained in Religion  
Trained in one skill determined by your choice of deity  
Trained in a number of additional skills equal to 2 plus your Intelligence modifier

### ATTACKS

Trained in simple weapons  
Trained in martial weapons  
Trained in unarmed attacks

### DEFENSES

Trained in all armor  
Trained in unarmored defense

### CLASS DC

Trained in champion class DC

### SPELLS

Trained in divine spell attacks  
Trained in divine spell DCs

## DURING COMBAT ENCOUNTERS...

You confront enemies in hand-to-hand combat while carefully positioning yourself to protect your allies.

## DURING SOCIAL ENCOUNTERS...

You are a voice of hope, striving to reach a peaceful solution that strengthens bonds and yields good results for all.

## WHILE EXPLORING...

You overcome barriers both physical and spiritual, providing inspiration to your allies through your actions and—when your fellow adventurers ask for it—providing moral and ethical guidance.

## IN DOWNTIME...

You spend much of your time in solemn prayer and contemplation, rigorous training, charity work, and fulfilling the tenets of your code, but that doesn't mean there isn't time to take up a craft or hobby.

## YOU MIGHT...

- Believe there is always hope that good will triumph over evil, no matter how grim the odds.
- Know the ends don't justify the means, since evil acts increase the power of evil.
- Have a strong sense of right and wrong, and grow frustrated when greed or shortsightedness breeds evil.

## OTHERS PROBABLY...

- See you as a symbol of hope, especially in a time of great need.
- Worry you secretly despise them for not living up to your impossible standard, or that you are unwilling to compromise when necessary.
- Know that you've sworn divine oaths of service they can trust you to keep.

**TABLE 3-7: CHAMPION ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, champion's code, deity and cause, deific weapon, champion's reaction, devotion spells, champion feat, shield block
2	Champion feat, skill feat
3	Divine ally, general feat, skill increase
4	Champion feat, skill feat
5	Ability boosts, ancestry feat, skill increase, weapon expertise
6	Champion feat, skill feat
7	Armor expertise, general feat, skill increase, weapon specialization
8	Champion feat, skill feat
9	Ancestry feat, champion expertise, divine smite, juggernaut, lightning reflexes, skill increase
10	Ability boosts, champion feat, skill feat
11	Alertness, divine will, exalt, general feat, skill increase
12	Champion feat, skill feat
13	Ancestry feat, armor mastery, skill increase, weapon mastery
14	Champion feat, skill feat
15	Ability boosts, general feat, greater weapon specialization, skill increase
16	Champion feat, skill feat
17	Ancestry feat, champion mastery, legendary armor, skill increase
18	Champion feat, skill feat
19	General feat, hero's defiance, skill increase
20	Ability boosts, champion feat, skill feat

## CLASS FEATURES

You gain these abilities as a champion. Abilities gained at higher levels list the requisite levels next to their names.

### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training, noted at the start of this class.

### CHAMPION'S CODE

You follow a code of conduct, beginning with tenets shared by all champions of an alignment (such as good), and continuing with tenets of your cause. Deities often add additional strictures (for instance, Torag's champions can't show mercy to enemies of their people, making it almost impossible for them to follow the redeemer cause). Only rules for good champions appear in this book. Tenets are listed in order of importance, starting with the most important. If a situation places two tenets in conflict, you aren't in a

no-win situation; instead, follow the more important tenet. For instance, as a paladin, if an evil king asked you if you're hiding refugees so he could execute them, you could lie to him, since the tenet against lying is less important than preventing harm to innocents. Trying to subvert your code by creating a situation that forces a higher tenet to override a lower tenet (for example, promising not to respect authorities and then, to keep your word, disrespecting authorities) is a violation of the champion code.

If you stray from your alignment or violate your code of conduct, you lose your focus pool and divine ally until you demonstrate your repentance by conducting an *atone* ritual (page 409), but you keep any other champion abilities that don't require those class features. If your alignment shifts but is still one allowed by your deity, your GM might let you retrain your cause while still following the same deity.

### THE TENETS OF GOOD

All champions of good alignment follow these tenets.

- You must never perform acts anathema to your deity or willingly commit an evil act, such as murder, torture, or the casting of an evil spell.
- You must never knowingly harm an innocent, or allow immediate harm to one through inaction when you know you could reasonably prevent it. This tenet doesn't force you to take action against possible harm to innocents at an indefinite time in the future, or to sacrifice your life to protect them.

### DEITY AND CAUSE

Champions are divine servants of a deity. Choose a deity to follow (pages 437–440); your alignment must be one allowed for followers of your deity. Actions fundamentally opposed to your deity's ideals or alignment are anathema to your faith. A few examples of acts that would be considered anathema appear in each deity's entry. You and your GM determine whether other acts are anathema.

You have one of the following causes. Your cause must match your alignment exactly. Your cause determines your champion's reaction, grants you a devotion spell (page 107), and defines part of your champion's code.

#### PALADIN [LAWFUL GOOD]

You're honorable, forthright, and committed to pushing back the forces of cruelty. You gain the Retributive Strike champion's reaction and the *lay on hands* devotion spell. After the tenets of good, add these tenets:

- You must act with honor, never taking advantage of others, lying, or cheating.
- You must respect the lawful authority of legitimate leadership wherever you go, and follow its laws.

#### REDEEMER [NEUTRAL GOOD]

You're full of kindness and forgiveness. You gain the Glimpse of Redemption champion's reaction and the *lay on hands* devotion spell. After the tenets of good, add these:

- You must first try to redeem those who commit evil acts, rather than killing them or meting out punishment. If they then continue on a wicked path, you might need to take more extreme measures.
- You must show compassion for others, regardless of their authority or station.

### LIBERATOR (CHAOTIC GOOD)

You're committed to defending the freedom of others. You gain the Liberating Step champion's reaction and the *lay on hands* devotion spell. After the tenets of good, add these tenets:

- You must respect the choices others make over their own lives, and you can't force someone to act in a particular way or threaten them if they don't.
- You must demand and fight for others' freedom to make their own decisions. You may never engage in or countenance slavery or tyranny.

### DEIFIC WEAPON

You zealously bear your deity's favored weapon. If it's uncommon, you gain access to it. If it's a simple weapon, increase the damage die by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12).

### CHAMPION'S REACTION

Your cause gives you a special reaction: Retributive Strike for paladin, Glimpse of Redemption for redeemer, or Liberating Step for liberator.

### RETRIBUTIVE STRIKE ↻

#### CHAMPION

**Trigger** An enemy damages your ally, and both are within 15 feet of you.

You protect your ally and strike your foe. The ally gains resistance to all damage against the triggering damage equal to 2 + your level. If the foe is within reach, make a melee Strike against it.

### GLIMPSE OF REDEMPTION ↻

#### CHAMPION

**Trigger** An enemy damages your ally, and both are within 15 feet of you.

Your foe hesitates under the weight of sin as visions of redemption play in their mind's eye. The foe must choose one of the following options:

- The ally is unharmed by the triggering damage.
- The ally gains resistance to all damage against the triggering damage equal to 2 + your level. After the damaging effect is applied, the enemy becomes enfeebled 2 until the end of its next turn.

### LIBERATING STEP ↻

#### CHAMPION

**Trigger** An enemy damages, Grabs, or Grapples your ally, and both are within 15 feet of you.

You free an ally from restraint. If the trigger was an ally taking damage, the ally gains resistance to all damage against the triggering damage equal to 2 + your level. The ally can attempt to break free of effects grabbing, restraining, immobilizing, or paralyzing them. They either attempt a new save against one such effect that allows a save, or attempt to Escape from one effect as a free action. If they can move, the ally can Step as a free action, even if they didn't need to escape.



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## DEVOTION SPELLS

Your deity's power grants you special divine spells called devotion spells, which are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity to pray to your deity or do service toward their causes.

Focus spells are automatically heightened to half your level rounded up. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules are on page 300. You gain a devotion spell depending on your cause, and you are trained in divine spell attack rolls and spell DCs. Your spellcasting ability is Charisma.

## CHAMPION FEATS

At 1st level and every even-numbered level thereafter, you gain a champion class feat. Champion class feats are presented beginning on page 109.

## SHIELD BLOCK

You gain the Shield Block general feat (page 266), a reaction that lets you reduce damage with your shield.

## SKILL FEATS

**2ND**

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

## DIVINE ALLY

**3RD**

Your devotion attracts a spirit of your deity's alignment. Once you choose an ally, your choice can't be changed.

The following are divine allies:

**Blade Ally:** A spirit of battle dwells within your weapon. Select one weapon when you make your daily preparations. In your hands, the weapon gains the effect of a property rune. For a champion following the tenets of good, choose *disrupting*, *ghost touch*, *returning*, or *shifting*. You also gain the weapon's critical specialization effect.

**Shield Ally:** A spirit of protection dwells within your shield. In your hands, the shield's Hardness increases by 2 and its HP and BT increase by half.

**Steed Ally:** You gain a young animal companion as a mount (page 214). Ordinarily, your animal companion is one that has the mount special ability, such as a horse. You can select a different animal companion (GM's discretion), but this ability doesn't grant it the mount special ability.

## GENERAL FEATS

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

## SKILL INCREASES

**3RD**

At 3rd level and every 2 levels thereafter, you gain a

skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

## ABILITY BOOSTS

**5TH**

At 5th level and every 5 levels thereafter, boost four different ability scores. You can use these boosts to increase ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

## ANCESTRY FEATS

**5TH**

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

## WEAPON EXPERTISE

**5TH**

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple weapons and martial weapons increase to expert.

## ARMOR EXPERTISE

**7TH**

You have spent so much time in armor that you know how to make the most of its protection. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to expert. You gain the armor specialization effects of medium and heavy armor.

## WEAPON SPECIALIZATION

**7TH**

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

## CHAMPION EXPERTISE

**9TH**

Prayers strengthen your divine power. Your proficiency ranks for your champion class DC and divine spell attack rolls and DCs increase to expert.

## DIVINE SMITE

**9TH**

Your champion's reaction improves.

**Paladin:** You surround evil targets in a punishing halo. If you hit with your Retributive Strike, the target takes persistent good damage equal to your Charisma modifier.

**Redeemer:** A guilty conscience assails foes who spurn your Glimpse of Redemption. A foe that responds to your Glimpse of Redemption by dealing damage takes persistent good damage equal to your Charisma modifier.

**Liberator:** You punish those who ensnare your allies in bondage. If the triggering enemy was using any effects to make your ally grabbed, restrained, immobilized, or paralyzed when you used Liberating Step, that enemy takes persistent good damage equal to your Charisma modifier.

### JUGGERNAUT 9TH

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

### LIGHTNING REFLEXES 9TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

### ALERTNESS 11TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

### DIVINE WILL 11TH

Your faith grants mastery of your will. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

### EXALT 11TH

Your champion's reaction exalts nearby allies, allowing them to benefit as well.

**Paladin:** When you use Retributive Strike, each ally within 15 feet of you with the target in their melee reach can spend a reaction to Strike the target with a -5 penalty.

**Redeemer:** You protect multiple allies. You can apply the resistance granted by Glimpse of Redemption to yourself and all allies within 15 feet of you, including the triggering ally, except the resistance is reduced by 2 for all.

**Liberator:** You can help your whole group get into position. When you use Liberating Step, if your ally doesn't attempt to break free of an effect, you and all allies within 15 feet can Step, in addition to the triggering ally.

### ARMOR MASTERY 13TH

Your skill with armor improves, helping you avoid more blows. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to master.

### WEAPON MASTERY 13TH

You fully understand your weapons. Your proficiency ranks for simple and martial weapons increase to master.

### GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

### CHAMPION MASTERY 17TH

You've mastered your arsenal of champion techniques

## KEY TERMS

You'll see these terms in many champion abilities.

**Flourish:** Flourishes are techniques that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

**Metamagic:** These actions tweak your spells. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Effects added by a metamagic action are part of the spell's effect, not of the metamagic action.

**Oath:** Oaths add an additional tenet to your code. You can usually have only one feat with this trait.

and divine spells. Your proficiency ranks for your champion class DC and for divine spell attack rolls and spell DCs increase to master.

### LEGENDARY ARMOR 17TH

You shield yourself with steel as easily as with faith. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to legendary.

### HERO'S DEFIANCE 19TH

You can defy fate and continue fighting as long as you have divine energy. You gain the *hero's defiance* devotion spell.

## CHAMPION FEATS

At each level that you gain a champion feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

### 1ST LEVEL

#### DEITY'S DOMAIN FEAT 1

##### CHAMPION

You embody an aspect of your deity. Choose one of your deity's domains from those listed on page 441. You gain the domain's initial domain spell as a devotion spell.

#### RANGED REPRISAL FEAT 1

##### CHAMPION

**Prerequisites** paladin cause

You can use Retributive Strike with a ranged weapon. In addition, if the foe that triggered your reaction is within 5 feet of your reach but not in your reach, as part of your reaction you can Step to put the foe in your reach before making a melee Retributive Strike.

#### UNIMPEDED STEP FEAT 1

##### CHAMPION

**Prerequisites** liberator cause

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### CHAMPION FEATS

If you need to look up a champion feat by name instead of by level, use this table.

Feat	Level
Advanced Deity's Domain	8
Affliction Mercy	12
Anchoring Aura	14
Attack of Opportunity	6
Aura of Courage	4
Aura of Faith	12
Aura of Life	14
Aura of Righteousness	14
Aura of Vengeance	14
Auspicious Mount	16
Blade of Justice	12
Celestial Form	18
Celestial Mount	20
Champion's Sacrifice	12
Deity's Domain	1
Devoted Focus	10
Divine Grace	2
Divine Health	4
Divine Reflexes	14
Divine Wall	12
Dragonslayer Oath	2
Fiendsbane Oath	2
Greater Mercy	8
Heal Mount	8
Imposing Destrier	10
Instrument of Zeal	16
Lasting Doubt	12
Liberating Stride	12
Litany against Sloth	10
Litany against Wrath	6
Litany of Righteousness	14
Loyal Warhorse	6
Mercy	4
Quick Block	8
Radiant Blade Master	20
Radiant Blade Spirit	10
Ranged Reprisal	1
Second Ally	8
Sense Evil	8
Shield Paragon	20
Shield of Grace	16
Shield of Reckoning	10
Shield Warden	6
Shining Oath	2
Smite Evil	6
Ultimate Mercy	18
Unimpeded Step	1
Vengeful Oath	2
Weight of Guilt	1
Wyrmbane Aura	14

With a burst of divine liberation, your ally's movement from your Liberating Step is unaffected by difficult terrain, greater difficult terrain, narrow surfaces, and uneven ground.

### WEIGHT OF GUILT

FEAT 1

CHAMPION

**Prerequisites** redeemer cause

Guilt clouds the minds of those who ignore your Glimpse of Redemption. Instead of making the triggering creature enfeebled 2, you can make it stupefied 2 for the same duration.

### 2ND LEVEL

### DIVINE GRACE

FEAT 2

CHAMPION

**Trigger** You attempt a save against a spell, before you roll.

You call upon your deity's grace, gaining a +2 circumstance bonus to the save.

### DRAGONSLAYER OATH

FEAT 2

CHAMPION OATH

**Prerequisites** tenets of good

You've sworn to slay evil dragons. Add the following tenet to your code after the others: "You must slay evil dragons you encounter as long as you have a reasonable chance of success."

Your Retributive Strike gains a +4 circumstance bonus to damage against an evil dragon, or +6 if you have master proficiency with the weapon you used. Your Glimpse of Redemption's resistance against damage from an evil dragon is 7 + your level. If you use Liberating Step triggered by an evil dragon, your ally gains a +4 circumstance bonus to checks granted by your Liberating Step, and the ally can Step twice afterward.

You don't consider evil dragons to be legitimate authorities, even in nations they rule.

### FIENDSBANE OATH

FEAT 2

CHAMPION OATH

**Prerequisites** tenets of good

You've sworn an oath to banish the corruption of fiends to the dark planes they call home. Add the following tenet to your champion's code after the other tenets: "You must banish or slay fiends you come across as long as you have a reasonable chance of success; in the incredibly unlikely event you find a good fiend, you don't have to banish or kill it."

Your Retributive Strike gains a +4 circumstance bonus to damage against a fiend, or a +6 circumstance bonus if you have master proficiency with the weapon you used. Your Glimpse of Redemption's resistance against damage from a fiend is 7 + your level. If you use Liberating Step triggered by a fiend, your ally gains a +4 circumstance bonus to checks granted by your Liberating Step, and the ally can Step twice afterward.

You don't consider fiends to be legitimate authorities, even in nations ruled by fiends.

### SHINING OATH

FEAT 2

CHAMPION OATH

**Prerequisites** tenets of good

You've sworn an oath to put the undead to rest. Add the following tenet to your champion's code after the other tenets: "You must end the existence of undead you encounter as long as you have a reasonable chance of success; in the unlikely event you find a good undead, you can try to work out a more peaceful way to help it recover from its undead state rather than destroying it in combat, such as helping it complete its unfinished business and find peace."

Your Retributive Strike gains a +4 circumstance bonus to damage against an undead, or +6 if you have master proficiency with the weapon you used. Your Glimpse of Redemption's resistance against damage from an undead is 7 + your level. If you use Liberating Step triggered by an undead, your ally gains a +4 circumstance bonus to checks granted by your Liberating Step, and the ally can Step twice afterward.

You don't consider undead to be legitimate authorities, even in nations ruled by undead.

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## VENGEFUL OATH

FEAT 2

CHAMPION OATH

**Prerequisites** paladin cause

You've sworn an oath to hunt down wicked evildoers and bring them to judgment. Add the following tenet to your code after the others: "You must hunt down and exterminate evil creatures that have committed heinous atrocities as long as you have a reasonable chance of success and aren't engaged in a mission that would prevent you doing so."

You can use *lay on hands* to damage a creature you witness harming an innocent or a good ally as if it were undead; in this case, *lay on hands* deals good damage instead of positive damage and gains the good trait. This good damage can affect non-evil creatures. This doesn't prevent you from healing such a creature with *lay on hands*; you choose whether to heal or harm.

## 4TH LEVEL

## AURA OF COURAGE

FEAT 4

CHAMPION

**Prerequisites** tenets of good

You stand strong in the face of danger and inspire your allies to do the same. Whenever you become frightened, reduce the condition value by 1 (to a minimum of 0). At the end of your turn when you would reduce your frightened condition value by 1, you also reduce the value by 1 for all allies within 15 feet.

## DIVINE HEALTH

FEAT 4

CHAMPION

**Prerequisites** tenets of good

Your faith makes you resistant to disease, protecting you as you offer succor to the ill. You gain a +1 status bonus to saves against diseases. In addition, if you roll a success on a save against a disease, you get a critical success instead.

## MERCY

FEAT 4

CHAMPION CONCENTRATE METAMAGIC

**Prerequisites** devotion spell (*lay on hands*)

Your touch relieves fear and restores movement. If the next action you use is to cast *lay on hands*, you can attempt to counteract a fear effect or an effect imposing the paralyzed condition on the target, in addition to the other benefits of *lay on hands*.

## 6TH LEVEL

## ATTACK OF OPPORTUNITY

FEAT 6

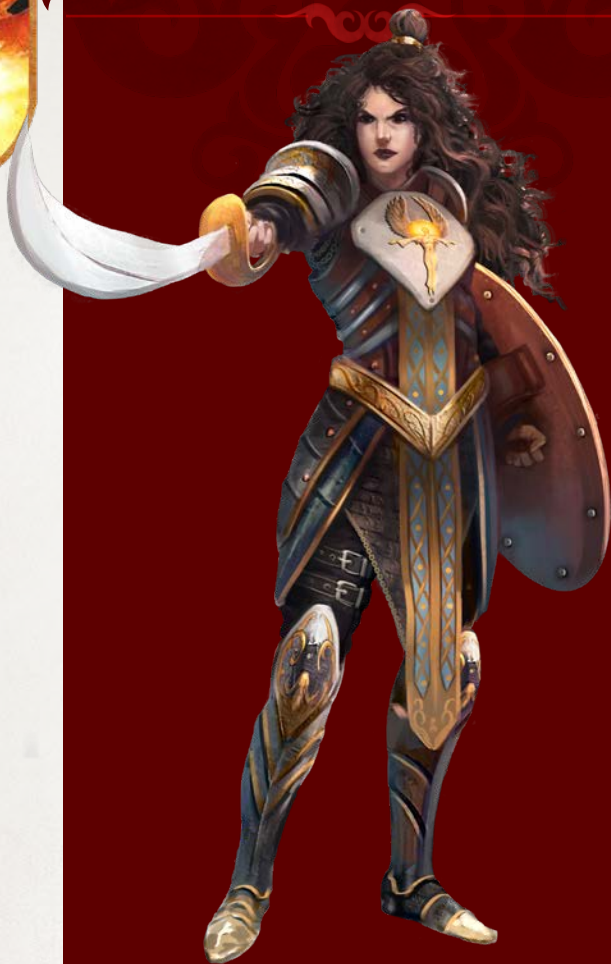
CHAMPION

**Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt



SAMPLE CHAMPION



REDEEMER

*Your truth and compassion glow strong as the sun, bringing the evil into the light of your goddess, the Dawnflower.*

ABILITY SCORES

Take a high Strength for your combat abilities, and a good Charisma for your devotion spells.

SKILLS

Athletics, Diplomacy, Religion, Medicine

DEITY AND CAUSE

Sarenrae, redeemer

STARTING FEAT

Deity's Domain (truth)

HIGHER-LEVEL FEATS

Shining Oath (2nd), Mercy (4th), Litany Against Wrath (6th), Sense Evil (8th), Devoted Focus (10th), Lasting Doubt (12th), Ultimate Mercy (18th)

that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

LITANY AGAINST WRATH

FEAT 6

CHAMPION

**Prerequisites** devotion spells, tenets of good

You excoriate a foe for its wrath against goodly creatures. You can cast the *litany against wrath* devotion spell. Increase the number of Focus Points in your focus pool by 1.

LOYAL WARHORSE

FEAT 6

CHAMPION

**Prerequisites** divine ally (steed)

You and your mount have grown closer, and your loyalty to each other is unbreakable. The mount you gained through the divine ally class feature is now a mature animal companion (page 214). In addition, your mount never attacks you, even if it is magically compelled to do so.

SHIELD WARDEN

FEAT 6

CHAMPION

**Prerequisites** divine ally (shield), tenets of good

You use your shield to protect your allies as well as yourself. When you have a shield raised, you can use your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents that ally from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

SMITE EVIL

FEAT 6

CHAMPION

**Prerequisites** divine ally (blade)

Your blade ally becomes an even more powerful tool against evildoers. Select one foe you can see. Until the start of your next turn, your Strikes with the weapon your blade ally inhabits against that foe deal an extra 4 good damage, increasing to 6 if you have master proficiency with this weapon.

If the foe attacks one of your allies, the duration extends to the end of that foe's next turn. If the foe continues to attack your allies each turn, the duration continues to extend.

8TH LEVEL

ADVANCED DEITY'S DOMAIN

FEAT 8

CHAMPION

**Prerequisites** Deity's Domain

Through your conviction, you have glimpsed the deeper secrets of your deity's domain. You gain an advanced domain spell from the domain you chose with Deity's Domain. You can cast that spell as a devotion spell. Increase the number of Focus Points in your focus pool by 1.

GREATER MERCY

FEAT 8

CHAMPION

**Prerequisites** Mercy

Your faith enhances your ability to remove conditions. When you use Mercy, you can instead attempt to counteract the blinded, deafened, sickened, or slowed conditions.

### HEAL MOUNT FEAT 8

**CHAMPION****Prerequisites** divine ally (steed)

Your devotion to your mount manifests as a surge of positive energy. When you cast *lay on hands* on your mount, you can restore 10 Hit Points, plus 10 for each heightened level.

### QUICK BLOCK FEAT 8

**CHAMPION**

You can block with your shield instinctively. At the start of each of your turns, you gain an additional reaction that you can use only to perform a Shield Block.

### SECOND ALLY FEAT 8

**CHAMPION****Prerequisites** divine ally

Your inner grace attracts the attention of a second protective spirit. Choose a second type of divine ally and gain its benefits.

### SENSE EVIL FEAT 8

**CHAMPION****Prerequisites** tenets of good

You sense evil as a queasy or foreboding feeling. When in the presence of an aura of evil that is powerful or overwhelming (page 328), you eventually detect the aura, though you might not do so instantly, and you can't pinpoint the location. This acts as a vague sense, similar to humans' sense of smell. An evil creature using a disguise or otherwise trying to hide its presence attempts a Deception check against your Perception DC to hide its aura from you. If the creature succeeds at its Deception check, it is then temporarily immune to your Sense Evil for 1 day.

## 10TH LEVEL

### DEVOTED FOCUS FEAT 10

**CHAMPION****Prerequisites** devotion spells

Your devotion is strong enough to increase your focus to incredible heights. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

### IMPOSING DESTRIER FEAT 10

**CHAMPION****Prerequisites** divine ally (steed), Loyal Warhorse

Under your care, your mount has realized its innate potential. The mount you gained through the divine ally class feature is now a nimble or savage animal companion (page 214). During an encounter, even if you don't use the Command an Animal action, your mount can still use 1 action on your turn to Stride or Strike.

### LITANY AGAINST SLOTH FEAT 10

**CHAMPION****Prerequisites** devotion spells, tenets of good

You rail against the sin of sloth, turning a foe's laziness against it. You can cast the *litany against sloth* devotion spell. Increase the number of Focus Points in your focus pool by 1.

### RADIANT BLADE SPIRIT FEAT 10

**CHAMPION****Prerequisites** divine ally (blade)

Your divine ally radiates power, enhancing your chosen weapon. When you choose the weapon for your blade ally during your daily preparations, add the following property runes to the list of effects you can choose from: *flaming* and any aligned properties (*anarchic*, *axiomatic*, *holy*, or *unholy*) that match your cause's alignment.

### SHIELD OF RECKONING FEAT 10

**CHAMPION FLOURISH****Prerequisites** champion's reaction, divine ally (shield), tenets of good, Shield Warden

**Trigger** A foe's attack against an ally matches the trigger for both your Shield Block reaction and your champion's reaction.

When you shield your ally against an attack, you call upon your power to protect your ally further. You use the Shield Block reaction to prevent damage to an ally and also use your champion's reaction against the foe that attacked your ally.

## 12TH LEVEL

### AFFLICTION MERCY FEAT 12

**CHAMPION****Prerequisites** Mercy

The divine grace that flows through you grants reprieve from an affliction. When you use Mercy, you can instead attempt to counteract a curse, disease, or poison.

### AURA OF FAITH FEAT 12

**CHAMPION****Prerequisites** tenets of good

You radiate an aura of pure belief that imbues your attacks and those of nearby allies with holy power. Your Strikes deal an extra 1 good damage against evil creatures. Also, each good-aligned ally within 15 feet gains this benefit on their first Strike that hits an evil creature each round.

### BLADE OF JUSTICE FEAT 12

**CHAMPION****Prerequisites** paladin cause

You call upon divine power and make a weapon or unarmed Strike against a foe you have witnessed harming an ally or innocent. The Strike deals two extra weapon damage dice if the target of your Strike is evil. Whether or not the target is evil, the Strike applies all effects that normally apply on a Retributive Strike (such as divine smite), and you can convert all the physical damage from the attack into good damage.

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SAMPLE CHAMPION



# LIBERATOR

*With the name of the Savored Sting on your lips, you free those held against their will and exact revenge upon their captors.*

## ABILITY SCORES

Focus on Dexterity. Charisma helps your devotion spells and Deception, and good Wisdom and Constitution improve your defenses.

## SKILLS

Deception, Religion, Society, Stealth

## DEITY AND CAUSE

Calistria, liberator

## STARTING FEAT

Unimpeded Step

## HIGHER-LEVEL FEATS

Divine Grace (2nd), Aura of Courage (4th), Attack of Opportunity (6th), Liberating Stride (12th)

## CHAMPION'S SACRIFICE

FEAT 12

**CHAMPION**

**Prerequisites** tenets of good

You can suffer so that others might live. You can cast the *champion's sacrifice* devotion spell. Increase the number of Focus Points in your focus pool by 1.

## DIVINE WALL

FEAT 12

**CHAMPION**

**Requirements** You are wielding a shield.

You use your shield to harry your enemies, preventing them from stepping away from or around you. All spaces adjacent to you are difficult terrain for your enemies.

## LASTING DOUBT

FEAT 12

**CHAMPION**

**Prerequisites** redeemer cause

When you cast doubt upon your foes, the effect lasts longer than usual. After being enfeebled 2 by your Glimpse of Redemption, the foe is enfeebled 1 for 1 minute. If you have Weight of Guilt, after being stupefied 2 by your Glimpse of Redemption, the foe is stupefied 1 for 1 minute or until the flat check from stupefied causes it to lose a spell, whichever comes first.

## LIBERATING STRIDE

FEAT 12

**CHAMPION**

**Prerequisites** liberator cause

Instead of you taking a Step at the end of your Liberating Step, the triggering ally can Stride up to half their Speed. Even if you have exalt, only the triggering ally gains this benefit.

## 14TH LEVEL

## ANCHORING AURA

FEAT 14

**CHAMPION**

**Requirements** Fiendsbane Oath

Your aura hampers fiends' teleportation. Your aura attempts to counteract teleportation spells cast by fiends within 15 feet, using the spell level and DC of your devotion spells.

## AURA OF LIFE

FEAT 14

**CHAMPION**

**Requirements** Shining Oath

Your aura protects against necromantic effects. You and all allies within 15 feet gain resistance 5 to negative energy and a +1 status bonus to saves against necromancy effects.

## AURA OF RIGHTEOUSNESS

FEAT 14

**CHAMPION**

**Prerequisites** tenets of good

Your righteous aura dampens evil's might. You and all allies within 15 feet gain evil resistance 5.

## AURA OF VENGEANCE

FEAT 14

**CHAMPION**

**Requirements** exalt, Vengeful Oath

When you call upon others to take retribution, you also guide their aim. When you use Retributive Strike, your allies who make Strikes take only a -2 penalty, instead of a -5 penalty.

## DIVINE REFLEXES FEAT 14

**CHAMPION**

At the start of each of your turns, you gain an additional reaction that you can use only for your champion's reaction.

## LITANY OF RIGHTEOUSNESS FEAT 14

**CHAMPION**

**Prerequisites** tenets of good

You call upon righteousness to expose an evil foe's weakness. You can cast the *litany of righteousness* devotion spell. Increase the number of Focus Points in your focus pool by 1.

## WYRMBANE AURA FEAT 14

**CHAMPION**

**Requirements** Dragonslayer Oath

Your aura protects against destructive energies and dragons' breath. You and all allies within 15 feet gain resistance equal to your Charisma modifier to acid, cold, electricity, fire, and poison. If the source of one of these types of damage is a dragon's breath, increase the resistance to half your level.

## 16TH LEVEL

## AUSPICIOUS MOUNT FEAT 16

**CHAMPION**

**Prerequisites** divine ally (steed), Imposing Destrier

Guided by your ongoing care, your steed has developed incredible intelligence and skill. The mount you gained through the divine ally class feature is now a specialized animal companion (page 217). You can select one of the usual specializations or the auspice specialization.

Auspice mounts gain the following benefits: Your companion is marked by your deity's religious symbol as a sacred creature of your deity. Its proficiency rank in Religion increases to expert, it can speak the language associated with your deity's servitors (Celestial for champions who follow the tenets of good), and its Intelligence modifier increases by 2 and its Wisdom modifier by 1.

## INSTRUMENT OF ZEAL FEAT 16

**CHAMPION**

**Prerequisites** divine ally (blade), tenets of good

Divine energy fills your weapon. Whenever you critically hit a foe with Smite Evil or a Retributive Strike, your attack adds an extra damage die, and the target is slowed 1 on its next turn.

## SHIELD OF GRACE FEAT 16

**CHAMPION**

**Prerequisites** Shield Warden

You protect an ally with both your shield and your body. Whenever you use the Shield Block reaction to prevent damage to an ally, you can evenly split the remaining damage after the Shield Block between the ally and yourself.

## 18TH LEVEL

### CELESTIAL FORM FEAT 18

**CHAMPION**

**Prerequisites** tenets of good

You take on a celestial countenance, appearing like a type of celestial who serves your deity; for example, as an angel, you would gain a halo and feathery wings. You gain a fly Speed equal to your Speed. You gain darkvision if you don't already have it, and you gain the celestial trait and the trait appropriate to the type of servitor you've become (archon, angel, or azata, for example).

### ULTIMATE MERCY FEAT 18

**CHAMPION**

**Prerequisites** Mercy

Your mercy transcends the bounds of life and death. When you use Mercy, you can cast *lay on hands* on a creature that died since your last turn to return it to life. The target returns to life with 1 hit point and becomes wounded 1. You can't use Ultimate Mercy if the triggering effect was *disintegrate* or a death effect.

## 20TH LEVEL

### CELESTIAL MOUNT FEAT 20

**CHAMPION**

**Prerequisites** divine ally (steed), tenets of good

Your steed gains incredible celestial powers granted by your deity. It gains darkvision, its maximum Hit Points increase by 40, and it gains weakness 10 to evil damage.

Additionally, it grows wings appropriate to a servitor of your deity (such as metallic wings for an archon), granting it a fly Speed equal to its Speed. It gains the celestial trait and the trait appropriate to the type of servitor it has become (archon, angel, or azata, for example).

### RADIANT BLADE MASTER FEAT 20

**CHAMPION**

**Prerequisites** divine ally (blade), Radiant Blade Spirit

Your divine ally turns your chosen weapon into a paragon of its type. When you choose the weapon for your blade divine ally during your preparations, add the following property runes to the list of effects you can choose from: *dancing*, *greater disrupting*, and *keen*.

### SHIELD PARAGON FEAT 20

**CHAMPION**

**Prerequisites** divine ally (shield)

Your shield is a vessel of divine protection. When you're wielding your chosen shield, it is always raised, even without you using the Raise a Shield action. Your chosen shield doubles its HP and BT, rather than increasing them by half. If it would be destroyed, it vanishes to your deity's realm instead, where your divine ally repairs it. During your next daily preparations, the shield returns to you fully repaired.

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# CLERIC

*Deities work their will upon the world in infinite ways, and you serve as one of their most stalwart mortal servants. Blessed with divine magic, you live the ideals of your faith, adorn yourself with the symbols of your church, and train diligently to wield your deity's favored weapon. Your spells might protect and heal your allies, or they might punish foes and enemies of your faith, as your deity wills. Yours is a life of devotion, spreading the teachings of your faith through both word and deed.*

## KEY ABILITY

### WISDOM

At 1st level, your class gives you an ability boost to Wisdom.

## HIT POINTS

### 8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

If you're a warpriest, you balance between casting spells and attacking with weapons—typically the favored weapon of your deity. If you're a cloistered cleric, you primarily cast spells. Most of your spells can boost, protect, or heal your allies. Depending on your deity, you get extra spells to heal your allies or harm your enemies.

## DURING SOCIAL ENCOUNTERS...

You might make diplomatic overtures or deliver impressive speeches. Because you're wise, you also pick up on falsehoods others tell.

## WHILE EXPLORING...

You detect nearby magic and interpret any religious writing you come across. You might also concentrate on a protective spell for your allies in case of attack. After a battle or hazard, you might heal anyone who was hurt.

## IN DOWNTIME...

You might perform services at a temple, travel to spread the word of your deity, research scripture, celebrate holy days, or even found a new temple.

## YOU MIGHT...

- Visit the temples and holy places sacred to your faith, and have an immediate affinity with other worshippers of your deity.
- Know the teachings of your religion's holy texts and how they apply to a dilemma.
- Cooperate with your allies, provided they don't ask you to go against divine will.

## OTHERS PROBABLY...

- Find your devotion impressive, even if they don't understand it.
- Expect you to heal their wounds.
- Rely on you to interact with other religious figures.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

### PERCEPTION

Trained in Perception

### SAVING THROWS

Trained in Fortitude  
Trained in Reflex  
Expert in Will

### SKILLS

Trained in Religion  
Trained in one skill determined by your choice of deity  
Trained in a number of additional skills equal to 2 plus your Intelligence modifier

### ATTACKS

Trained in simple weapons  
Trained in the favored weapon of your deity. If your deity's favored weapon is uncommon, you also gain access to that weapon.  
Trained in unarmed attacks

### DEFENSES

Untrained in all armor, though your doctrine might alter this  
Trained in unarmored defense

### SPELLS

Trained in divine spell attacks  
Trained in divine spell DCs

**TABLE 3-8: CLERIC ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, deity, divine spellcasting, divine font, doctrine
2	Cleric feat, skill feat
3	2nd-level spells, general feat, second doctrine, skill increase
4	Cleric feat, skill feat
5	3rd-level spells, ability boosts, alertness, ancestry feat, skill increase
6	Cleric feat, skill feat
7	4th-level spells, general feat, skill increase, third doctrine
8	Cleric feat, skill feat
9	5th-level spells, ancestry feat, resolve, skill increase
10	Ability boosts, cleric feat, skill feat
11	6th-level spells, fourth doctrine, general feat, lightning reflexes, skill increase
12	Cleric feat, skill feat
13	7th-level spells, ancestry feat, divine defense, skill increase, weapon specialization
14	Cleric feat, skill feat
15	8th-level spells, ability boosts, fifth doctrine, general feat, skill increase
16	Cleric feat, skill feat
17	9th-level spells, ancestry feat, skill increase
18	Cleric feat, skill feat
19	Final doctrine, general feat, miraculous spell, skill increase
20	Ability boosts, cleric feat, skill feat

## CLASS FEATURES

You gain these abilities as a cleric. Abilities gained at higher levels list requisite levels next to their names.

### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training, noted at the start of this class.

### DEITY

As a cleric, you are a mortal servitor of a deity you revere above all others. The most common deities in Pathfinder appear on pages 437–440, along with their alignments, areas of concern, and the benefits you get for being a cleric of that deity. Your alignment must be one allowed by your deity, as listed in their entry. Your deity grants you the trained proficiency rank in one skill and with the deity’s favored weapon. If the favored weapon is uncommon, you also get access to that weapon.

Your deity also adds spells to your spell list. You can prepare these just like you can any spell on the divine spell list, once you can prepare spells of their level as a cleric.

Some of these spells aren’t normally on the divine list, but they’re divine spells if you prepare them this way.

### ANATHEMA

Acts fundamentally opposed to your deity’s alignment or ideals are anathema to your faith. Learning or casting spells, committing acts, and using items that are anathema to your deity remove you from your deity’s good graces.

Casting spells with the evil trait is almost always anathema to good deities, and casting good spells is likewise anathema to evil deities; similarly, casting chaotic spells is anathema to lawful deities, and casting lawful spells is anathema to chaotic deities. A neutral cleric who worships a neutral deity isn’t limited this way, but their alignment might change over time if they frequently cast spells or use abilities with a certain alignment. Similarly, casting spells that are anathema to the tenets or goals of your faith could interfere with your connection to your deity. For example, casting a spell to create undead would be anathema to Pharasma, the goddess of death. For borderline cases, you and your GM determine which acts are anathema.

If you perform enough acts that are anathema to your deity, or if your alignment changes to one not allowed by your deity, you lose the magical abilities that come from your connection to your deity. The class features that you lose are determined by the GM, but they likely include your divine font and all divine spellcasting. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual (found on page 409).

### DIVINE SPELLCASTING

Your deity bestows on you the power to cast divine spells. You can cast divine spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells (see Casting Spells on page 302). Because you’re a cleric, you can usually hold a divine focus (such as a religious symbol) for spells requiring material components instead of needing to use a spell component pouch.

At 1st level, you can prepare two 1st-level spells and five cantrips each morning from the common spells on the divine spell list in this book (page 309) or from other divine spells to which you gain access. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a cleric, the number of spells you can prepare each day increases, as does the highest level of spell you can cast, as shown in Table 3-9: Cleric Spells per Day on page 120.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or your enemies to roll against your spell DC (typically by attempting a saving throw). Since your key ability is Wisdom, your spell attack rolls and spell DCs use your Wisdom modifier. Details on calculating these statistics appear on page 447.

### HEIGHTENING SPELLS

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

### CANTRIPS

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of spell you can cast as a cleric. For example, as a 1st-level cleric, your cantrips are 1st-level spells, and as a 5th-level cleric, your cantrips are 3rd-level spells.

### DIVINE FONT

Through your deity's blessing, you gain additional spells that channel either the life force called positive energy or its counterforce, negative energy. When you prepare your spells each day, you can prepare additional *heal* or *harm* spells, depending on your deity. The divine font spell your deity provides is listed in the Divine Font entry for your deity on pages 437–440; if both are listed, you can choose between *heal* or *harm*. Once you choose, you can't change your choice short of an ethical shift or divine intervention.

**Healing Font:** You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *heal* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

**Harmful Font:** You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *harm* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

### DOCTRINE

Even among followers of the same deity, there are numerous doctrines and beliefs, which sometimes vary wildly between clerics. At 1st level, you select a doctrine and gain the benefits of its first doctrine. The doctrines presented in this book are cloistered cleric and warpriest. Each doctrine grants you initial benefits at 1st level. At 3rd, 7th, 11th, 15th, and 19th levels, you gain the benefits granted by your doctrine's second, third, fourth, fifth, and final doctrines respectively.

### CLOISTERED CLERIC

You are a cleric of the cloth, focusing on divine magic and your connection to your deity's domains.

**First Doctrine (1st):** You gain the Domain Initiate cleric feat (page 121).

**Second Doctrine (3rd):** Your proficiency rank for Fortitude saves increases to expert.

**Third Doctrine (7th):** Your proficiency ranks for divine spell attack rolls and spell DCs increase to expert.

**Fourth Doctrine (11th):** You gain expert proficiency with your deity's favored weapon. When you critically succeed at an attack roll using that weapon, you apply the weapon's critical specialization effect; use your divine spell DC if necessary.



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**TABLE 3-9: CLERIC SPELLS PER DAY**

Your Level	Cantrips	Spell Level										
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
1	5	2*	—	—	—	—	—	—	—	—	—	—
2	5	3*	—	—	—	—	—	—	—	—	—	—
3	5	3	2*	—	—	—	—	—	—	—	—	—
4	5	3	3*	—	—	—	—	—	—	—	—	—
5	5	3	3	2*	—	—	—	—	—	—	—	—
6	5	3	3	3*	—	—	—	—	—	—	—	—
7	5	3	3	3	2*	—	—	—	—	—	—	—
8	5	3	3	3	3*	—	—	—	—	—	—	—
9	5	3	3	3	3	2*	—	—	—	—	—	—
10	5	3	3	3	3	3*	—	—	—	—	—	—
11	5	3	3	3	3	3	2*	—	—	—	—	—
12	5	3	3	3	3	3	3*	—	—	—	—	—
13	5	3	3	3	3	3	3	2*	—	—	—	—
14	5	3	3	3	3	3	3	3*	—	—	—	—
15	5	3	3	3	3	3	3	3	2*	—	—	—
16	5	3	3	3	3	3	3	3	3*	—	—	—
17	5	3	3	3	3	3	3	3	3	2*	—	—
18	5	3	3	3	3	3	3	3	3	3*	—	—
19	5	3	3	3	3	3	3	3	3	3	3	1†
20	5	3	3	3	3	3	3	3	3	3	3	1†

\* Your divine font gives you additional *heal* or *harm* spells of this level. The number is equal to 1 + your Charisma modifier.

† The miraculous spell class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

**Fifth Doctrine (15th):** Your proficiency ranks for divine spell attack rolls and spell DCs increase to master.

**Final Doctrine (19th):** Your proficiency ranks for divine spell attack rolls and spell DCs increase to legendary.

**WARPRIEST**

You have trained in the more militant doctrine of your church, focusing on both spells and battle.

**First Doctrine (1st):** You're trained in light and medium armor, and you have expert proficiency in Fortitude saves. You gain the Shield Block general feat (page 266), a reaction to reduce damage with a shield. If your deity's weapon is simple, you gain the Deadly Simplicity cleric feat (page 121). At 13th level, if you gain the divine defense class feature, you also gain expert proficiency in light and medium armor.

**Second Doctrine (3rd):** You're trained in martial weapons.

**Third Doctrine (7th):** You gain expert proficiency with your deity's favored weapon. When you critically succeed at an attack roll using that weapon, you apply the weapon's critical specialization effect; use your divine spell DC if necessary.

**Fourth Doctrine (11th Level):** Your proficiency ranks for divine spell attack rolls and spell DCs increase to expert.

**Fifth Doctrine (15th Level):** Your proficiency rank for Fortitude saves increases to master. When you roll a success at a Fortitude save, you get a critical success instead.

**Final Doctrine (19th Level):** Your proficiency ranks for divine spell attack rolls and spell DCs increase to master.

**CLERIC FEATS**

**2ND**

At 2nd level and every 2 levels thereafter, you gain a cleric class feat. These begin on page 121.

**SKILL FEATS**

**2ND**

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

**GENERAL FEATS**

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

**SKILL INCREASES**

**3RD**

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

You can use any of these skill increases you gain at 7th level or higher to become a master in a skill in which you're already an expert, and any of these skill increases you gain at 15th level or higher to become legendary in a skill in which you're already a master.

**ABILITY BOOSTS**

**5TH**

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability

score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

**ALERTNESS**

5TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

**ANCESTRY FEATS**

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

**RESOLVE**

5TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

**LIGHTNING REFLEXES**

11TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

**DIVINE DEFENSE**

13TH

Your training and your deity protect you from harm. Your proficiency rank in unarmored defense increases to expert.

**WEAPON SPECIALIZATION**

13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

**MIRACULOUS SPELL**

19TH

You're exalted by your deity and gain truly incredible spells. You gain a single 10th-level spell slot and can prepare a spell in that slot using divine spellcasting. You don't gain more 10th-level spells as you level up, though you can take the Maker of Miracles feat to gain a second slot.

**CLERIC FEATS**

At each level that you gain a cleric feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

**1ST LEVEL**

**DEADLY SIMPLICITY**

FEAT 1

**CLERIC**

**Prerequisites** deity with a simple favored weapon, trained with your deity's favored weapon

Your deity's weapon is especially powerful in your hands. When you are wielding your deity's favored weapon, increase the damage die size of that weapon by one step.

**KEY TERMS**

You'll see the following term in many cleric class features.

**Metamagic:** These actions tweak your spells. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Effects added by a metamagic action are part of the spell's effect, not of the metamagic action.

If your deity's favored weapon is an unarmed attack (such as a fist, if you worship Irori) and its damage die is smaller than d6, instead increase its damage die size to d6.

**DOMAIN INITIATE**

FEAT 1

**CLERIC**

Your deity bestows a special spell related to their powers. Select one domain—a subject of particular interest to you within your religion—from your deity's list. You gain an initial domain spell for that domain, a spell unique to the domain and not available to other clerics. Each domain's theme and domain spells appear in Table 8-2: Domains on page 441.

Domain spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to pray to your deity or do service toward their causes.

Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, nor can you cast them using spell slots. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 300.

**Special** You can select this feat multiple times, selecting a different domain each time and gaining its domain spell.

**HARMING HANDS**

FEAT 1

**CLERIC**

**Prerequisites** harmful font

The mordant power of your negative energy grows. When you cast *harm*, you roll d10s instead of d8s.

**HEALING HANDS**

FEAT 1

**CLERIC**

**Prerequisites** healing font

Your positive energy is even more vibrant and restorative. When you cast *heal*, you roll d10s instead of d8s.

**HOLY CASTIGATION**

FEAT 1

**CLERIC**

**Prerequisites** good alignment

You combine holy energy with positive energy to damage demons, devils, and their evil ilk. *Heal* spells you cast damage fiends as though they were undead.

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## CLERIC FEATS

If you need to look up a cleric feat by name instead of by level, use this table.

Feat	Level
Advanced Domain	8
Align Armament	8
Avatar's Audience	20
Cantrip Expansion	2
Cast Down	6
Castigating Weapon	10
Channel Smite	4
Channeled Succor	8
Command Undead	4
Communal Healing	2
Cremate Undead	8
Deadly Simplicity	1
Defensive Recovery	12
Deity's Protection	14
Directed Channel	4
Divine Weapon	6
Domain Focus	12
Domain Initiate	1
Domain Wellspring	16
Echoing Channel	18
Emblazon Antimagic	12
Emblazon Armament	2
Emblazon Energy	8
Eternal Bane	16
Eternal Blessing	16
Extend Armament Alignment	14
Fast Channel	14
Harming Hands	1
Healing Hands	1
Heroic Recovery	10
Holy Castigation	1
Improved Command Undead	10
Improved Communal Healing	4
Improved Swift Banishment	18
Maker of Miracles	20
Metamagic Channel	20
Necrotic Infusion	4
Reach Spell	1
Replenishment of War	10
Resurrectionist	16
Sap Life	2
Selective Energy	6
Shared Replenishment	12
Steady Spellcasting	6
Swift Banishment	14
Turn Undead	2
Versatile Font	2

## REACH SPELL

FEAT 1

CLERIC CONCENTRATE METAMAGIC

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

## 2ND LEVEL

### CANTRIP EXPANSION

FEAT 2

CLERIC

You study a wider range of simple spells. You can prepare two additional cantrips each day.

### COMMUNAL HEALING

FEAT 2

CLERIC HEALING POSITIVE

You're a conduit for positive energy, and as you channel it through you, it heals some of your minor injuries. When you cast the *heal* spell to heal a single creature other than yourself, you regain Hit Points equal to the spell level of the *heal* spell.

### EMBLAZON ARMAMENT

FEAT 2

CLERIC EXPLORATION

Carefully etching a sacred image into a physical object, you steel yourself for battle. You can spend 10 minutes emblazoning a symbol of your deity upon a weapon or shield. The symbol doesn't fade until 1 year has passed, but if you Emblazon an Armament, any symbol you previously emblazoned and any symbol already emblazoned on that item instantly disappears. The item becomes a religious symbol of your deity and can be used as a divine focus while emblazoned, and it gains another benefit determined by the type of item. This benefit applies only to followers of the deity the symbol represents.

- **Shield** The shield gains a +1 status bonus to its Hardness. (This causes it to reduce more damage with the Shield Block reaction.)
- **Weapon** The wielder gains a +1 status bonus to damage rolls.

### SAP LIFE

FEAT 2

CLERIC HEALING

You draw the life force out of your enemies to heal your own wounds. When you cast a *harm* spell and damage at least one living creature, you regain Hit Points equal to the spell level of your *harm* spell. If you aren't a living creature, you gain no benefit from this feat.

### TURN UNDEAD

FEAT 2

CLERIC

Undead harmed by your positive energy might flee, compelled by an innate aversion to the force opposite undeath. When you use a *heal* spell to damage undead, each undead of your level or lower that critically fails its save gains the fleeing condition for 1 round.

### VERSATILE FONT

FEAT 2

CLERIC

**Prerequisites** harmful font or healing font, deity that allows clerics to have both fonts

As you explore your deity's aspects, you move beyond restrictions on healing or harming. You can prepare either *harm* or *heal* in the spell slots gained from the harmful font or healing font.

## 4TH LEVEL

### CHANNEL SMITE

FEAT 4

CLERIC DIVINE NECROMANCY


**Prerequisites** harmful font or healing font

**Cost** Expend a *harm* or *heal* spell.

You siphon the destructive energies of positive or negative energy through a melee attack and

into your foe. Make a melee Strike and add the spell's damage to the Strike's damage. This is negative damage if you expended a *harm* spell or positive damage if you expended a *heal* spell.

The spell is expended with no effect if your Strike fails or hits a creature that isn't damaged by that energy type (such as if you hit a non-undead creature with a *heal* spell).

**COMMAND UNDEAD**  **FEAT 4**

CLERIC CONCENTRATE METAMAGIC

**Prerequisites** harmful font, evil alignment

You grasp the animating force within an undead creature and bend it to your will. If the next action you use is to cast *harm* targeting one undead creature, you transform the effects of that *harm* spell. Instead of *harm*'s normal effects, the target becomes controlled by you if its level is equal to or lower than your level - 3. It can attempt a Will saving throw to resist being controlled by you. If the target is already under someone else's command, the controlling creature also rolls a saving throw, and the undead uses the better result.

**Critical Success** The target is unaffected and is temporarily immune for 24 hours.

**Success** The target is unaffected.

**Failure** The undead creature becomes a minion under your control. The spell gains a duration of 1 minute, but it is dismissed if you or an ally attacks the minion undead.

**Critical Failure** As failure, but the duration is 1 hour.

**DIRECTED CHANNEL** **FEAT 4**

CLERIC

You can shape the energy you channel in a single direction, reaching farther and in a more directed fashion. When you cast a version of *harm* or *heal* that has an area, you can make its area a 60-foot cone instead of a 30-foot emanation.

**IMPROVED COMMUNAL HEALING** **FEAT 4**

CLERIC

**Prerequisites** Communal Healing

You can direct excess channeled energy outward to benefit an ally. You can grant the Hit Points you would regain from Communal Healing to any one creature within the range of your *heal* spell instead of yourself. You can also use Communal Healing when you target only yourself with a *heal* spell, though if you do, you must grant the additional healing to someone other than yourself.

**NECROTIC INFUSION**  **FEAT 4**

CLERIC CONCENTRATE METAMAGIC

**Prerequisites** harmful font, evil alignment


You pour negative energy into your undead subject to empower its attacks. If the next action you use is to cast *harm* to restore Hit Points to a single undead creature, the target then deals an additional 1d6 negative damage with its melee weapons and unarmed attacks until the end of its next turn.

If the *harm* spell is at least 5th level, this damage increases to 2d6, and if the *harm* spell is at least 8th level, the damage increases to 3d6.

**CONTROLLING UNDEAD**

Controlled undead gain the minion trait. Minions can use 2 actions per turn and can't use reactions. A minion acts on your turn in combat when you spend an action to issue it verbal commands (this action has the auditory and concentrate traits). If given no commands, undead minions use no actions except to defend themselves or to escape obvious harm. If left unattended for at least 1 minute, mindless undead minions don't act, and intelligent ones act as they please. You can't have more than four undead minions at a time.


**6TH LEVEL**

**CAST DOWN**  **FEAT 6**

CLERIC CONCENTRATE METAMAGIC

**Prerequisites** harmful font or healing font

The sheer force of your faith can bring a foe crashing down. If the next action you use is to cast *harm* or *heal* to damage one creature, the target is knocked prone if it takes any damage from the spell. If the target critically fails its save against the spell, it also takes a -10-foot status penalty to its Speed for 1 minute.

**DIVINE WEAPON**  **FEAT 6**

CLERIC

**Frequency** once per turn

**Trigger** You finish Casting a Spell using one of your divine spell slots on your turn.

You siphon residual spell energy into a weapon you're wielding. Until the end of your turn, the weapon deals an additional 1d4 force damage. You can instead deal an additional 1d6 damage of an alignment type that matches one of your deity's alignment components. As usual for aligned damage, this can damage only creatures of the opposite alignment.

**SELECTIVE ENERGY** **FEAT 6**

CLERIC

As you call down divine power, you can prevent some enemies from benefiting or some allies from being hurt. When you cast a version of *harm* or *heal* that has an area, you can designate a number of creatures equal to your Charisma modifier (minimum 1) that are not targeted by the spell.

**STEADY SPELLCASTING** **FEAT 6**

CLERIC

Confident in your technique, you don't lose spells easily. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

**8TH LEVEL**

**ADVANCED DOMAIN** **FEAT 8**

CLERIC

**Prerequisites** Domain Initiate

Your studies or prayers have unlocked deeper secrets of your deity's domain. You gain an advanced domain spell from one

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SAMPLE CLERIC



GOZREN

*Following the Wind and the Waves, you protect the beauty of nature in all its forms.*

ABILITY SCORES

Prioritize Wisdom and Strength. Charisma increases your divine font *heal* spells.

SKILLS

Athletics, Nature, Religion, Survival

DEITY

Gozreh (alignment: LN; divine font: *heal*)

DOCTRINE

Warpriest

HIGHER-LEVEL FEATS

Domain Initiate (water, 1st), Divine Weapon (6th)

PREPARED SPELLS

**1st** *gust of wind, sanctuary, heal* spells from divine font;  
**Cantrips** *detect magic, know direction, light, message, shield*

of your domains (as listed in Table 8-2: Domains on page 441). Increase the number of Focus Points in your focus pool by 1.

**Special** You can select this feat multiple times. Each time, you must select a different advanced domain spell from a domain for which you have an initial domain spell.

ALIGN ARMAMENT

FEAT 8

CLERIC DIVINE EVOCATION

**Prerequisites** chaotic, evil, good, or lawful deity

**Frequency** once per round

You bring a weapon into metaphysical concordance with your deity's beliefs. When you select this feat, choose chaotic, evil, good, or lawful. Your choice must match one of your deity's alignment components. This action has the trait corresponding to the chosen alignment component.

When you use this action, you touch a weapon. For 1 round, that weapon deals an additional 1d6 damage of the chosen type to creatures of the opposed alignment. For example, if you chose good, the weapon would deal an extra 1d6 good damage to evil creatures. If you Align an Armament again, any previously aligned armament loses its additional damage.

**Special** You can select this feat a second time, choosing your deity's other alignment component. When you Align an Armament, you can choose either alignment component.

CHANNELED SUCCOR

FEAT 8

CLERIC

**Prerequisites** healing font

You can remove conditions with divine grace. You can sacrifice one *heal* spell you've prepared in your extra slots from healing font to cast one of the following spells instead: *remove curse, remove disease, remove paralysis, or restoration*. The spell is heightened to the same level as the *heal* spell you sacrificed.

CREMATE UNDEAD

FEAT 8

CLERIC

Your positive energy sets undead alight. When you use a *heal* spell to damage undead, each undead that takes damage also takes persistent fire damage equal to the spell's level.

EMBLAZON ENERGY

FEAT 8

CLERIC

**Prerequisites** Emblazon Armament

With elemental forces, you make your emblazoned symbols more potent. When you Emblazon an Armament, you can choose from the following effects instead of the effects listed in that feat. These effects have the same restrictions as the base options.

- **Shield** Choose acid, cold, electricity, fire, or sonic. The wielder gain the shield's circumstance bonus to saving throws against that damage type and can use Shield Block against damage of that type. The shield also gains resistance to that damage type equal to half your level if you have a domain spell with a trait matching that type (such as fire).

- **Weapon** Choose acid, cold, electricity, fire, or sonic. The weapon deals an extra 1d4 damage of that type. Increase this extra damage to 1d6 if you have a domain spell with a trait matching that type (such as fire).

## 10TH LEVEL

**CASTIGATING WEAPON**

FEAT 10

CLERIC

**Prerequisites** Holy Castigation

The force of your deity's castigation strengthens your body so you can strike down the wicked. After you damage a fiend using a *heal* spell, your weapon or unarmed Strikes deal extra good damage to fiends equal to half the level of the *heal* spell until the end of your next turn. This is cumulative with any good damage the weapon already deals (such as from a *holy* rune).

**HEROIC RECOVERY** ❖

FEAT 10

CLERIC CONCENTRATE METAMAGIC

**Prerequisites** healing font, good alignment

The restorative power of your healing invigorates the recipient. If the next action you use is to cast *heal* targeting a single living creature and the target regains Hit Points from the spell, it also gains three bonuses until the end of its next turn: a +5-foot status bonus to its Speed, a +1 status bonus to attack rolls, and a +1 status bonus to damage rolls.

**IMPROVED COMMAND UNDEAD**

FEAT 10

CLERIC

**Prerequisites** harmful font, Command Undead, evil alignment

Undead creatures find it all but impossible to resist your commands. When you use Command Undead, if the undead succeeds at its save but doesn't critically succeed, it is your minion for 1 round. If the undead fails its save, it is your minion for 10 minutes. If it critically fails, it is your minion for 24 hours.

**REPLENISHMENT OF WAR**

FEAT 10

CLERIC

**Prerequisites** expert in your deity's favored weapon

Striking out against your enemies draws praise and protection from your deity. When you damage a creature with a Strike using your deity's favored weapon, you gain a number of temporary Hit Points equal to half your level, or equal to your level if the Strike was a critical hit. These temporary Hit Points last until the start of your next turn.

## 12TH LEVEL

**DEFENSIVE RECOVERY** ❖

FEAT 12

CLERIC CONCENTRATE METAMAGIC

**Prerequisites** harmful font or healing font

Your faith provides temporary protection in addition to healing. If the next action you use is to cast *harm* or *heal* on a single target and the target regains Hit Points from the spell, it also gains a +2 status bonus to AC and saving throws for 1 round.

**DOMAIN FOCUS**

FEAT 12

CLERIC

**Prerequisites** one or more domain spells

Your devotion to your deity's domains grows greater, and so does the power granted to you. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

**EMBLAZON ANTIMAGIC**

FEAT 12

CLERIC

**Prerequisites** Emblazon Armament

Your deity's symbol protects against offensive magic. When you Emblazon an Armament, you can choose from the following effects instead of the effects listed in that feat. These effects have the same restrictions as the base options.

- **Shield** When the wielder has the shield raised, they gain the shield's circumstance bonus to saving throws against magic, and they can use Shield Block against damage from their enemies' spells.
- **Weapon** When the weapon's wielder critically hits with the weapon, they can attempt to counteract a spell on their target, using their level as the counteract level. If they attempt to do so, the emblazoned symbol immediately disappears.

**SHARED REPLENISHMENT**

FEAT 12

CLERIC

**Prerequisites** Replenishment of War

When your deity blesses your warlike acts, you can extend that favor to your allies. You can grant the temporary Hit Points from Replenishment of War to an ally within 10 feet instead of gaining them yourself. You can grant these temporary Hit Points to a different ally each time, meaning you might be able to grant them to multiple creatures in a single turn.

## 14TH LEVEL

**DEITY'S PROTECTION**

FEAT 14

CLERIC

**Prerequisites** Advanced Domain

When you call upon your deity's power to fulfill the promise of their domain, you gain divine protection. After you cast a domain spell, you gain resistance to all damage until the start of your next turn. The amount of resistance is equal to the level of the domain spell you cast.

**EXTEND ARMAMENT ALIGNMENT**

FEAT 14

CLERIC

**Prerequisites** Align Armament

The alignment you impose on a weapon lasts much longer. The duration of Align Armament increases to 1 minute.

**FAST CHANNEL**

FEAT 14

CLERIC

**Prerequisites** harmful font or healing font

Divine power is always at your fingertips, swiftly responding

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SAMPLE CLERIC



PHARASMIN

A follower of the Lady of Graves, you respect the sanctity of both life and death.

ABILITY SCORES

Prioritize Wisdom, with Charisma second to maximize your healing and help you spread the word of your faith.

SKILLS

Diplomacy, Medicine, Occultism, Religion

DEITY

Pharasma (alignment: N; divine font: *heal*)

DOCTRINE

Cloistered cleric (death domain)

HIGHER-LEVEL FEATS

Turn Undead (2nd), Selective Energy (6th)

PREPARED SPELLS

1st *fear*, *mindlink*, *heal* spells from divine font; **Cantrips** *detect magic*, *disrupt undead*, *daze*, *light*, *stabilize*

to your call. When you cast *harm* or *heal* by spending 2 actions, you can get the effects of the 3-action version instead of the 2-action version.

You can do this with *harm* if you have harmful font or *heal* if you have healing font (or both if you have Versatile Font).

SWIFT BANISHMENT ↻

FEAT 14

CLERIC

**Trigger** You critically hit a creature that is not on its home plane.

**Requirements** You have a *banishment* spell prepared.

The force of your blow sends your victim back to its home plane. You expend a *banishment* spell you have prepared, affecting the creature you critically hit without needing to cast the spell. The creature can attempt to resist the spell as normal.

16TH LEVEL

ETERNAL BANE

FEAT 16

CLERIC

**Prerequisites** evil alignment

A life of evil has made you a nexus for your deity's vile power. You're continuously surrounded by a *bane* spell with a spell level equal to half your level (rounded up). The radius is 15 feet, and you can't increase it. You can Dismiss the spell; if you do, it returns automatically after 1 minute.

ETERNAL BLESSING

FEAT 16

CLERIC

**Prerequisites** good alignment

Your good deeds have brought your deity's grace to you for all of eternity. You're continuously surrounded by a *bless* spell with a spell level equal to half your level (rounded up). The radius is 15 feet, and you can't increase it. You can Dismiss the spell; if you do, it returns automatically after 1 minute.

RESURRECTIONIST

FEAT 16

CLERIC

You can cause a creature you bring back from the brink of death to thrive and continue healing. When you restore Hit Points to a dying creature or bring a dead creature back to life and restore Hit Points to it, you grant that creature fast healing 5 for 1 minute. This fast healing ends if the creature is knocked unconscious.

18TH LEVEL

DOMAIN WELLSPRING

FEAT 18

CLERIC

**Prerequisites** Domain Focus

The intensity of your focus grows from the investment you've placed in your domains. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.



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**ECHOING CHANNEL** ◆**FEAT 18**

CLERIC CONCENTRATE METAMAGIC

When you pull forth positive or negative energy, you also create a smaller pocket of that energy. If the next action you use is to cast a 2-action *harm* or *heal* to heal or damage a single creature, choose one additional creature adjacent to either you or the target. Target that creature with a 1-action version of the same spell. This spell is the same level as the 2-action *harm* or *heal* you cast and doesn't cost another spell slot.

**IMPROVED SWIFT BANISHMENT****FEAT 18**

CLERIC

**Prerequisites** Swift Banishment

You easily banish creatures with your weapon. You can use Swift Banishment as long as you have a spell slot of 5th level or higher remaining, even if you don't have *banishment* prepared. You must sacrifice a prepared spell of 5th level or higher, and the *banishment* effect you create is heightened to the level of that spell. Your weapon serves as the special material component of *banishment*, causing the target to take the -2 penalty to its save against any *banishment* you cast using Swift Banishment.

**20TH LEVEL****AVATAR'S AUDIENCE****FEAT 20**

CLERIC

Your extensive service has made you a lesser herald of your

deity, which affords you certain privileges. First, any creature you encounter knows instinctively that you speak for your deity. Second, if you conduct the *commune* ritual to contact your deity, you don't have to pay any cost and you automatically get a critical success. Third, once per day, you can cast *plane shift* as a divine innate spell, but only to travel to the realm of your deity. When you cast it this way, its casting time is 1 minute, your religious symbol is a sufficient tuning fork for this spell, and you appear exactly where you want to be. If you're in your deity's realm due to this spell, you can return to the point you left when you cast it by spending a single action, which has the concentrate and divine traits.

**MAKER OF MIRACLES****FEAT 20**

CLERIC

**Prerequisites** miraculous spell

You are a conduit for truly deific power. You gain an additional 10th-level spell slot.

**METAMAGIC CHANNEL** ◆**FEAT 20**

CLERIC CONCENTRATE

Deep understanding of divine revelations into the nature of vital essence allows you to freely manipulate the effects of your positive or negative energy. Use 1 metamagic action that you can perform that normally takes 1 action and can be applied to the *harm* or *heal* spell. If you use it in this way, its effects apply only to a *harm* or *heal* spell.







# DRUID

*The power of nature is impossible to resist. It can bring ruin to the stoutest fortress in minutes, reducing even the mightiest works to rubble, burning them to ash, burying them beneath an avalanche of snow, or drowning them beneath the waves. It can provide endless bounty and breathtaking splendor to those who respect it—and an agonizing death to those who take it too lightly. You are one of those who hear nature's call. You stand in awe of the majesty of its power and give yourself over to its service.*

## KEY ABILITY

### WISDOM

At 1st level, your class gives you an ability boost to Wisdom.

## HIT POINTS

### 8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

You call upon the forces of nature to defeat your enemies and protect your allies. You cast spells that draw upon primal magic to protect yourself and your friends, heal their wounds, or summon deadly animals to fight at your side. Depending on your bond to nature, you might call upon powerful elemental magic or change shape into a terrifying beast.

## DURING SOCIAL ENCOUNTERS...

You represent balance and a reasoned approach to problems, looking for solutions that not only are best for the natural world, but also allow the creatures within it to live in harmony and peace. You often propose compromises that allow both sides to gain what they truly need, even if they can't have all that they desire.

## WHILE EXPLORING...

Your nature skills are invaluable. You track down enemies, navigate the wilderness, and use spells to detect magical auras around you. You might even ask wild animals to lend their extraordinary senses and scouting abilities to your group.

## IN DOWNTIME...

You might craft magic items or potions. Alternatively, your tie to nature might lead you to tend a wilderness area, befriending beasts and healing the wounds caused by civilization. You might even teach sustainable farming and animal husbandry techniques that allow others to subsist off the land without harming the natural balance.

## YOU MIGHT...

- Have a deep and meaningful respect for the power of nature.
- Be in constant awe of the natural world, eager to share it with others but wary of their influence upon it.
- Treat plants and animals as allies, working with them to reach your goals.

## OTHERS PROBABLY...

- View you as a representative of nature, and are sure you can control it.
- Assume you're a recluse who avoids society and cities and prefers to live in the wild.
- Consider you a mystic, similar to a priest, but answering only to the forces of nature.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

### PERCEPTION

Trained in Perception

### SAVING THROWS

Trained in Fortitude  
Trained in Reflex  
Expert in Will

### SKILLS

Trained in Nature  
Trained in one skill determined by your druidic order  
Trained in a number of additional skills equal to 2 plus your Intelligence modifier

### ATTACKS

Trained in simple weapons  
Trained in unarmed attacks

### DEFENSES

Trained in light armor  
Trained in medium armor  
Trained in unarmored defense

### CLASS DC

Trained in druid class DC

### SPELLS

Trained in primal spell attacks  
Trained in primal spell DCs

**TABLE 3-10: DRUID ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, primal spellcasting, anathema, Druidic language, druidic order, Shield Block, wild empathy
2	Druid feat, skill feat
3	2nd-level spells, alertness, general feat, great fortitude, skill increase
4	Druid feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, lightning reflexes, skill increase
6	Druid feat, skill feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Druid feat, skill feat
9	5th-level spells, ancestry feat, skill increase
10	Ability boosts, druid feat, skill feat
11	6th-level spells, druid weapon expertise, general feat, resolve, skill increase
12	Druid feat, skill feat
13	7th-level spells, ancestry feat, medium armor expertise, skill increase, weapon specialization
14	Druid feat, skill feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Druid feat, skill feat
17	9th-level spells, ancestry feat, skill increase
18	Druid feat, skill feat
19	General feat, legendary spellcaster, skill increase
20	Ability boosts, druid feat, skill feat

## CLASS FEATURES

You gain these abilities as a druid. Abilities gained at higher levels list the level at which you gain them next to the features' names.

### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level you gain a number of proficiencies, representing your basic training. These proficiencies are noted at the start of this class.

### PRIMAL SPELLCASTING

The power of the wild world flows through you. You can cast primal spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells (see Casting Spells on page 302). Because you're a druid, you can usually hold a primal focus (such as holly and mistletoe) for spells requiring material components instead of needing to use a spell component pouch.

At 1st level, you can prepare two 1st-level spells and five cantrips each morning from the common spells on the primal spell list in this book (page 314), or from other primal spells to which you gain access. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a druid, the number of spells you can prepare each day increases, as does the highest level of spell you can cast, as shown in Table 3-11: Druid Spells per Day on page 132.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Wisdom, your spell attack rolls and spell DCs use your Wisdom modifier. Details on calculating these statistics appear on page 447.

### HEIGHTENING SPELLS

When you gain spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

### CANTRIPS

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of spell you can cast as a druid. For example, as a 1st-level druid, your cantrips are 1st-level spells, and as a 5th-level druid, your cantrips are 3rd-level spells.

### ANATHEMA

As stewards of the natural order, druids find affronts to nature anathema. If you perform enough acts that are anathema to nature, you lose your magical abilities that come from the druid class, including your primal spellcasting and the benefits of your order. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual (page 409).

The following acts are anathema to all druids:

- Using metal armor or shields.
- Despoiling natural places.
- Teaching the Druidic language to non-druids.

Each druidic order also has additional anathema acts, detailed in the order's entry.

### DRUIDIC LANGUAGE

You know Druidic, a secret language known to only druids, in addition to any languages you know through your ancestry. Druidic has its own alphabet. Teaching the Druidic language to non-druids is anathema.

## DRUIDIC ORDER

Upon becoming a druid, you align yourself with a druidic order, which grants you a class feat, an order spell (see below), and an additional trained skill tied to your order. While you'll always be a member of your initial order, it's not unheard of for a druid to request to study with other orders in search of greater understanding of the natural world, and PC druids are among the most likely to blend the powers of different orders.

Order spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to commune with local nature spirits or otherwise tend to the wilderness in a way befitting your order.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots to cast, and you can't cast them using

spell slots. Selecting druid feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 points. The full rules for focus spells appear in Chapter 7 on page 300.

### ANIMAL

You have a strong connection to beasts, and you are allied with a beast companion. You are trained in Athletics. You also gain the Animal Companion druid feat. You gain the *heal animal* order spell. Committing wanton cruelty to animals or killing animals unnecessarily is anathema to your order. (This doesn't prevent you from defending yourself against animals or killing them cleanly for food.)

### LEAF

You revere plants and the bounty of nature, acting as both a gardener and warden for the wilderness, teaching sustainable techniques to communities, and helping areas regrow after disasters or negligent humanoid expansion. You are trained in Diplomacy. You also gain the Leshy Familiar druid feat. You gain the *goodberry* order spell, and you increase the number of Focus Points in your focus pool by 1. Committing wanton cruelty to plants or killing plants unnecessarily is anathema to your order. (This doesn't prevent you from defending yourself against plants or harvesting them when necessary for survival.)



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**TABLE 3-11: DRUID SPELLS PER DAY**

Your Level	Spell Level										
	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	4	2	—	—	—	—	—	—	—	—	—
2	4	3	—	—	—	—	—	—	—	—	—
3	4	3	2	—	—	—	—	—	—	—	—
4	4	3	3	—	—	—	—	—	—	—	—
5	4	3	3	2	—	—	—	—	—	—	—
6	4	3	3	3	—	—	—	—	—	—	—
7	4	3	3	3	2	—	—	—	—	—	—
8	4	3	3	3	3	—	—	—	—	—	—
9	4	3	3	3	3	2	—	—	—	—	—
10	4	3	3	3	3	3	—	—	—	—	—
11	4	3	3	3	3	3	2	—	—	—	—
12	4	3	3	3	3	3	3	—	—	—	—
13	4	3	3	3	3	3	3	2	—	—	—
14	4	3	3	3	3	3	3	3	—	—	—
15	4	3	3	3	3	3	3	3	2	—	—
16	4	3	3	3	3	3	3	3	3	—	—
17	4	3	3	3	3	3	3	3	3	2	—
18	4	3	3	3	3	3	3	3	3	3	—
19	4	3	3	3	3	3	3	3	3	3	1*
20	4	3	3	3	3	3	3	3	3	3	1*

\* The primal hierophant class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

**STORM**

You carry the fury of the storm within you, channeling it to terrifying effect and riding the winds through the sky. You are trained in Acrobatics. You also gain the Storm Born druid feat. You gain the *tempest surge* order spell, and you increase the number of Focus Points in your focus pool by 1. Polluting the air or allowing those who cause major air pollution or climate shifts to go unpunished is anathema to your order. (This doesn't force you to take action against merely potential harm to the environment or to sacrifice yourself against an obviously superior foe.)

**WILD**

The savage, uncontrollable call of the natural world infuses you, granting you the ability to change your shape and take on the ferocious form of a wild creature. You are trained in Intimidation. You also gain the Wild Shape druid feat. You gain the *wild morph* order spell. Becoming fully domesticated by the temptations of civilization is anathema to your order. (This doesn't prevent you from buying and using processed goods or staying in a city for an adventure, but you can never come to rely on these conveniences or truly call such a place your permanent home.)

**SHIELD BLOCK**

You gain the Shield Block general feat (found on page 266), a reaction that lets you reduce damage with your shield.

**WILD EMPATHY**

You have a connection to the creatures of the natural world that allows you to communicate with them on a rudimentary level. You can use Diplomacy to Make an Impression on animals and to make very simple Requests of them. In most cases, wild animals will give you time to make your case.

**DRUID FEATS**

**2ND**

At 2nd level and every even-numbered level, you gain a druid class feat.

**SKILL FEATS**

**2ND**

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats appear in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

**ALERTNESS**

**3RD**

Experience has made you increasingly aware of threats around you, and you react more quickly to danger. Your proficiency rank for Perception increases to expert.

**GENERAL FEATS**

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

**GREAT FORTITUDE**

**3RD**

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

**SKILL INCREASES****3RD**

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

**ABILITY BOOSTS****5TH**

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

**ANCESTRY FEATS****5TH**

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

**LIGHTNING REFLEXES****5TH**

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

**EXPERT SPELLCASTER****7TH**

Your command of primal forces has deepened, empowering your spells. Your proficiency ranks for primal spell attack rolls and spell DCs increase to expert.

**DRUID WEAPON EXPERTISE****11TH**

You have become thoroughly familiar with the weapons of your trade. Your proficiency ranks for all simple weapons and unarmed attacks increase to expert.

**RESOLVE****11TH**

You've steeled your mind with incredible resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

**MEDIUM ARMOR EXPERTISE****13TH**

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

**WEAPON SPECIALIZATION****13TH**

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

**KEY TERMS**

You'll see the following key term in many druid class features.

**Metamagic:** Actions with the metamagic trait tweak the properties of your spells. These actions usually come from metamagic feats. You must use the metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

**MASTER SPELLCASTER****15TH**

Primal magic answers your command. Your proficiency ranks for primal spell attack rolls and spell DCs increase to master.

**LEGENDARY SPELLCASTER****19TH**

You have developed an unparalleled rapport with the magic of nature. Your proficiency ranks for primal spell attack rolls and spell DCs increase to legendary.

**PRIMAL HIEROPHANT****19TH**

You command the most potent forces of primal magic and can cast a spell of truly incredible power. You gain a single 10th-level spell slot and can prepare a spell in that slot using primal spellcasting. Unlike with other spell slots, you don't gain more 10th-level spells as you level up, though you can take the Hierophant's Power feat to gain a second slot.

**DRUID FEATS**

At every level that you gain a druid feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

**1ST LEVEL****ANIMAL COMPANION****FEAT 1****DRUID****Prerequisites** animal order

You gain the service of a young animal companion that travels with you on your adventures and obeys any simple commands you give it to the best of its abilities. See Animal Companions on page 214 for more information.

**LESHY FAMILIAR****FEAT 1****DRUID****Prerequisites** leaf order

You gain a leshy familiar, a Tiny plant that embodies one of the many spirits of nature. Other than taking the form of a plant instead of an animal, this familiar uses all the same rules as other familiars, which are detailed on page 217.

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SAMPLE DRUID



## WILD DRUID

*Taking on the forms of dangerous creatures, you fight with feral intensity. Though you trust your instincts, you might mistrust the ways of polite society.*

### ABILITY SCORES

Prioritize Wisdom and Strength so you can cast spells and enter melee combat. You'll also want Dexterity and Constitution to improve your defenses and survivability.

### SKILLS

Acrobatics, Athletics, Intimidation, Nature

### ORDER

Wild

### HIGHER-LEVEL FEATS

Form Control (4th), Insect Shape (6th), Soaring Shape (8th), Plant Shape (10th), Monstrosity Shape (16th)

### PREPARED SPELLS

**1st** heal, magic fang; **Cantrips** dancing lights, detect magic, know direction, produce flame, tanglefoot

### REACH SPELL

FEAT 1

CONCENTRATE DRUID METAMAGIC

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

### STORM BORN

FEAT 1

DRUID

**Prerequisites** storm order

You are at home out in the elements, reveling in the power of nature unleashed. You do not take circumstance penalties to ranged spell attacks or Perception checks caused by weather, and your targeted spells don't require a flat check to succeed against a target concealed by weather (such as fog).

### WIDEN SPELL

FEAT 1

DRUID MANIPULATE METAMAGIC

You manipulate the energy of your spell, causing it to spread out and affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

### WILD SHAPE

FEAT 1

DRUID

**Prerequisites** wild order

You are one with the wild, always changing and adapting to meet any challenge. You gain the *wild shape* order spell, which lets you transform into a variety of forms that you can expand with druid feats.

## 2ND LEVEL

### CALL OF THE WILD

FEAT 2

DRUID

You call upon the creatures of nature to come to your aid. You can spend 10 minutes in concert with nature to replace one of the spells you've prepared in one of your druid spell slots with a *summon animal* or *summon plants and fungi* spell of the same level.

### ENHANCED FAMILIAR

FEAT 2

DRUID

**Prerequisites** a familiar

You infuse your familiar with additional primal energy, increasing its abilities. You can select four familiar or master abilities each day, instead of two.

### ORDER EXPLORER

FEAT 2

DRUID

You have learned the secrets of another druidic order,

passing whatever rites of initiation that order requires and gaining access to its secrets. Choose an order other than your own. You gain a 1st-level feat that lists that order as a prerequisite, and you are now a member of that order for the purpose of meeting feat prerequisites. If you commit acts anathema to your new order, you lose all feats and abilities requiring that order but retain your other druid feats and abilities. You don't gain any of the other benefits of the order you chose.

**Special** You can take this feat multiple times. Each time you do, you must choose a different order other than your own.

## POISON RESISTANCE

FEAT 2

DRUID

Your affinity for the natural world grants you protection against some of its dangers. You gain poison resistance equal to half your level, and you gain a +1 status bonus to saving throws against poisons.

## 4TH LEVEL

## FORM CONTROL

FEAT 4

DRUID MANIPULATE METAMAGIC

**Prerequisites** Strength 14, Wild Shape

With additional care and effort, you can take on an alternate form for a longer period of time. If your next action is to cast *wild shape*, *wild shape*'s spell level is 2 lower than normal (minimum 1st level), but you can remain transformed for up to 1 hour or the listed duration (whichever is longer). You can still Dismiss the form at any time, as permitted by the spell.

## MATURE ANIMAL COMPANION

FEAT 4

DRUID

**Prerequisites** Animal Companion

Your animal companion grows up, becoming a mature animal companion, which grants it additional capabilities. See the animal companion rules on page 214 for more information. Your animal companion is better trained than most. During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action on your turn that round to Stride or Strike.

## ORDER MAGIC

FEAT 4

DRUID

**Prerequisites** Order Explorer

You have delved deeper into the teaching of a new order, gaining access to a coveted order spell. Choose an order you have selected with Order Explorer. You gain the initial order spell from that order.

**Special** You can take this feat multiple times. Each time you do, you must choose a different order you have selected with Order Explorer.

## THOUSAND FACES

FEAT 4

DRUID

**Prerequisites** Wild Shape

Your form is as mutable as the weather, changing to meet your whim. You add the forms listed in *humanoid form* to your *wild shape* list.

## WOODLAND STRIDE

FEAT 4

DRUID

**Prerequisites** leaf order

You can always find a path, almost as if foliage parted before you. You ignore any difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede your progress.

## DRUID FEATS

If you need to look up a druid feat by name instead of by level, use this table.

Feat	Level
Animal Companion	1
Call of the Wild	2
Dragon Shape	12
Effortless Concentration	16
Elemental Shape	10
Enhanced Familiar	2
Ferocious Shape	8
Fey Caller	8
Form Control	4
Green Empathy	6
Green Tongue	12
Healing Transformation	10
Hierophant's Power	20
Impaling Briars	16
Incredible Companion	8
Insect Shape	6
Invoke Disaster	18
Leshy Familiar	1
Leyline Conduit	20
Mature Animal Companion	4
Monstrosity Shape	16
Order Explorer	2
Order Magic	4
Overwhelming Energy	10
Perfect Form Control	18
Plant Shape	10
Poison Resistance	2
Primal Focus	12
Primal Summons	12
Primal Wellspring	18
Reach Spell	1
Side by Side	10
Soaring Shape	8
Specialized Companion	14
Steady Spellcasting	6
Storm Born	1
Storm Retribution	6
Thousand Faces	4
Timeless Nature	14
True Shapeshifter	20
Verdant Metamorphosis	14
Widen Spell	1
Wild Shape	1
Wind Caller	8
Woodland Stride	4

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SAMPLE DRUID



## STORM DRUID

You call upon the power of nature to let loose bolts of lightning, intense weather, and elemental spells.

### ABILITY SCORES

Prioritize Wisdom. You typically stay at range, so take a high Dexterity. You can choose whether to focus more on your health with Constitution or be more knowledgeable and skilled with Intelligence.

### SKILLS

Acrobatics, Medicine, Nature, Survival

### ORDER

Storm

### FEATS

Widen Spell (1st), Storm Retribution (6th), Wind Caller (8th), Primal Focus (12th), Invoke Disaster (18th)

### PREPARED SPELLS

1st *burning hands*, *gust of wind*; Cantrips *detect magic*, *electric arc*, *know direction*, *light*, *ray of frost*

## 6TH LEVEL

### GREEN EMPATHY

FEAT 6

**DRUID**

**Prerequisites** leaf order

You can communicate with plants on a basic level and use Diplomacy to Make an Impression on them and to make very simple Requests of them. Non-creature plants typically can't fulfill most requests you might ask of them unless you have access to other magic such as *speak with plants*. Because of your affiliation with the leaf order, plants have a sense that you support them, so you gain a +2 circumstance bonus on your check to Make a Request of a plant using Green Empathy.

### INSECT SHAPE

FEAT 6

**DRUID**

**Prerequisites** Wild Shape

Your understanding of life expands, allowing you to mimic a wider range of creatures. Add the forms in *insect form* to your *wild shape* list. Whenever you use *wild shape* to polymorph into the non-flying insect form listed in *pest form*, the duration is 24 hours instead of 10 minutes.

### STEADY SPELLCASTING

FEAT 6

**DRUID**

Confident in your technique, you don't lose spells easily. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

### STORM RETRIBUTION

FEAT 6

**DRUID**

**Prerequisites** storm order, *tempest surge* order spell

**Trigger** An opponent adjacent to you critically hits you with a melee weapon or melee unarmed attack.

**Requirements** You have at least 1 available Focus Point.

You lash out, directing a burst of storming fury toward a creature that has harmed you. You cast *tempest surge* on the triggering opponent and push that creature, moving it 5 feet away from you if it fails its Reflex save, or 10 feet if it critically fails. This movement is forced movement.

## 8TH LEVEL

### FEROCIOUS SHAPE

FEAT 8

**DRUID**

**Prerequisites** Wild Shape

You have mastered the shape of ferocious dinosaurs. Add the forms listed in *dinosaur form* to your *wild shape* list. Whenever you use *wild shape* to take a form that grants you a specific Athletics modifier, you gain a +1 status bonus to your Athletics checks.

### FEY CALLER

FEAT 8

**DRUID**

You have learned some of the tricks the fey use to bend primal magic toward illusions and trickery. Add *illusory disguise*,



*illusory object*, *illusory scene*, and *veil* to your spell list as primal spells.

### INCREDIBLE COMPANION FEAT 8

**DRUID**

**Prerequisites** Mature Animal Companion

Your animal companion continues to grow and develop. It becomes a nimble or savage animal companion (your choice), gaining additional capabilities determined by the type of companion (page 214).

### SOARING SHAPE FEAT 8

**DRUID**

**Prerequisites** Wild Shape

Wings free you from the shackles of the ground below. Add the bat and bird forms in *aerial form* to your *wild shape* list. If you have Insect Shape, you also add the wasp form to your *wild shape* list. If you have Ferocious Shape, you also add the pterosaur form to your *wild shape* list. Whenever you use *wild shape* to gain a form that grants you a specific Acrobatics modifier, you gain a +1 status bonus to Acrobatics checks.

### WIND CALLER FEAT 8

**DRUID**

**Prerequisites** storm order

You bid the winds to lift and carry you through the air. You gain the *stormwind flight* order spell. Increase the number of Focus Points in your focus pool by 1.

## 10TH LEVEL

### ELEMENTAL SHAPE FEAT 10

**DRUID**

**Prerequisites** Wild Shape

You understand the fundamental elements of nature such that you can imbue them into your body and manifest as a living embodiment of those elements. Add the forms in *elemental form* to your *wild shape* list. Whenever you're polymorphed into another form using *wild shape*, you gain resistance 5 to fire.

### HEALING TRANSFORMATION FEAT 10

**DRUID** **METAMAGIC**

You can take advantage of shapechanging magic to close wounds and patch injuries. If your next action is to cast a non-cantrip polymorph spell that targets only one creature, your polymorph spell also restores 1d6 Hit Points per spell level to that creature. This is a healing effect.

### OVERWHELMING ENERGY FEAT 10

**DRUID** **MANIPULATE** **METAMAGIC**

With a complex gesture, you call upon the primal power of your spell to overcome enemies' resistances. If the next action you use is to Cast a Spell, the spell ignores an amount of the target's resistance to acid, cold, electricity, fire, or sonic damage equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused

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SAMPLE DRUID



LEAF DRUID

You're a nurturing caretaker in tune with the natural world and the magic of life. A little plant creature called a leshy accompanies you.

ABILITY SCORES

Prioritize Wisdom. Take Dexterity and Constitution for your defenses, and Charisma to be more diplomatic or Strength if you want to deal more damage in melee.

SKILLS

Diplomacy, Medicine, Nature, Survival

ORDER

Leaf

FEATS

Call of the Wild (2nd), Woodland Stride (4th), Green Empathy (6th), Plant Shape (10th), Green Tongue (12th)

PREPARED SPELLS

1st *heal*, *summon plants and fungi*; **Cantrips** *detect magic*, *know direction*, *light*, *stabilize*, *tanglefoot*

by an ongoing effect of the spell, such as the wall created by *wall of fire*. A creature's immunities are unaffected.

PLANT SHAPE

FEAT 10

DRUID

**Prerequisites** leaf order or Wild Shape

You can take the form of a plant creature. Add the forms listed in *plant form* to your *wild shape* list; if you don't have *wild shape*, you can instead cast *plant form* once per day, heightened to the highest spell level you can cast. Whenever you're polymorphed into another form using *wild shape*, you gain resistance 5 to poison.

SIDE BY SIDE

FEAT 10

DRUID

**Prerequisites** Animal Companion

You and your animal companion fight in tandem, distracting your foes and keeping them off balance. Whenever you and your animal companion are adjacent to the same foe, you are both flanking that foe with each other, regardless of your actual positions.

12TH LEVEL

DRAGON SHAPE

FEAT 12

DRUID

**Prerequisites** Soaring Shape

You can take on the form of some of the world's most fearsome creatures. Add the forms listed in *dragon form* to your *wild shape* list. Whenever you're polymorphed into another form using *wild shape*, you gain resistance 5 to your choice of acid, cold, electricity, fire, or poison.

GREEN TONGUE

FEAT 12

DRUID

**Prerequisites** Green Empathy

You share a special kinship with all things green and living. You (and your leshy familiar, if you have one) are constantly under the effects of *speaking with plants*. Most non-creature plants recognize you as a druid of the leaf order and are friendly to you.

PRIMAL FOCUS

FEAT 12

DRUID

Your connection to nature is particularly strong, and the spirits of nature flock around you, helping you replenish your focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

PRIMAL SUMMONS

FEAT 12

DRUID

**Prerequisites** Call of the Wild

Whenever you summon an ally, you can empower it with the elemental power of air, earth, fire, or water. You gain the *primal summons* order spell.

## 14TH LEVEL

## SPECIALIZED COMPANION

FEAT 14

DRUID

**Prerequisites** Incredible Companion

Your animal companion continues to grow in power and ability, and it is now cunning enough to become specialized. Your animal companion gains one specialization of your choice. (See the Animal Companion section on page 214.)

**Special** You can select this feat up to three times. Each time, add a different specialization to your companion.

## TIMELESS NATURE

FEAT 14

DRUID

With primal magic sustaining you, you cease aging. The overflowing primal energy gives you a +2 status bonus to saves against diseases and primal magic.

## VERDANT METAMORPHOSIS

FEAT 14


DRUID

**Prerequisites** leaf order

You transform into a plant version of yourself. You gain the plant trait and lose any trait that's inappropriate for your new form (typically humanoid for a PC, but also possibly animal or fungus). You can change from a form that looks mostly like your old self into a tree or any other non-creature plant as a single action, which has the concentrate trait. This has the same effect as *tree shape*, except you can turn into any kind of non-creature plant and your AC is 30.

If you rest for 10 minutes while transformed into a non-creature plant during daylight hours under direct sunlight, you recover half your maximum Hit Points. If you take your daily rest in this way, the rest restores you to maximum Hit Points and removes all non-permanent drained, enfeebled, clumsy, and stupefied conditions, as well as all poisons and diseases of 19th level or lower.

## 16TH LEVEL

EFFORTLESS CONCENTRATION 

FEAT 16

DRUID

**Trigger** Your turn begins.

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active druid spells.

## IMPALING BRIARS

FEAT 16

DRUID

**Prerequisites** leaf order

You can fill an area with devastating briars that impale and impede your foes. You gain the *impaling briars* order spell. Increase the number of Focus Points in your focus pool by 1.

## MONSTROSITY SHAPE

FEAT 16

DRUID

**Prerequisites** Wild Shape

You can transform into a powerful magical creature. Add the purple worm and sea serpent forms listed in *monstrosity form* to your wild shape list. If you have Soaring Shape, add the phoenix form listed in *aerial form* to your wild shape list.

## 18TH LEVEL

## INVOKE DISASTER

FEAT 18

DRUID

**Prerequisites** Wind Caller

You can invoke nature's fury upon your foes. You gain the *storm lord* order spell. Increase the number of Focus Points in your focus pool by 1.

## PERFECT FORM CONTROL

FEAT 18

DRUID

**Prerequisites** Form Control, Strength 18

Thanks to magic and muscle memory, you can stay in your alternate forms indefinitely; you may have even forgotten your original form. When you use Form Control, instead of lasting 1 hour, *wild shape* is permanent until you Dismiss it.

## PRIMAL WELLSPRING

FEAT 18

DRUID

**Prerequisites** Wild Focus

Your reservoir of Focus Points is a deep wellspring. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

## 20TH LEVEL

## HIEROPHANT'S POWER

FEAT 20

DRUID

**Prerequisites** legendary in Nature

You have entwined yourself with the natural world, and its full power flows through you. You gain an additional 10th-level spell slot.


LEYLINE CONDUIT 

FEAT 20

CONCENTRATE DRUID MANIPULATE METAMAGIC

**Frequency** once per minute

You can cast your spells effortlessly by tapping into the leylines of the world. If your next action is to Cast a Spell of 5th level or lower that has no duration, you don't expend the prepared spell as you cast it.

TRUE SHAPESHIFTER 

FEAT 20

CONCENTRATE DRUID

**Prerequisites** Dragon Shape, Wild Shape

You transcend the limitations of form. While under the effects of *wild shape*, you can change into any other form on your *wild shape* list; if the durations of the forms would vary, use the shorter of the two durations.

Once per day, you can transform into a kaiju, with the effects of *nature incarnate*; if you have Plant Shape, you can instead transform into a green man.

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# FIGHTER

*Fighting for honor, greed, loyalty, or simply the thrill of battle, you are an undisputed master of weaponry and combat techniques. You combine your actions through clever combinations of opening moves, finishing strikes, and counterattacks whenever your foes are unwise enough to drop their guard. Whether you are a knight, mercenary, sharpshooter, or blade master, you have honed your martial skills into an art form and perform devastating critical attacks on your enemies.*

## KEY ABILITY

### STRENGTH OR DEXTERITY

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

## HIT POINTS

### 10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

### PERCEPTION

Expert in Perception

### SAVING THROWS

Expert in Fortitude  
Expert in Reflex  
Trained in Will

### SKILLS

Trained in your choice of Acrobatics or Athletics  
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

### ATTACKS

Expert in simple weapons  
Expert in martial weapons  
Trained in advanced weapons  
Expert in unarmed attacks

### DEFENSES

Trained in all armor  
Trained in unarmored defense

### CLASS DC

Trained in fighter class DC

## DURING COMBAT ENCOUNTERS...

You strike with unmatched accuracy and use specialized combat techniques. A melee fighter stands between allies and enemies, attacking foes who try to get past. A ranged fighter delivers precise shots from a distance.

## DURING SOCIAL ENCOUNTERS...

You can be an intimidating presence. This can be useful when negotiating with enemies, but is sometimes a liability in more genteel interactions.

## WHILE EXPLORING...

You keep up your defenses in preparation for combat, and keep an eye out for hidden threats. You also overcome physical challenges in your way, breaking down doors, lifting obstacles, climbing adeptly, and leaping across pits.

## IN DOWNTIME...

You might perform manual labor or craft and repair armaments. If you know techniques you no longer favor, you might train yourself in new ones. If you've established your reputation, you might build an organization or a stronghold of your own.

## YOU MIGHT...

- Know the purpose and quality of every weapon and piece of armor you own.
- Recognize that the danger of an adventurer's life must be balanced out with great revelry or ambitious works.
- Have little patience for puzzles or problems that require detailed logic or study.

## OTHERS PROBABLY...

- Find you intimidating until they get to know you—and maybe even after they get to know you.
- Expect you're all brawn and no brains.
- Respect your expertise in the art of warfare and value your opinion on the quality of armaments.

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**TABLE 3-12: FIGHTER ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, attack of opportunity, fighter feat, shield block
2	Fighter feat, skill feat
3	Bravery, general feat, skill increase
4	Fighter feat, skill feat
5	Ability boosts, ancestry feat, fighter weapon mastery, skill increase
6	Fighter feat, skill feat
7	Battlefield surveyor, general feat, skill increase, weapon specialization
8	Fighter feat, skill feat
9	Ancestry feat, combat flexibility, juggernaut, skill increase
10	Ability boosts, fighter feat, skill feat
11	Armor expertise, fighter expertise, general feat, skill increase
12	Fighter feat, skill feat
13	Ancestry feat, skill increase, weapon legend
14	Fighter feat, skill feat
15	Ability boosts, evasion, general feat, greater weapon specialization, improved flexibility, skill increase
16	Fighter feat, skill feat
17	Ancestry feat, armor mastery, skill increase
18	Fighter feat, skill feat
19	General feat, skill increase, versatile legend
20	Ability boosts, fighter feat, skill feat

## CLASS FEATURES

You gain these abilities as a fighter. Abilities gained at higher levels list the level at which you gain them next to the features' names.

### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

### ATTACK OF OPPORTUNITY

Ever watchful for weaknesses, you can quickly attack foes that leave an opening in their defenses. You gain the Attack of Opportunity reaction.

### ATTACK OF OPPORTUNITY

**Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike

against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

### FIGHTER FEATS

At 1st level and every even-numbered level thereafter, you gain a fighter class feat. Fighter class feats are described beginning on page 144.

### SHIELD BLOCK

You gain the Shield Block general feat (found on page 266), a reaction that lets you reduce damage with your shield.

### SKILL FEATS

### 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

### BRAVERY

### 3RD

Having faced countless foes and the chaos of battle, you have learned how to stand strong in the face of fear and keep on fighting. Your proficiency rank for Will saves increases to expert. When you roll a success at a Will save against a fear effect, you get a critical success instead. In addition, anytime you gain the frightened condition, reduce its value by 1.

### GENERAL FEATS

### 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

### SKILL INCREASES

### 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

### ABILITY BOOSTS

### 5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

### ANCESTRY FEATS

### 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

### FIGHTER WEAPON MASTERY 5TH

Hours spent training with your preferred weapons, learning and developing new combat techniques, have made you particularly effective with your weapons of choice. Choose one weapon group. Your proficiency rank increases to master with the simple and martial weapons in that group, and to expert with the advanced weapons in that group. You gain access to the critical specialization effects (page 283) of all weapons for which you have master proficiency.

### BATTLEFIELD SURVEYOR 7TH

Whether taking stock of an enemy army or simply standing guard, you excel at observing your foes. Your proficiency rank for Perception increases to master. In addition, you gain a +2 circumstance bonus to Perception checks for initiative, making you faster to react during combat.

### WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

### COMBAT FLEXIBILITY 9TH

Through your experience in battle, you can prepare your tactics to suit different situations. When you make your daily preparations, you gain one fighter feat of 8th level or lower that you don't already have. You can use that feat until your next daily preparations. You must meet all of the feat's other prerequisites.

### JUGGERNAUT 9TH

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

### ARMOR EXPERTISE 11TH

You have spent so much time wearing armor that you know how to make the most of its protection. Your proficiency rank for light, medium, and heavy armor, as well as for unarmored defense, increase to expert. You gain the armor specialization effects of medium and heavy armor.

### FIGHTER EXPERTISE 11TH

You've practiced your techniques to make them harder to resist. Your proficiency rank for your fighter class DC increases to expert.

### WEAPON LEGEND 13TH

You've learned fighting techniques that apply to all

## KEY TERMS

You'll see the following key terms in many fighter class features.

**Flourish:** Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

**Open:** These maneuvers work only as the first salvo in the attacks you make on your turn. You can use an action with the open trait only if you haven't used an action with the attack or open trait yet this turn.

**Press:** Actions with this trait allow you to follow up earlier attacks. An action with the press trait can be used only if you are currently affected by a multiple attack penalty.

Some actions with the press trait also grant an effect on a failure. The effects that are added on a failure don't apply on a critical failure. If your press action succeeds, you can choose to apply the failure effect instead. (For example, you may wish to do this when an attack deals no damage due to resistance.) Because a press action requires a multiple attack penalty, you can't use one when it's not your turn, even if you use the Ready activity.

**Stance:** A stance is a general combat strategy that you enter by using an action with the stance trait, and you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you take an action with the stance trait, you can't take another one for 1 round. You can enter or be in a stance only in encounter mode.

armaments, and you've developed unparalleled skill with your favorite weapons. Your proficiency ranks for simple and martial weapons increase to master. Your proficiency rank for advanced weapons increases to expert.

You can select one weapon group and increase your proficiency ranks to legendary for all simple and martial weapons in that weapon group, and to master for all advanced weapons in that weapon group.

### EVASION 15TH

You've learned to move quickly to avoid explosions, a dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

### GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

### IMPROVED FLEXIBILITY 15TH

Your extensive experience gives you even greater ability to adapt to each day's challenges. When you use combat

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## FIGHTER FEATS

If you need to look up a fighter feat by name instead of by level, use this table.

Feat	Level
Advanced Weapon Training	6
Advantageous Assault	6
Aggressive Block	2
Agile Grace	10
Assisting Shot	2
Blind-Fight	8
Boundless Reprisals	20
Brutal Finish	12
Brutish Shove	2
Certain Strike	10
Combat Grab	2
Combat Reflexes	10
Debilitating Shot	10
Desperate Finisher	14
Determination	14
Disarming Stance	6
Disarming Twist	10
Disruptive Stance	10
Double Shot	4
Double Slice	1
Dual-Handed Assault	4
Dueling Dance	12
Dueling Parry	2
Dueling Riposte	8
Exacting Strike	1
Fearsome Brute	10
Felling Strike	8
Flinging Shove	12
Furious Focus	6
Graceful Poise	16
Guardian's Deflection	6
Guiding Finish	14
Guiding Riposte	14
Impossible Volley	18
Improved Dueling Riposte	12
Improved Knockdown	10
Improved Reflexive Shield	16
Improved Twin Riposte	14
Incredible Aim	8
Incredible Ricochet	12
Intimidating Strike	2
Knockdown	4
Lunge	2
Lunging Stance	12
Mirror Shield	10
Mobile Shot Stance	8
Multishot Stance	16
Paragon's Guard	12
Point-Blank Shot	1
Positioning Assault	8
Power Attack	1
Powerful Shove	4
Quick Reversal	4
Quick Shield Block	8
Reactive Shield	1
Reflexive Shield	6
Revealing Stab	6
Savage Critical	18
Shatter Defenses	6
Shield Warden	6
Shielded Stride	4

flexibility, you can gain two fighter feats instead of one. While the first feat must still be 8th level or lower, the second feat can be up to 14th level, and you can use the first feat to meet the prerequisites of the second feat. You must meet all of the feats' prerequisites.

## ARMOR MASTERY

17TH

Your skill with armor improves, increasing your ability to prevent blows. Your proficiency ranks for light, medium, and heavy armor, as well as for unarmored defense, increase to master.

## VERSATILE LEGEND

19TH

You are nigh-unmatched with any weapon. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to legendary, and your proficiency rank for advanced weapons increases to master. Your proficiency rank for your fighter class DC increases to master.

## FIGHTER FEATS

At each level that you gain a fighter feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

### 1ST LEVEL

#### DOUBLE SLICE

FEAT 1

FIGHTER

**Requirements** You are wielding two melee weapons, each in a different hand.

You lash out at your foe with both weapons. Make two Strikes, one with each of your two melee weapons, each using your current multiple attack penalty. Both Strikes must have the same target. If the second Strike is made with a weapon that doesn't have the agile trait, it takes a -2 penalty.

If both attacks hit, combine their damage, and then add any other applicable effects from both weapons. You add any precision damage only once, to the attack of your choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

#### EXACTING STRIKE

FEAT 1

FIGHTER PRESS

You make a controlled attack, fully accounting for your momentum. Make a Strike. The Strike gains the following failure effect.

**Failure** This attack does not count toward your multiple attack penalty.

#### POINT-BLANK SHOT

FEAT 1

FIGHTER OPEN STANCE

**Requirements** You are wielding a ranged weapon.

You take aim to pick off nearby enemies quickly. When using a ranged volley weapon while you are in this stance, you don't take the penalty to your attack rolls from the volley trait. When using a ranged weapon that doesn't have the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon's first range increment.

#### POWER ATTACK

FEAT 1

FIGHTER FLOURISH

You unleash a particularly powerful attack that clobbers your foe but leaves you a bit unsteady. Make a melee Strike. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal an extra die of weapon damage. If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice.

**REACTIVE SHIELD** ↻

FEAT 1

**FIGHTER**

**Trigger** An enemy hits you with a melee Strike.

**Requirements** You are wielding a shield.

You can snap your shield into place just as you would take a blow, avoiding the hit at the last second. You immediately use the Raise a Shield action and gain your shield's bonus to AC. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

**SNAGGING STRIKE** ⬠

FEAT 1

**FIGHTER**

**Requirements** You have one hand free, and your target is within reach of that hand.

You combine an attack with quick grappling moves to throw an enemy off balance as long as it stays in your reach. Make a Strike while keeping one hand free. If this Strike hits, the target is flat-footed until the start of your next turn or until it's no longer within the reach of your hand, whichever comes first.

**SUDDEN CHARGE** ⬠⬠

FEAT 1

**FIGHTER** **FLOURISH** **OPEN**

With a quick sprint, you dash up to your foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

**2ND LEVEL**

**AGGRESSIVE BLOCK** ⬠

FEAT 2

**FIGHTER**

**Trigger** You use the Shield Block reaction, and the opponent that triggered Shield Block is adjacent to you and is your size or smaller.

You push back as you block the attack, knocking your foe away or off balance. You use your shield to push the triggering creature, either automatically Shoving it 5 feet or causing it to become flat-footed until the start of your next turn. The triggering creature chooses whether to be moved or become flat-footed. If it chooses to be moved, you choose the direction. If the Shove would cause it to hit a solid object, enter a square of difficult terrain, or enter another creature's space, it must become flat-footed instead of being moved.

**ASSISTING SHOT** ⬠

FEAT 2

**FIGHTER**

With a quick shot, you interfere with a foe in combat. You can use the Aid action with a ranged weapon you wield. Instead of being within reach of the target, you must be within maximum range of the target. An Assisting Shot uses ammunition and incurs penalties just like any other attack.

**BRUTISH SHOVE** ⬠

FEAT 2

**FIGHTER** **PRESS**

**Requirements** You are wielding a two-handed melee weapon. Throwing your weight behind your attack, you hit your

Feat (cont.)	Level
Snagging Strike	1
Spring Attack	12
Stance Savant	14
Sudden Charge	1
Sudden Leap	8
Swipe	4
Triple Shot	6
Twinned Defense	16
Twin Parry	4
Twin Riposte	10
Two-Weapon Flurry	14
Weapon Supremacy	20
Whirlwind Strike	14



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opponent hard enough to make it stumble back. Make a Strike with a two-handed melee weapon. If you hit a target that is your size or smaller, that creature is flat-footed until the end of your current turn, and you can automatically Shove it, with the same benefits as the Shove action (including the critical success effect, if your Strike was a critical hit). If you move to follow the target, your movement doesn't trigger reactions.

This Strike has the following failure effect.

**Failure** The target becomes flat-footed until the end of your current turn.

### COMBAT GRAB FEAT 2

FIGHTER PRESS

**Requirements** You have one hand free, and your target is within reach of that hand.

You swipe at your opponent and grab at them. Make a melee Strike while keeping one hand free. If the Strike hits, you grab the target using your free hand. The creature remains grabbed until the end of your next turn or until it Escapes, whichever comes first.

### DUELING PARRY FEAT 2

FIGHTER

**Requirements** You are wielding only a single one-handed melee weapon and have your other hand or hands free.

You can parry attacks against you with your one-handed weapon. You gain a +2 circumstance bonus to AC until the start of your next turn as long as you continue to meet the requirements.

### INTIMIDATING STRIKE FEAT 2

EMOTION FEAR FIGHTER MENTAL

Your blow not only wounds creatures but also shatters their confidence. Make a melee Strike. If you hit and deal damage, the target is frightened 1, or frightened 2 on a critical hit.

### LUNGE FEAT 2

FIGHTER

**Requirement** You are wielding a melee weapon.

Extending your body to its limits, you attack an enemy that would normally be beyond your reach. Make a Strike with a melee weapon, increasing your reach by 5 feet for that Strike. If the weapon has the disarm, shove, or trip trait, you can use the corresponding action instead of a Strike.

## 4TH LEVEL

### DOUBLE SHOT FEAT 4

FIGHTER FLOURISH

**Requirements** You are wielding a ranged weapon with reload 0. You shoot twice in blindingly fast succession. Make two Strikes, each against a separate target and with a -2 penalty. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

### DUAL-HANDED ASSAULT FEAT 4

FIGHTER FLOURISH

**Requirements** You are wielding a one-handed melee weapon and have a free hand.

You snap your free hand over to grip your weapon just long enough to add momentum and deliver a more powerful blow to your opponent. Make a Strike with the required weapon. You quickly switch your grip during the Strike in order to make the attack with two hands. If the weapon doesn't normally have the two-hand trait, increase its weapon damage die by one step for this attack. (Rules on increasing die size appear on page 279.) If the weapon has the two-hand trait, you gain the benefit of that trait and a circumstance bonus to damage equal to the weapon's number of damage dice. When the Strike is complete, you resume gripping the weapon with only one hand. This action doesn't end any stance or fighter feat effect that requires you to have one hand free.

### KNOCKDOWN FEAT 4

FIGHTER FLOURISH

**Prerequisites** trained in Athletics

You make an attack to knock a foe off balance, then follow up immediately with a sweep to topple them. Make a melee Strike. If it hits and deals damage, you can attempt an Athletics check to Trip the creature you hit. If you're wielding a two-handed melee weapon, you can ignore Trip's requirement that you have a hand free. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

### POWERFUL SHOVE FEAT 4

FIGHTER

**Prerequisites** Aggressive Block or Brutish Shove

You can push larger foes around with your attack. You can use Aggressive Block or Brutish Shove against a creature up to two sizes larger than you.

When a creature you Shove has to stop moving because it would hit an object, it takes damage equal to your Strength modifier (minimum 1). This happens regardless of how you Shoved the creature.

### QUICK REVERSAL FEAT 4

FIGHTER FLOURISH PRESS

**Requirements** You are flanked by at least two enemies.

You turn your foes' flanking against them with a quick reverse. Make a melee Strike against one of the flanking enemies and make a second Strike with the same weapon or unarmed attack against a different enemy that is flanking you. This second Strike has the same multiple attack penalty of the initial attack and doesn't count toward your multiple attack penalty.

### SHIELDED STRIDE FEAT 4

FIGHTER

When your shield is up, your enemies' blows can't touch you.

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When you have your shield raised, you can Stride to move half your Speed without triggering reactions that are triggered by your movement (such as Attacks of Opportunity). You can use Shielded Stride while Flying or Swimming instead of Striding if you have the corresponding movement type.

### SWIPE FEAT 4

**FIGHTER** **FLOURISH**

You make a wide, arcing swing. Make a melee Strike and compare the attack roll result to the AC of up to two foes, each of whom must be within your melee reach and adjacent to each other. Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for your multiple attack penalty.

If you're using a weapon with the sweep trait, its modifier applies to all your Swipe attacks.

### TWIN PARRY FEAT 4

**FIGHTER**

**Requirements** You are wielding two melee weapons, one in each hand.

You use your two weapons to parry attacks. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if either weapon has the parry trait. You lose this circumstance bonus if you no longer meet this feat's requirement.

## 6TH LEVEL

### ADVANCED WEAPON TRAINING FEAT 6

**FIGHTER**

You've studied the art of wielding an advanced weapon. Choose a weapon group. You gain proficiency with all advanced weapons in that group as if they were martial weapons of their weapon group.

### ADVANTAGEOUS ASSAULT FEAT 6

**FIGHTER** **PRESS**

When an enemy's movement is compromised, you deliver a more deadly blow. Make a Strike against a creature that is grabbed, prone, or restrained. You gain a circumstance bonus to damage on this Strike equal to the number of weapon damage dice, or that number + 2 if you're wielding the weapon in two hands. The Strike gains the following failure effect.

**Failure** You deal damage to the target equal to the number of weapon damage dice, or that number + 2 if you're wielding the weapon in two hands. This damage has the same damage type as the weapon.

### DISARMING STANCE FEAT 6

**FIGHTER** **STANCE**

**Prerequisites** trained in Athletics

**Requirements** You are wielding only a single one-handed melee weapon and have your other hand or hands free.

SAMPLE FIGHTER



**BULLY**

*Using a two-handed weapon, you push your foes about the battlefield and deal grievous wounds. You excel at taking down the biggest enemy standing in your way.*

**ABILITY SCORES**

Prioritizing Strength, Constitution, and Wisdom helps with survivability and increases your damage, and Dexterity allows extra maneuverability.

**SKILLS**

Athletics, Crafting, Intimidation, Medicine

**STARTING FEAT**

Power Attack

**HIGHER-LEVEL FEATS**

Knockdown (4th), Furious Focus (6th), Positioning Assault (8th), Brutal Finish (12th), Savage Critical (18th)

You adopt a fencing stance that improves your control over your weapon. While you are in this stance, you gain a +1 circumstance bonus to Athletics checks to Disarm and a +2 circumstance bonus to your Reflex DC when defending against checks to Disarm you. In addition, you can attempt to Disarm creatures up to two sizes larger than you.

**FURIOUS FOCUS**

**FEAT 6**

**FIGHTER**

**Prerequisites** Power Attack

You've learned to maintain your balance even when swinging furiously. When you make a Power Attack with a melee weapon you're wielding in two hands, it counts as one attack toward your multiple attack penalty instead of two.

**GUARDIAN'S DEFLECTION**

**FEAT 6**

**FIGHTER**

**Trigger** An ally within your melee reach is hit by an attack, you can see the attacker, and the ally gaining a +2 circumstance bonus to AC would turn the critical hit into a hit or the hit into a miss.

**Requirements** You are wielding a single one-handed melee weapon and have your other hand or hands free.

You use your weapon to deflect the attack against your ally, granting a +2 circumstance bonus to their Armor Class against the triggering attack. This turns the triggering critical hit into a hit, or the triggering hit into a miss.

**REFLEXIVE SHIELD**

**FEAT 6**

**FIGHTER**

You can use your shield to fend off the worst of area effects and other damage. When you Raise your Shield, you gain your shield's circumstance bonus to Reflex saves. If you have the Shield Block reaction, damage you take as a result of a Reflex save can trigger that reaction, even if the damage isn't physical damage.

**REVEALING STAB**

**FEAT 6**

**FIGHTER**

**Requirements** You are wielding a melee weapon that deals piercing damage.

You drive your piercing weapon into an imperceptible foe, revealing its location to your allies. Make a Strike with the required melee weapon. You don't have to attempt a flat check to hit a concealed creature, and you have to succeed at only a DC 5 flat check to target a hidden creature. If you hit and deal damage, you can drive the required weapon into a corporeal target, revealing its current position. You Release the weapon, and it becomes lodged in the target. If the target is concealed, other creatures don't need to succeed at a flat check to hit it. If the target is hidden, other creatures have to succeed at only a DC 5 flat check to target it. The creatures need to be able to see your weapon to gain any of these benefits, and the target can't become undetected to anyone who sees your weapon. If the target is invisible, the weapon remains visible while lodged in it.

This benefit lasts until the weapon is removed from the creature. An adjacent creature or the target can remove the weapon with 2 Interact actions.

### SHATTER DEFENSES FEAT 6

FIGHTER PRESS

**Requirements** A frightened creature is in your melee reach. Your offense exploits your enemy's fear. Make a melee Strike against a frightened creature. If you hit and deal damage, the target becomes flat-footed until its frightened condition ends. If the target was already flat-footed to you when you damaged it with this Strike, it can't reduce its frightened value below 1 until the start of your next turn.

### SHIELD WARDEN FEAT 6

FIGHTER

**Prerequisites** shield block  
You use your shield to protect your allies. When you have a shield raised, you can use your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents that ally from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

### TRIPLE SHOT FEAT 6

FIGHTER

**Prerequisites** Double Shot  
You can quickly fire multiple shots with greater control. When you use Double Shot, you can make the attacks against the same target. You can add an additional action to Double Shot to make three ranged Strikes instead of two. If you do, the penalty is -4. All attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made all of them.

## 8TH LEVEL

### BLIND-FIGHT FEAT 8

FIGHTER

**Prerequisites** master in Perception  
Your battle instincts make you more aware of concealed and invisible opponents. You don't need to succeed at a flat check to target concealed creatures. You're not flat-footed to creatures that are hidden from you (unless you're flat-footed to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature.

While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you.

### DUELING RIPOSTE FEAT 8

FIGHTER

**Prerequisites** Dueling Parry  
**Trigger** A creature within your reach critically fails a Strike against you.  
**Requirements** You are benefiting from Dueling Parry.

You riposte against your flailing enemy. Make a melee Strike against or attempt to Disarm the triggering creature.

### FELLING STRIKE FEAT 8

FIGHTER

Your attack can ground an airborne foe. Make a Strike. If it hits and deals damage to a flying target, the target falls up to 120 feet. The fall is gradual enough that if it causes the target to hit the ground, the target takes no damage from the fall. If the attack is a critical hit, the target can't Fly, Leap, levitate, or otherwise leave the ground until the end of your next turn.

### INCREDIBLE AIM FEAT 8

CONCENTRATE FIGHTER

By spending a moment to focus, you can ensure your attack strikes true. Make a ranged weapon Strike. On this Strike, you gain a +2 circumstance bonus to the attack roll and ignore the target's concealed condition.

### MOBILE SHOT STANCE FEAT 8

FIGHTER STANCE

Your shots become nimble and deadly. While you're in this stance, your ranged Strikes don't trigger Attacks of Opportunity or other reactions that are triggered by a ranged attack.

If you have Attack of Opportunity, you can use it with a loaded ranged weapon you're wielding. The triggering creature must be within 5 feet of you for you to do so.

### POSITIONING ASSAULT FEAT 8

FIGHTER FLOURISH

**Requirements** You are wielding a two-handed melee weapon and your target is within your reach.

With punishing blows, you force your opponent into position. Make a Strike with the required weapon. If you hit, you move the target 5 feet into a space in your reach. This follows the forced movement rules found on page 475.

### QUICK SHIELD BLOCK FEAT 8

FIGHTER

**Prerequisites** shield block, Reactive Shield  
You can bring your shield into place with hardly a thought. At the start of each of your turns, you gain an additional reaction that you can use only to Shield Block.

### SUDDEN LEAP FEAT 8

FIGHTER

You make an impressive leap and swing while you soar. Make a Leap, High Jump, or Long Jump and attempt one melee Strike at any point during your jump. Immediately after the Strike, you fall to the ground if you're in the air, even if you haven't reached the maximum distance of your jump. If the distance you fall is no more than the height of your jump, you take no damage and land upright.

When attempting a High Jump or Long Jump during a Sudden Leap, determine the DC using the Long Jump DCs, and increase your maximum distance to double your Speed.

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SAMPLE FIGHTER



DUELIST

*With one hand free and a blade in the others, you are adept at foiling your opponents by way of misdirection, disarming strikes, and by always being ready for their clumsy attacks.*

ABILITY SCORES

Prioritize Strength. Dexterity and Wisdom help with survivability and versatility, and Constitution grants some extra toughness.

SKILLS

Acrobatics, Athletics, Deception, Medicine

STARTING FEAT

Snagging Strike

HIGHER-LEVEL FEATS

Dueling Parry (2nd), Guardian's Deflection (6th), Dueling Riposte (8th), Dueling Dance (12th), Stance Savant (14th)

**Special** If you have Felling Strike, you can spend 3 actions to make a Sudden Leap and use Felling Strike instead of a normal Strike.

10TH LEVEL

AGILE GRACE

FEAT 10

FIGHTER

Your graceful moves with agile weapons are beyond compare. Your multiple attack penalty with agile weapons and agile unarmed attacks becomes -3 for your second attack and -6 for subsequent attacks (rather than -4 and -8).

CERTAIN STRIKE ◆

FEAT 10

FIGHTER PRESS

Even when you don't hit squarely, you can still score a glancing blow. Make a melee Strike. It gains the following failure effect.

**Failure** Your attack deals any damage it would have dealt on a hit, excluding all damage dice. (This removes damage dice from weapon runes, spells, and special abilities, in addition to weapon damage dice.)

COMBAT REFLEXES

FEAT 10

FIGHTER

You are particularly swift at punishing foes who leave you openings. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to make an Attack of Opportunity.

DEBILITATING SHOT ◆◆

FEAT 10

FIGHTER FLOURISH

Aiming for a weak point, you impede your foe with a precise shot. Make a ranged weapon Strike. If it hits and deals damage, the target is slowed 1 until the end of its next turn.

DISARMING TWIST ◆

FEAT 10

FIGHTER PRESS

**Prerequisites** trained in Athletics

**Requirements** You are wielding only a single one-handed melee weapon and have your other hand or hands free.

After your initial attack redirects your foe's defenses, your follow-up wrests their weapon from their grasp. Make a melee Strike with the required weapon. In addition to its other effects, this Strike gains the success and critical success effects of the Disarm action. The Strike also has the following failure effect.

**Failure** The target is flat-footed until the end of your current turn.

DISRUPTIVE STANCE ◆

FEAT 10

FIGHTER STANCE

The slightest distraction can provoke your wrath, and you're prepared to foil enemies' actions. As long as you are in this stance, you can use Attack of Opportunity when a creature within your reach uses a concentrate action, in addition to manipulate and move actions. Furthermore, you disrupt a

triggering concentrate or manipulate action if your Strike hits (not only if it's a critical hit).

### FEARSOME BRUTE FEAT 10

**FIGHTER**

Fear makes your foes weak and more vulnerable to your attacks. You gain a circumstance bonus to damage rolls for Strikes against frightened creatures. The bonus is equal to double the target's frightened value.

If you have master proficiency in Intimidation, increase the bonus to triple the target's frightened value.

### IMPROVED KNOCKDOWN FEAT 10

**FIGHTER**

**Prerequisites** Knockdown

You can dash your foe to the ground with a single blow. When you use Knockdown, instead of making a Strike followed by a Trip, you can attempt a single Strike. If you do and your Strike hits, you also apply the critical success effect of a Trip. If you used a two-handed melee weapon for the Strike, you can use the weapon's damage die size instead of the regular die size for the damage from a critical Trip.

### MIRROR SHIELD FEAT 10

**FIGHTER**

**Trigger** An opponent casting a spell that targets you critically fails a spell attack roll against your AC.

**Requirements** You have a shield raised.

You reflect the spell back against the triggering opponent. Make a ranged attack against the triggering creature using your highest proficiency with a ranged weapon. If you can cast spells, you can make a spell attack roll instead. If you succeed, your opponent takes the effects of a successful spell attack roll for their own spell (or the effects of a critical success if your attack roll was a critical success).

### TWIN RIPOSTE FEAT 10

**FIGHTER**

**Trigger** A creature within your reach critically fails a Strike against you.

**Requirements** You are benefiting from Twin Parry.

A clever parry with one weapon leaves your opponent open to an attack with the other weapon. Make a melee Strike or use a Disarm action against the triggering opponent.

## 12TH LEVEL

### BRUTAL FINISH FEAT 12

**FIGHTER** **PRESS**

**Requirements** You are wielding a melee weapon in two hands. Your final blow can make an impact even if it rebounds off a foe's defenses. Make a Strike with the required weapon. After the Strike, your turn ends. The Strike deals one extra weapon damage die, or two extra weapon damage dice if you're at least 18th level. The Strike also gains the following failure effect.

**Failure** You deal damage equal to one weapon damage die of

the required weapon. Increase this to two dice if you're at least 18th level.

### DUELING DANCE FEAT 12

**FIGHTER** **STANCE**

**Prerequisites** Dueling Parry

**Requirements** You are wielding only a single one-handed melee weapon and have your other hand or hands free.

Using your free hand as pivot and balance, you both attack and defend with your weapon. While you are in this stance, you constantly have the benefits of Dueling Parry.

### FLINGING SHOVE FEAT 12

**FIGHTER**

**Prerequisites** Aggressive Block or Brutish Shove

Increase the distance you Shove your opponent with Aggressive Block or Brutish Shove to 10 feet on a success or 20 feet on a critical success. When you use Aggressive Block, you can choose whether the target is flat-footed or Shoved. When you make a Brutish Shove, you also Shove the target 5 feet on a failure.

### IMPROVED DUELING RIPOSTE FEAT 12

**FIGHTER**

**Prerequisites** Dueling Riposte

Your weapon whirrs and darts, striking foes whenever the opportunity presents itself. At the start of each of your turns, you gain an additional reaction that you can use only to make a Dueling Riposte. You can use this extra reaction even if you are not benefiting from Dueling Parry.

### INCREDIBLE RICOCHET FEAT 12

**CONCENTRATE** **FIGHTER** **PRESS**

**Prerequisites** Incredible Aim

After your first shot singles out your opponent's position, you direct another that ricochets around obstacles and strikes unerringly. Make a ranged weapon Strike. You ignore the target's concealed condition and all cover.

### LUNGING STANCE FEAT 12

**FIGHTER** **STANCE**

**Prerequisites** attack of opportunity, Lunge

**Requirement** You are wielding a melee weapon.

Your body coiled to strike, you can lash out at distant enemies. While you are in this stance, you can use Attack of Opportunity against a creature that is outside your reach but within the reach you would have with a Lunge. If you do, you increase your range with the Strike by 5 feet.

### PARAGON'S GUARD FEAT 12

**FIGHTER** **STANCE**

**Requirements** You are wielding a shield.

Once you've had a moment to set your stance, you always have your shield ready without a thought. While you are in this stance, you constantly have your shield raised as if you'd used the Raise a Shield action, as long as you meet that action's requirements.

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SAMPLE FIGHTER



## ARCHER

*You take out your opponents from a distance with ranged weapons, and you excel at dispatching flying or other hard-to-reach enemies.*

### ABILITY SCORES

Prioritize Dexterity, Constitution and Wisdom helps with survivability, and Strength adds damage with propulsive weapons.

### SKILLS

Acrobatics, Medicine, Stealth, Thievery

### STARTING FEAT

Point-Blank Shot

### HIGHER-LEVEL FEATS

Double Shot (4th), Triple Shot (6th), Debilitating Shot (10th), Multishot Stance (16th), Impossible Volley (18th)

### SPRING ATTACK

FEAT 12

FIGHTER PRESS

**Requirements** You are adjacent to an enemy.

Springing away from one foe, you Strike at another. Stride up to your Speed, but you must end that movement within melee reach of a different enemy. At the end of your movement, make a melee Strike against an enemy now within reach. You can use Spring Attack while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

### 14TH LEVEL

### DESPERATE FINISHER

FEAT 14

FIGHTER

**Trigger** You complete the last action on your turn, and your turn has not ended yet.

**Requirements** You meet the requirements to use an action with the press trait.

You throw everything into one last press. Use a single action that you know with the press trait as part of Desperate Finisher. You forgo the ability to use reactions until the start of your next turn.

### DETERMINATION

FEAT 14

CONCENTRATE FIGHTER

**Frequency** once per day

Your training allows you to shrug off your foes' spells and conditions when the need is dire. Choose a single nonpermanent spell or condition that is affecting you. If you chose a condition, its effect on you ends. If you chose a spell, attempt to counteract the spell (your level is your counteract level, and you attempt a Will save as your counteract check).

This doesn't remove any Hit Point damage normally dealt by the spell or condition, and it doesn't prevent the spell or debilitating effect from affecting other allies or the environment around you. It can't remove an ongoing affliction or prevent such an affliction from inflicting conditions on you later. It can't remove conditions from the situation (such as prone or flanked). If the effect comes from a creature, hazard, or item of 20th level or higher, Determination can't remove its effect on you.

### GUIDING FINISH

FEAT 14

FIGHTER PRESS

**Requirements** You are wielding only a single one-handed melee weapon and have your other hand or hands free.

Using your weapon as a lever, you force your opponent to end up right where you want them. Make a Strike with the required weapon. If the Strike hits, you can move the target up to 10 feet into a space in your reach. You can move the target through your space during this movement. This follows the forced movement rules found on page 475. Your Strike gains the following failure effect.

**Failure** You can force the creature to move as you would on a success, but you can move the target only 5 feet.

**GUIDING RIPOSTE** FEAT 14

FIGHTER

**Prerequisites** Dueling Riposte

By shifting your weight and angling your weapon, you guide your opponent to a more favorable position. When you use Dueling Riposte to Strike and you hit, you can move the target up to 10 feet into a space in your reach. This follows the forced movement rules found on page 475.

**IMPROVED TWIN RIPOSTE** FEAT 14

FIGHTER

**Prerequisites** Twin Riposte

Your weapons are a blur, blocking and biting at your foes. At the start of each of your turns, you gain an additional reaction that you can use only to perform a Twin Riposte. You can use this extra reaction even if you are not benefiting from Twin Parry.

**STANCE SAVANT** FEAT 14

FIGHTER

**Trigger** You roll initiative.

When there's imminent danger, you drop into a stance with a mere thought. Use an action that has the stance trait.

**TWO-WEAPON FLURRY** FEAT 14

FIGHTER FLOURISH PRESS

**Requirements** You are wielding two weapons, each in a different hand.

You lash out with both your weapons in a sudden frenzy. Strike twice, once with each weapon.

**WHIRLWIND STRIKE** FEAT 14

FIGHTER FLOURISH OPEN

You attack all nearby adversaries. Make a melee Strike against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

**16TH LEVEL****GRACEFUL POISE** FEAT 16

FIGHTER STANCE

**Prerequisites** Double Slice

With the right positioning, your off-hand weapon can strike like a scorpion's stinger. While you are in this stance, if you make your second Strike from Double Slice with an agile weapon, Double Slice counts as one attack when calculating your multiple attack penalty.

**IMPROVED REFLEXIVE SHIELD** FEAT 16

FIGHTER

**Prerequisites** Reflexive Shield

Your shield can help save nearby allies. When you use Shield Block against damage resulting from a Reflex save, adjacent allies who would take damage due to Reflex saves against the same effect also benefit from the damage reduction.

**MULTISHOT STANCE** FEAT 16

FIGHTER STANCE

**Prerequisites** Triple Shot**Requirements** You are wielding a ranged weapon with reload 0.

You lock yourself in a stable position so you can fire swiftly and accurately. While you are in this stance, your penalty for Double Shot is reduced to -1, or -2 if you add the extra action to make three Strikes. If you move from your position, this stance ends.

**TWINNED DEFENSE** FEAT 16

FIGHTER STANCE

**Prerequisites** Twin Parry**Requirements** You are wielding two melee weapons, one in each hand.

You're always ready to use your off-hand weapon to interfere with attacks against you. While you are in this stance, you constantly gain the benefits of the Twin Parry action.

**18TH LEVEL****IMPOSSIBLE VOLLEY** FEAT 18

FIGHTER FLOURISH OPEN

**Requirements** You are wielding a ranged weapon with the volley trait and reload 0.

You fire a volley at all foes in an area. Make one Strike with a -2 penalty against each enemy within a 10-foot-radius burst centered at or beyond your weapon's volley range. Roll the damage only once for all targets.

Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

**SAVAGE CRITICAL** FEAT 18

FIGHTER

The wounds you inflict are grievous. When you Strike with a weapon or unarmed attack for which you have legendary proficiency, you critically succeed if you roll a 19 on the die as long as that result is a success. This has no effect on a 19 if the result would be a failure.

**20TH LEVEL****BOUNDLESS REPRISALS** FEAT 20

FIGHTER

With a sixth sense for the flow of combat, you can quickly react to any situation as required. At the start of each enemy's turn, you gain a reaction you can use only during that turn.

**WEAPON SUPREMACY** FEAT 20

FIGHTER

Your skill with weapons lets you attack swiftly at all times. You're permanently quickened. You can use your extra action only to Strike.

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# MONK

*The strength of your fist flows from your mind and spirit. You seek perfection—honing your body into a flawless instrument and your mind into an orderly bastion of wisdom. You're a fierce combatant renowned for martial arts skills and combat stances that grant you unique fighting moves. While the challenge of mastering many fighting styles drives you to great heights, you also enjoy meditating on philosophical questions and discovering new ways to obtain peace and enlightenment.*

## KEY ABILITY

### STRENGTH OR DEXTERITY

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

## HIT POINTS

### 10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

You speed into the fray, dodging or leaping past obstacles with acrobatic maneuvers. You strike opponents in a rapid flurry of attacks, using your bare fists or wielding specialized weapons that you mastered during your monastic training. Stances let you change up your combat style for different situations, and ki abilities allow you to perform mystic feats like healing yourself and soaring through the air.

## DURING SOCIAL ENCOUNTERS...

Your perceptiveness lets you see through falsehoods, and your philosophical training provides insight into any situation.

## WHILE EXPLORING...

You climb up walls, dodge traps, overcome obstacles, and leap over pits. You usually stay toward the outside of the group to protect more vulnerable members, and you're well suited to looking for danger or moving stealthily.

## IN DOWNTIME...

You diligently exercise, eat healthy foods, meditate, and study various philosophies. You might also take up a craft that you strive to perfect.

## YOU MIGHT...

- Maintain a regimen of physical training and meditation.
- Face adversity with a calm and measured approach, never panicking or succumbing to despair.
- Look to the future for ways you can improve, while remaining at peace with your present self.

## OTHERS PROBABLY...

- Marvel at your feats of physical prowess.
- Think you're more than a bit uptight, given your vows and tenets.
- Come to you for philosophical advice.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

## PERCEPTION

Trained in Perception

## SAVING THROWS

Expert in Fortitude  
Expert in Reflex  
Expert in Will

## SKILLS

Trained in a number of skills equal to 4 plus your Intelligence modifier

## ATTACKS

Trained in simple weapons  
Trained in unarmed attacks

## DEFENSES

Untrained in all armor  
Expert in unarmored defense

## CLASS DC

Trained in monk class DC

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**TABLE 3-13: MONK ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, flurry of blows, monk feat, powerful fist
2	Monk feat, skill feat
3	General feat, incredible movement +10 feet, mystic strikes, skill increase
4	Monk feat, skill feat
5	Ability boosts, alertness, ancestry feat, expert strikes, skill increase
6	Monk feat, skill feat
7	General feat, incredible movement +15 feet, path to perfection, skill increase, weapon specialization
8	Monk feat, skill feat
9	Ancestry feat, metal strikes, monk expertise, skill increase
10	Ability boosts, monk feat, skill feat
11	General feat, incredible movement +20 feet, second path to perfection, skill increase
12	Monk feat, skill feat
13	Ancestry feat, graceful mastery, master strikes, skill increase
14	Monk feat, skill feat
15	Ability boosts, general feat, greater weapon specialization, incredible movement +25 feet, skill increase, third path to perfection
16	Monk feat, skill feat
17	Adamantine strikes, ancestry feat, graceful legend, skill increase
18	Monk feat, skill feat
19	General feat, incredible movement +30 feet, perfected form, skill increase
20	Ability boosts, monk feat, skill feat

## CLASS FEATURES

You gain these abilities as a monk. Abilities gained at higher levels list the requisite levels next to the features' names.

### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies representing your basic training, which are noted at the start of this class.

### FLURRY OF BLOWS

You can attack rapidly with fists, feet, elbows, knees, and other unarmed attacks. You gain the Flurry of Blows action.

### FLURRY OF BLOWS

**FLOURISH** **MONK**

Make two unarmed Strikes. If both hit the same creature,

combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As it has the flourish trait, you can use Flurry of Blows only once per turn.

### MONK FEATS

At 1st level and every even-numbered level thereafter, you gain a monk class feat.

### POWERFUL FIST

You know how to wield your fists as deadly weapons. The damage die for your fist changes to 1d6 instead of 1d4. Most people take a -2 circumstance penalty when making a lethal attack with nonlethal unarmed attacks, because they find it hard to use their fists with deadly force. You don't take this penalty when making a lethal attack with your fist or any other unarmed attacks.

### SKILL FEATS

**2ND**

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats are listed in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

### GENERAL FEATS

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

### INCREDIBLE MOVEMENT

**3RD**

You move like the wind. You gain a +10-foot status bonus to your Speed whenever you're not wearing armor. The bonus increases by 5 feet for every 4 levels you have beyond 3rd.

### MYSTIC STRIKES

**3RD**

Focusing your will into your physical attacks imbues them with mystical energy. Your unarmed attacks become magical, allowing them to get past resistances to non-magical attacks. However, you still need an item such as *handwraps of mighty fists* to gain an item bonus to attack rolls or increase your attacks' weapon damage dice.

### SKILL INCREASES

**3RD**

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

### ABILITY BOOSTS

**5TH**

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability

score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

### ALERTNESS

5TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

### ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

### EXPERT STRIKES

5TH

You've practiced martial arts and have now surpassed your former skill. Your proficiency ranks for unarmed attacks and simple weapons increase to expert.

### PATH TO PERFECTION

7TH

You have progressed along your own path to enlightenment. Choose your Fortitude, Reflex, or Will saving throw. Your proficiency rank for the chosen saving throw increases to master. When you roll a success on the chosen saving throw, you get a critical success instead.

### WEAPON SPECIALIZATION

7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

### METAL STRIKES

9TH

You can adjust your body to make unarmed attacks infused with the mystic energy of rare metals. Your unarmed attacks are treated as cold iron and silver. This allows you to deal more damage to a variety of supernatural creatures, such as demons, devils, and fey.

### MONK EXPERTISE

9TH

Your proficiency rank for your monk class DC increases to expert. If you have ki spells, your proficiency rank for spell attacks and spell DCs with the tradition of magic you use for your ki spells increases to expert.

### SECOND PATH TO PERFECTION

11TH

You've learned to find perfection in every success. Choose a different saving throw than the one you chose for your path to perfection. Your proficiency rank for the chosen saving throw increases to master. If you roll a success with the chosen saving throw, you instead critically succeed.

### GRACEFUL MASTERY

13TH

You move with perpetual grace in battle, eluding and turning aside blows. Your proficiency rank for unarmored defense increases to master.

### KEY TERMS

You'll see the following key terms in many monk abilities.

**Flourish:** Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

**Incapacitation:** An ability with this trait can take a character out of the fight. But when you use an incapacitation effect against a creature of higher level than you, you reduce the degree of success of your attack roll by one step, and that creature improves the degree of success of its saving throws for that effect by one step.

**Ki Spells:** By tapping into a supernatural inner reserve called ki, you can create magical effects. Certain feats grant you special spells called ki spells, which are a type of focus spell. It costs 1 Focus Point to cast a focus spell. When you gain your first ki spell, you also gain a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity to meditate in order to reach inner peace.

When you first gain a ki spell, decide whether your ki spells are divine spells or occult spells. You become trained in spell attacks and spell DCs of that tradition.

Focus spells are automatically heightened to half your level rounded up. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 points. The full rules for focus spells appear on page 300.

**Stance:** A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you take an action that has the stance trait, you can't take another one for 1 round. You can enter or be in a stance only in encounter mode.

### MASTER STRIKES

13TH

You have honed your skill in using your body as a weapon. Your proficiency ranks for unarmed attacks and simple weapons increase to master.

### GREATER WEAPON SPECIALIZATION

15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

### THIRD PATH TO PERFECTION

15TH

You have made great progress in your personal studies of enlightenment. Choose one of the saving throws you selected for path to perfection or second path to perfection. Your proficiency rank for the chosen type of save increases to legendary. When you roll a critical failure on the chosen type of save, you get a failure instead. When you fail at the chosen type of save against an effect that deals damage, you take half damage.

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### MONK FEATS

If you need to look up a monk feat by name instead of by level, use this table.

Feat	Level
Abundant Step	6
Arrow Snatching	8
Brawling Focus	2
Crane Flutter	6
Crane Stance	1
Crushing Grab	2
Dancing Leaf	2
Deflect Arrow	4
Diamond Fists	18
Diamond Soul	12
Disrupt Ki	12
Dragon Roar	6
Dragon Stance	1
Elemental Fist	2
Empty Body	18
Enduring Quickness	20
Enlightened Presence	16
Flurry of Maneuvers	4
Flying Kick	4
Fuse Stance	20
Guarded Movement	4
Impossible Technique	20
Improved Knockback	12
Ironblood Stance	8
Ironblood Surge	14
Ki Blast	6
Ki Rush	1
Ki Strike	1
Knockback Strike	10
Master of Many Styles	16
Meditative Focus	12
Meditative Wellspring	18
Mixed Maneuver	8
Monastic Weaponry	1
Mountain Quake	14
Mountain Stance	1
Mountain Stronghold	6
Quivering Palm	16
Shattering Strike	16
Sleeper Hold	10
Stance Savant	12
Stand Still	4
Stunning Fist	2
Swift River	18
Tangled Forest Rake	14
Tangled Forest Stance	8
Tiger Slash	6
Tiger Stance	1
Timeless Body	14
Tongue of Sun and Moon	14
Wall Run	8
Water Step	6
Whirling Throw	6
Wholeness of Body	4
Wild Winds Gust	14
Wild Winds Initiate	8
Wind Jump	10
Winding Flow	10
Wolf Drag	6
Wolf Stance	1

### ADAMANTINE STRIKES

17TH

When you focus your will into your limbs, your blows are as unyielding as the hardest of metals. Your unarmed attacks are treated as adamantine.

### GRACEFUL LEGEND

17TH

Your sublime movement grants you unparalleled protection and offense. Your proficiency rank for unarmored defense increases to legendary, and your proficiency rank for your monk class DC increases to master. If you have ki spells, your proficiency rank for spell attack rolls and spell DCs with the tradition of magic you use for your ki spells increases to master.

### PERFECTED FORM

19TH

You have purged incompetence from your techniques. On your first Strike of your turn, if you roll lower than 10, you can treat the attack roll as a 10. This is a fortune effect.

## MONK FEATS

Every level at which you gain a monk feat, select one of the following feats. You must satisfy any prerequisites before taking the feat.

### 1ST LEVEL

#### CRANE STANCE

FEAT 1

MONK STANCE

**Requirements** You are unarmored.

You enter the stance of a crane, holding your arms in an imitation of a crane's wings and using flowing, defensive motions. You gain a +1 circumstance bonus to AC, but the only Strikes you can make are crane wing attacks. These deal 1d6 bludgeoning damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits.

While in Crane Stance, reduce the DC for High Jump and Long Jump by 5, and when you Leap, you can move an additional 5 feet horizontally or 2 feet vertically.

#### DRAGON STANCE

FEAT 1

MONK STANCE

**Requirements** You are unarmored.

You enter the stance of a dragon and make powerful leg strikes like a lashing dragon's tail. You can make dragon tail attacks that deal 1d10 bludgeoning damage. They are in the brawling group and have the backswing, nonlethal, and unarmed traits.

While in Dragon Stance, you can ignore the first square of difficult terrain while Striding.

#### KI RUSH

FEAT 1

MONK

You can use ki to move with extraordinary speed and make yourself harder to hit. You gain the *ki rush* ki spell and a focus pool of 1 Focus Point. The rules for ki spells are summarized in the sidebar on page 157, and the full rules for focus spells appear on page 300.

#### KI STRIKE

FEAT 1

MONK

Your study of the flow of mystical energy allows you to harness it into your physical strikes. You gain the *ki strike* ki spell and a focus pool of 1 Focus Point. The rules for ki spells are summarized in the sidebar on page 157, and the full rules for focus spells appear on page 300.

#### MONASTIC WEAPONRY

FEAT 1

MONK

You have trained with the traditional weaponry of your monastery or school. You gain access to uncommon weapons that have the monk trait and become trained in simple

### MONK UNARMED ATTACKS

Some monk stances allow you to make special unarmed attacks while in those stances. These attacks are summarized here.

Attack	Damage	Group	Traits
Crane wing	1d6 B	Brawling	Agile, finesse, nonlethal, unarmed
Dragon tail	1d10 B	Brawling	Backswing, nonlethal, unarmed
Falling stone	1d8 B	Brawling	Forceful, nonlethal, unarmed
Iron sweep	1d8 B	Brawling	Nonlethal, parry, sweep, unarmed
Lashing branch	1d8 S	Brawling	Agile, finesse, nonlethal, unarmed
Tiger claw	1d8 S	Brawling	Agile, finesse, nonlethal, unarmed
Wind crash*	1d6 S	Brawling	Agile, nonlethal, propulsive, unarmed
Wolf jaw	1d8 P	Brawling	Agile, backstabber, finesse, nonlethal, unarmed

\* *Wild winds stance* is a ki spell, so you can find out more about wind crash on page 402.

and martial monk weapons. When your proficiency rank for unarmed attacks increases to expert or master, your proficiency rank for these weapons increases to expert or master as well.

You can use melee monk weapons with any of your monk feats or monk abilities that normally require unarmed attacks, though not if the feat or ability requires you to use a single specific type of attack, such as Crane Stance.

### MOUNTAIN STANCE

### FEAT 1

MONK STANCE

**Trigger** You are unarmored and touching the ground.

You enter the stance of an implacable mountain—a technique first discovered by dwarven monks—allowing you to strike with the weight of an avalanche. The only Strikes you can make are falling stone unarmed attacks. These deal 1d8 bludgeoning damage; are in the brawling group; and have the forceful, nonlethal, and unarmed traits.

While in Mountain Stance, you gain a +4 status bonus to AC and a +2 circumstance bonus to any defenses against being Shoved or Tripped. However, you have a Dexterity modifier cap to your AC of +0, meaning you don't add your Dexterity to your AC, and your Speeds are all reduced by 5 feet.

### TIGER STANCE

### FEAT 1

MONK STANCE

**Requirements** You are unarmored.

You enter the stance of a tiger and can make tiger claw attacks. These deal 1d8 slashing damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits. On a critical success with your tiger claws, if you deal damage, the target takes 1d4 persistent bleed damage.

As long as your Speed is at least 20 feet while in Tiger Stance, you can Step 10 feet.

### WOLF STANCE

### FEAT 1

MONK STANCE

**Requirements** You are unarmored.

You enter the stance of a wolf, low to the ground with your hands held like fanged teeth. You can make wolf jaw unarmed attacks. These deal 1d8



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piercing damage; are in the brawling group; and have the agile, backstabber, finesse, nonlethal, and unarmed traits.

If you're flanking a target while in Wolf Stance, your wolf jaw unarmed attacks also gain the trip trait.

## 2ND LEVEL

### BRAWLING FOCUS FEAT 2

**MONK**

You know how to make the most of your attacks when fighting hand-to-hand. You gain access to the critical specialization effects of unarmed strikes in the brawling group and weapons in the brawling group. If you have Monastic Weaponry, you also gain the critical specialization effects of all monk weapons in which you are trained.

### CRUSHING GRAB FEAT 2

**MONK**

Like a powerful constrictor, you crush targets in your unyielding grasp. When you successfully Grapple a creature, you can deal bludgeoning damage to that creature equal to your Strength modifier. You can make this attack nonlethal with no penalty.

### DANCING LEAF FEAT 2

**MONK**

You are as light as a leaf whirling in the breeze. When you Leap or succeed at a High Jump or Long Jump, increase the distance you jump by 5 feet. When calculating the damage you take from falling, don't count any distance fallen while you are adjacent to a wall.

### ELEMENTAL FIST FEAT 2

**MONK**

**Prerequisites** Ki Strike

You call upon the power of the elements, infusing your ki with elemental energy and allowing your attacks to deal energy damage. When you cast *ki strike*, in addition to the damage types normally available, you can deliver the extra damage in the form of a gust of storm-tossed wind (dealing electricity damage and gaining the air trait), a chunk of stone (dealing bludgeoning damage and gaining the earth trait), a flickering flame (dealing fire damage), or a crashing wave of frigid water (dealing cold damage and gaining the water trait).

### STUNNING FIST FEAT 2

**MONK**

**Prerequisites** Flurry of Blows

The focused power of your flurry threatens to overwhelm your opponent. When you target the same creature with two Strikes from your Flurry of Blows, you can try to stun the creature. If either Strike hits and deals damage, the target must succeed at a Fortitude save against your class DC or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

## 4TH LEVEL

### DEFLECT ARROW FEAT 4

**MONK**

**Trigger** You are the target of a physical ranged attack.

**Requirements** You're aware of the attack, are not flat-footed against it, and have a hand free.

You gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, you have deflected it. You cannot use this feat to deflect unusually massive ranged projectiles (such as boulders or ballista bolts).

### FLURRY OF MANEUVERS FEAT 4

**MONK**

**Prerequisites** expert in Athletics

You flurry is a combination of maneuvers. You can replace one or both of your attacks during a Flurry of Blows with Grapples, Shoves, or Trips.

### FLYING KICK FEAT 4

**MONK**

You launch yourself at a foe. Make a Leap or attempt a High Jump or Long Jump. At the end of the jump, if you're adjacent to a foe, you can immediately Strike that foe with an unarmed attack, even if the foe is in mid-air. You fall to the ground after the Strike. If the distance you fall is no more than the height of your jump, you land upright and take no damage.

### GUARDED MOVEMENT FEAT 4

**MONK**

Your guard is up, even while moving. You gain a +4 circumstance bonus to AC against reactions triggered by your movement.

### STAND STILL FEAT 4

**MONK**

**Trigger** A creature within your reach uses a move action or leaves a square during a move action it's using.

You strike out when your foe tries to flee. Make a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a move action, you disrupt that action.

### WHOLENESS OF BODY FEAT 4

**MONK**

**Prerequisites** ki spells

You can restore your health by tapping into your ki. You gain the *wholeness of body* ki spell (page 402). Increase the number of Focus Points in your focus pool by 1.

## 6TH LEVEL

### ABUNDANT STEP FEAT 6

**MONK**

**Prerequisites** incredible movement, ki spells

You can teleport yourself a short distance. You gain the *abundant step* ki spell (page 401). Increase the number of Focus Points in your focus pool by 1.

**CRANE FLUTTER** ↻**FEAT 6****MONK****Prerequisites** Crane Stance**Trigger** You are targeted with a melee attack by an attacker you can see.**Requirements** You are in Crane Stance.

You interpose your arm between yourself and your opponent. Your circumstance bonus to AC from Crane Stance increases to +3 against the triggering attack. If the attack misses you, you can immediately make a crane wing Strike against the attacker at a -2 penalty, even if the attacker isn't within your reach.

**DRAGON ROAR** ⚡**FEAT 6****AUDITORY** **EMOTION** **FEAR** **MENTAL** **MONK****Prerequisites** Dragon Stance**Requirements** You are in Dragon Stance.

You bellow, instilling fear in your enemies. Enemies within a 15-foot emanation must succeed at a Will save against your Intimidation DC or be frightened 1 (frightened 2 on a critical failure). When a creature frightened by the roar begins its turn adjacent to you, it can't reduce its frightened value below 1 on that turn. Your first attack that hits a frightened creature after you roar and before the end of your next turn gains a +4 circumstance bonus to damage.

After you use Dragon Roar, you can't use it again for 1d4 rounds. Its effects end immediately if you leave Dragon Stance. Creatures in the area of your roar are then temporarily immune for 1 minute.

**KI BLAST****FEAT 6****MONK****Prerequisites** ki spells

You can unleash an impactful cone of force by channeling your ki. You gain the *ki blast* ki spell (page 401). Increase the number of Focus Points in your focus pool by 1.

**MOUNTAIN STRONGHOLD** ⚡**FEAT 6****MONK****Prerequisites** Mountain Stance**Requirements** You are in Mountain Stance.

You focus on your connection to the earth and call upon the mountain to block attacks against you. You gain a +2 circumstance bonus to AC until the beginning of your next turn.

**Special** If you have this feat, the Dexterity modifier cap to your AC while you're in Mountain Stance increases from +0 to +1.

**TIGER SLASH** ⚡**FEAT 6****MONK****Prerequisites** Tiger Stance

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SAMURAI MONK



## KI MONK

*Centering yourself, you call forth the internal magical energy that dwells within all living things. This ki can empower your body or flash out as pure energy.*

### ABILITY SCORES

Prioritize Strength. Wisdom empowers your ki spells, Perception, and Will saves. Constitution and Dexterity help your physical defenses.

### SKILLS

Acrobatics, Athletics, Occultism, Stealth

### STARTING FEAT

Ki Strike (occult)

### HIGHER-LEVEL FEATS

Mountain Stance (1st), Elemental Fist (2nd), Wholeness of Body (4th), Ki Blast (6th), Meditative Focus (12th), Quivering Palm (16th), Empty Body (20th)

**Requirements** You are in Tiger Stance.

You make a fierce swipe with both hands. Make a tiger claw Strike. It deals two extra weapon damage dice (three extra dice if you're 14th level or higher), and you can push the target 5 feet away as if you had successfully Shoved them. If the attack is a critical success and deals damage, add your Strength modifier to the persistent bleed damage from your tiger claw.

### WATER STEP

FEAT 6

**MONK**

You can Stride across liquid and surfaces that don't support your weight. This benefit lasts only during your movement. If you end your movement on a surface that can't support you, you fall in or it collapses as normal.

### WHIRLING THROW

FEAT 6

**MONK**

**Requirements** You have a creature grabbed or restrained.

You propel your grabbed or restrained foe a great distance. You can throw the creature any distance up to 10 feet, plus 5 feet × your Strength modifier. If you successfully throw the creature, it takes bludgeoning damage equal to your Strength modifier plus 1d6 per 10 feet you threw it.

Attempt an Athletics check against the foe's Fortitude DC. You take a -2 circumstance penalty to your check if the target is one size larger than you and a -4 circumstance penalty if it's larger than that. You gain a +2 circumstance bonus to your check if the target is one size smaller than you and a +4 circumstance bonus if it's smaller than that.

**Critical Success** You throw the creature the desired distance and it lands prone.

**Success** You throw the creature the desired distance.

**Failure** You don't throw the creature.

**Critical Failure** You don't throw the creature, and it's no longer grabbed or restrained by you.

### WOLF DRAG

FEAT 6

**MONK**

**Prerequisites** Wolf Stance

**Requirements** You are in Wolf Stance.

You rip your enemy off their feet. Make a wolf jaw Strike. Your wolf jaw gains the fatal d12 trait for this Strike, and if the attack succeeds, you knock the target prone.

### 8TH LEVEL

### ARROW SNATCHING

FEAT 8

**MONK**

**Prerequisite** Deflect Arrow

You pluck missiles from the air and hurl them back at their source. When you successfully deflect an attack with Deflect Arrow, as part of that reaction, you can immediately make a ranged Strike against the attacker using the projectile you deflected. This is a thrown weapon with the same range increment and effect on a hit as the triggering attack.

**IRONBLOOD STANCE** ◆ **FEAT 8****MONK** **STANCE****Requirements** You are unarmed.

You enter the stance of impenetrable iron, refusing to yield to any blow. You can make iron sweep unarmed attacks. These deal 1d8 bludgeoning damage; are in the brawling group; and have the nonlethal, parry, sweep, and unarmed traits.

While in Ironblood Stance, you gain resistance 2 to all damage. The resistance increases to 3 at 12th level, to 4 at 16th level, and to 5 at 20th level.

**MIXED MANEUVER** ◆◆ **FEAT 8****MONK****Prerequisite** master in Athletics

You combine two different maneuvers together into a single flowing whole. Choose any two of Grapple, Shove, and Trip. Attempt both of the attacks you chose against the same or different creatures, but don't apply the multiple attack penalty until after resolving both attacks.

**TANGLED FOREST STANCE** ◆◆ **FEAT 8****MONK** **STANCE****Trigger** You are unarmed.

You extend your arms like gnarled branches to interfere with your foes' movements. You can make lashing branch unarmed attacks. These deal 1d8 slashing damage; are in the brawling group; and have the agile, finesse, nonlethal, and unarmed traits.

While you're in Tangled Forest Stance and can act, every enemy in your reach that tries to move away from you must succeed at a Reflex save, Acrobatics check, or Athletics check against your class DC or be immobilized for that action. If you prefer, you can allow the enemy to move.

**WALL RUN** ◆◆ **FEAT 8****MONK**

You defy gravity, traversing vertical planes as easily as the ground. Stride up to your Speed. You must start your movement on a horizontal surface. During this movement, you can run up vertical surfaces, like walls, at your full Speed. If you end the Stride off the ground, you fall after taking your next action or when your turn ends, whichever comes first (though you can Grab an Edge, if applicable). If you have Water Step or a similar ability, Wall Run lets you run along flimsy vertical surfaces, as well as vertical liquids, such as a waterfall.

**WILD WINDS INITIATE** **FEAT 8****MONK****Prerequisites** ki spells

You learn a mystical stance that lets you attack from a distance. You gain the *wild winds stance* ki spell (page 402). Increase the number of Focus Points in your focus pool by 1. While entering the stance is a ki spell, the wind crash Strikes the stance grants are not, so you can use them as often as you like while in the stance.

**10TH LEVEL****KNOCKBACK STRIKE** ◆◆ **FEAT 10****CONCENTRATE** **MONK**

You focus your strength into a blow powerful enough to push an enemy away from you. Make an unarmed Strike. If you hit, attempt an Athletics check to Shove the target. This attack uses the same multiple attack penalty as your Strike, and doesn't count toward your multiple attack penalty.

**SLEEPER HOLD** ◆◆ **FEAT 10****ATTACK** **INCAPACITATION** **MONK****Requirements** You have a creature grabbed or restrained.

You pinch crucial points of your target's nervous system, impeding its ability to function. Attempt an Athletics check to Grapple the creature, with the following success and critical success effects instead of the usual effects.

**Critical Success** The target falls unconscious for 1 minute, though it remains standing and doesn't drop what it holds.

**Success** The target is clumsy 1 until the end of its next turn.

**WIND JUMP** **FEAT 10****MONK****Prerequisites** ki spells

You gather the wind beneath you, allowing you to soar as you jump. You gain the *wind jump* ki spell (page 402). Increase the number of Focus Points in your focus pool by 1.

**WINDING FLOW** ◆◆ **FEAT 10****MONK****Frequency** once per round

Any journey consists of more than simply reaching your destination. You use two of the following actions in any order: Stand, Step, and Stride. You can't use the same action twice.

**12TH LEVEL****DIAMOND SOUL** **FEAT 12****MONK**

You have fortified your body and mind against eldritch effects. You gain a +1 status bonus to saving throws against magic.

**DISRUPT KI** ◆◆ **FEAT 12****MONK** **NEGATIVE**

Make an unarmed Strike. If it deals damage to a living creature, you block that creature's inner life force. The creature takes 2d6 persistent negative damage and is enfeebled 1 until the persistent damage ends. If you're 18th level or higher, this deals 3d6 persistent negative damage instead.

**IMPROVED KNOCKBACK** **FEAT 12****MONK****Prerequisites** master in Athletics

When you successfully Shove a creature, increase both the distance you can push the creature and the distance you can move to follow along with the target by 5 feet on a success

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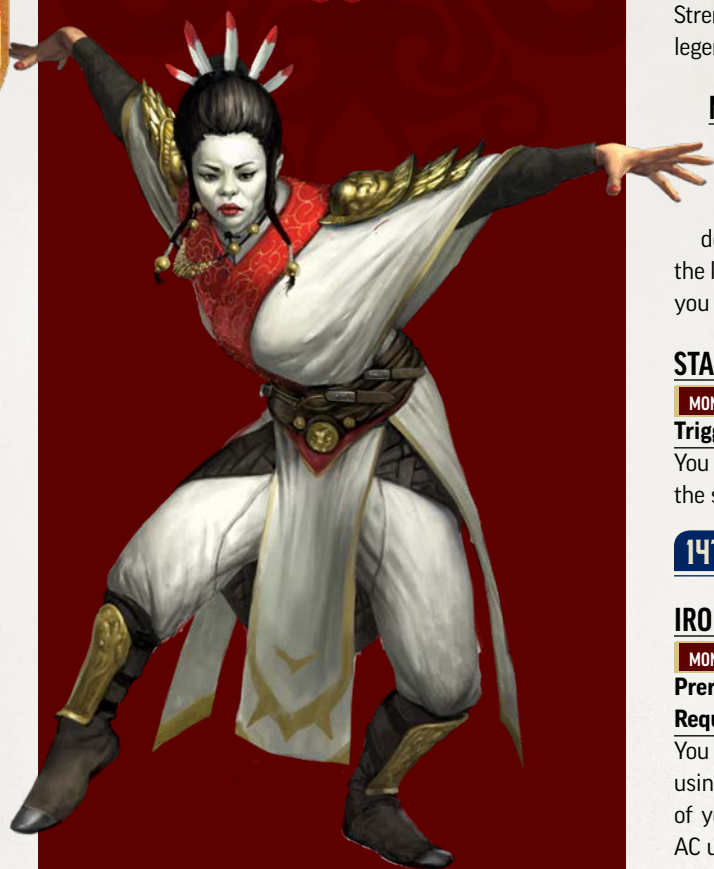
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SAMPLE MONK



## CRANE MONK

*Striving for grace in all things, you mimic the fluid movements of the crane. Your strikes are quick as the wind and your mind clear as a placid pool.*

### ABILITY SCORES

Prioritize Dexterity for finesse attacks and high defenses. A good Wisdom lets you perceive dangers and act quickly, and Constitution improves your hardiness.

### SKILLS

Acrobatics, Nature, Religion, Stealth

### STARTING FEAT

Crane Stance

### HIGHER-LEVEL FEATS

Dancing Leaf (2nd), Flying Kick (4th), Crane Flutter (6th), Winding Flow (10th), Stance Savant (12th), Enduring Quickness (20th)

or 10 feet on a critical success. If you push the target into an obstacle, it takes bludgeoning damage equal to 6 plus your Strength modifier, or 8 plus your Strength modifier if you have legendary proficiency in Athletics.

### MEDITATIVE FOCUS

FEAT 12

MONK

**Prerequisites** ki spells

Your meditation is so effective that you can achieve a deep focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

### STANCE SAVANT

FEAT 12

MONK

**Trigger** You roll initiative.

You enter a stance without a thought. Use an action that has the stance trait.

## 14TH LEVEL

### IRONBLOOD SURGE

FEAT 14

MONK

**Prerequisites** Ironblood Stance

**Requirements** You are in Ironblood Stance.

You steel yourself, preparing to resist oncoming attacks and using your muscles to absorb the impact. You gain the benefits of your iron sweep's parry trait (a +1 circumstance bonus to AC until the start of your next turn) and your resistance from Ironblood Stance increases to your Strength modifier (if it's higher) for the same duration.

### MOUNTAIN QUAKE

FEAT 14

MONK

**Prerequisites** Mountain Stronghold

**Requirements** You are in Mountain Stance.

You stomp, shaking the earth beneath you. Creatures on the ground within a 20-foot emanation take damage equal to your Strength modifier (minimum 0), which they can resist with a basic Fortitude save. On a failure, they also fall prone. After you use this action, you can't use it again for 1d4 rounds.

**Special** If you have this feat, the Dexterity modifier cap to your AC while using Mountain Stance increases from +1 to +2.

### TANGLED FOREST RAKE

FEAT 14

MONK

**Prerequisites** Tangled Forest Stance

**Requirements** You are in Tangled Forest Stance.

You reposition foes with raking attacks. Make a lashing branch Strike. If you hit and deal damage, you force the target to move 5 feet into a space within your reach. This follows the forced movement rules found on page 475.

### TIMELESS BODY

FEAT 14

MONK

You cease aging. In addition, you gain a +2 status bonus to

saving throws against poisons and diseases, and you gain resistance to poison damage equal to half your level.

### TONGUE OF SUN AND MOON FEAT 14

**MONK**

You have transcended the barriers between words and meaning. You can speak and understand all spoken languages.

### WILD WINDS GUST FEAT 14

**AIR CONCENTRATE EVOCATION MANIPULATE MONK**

**Prerequisites** Wild Winds Initiate

**Requirements** You are in wild winds stance.

You store up energy and release it in an enormous gust of rushing wind. Make a wind crash Strike against each creature in your choice of a 30-foot cone or a 60-foot line. These attacks all count toward your multiple attack penalty, but the penalty doesn't increase until after you make all the attacks.

## 16TH LEVEL

### ENLIGHTENED PRESENCE FEAT 16

**EMOTION MENTAL MONK**

You exude an aura of resolve. You and allies within 15 feet of you gain a +2 status bonus to Will saving throws against mental effects.

### MASTER OF MANY STYLES FEAT 16

**MONK**

**Prerequisites** Stance Savant

**Requirements** This is the first action of your turn.

You move between stances in an unceasing dance. You use an action with the stance trait.

### QUIVERING PALM FEAT 16

**MONK**

**Prerequisites** ki spells

Your strikes can kill foes. You gain the *quivering palm* ki spell (page 401). Increase the number of Focus Points in your focus pool by 1.

### SHATTERING STRIKE FEAT 16

**MONK**

The force of your considered blow shatters objects and defenses alike. Make an unarmed Strike. It bypasses the target's resistances. If the target has Hardness, the Strike treats the Hardness as if it were half its value.

## 18TH LEVEL

### DIAMOND FISTS FEAT 18

**MONK**

Your body hardens as you combine your attacks, making your finishing blows more damaging. Your unarmed attacks gain the forceful trait. Any that already had this trait instead increase their weapon damage dice by one step.

### EMPTY BODY FEAT 18

**MONK**

**Prerequisites** ki spells

You transmute your body into an ethereal form. You gain the *empty body* ki spell (page 401). Increase the number of Focus Points in your focus pool by 1.

### MEDITATIVE WELLSPRING FEAT 18

**MONK**

**Prerequisites** Meditative Focus

When you clear your mind, your focus comes flowing back in a powerful rush. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

### SWIFT RIVER FEAT 18

**MONK**

**Trigger** Your turn ends and you have a status penalty to your Speed or are immobilized or slowed.

You flow like water, avoiding all restraints. End one status penalty to your speed, or end one immobilized or slowed condition affecting you.

## 20TH LEVEL

### ENDURING QUICKNESS FEAT 20

**MONK**

You move as fast and as high as the wind itself. You're permanently quickened. You can use your extra action to Stride or Leap, or to provide one of the actions needed for a High Jump or Long Jump.

### FUSE STANCE FEAT 20

**MONK**

**Prerequisites** at least two stances

You have combined two stances into a single stance all your own. When you take this feat, choose two stances you know and combine them into a single fused stance. Give your new fused stance a unique name. When you enter your fused stance, you gain all the effects of both stances, including the requirements and restrictions.

You can't fuse stances with fundamentally incompatible requirements or restrictions (such as Ironblood Stance and Crane Stance, which both require using only one type of Strike).

### IMPOSSIBLE TECHNIQUE FEAT 20

**FORTUNE MONK**

**Trigger** An enemy's attack hits you or you fail a saving throw against an enemy's ability.

**Requirements** You are not armored or fatigued.

You execute a maneuver that defies possibility. If the triggering effect was an enemy's attack hitting you, the enemy rerolls the attack roll and uses the lower result. If the triggering effect was you failing a saving throw, you reroll the saving throw and use the higher result.

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# RANGER

*Some rangers believe civilization wears down the soul, but still needs to be protected from wild creatures. Others say nature needs to be protected from the greedy, who wish to tame its beauty and plunder its treasures. You could champion either goal, or both. You might be a scout, tracker, or hunter of fugitives or beasts, haunting the edge of civilization or exploring the wilds. You know how to live off the land and are skilled at spotting and taking down both opportune prey and hated enemies.*

## KEY ABILITY

### STRENGTH OR DEXTERITY

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

## HIT POINTS

### 10 + your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

You can single out particular foes to hunt, making you better at defeating them. You target and brutalize your chosen foe with either a bow or melee weapons, while supporting your allies with your skills.

## DURING SOCIAL ENCOUNTERS...

When you speak, it's with the voice of practical experience, especially involving wilderness exploration.

## WHILE EXPLORING...

You guide your allies through the wilderness or follow tracks. You keep an eye out for trouble, constantly alert for danger even when it's not overt.

## IN DOWNTIME...

You craft weapons and snares in preparation for your next venture. If you prefer to get outside, you might go on hunts or scout nearby areas to better understand your environment.

## YOU MIGHT...

- Respect the raw power of nature and understand how to make the best of its bounty.
- Enjoy the thrill of the hunt.
- Scout out ahead of the party, reconnoitering dangers before combat begins.

## OTHERS PROBABLY...

- Call upon you to protect them from the wilds or the encroachment of civilization.
- Expect you to be a quiet or taciturn loner.
- Think there is something dangerous and wild about you.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

## PERCEPTION

Expert in Perception

## SAVING THROWS

Expert in Fortitude  
Expert in Reflex  
Trained in Will

## SKILLS

Trained in Nature  
Trained in Survival  
Trained in a number of additional skills equal to 4 plus your Intelligence modifier

## ATTACKS

Trained in simple weapons  
Trained in martial weapons  
Trained in unarmed attacks

## DEFENSES

Trained in light armor  
Trained in medium armor  
Trained in unarmored defense

## CLASS DC

Trained in ranger class DC



**TABLE 3-14: RANGER ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, hunt prey, hunter's edge, ranger feat
2	Ranger feat, skill feat
3	General feat, iron will, skill increase
4	Ranger feat, skill feat
5	Ability boosts, ancestry feat, skill increase, trackless step, weapon expertise
6	Ranger feat, skill feat
7	Evasion, general feat, skill increase, vigilant senses, weapon specialization
8	Ranger feat, skill feat
9	Ancestry feat, nature's edge, ranger expertise, skill increase
10	Ability boosts, ranger feat, skill feat
11	General feat, juggernaut, medium armor expertise, skill increase, wild stride
12	Ranger feat, skill feat
13	Ancestry feat, skill increase, weapon mastery
14	Ranger feat, skill feat
15	Ability boosts, general feat, greater weapon specialization, improved evasion, incredible senses, skill increase
16	Ranger feat, skill feat
17	Ancestry feat, masterful hunter, skill increase
18	Ranger feat, skill feat
19	General feat, second skin, skill increase, swift prey
20	Ability boosts, ranger feat, skill feat

## CLASS FEATURES

You gain these abilities as a ranger. Abilities gained at higher levels list the level at which you gain them next to the features' names.

### ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

### HUNT PREY

When you focus your attention on a single foe, you become unstoppable in your pursuit. You gain the Hunt Prey action.

### HUNT PREY

**CONCENTRATE** **RANGER**

You designate a single creature as your prey and focus your attacks against that creature. You must be able to see or hear the prey, or you must be tracking the prey during exploration.

You gain a +2 circumstance bonus to Perception checks when you Seek your prey and a +2 circumstance bonus to Survival checks when you Track your prey. You also ignore the penalty for making ranged attacks within your second range increment against the prey you're hunting.

You can have only one creature designated as your prey at a time. If you use Hunt Prey against a creature when you already have a creature designated, the prior creature loses the designation and the new prey gains the designation. Your designation lasts until your next daily preparations.

### HUNTER'S EDGE

You have trained for countless hours to become a more skilled hunter and tracker, gaining an additional benefit when you Hunt Prey depending on the focus of your training. Choose a hunter's edge.

**Flurry:** You have trained to unleash a devastating flurry of attacks upon your prey. Your multiple attack penalty for attacks against your hunted prey is -3 (-2 with an agile weapon) on your second attack of the turn instead of -5, and -6 (-4 with an agile weapon) on your third or subsequent attack of the turn, instead of -10.

**Precision:** You have trained to aim for your prey's weak points. The first time you hit your hunted prey in a round, you also deal 1d8 additional precision damage. (Precision damage increases the damage you already deal, using the same type, but is ineffective against creatures that lack vital organs or weak points.) At 11th level, the extra damage increases to 2d8 precision damage, and at 19th level, the extra damage increases to 3d8 precision damage.

**Outwit:** You are talented at outwitting and evading your prey. You gain a +2 circumstance bonus to Deception checks, Intimidation checks, Stealth checks, and any checks to Recall Knowledge about the prey, and a +1 circumstance bonus to AC against your prey's attacks.

### RANGER FEATS

At 1st level and every even-numbered level, you gain a ranger class feat. Ranger feats are listed beginning on page 170.

### SKILL FEATS

**2ND**

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats appear in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

### GENERAL FEATS

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

### IRON WILL

**3RD**

Your training has hardened your resolve. Your proficiency rank for Will saves increases to expert.

### SKILL INCREASES

**3RD**

At 3rd level and every 2 levels thereafter, you gain a

skill increase. You can use this increase to either become trained in one skill, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

### ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

### ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

### TRACKLESS STEP

5TH

When you move through natural terrains, you are difficult to track. You always gain the benefits of the Cover Tracks action in such terrains, without moving at half your Speed.

### WEAPON EXPERTISE

5TH

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple and martial weapons increases to expert. You gain access to the critical specialization effects of all simple and martial weapons when attacking your hunted prey.

### EVASION

7TH

You've learned to move quickly to avoid explosions, dragons' breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

### VIGILANT SENSES

7TH

Through your adventuring, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

### WEAPON SPECIALIZATION

7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

### NATURE'S EDGE

9TH

You always find the weak points in your foes' defenses when they're on unfavorable terrain. Enemies are flat-footed to you if they're in natural difficult terrain, on natural uneven ground, or in difficult terrain resulting from a snare.

## KEY TERMS

You'll see these key terms in many ranger class features.

**Flourish:** Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.

**Open:** These maneuvers work only as the first salvo in the attacks you make on your turn. You can use an action with the open trait only if you haven't used an action with the attack or open trait yet this turn.

**Press:** Actions with this trait allow you to follow up earlier attacks. An action with the press trait can be used only if you are currently affected by a multiple attack penalty.

Some actions with the press trait also grant an effect on a failure. The effects that are added on a failure don't apply on a critical failure. If your press action succeeds, you can choose to apply the failure effect instead. (For example, you may wish to do this when an attack deals no damage due to resistance.) Because a press action requires a multiple attack penalty, you can't use one when it's not your turn, even if you use the Ready activity.

### RANGER EXPERTISE

9TH

You've practiced your techniques to make them harder to resist. Your proficiency rank for your ranger class DC increases to expert.

### JUGGERNAUT

11TH

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

### MEDIUM ARMOR EXPERTISE

11TH

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

### WILD STRIDE

11TH

You move quickly through obstacles, whether they're tumbled stone, tangled undergrowth, or sucking mud. You can ignore the effects of non-magical difficult terrain. As normal for ignoring difficult terrain, this also lets you treat the hindrances of greater difficult terrain as those of difficult terrain.

### WEAPON MASTERY

13TH

You fully understand the intricacies of your weapons. Your proficiency ranks for simple and martial weapons increase to master.

### GREATER WEAPON SPECIALIZATION

15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

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### RANGER FEATS

If you need to look up a ranger feat by name instead of by level, use this table.

Feat	Level
Animal Companion	1
Blind-Fight	8
Camouflage	10
Companion's Cry	4
Crossbow Ace	1
Deadly Aim	8
Disrupt Prey	4
Distracting Shot	12
Double Prey	12
Far Shot	4
Favored Enemy	4
Favored Terrain	2
Greater Distracting Shot	16
Hazard Finder	8
Hunted Shot	1
Hunter's Aim	2
Impossible Flurry	18
Impossible Volley	18
Improved Twin Riposte	16
Incredible Companion	10
Legendary Monster Hunter	16
Legendary Shot	20
Lightning Snares	12
Manifold Edge	18
Master Monster Hunter	10
Masterful Companion	18
Mature Animal Companion	6
Monster Hunter	1
Monster Warden	2
Penetrating Shot	10
Perfect Shot	18
Powerful Snares	8
Quick Draw	2
Quick Snares	6
Running Reload	4
Scout's Warning	4
Second Sting	12
Sense the Unseen	14
Shadow Hunter	18
Shared Prey	14
Side by Side	12
Skirmish Strike	6
Snap Shot	6
Snare Specialist	4
Specialized Companion	16
Stealthy Companion	14
Swift Tracker	6
Targeting Shot	14
Terrain Master	8
To the Ends of the Earth	20
Triple Threat	20
Twin Parry	4
Twin Riposte	10
Twin Takedown	1
Ubiquitous Snares	16
Ultimate Skirmisher	20
Warden's Boon	8
Warden's Guidance	14
Warden's Step	10
Wild Empathy	2

### IMPROVED EVASION

15TH

Your ability to elude danger is matchless. Your proficiency rank for Reflex saves increases to legendary. When you roll a critical failure on a Reflex save, you get a failure instead. When you fail a Reflex save against a damaging effect, you take half damage.

### INCREDIBLE SENSES

15TH

You notice things almost impossible for an ordinary person to detect. Your proficiency rank for Perception increases to legendary.

### MASTERFUL HUNTER

17TH

You have honed your abilities as a hunter to incredible levels. Your proficiency rank for your ranger class DC increases to master. When using a ranged weapon that you have master proficiency in, you can ignore the penalty if attacking your hunted prey within the weapon's second and third range increments.

If you have master proficiency in Perception, you gain a +4 circumstance bonus to Perception checks when you Seek your prey, and if you have master proficiency in Survival, you gain a +4 circumstance bonus to Survival checks when you Track your prey.

You also gain an additional benefit depending on your hunter's edge.

**Flurry:** You can blend your weapon mastery with skillful targeting to make a series of precise attacks. If you have master proficiency with your weapon, your multiple attack penalty for attacks against your hunted prey is -2 (-1 with an agile weapon) on your second attack of the turn, and -4 (-2 with an agile weapon) on your third and subsequent attacks of the turn.

**Precision:** Your weapon mastery allows you to hit your prey's vital areas multiple times. The second time in a round you hit your hunted prey, you also deal 1d8 precision damage. At 19th level, your second hit in a round against your hunted prey deals 2d8 precision damage, and your third hit in a round against your hunted prey deals 1d8 precision damage.

**Outwit:** Your mastery of skills allows you to overwhelm your prey. If you have master proficiency in Deception, Intimidation, Stealth, or the skill you use to Recall Knowledge about your prey, increase the circumstance bonus against the prey with that skill from +2 to +4. If you have master proficiency with your armor, increase the circumstance bonus to AC against the prey from +1 to +2.

### SECOND SKIN

19TH

Your armor has become akin to a second skin for you. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to master. When wearing light or medium armor, you can rest normally, rather than receiving poor rest that leaves you fatigued.

### SWIFT PREY

19TH

You size up your prey with only a glance. You can use Hunt Prey as a free action if it's your first action of your turn.

## RANGER FEATS

At every level that you gain a ranger feat, you can select one of the following. You must satisfy any prerequisites before taking the feat.

### 1ST LEVEL

#### ANIMAL COMPANION

FEAT 1

##### RANGER

You gain the service of a young animal companion that travels with you and obeys simple commands as best as it can. See Animal Companions on page 214. When you Hunt Prey, your animal companion gains the action's benefits and your hunter's edge benefit if you have one.

**CROSSBOW ACE****FEAT 1****RANGER**

You have a deep understanding of the crossbow. When you're wielding a crossbow and use Hunt Prey or use Interact to reload your crossbow, you gain a +2 circumstance bonus to the damage roll on your next Strike with that crossbow. If the crossbow is a simple crossbow, also increase the damage die size for that attack by one step (page 279). You must make the attack before the end of your next turn or these benefits are lost.

**HUNTED SHOT** ◆**FEAT 1****FLOURISH RANGER**

**Frequency** once per round

**Requirement** You are wielding a ranged weapon with reload 0.

You take two quick shots against the one you hunt. Make two Strikes against your prey with the required weapon. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

**MONSTER HUNTER****FEAT 1****RANGER**

You swiftly assess your prey and apply what you know. As part of the action used to Hunt your Prey, you can attempt a check to Recall Knowledge about your prey. When you critically succeed at identifying your hunted prey with Recall Knowledge, you note a weakness in the creature's defenses. You and allies you tell gain a +1 circumstance bonus to your next attack roll against that prey. You can give bonuses from Monster Hunter only once per day against a particular creature.

**TWIN TAKEDOWN** ◆**FEAT 1****FLOURISH RANGER**

**Frequency** once per round

**Requirement** You are wielding two melee weapons, each in a different hand.

You swiftly attack your hunted prey with both weapons. Make two Strikes against your hunted prey, one with each of the required weapons. If both hit the same hunted prey, combine their damage for the purpose of its resistances and weaknesses. Apply your multiple attack penalty to each Strike normally.

**2ND LEVEL****FAVORED TERRAIN****FEAT 2****RANGER**

You have studied a specific terrain to overcome its challenges. Choose aquatic, arctic, desert, forest, mountain, plains, sky, swamp, or underground as your favored terrain. When in that terrain, you can ignore the effects of non-magical difficult terrain.

If you have the wild stride class feature, you gain a second benefit while in your favored terrain, depending on your choice.

- **Aquatic** You gain a swim Speed equal to your Speed. If you already had a swim Speed, you gain a +10-foot status bonus to your swim Speed.
- **Arctic** You need to eat and drink only one-tenth as much as usual, you aren't affected by severe or extreme cold, and you can walk across ice and snow at full Speed without needing to Balance.
- **Desert** You need to eat and drink only one-tenth as much as usual, you aren't affected by severe or extreme heat, and you can walk along sand at full Speed without needing to Balance.
- **Forest, Mountain, or Underground** You gain a climb Speed equal to your Speed. If you already had a climb Speed, you gain a +10-foot status bonus to your climb Speed.
- **Plains** You gain a +10-foot status bonus to your land Speed.
- **Sky** You gain a +10-foot status bonus to your fly Speed, if you have one.



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**Swamp** You can move across bogs at full Speed, even if they are deep enough to be greater difficult terrain or to normally require you to Swim.

**HUNTER'S AIM** ◆◆ **FEAT 2**

**CONCENTRATE** **RANGER**

When you focus on aiming, your attack becomes particularly accurate. Make a ranged weapon Strike against your hunted prey. On this Strike, you gain a +2 circumstance bonus to the attack roll and ignore your prey's concealed condition.

**MONSTER WARDEN** **FEAT 2**

**RANGER**

**Prerequisites** Monster Hunter

You understand how to defend yourself and others against your prey. When you grant bonuses from Monster Hunter, you and your allies also each gain a +1 circumstance bonus to your next saving throw against that particular creature and to your AC against that creature's next attack against you.

**QUICK DRAW** ◆ **FEAT 2**

**RANGER**

You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

**WILD EMPATHY** **FEAT 2**

**RANGER**

You have a connection to the creatures of the natural world that allows you to communicate with them on a rudimentary level. You can use Diplomacy to Make an Impression on animals and to make very simple Requests of them. In most cases, wild animals will give you time to make your case.

**4TH LEVEL**

**COMPANION'S CRY** **FEAT 4**

**RANGER**

**Prerequisites** an animal companion

You can urge your companion to do its utmost. You can spend 2 actions to Command an Animal instead of 1 when commanding your animal companion. If you do, your animal companion uses an additional action.

**DISRUPT PREY** ◆ **FEAT 4**

**RANGER**

**Trigger** Your hunted prey is within your reach, and it uses a manipulate action, uses a move action, or leaves a square during a move action it's using.

Make a melee Strike against your prey. If the attack is a critical hit, you disrupt the triggering action.

**FAR SHOT** **FEAT 4**

**RANGER**

Your experience in the field has taught you how to focus

your aim at a distance, increasing your accuracy. Double your weapons' range increments.

**FAVORED ENEMY** **FEAT 4**

**RANGER**

You have studied a specific type of wild creature and can hunt it more easily. When you gain this feat, choose animals, beasts, dragons, or both fungi and plants as your favored enemy. When you roll initiative and can see an enemy that belongs to the chosen category, you can Hunt Prey as a free action, designating that enemy.

You can use this free action even if you haven't identified the creature yet with Recall Knowledge. The benefit doesn't apply against favored enemies disguised as other creatures, and the GM determines whether it applies against a creature disguised as a favored enemy.

**RUNNING RELOAD** ◆ **FEAT 4**

**RANGER**

You can reload your weapon on the move. You Stride, Step, or Sneak, then Interact to reload.

**SCOUT'S WARNING** ◆ **FEAT 4**

**RANGER**

**Trigger** You are about to roll a Perception or Survival check for initiative.

You visually or audibly warn your allies of danger, granting them each a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this action gains either the visual or the auditory trait, respectively.

**SNARE SPECIALIST** **FEAT 4**

**RANGER**

**Prerequisites** expert in Crafting, Snare Crafting

You specialize in creating quick traps to obstruct your enemies on the battlefield. If your proficiency rank in Crafting is expert, you gain the formulas for three common or uncommon snares (page 589). If your rank is master, you gain 6. If your rank is legendary, you gain 9.

Each day during your daily preparations, you can prepare four snares from your formula book for quick deployment; if they normally take 1 minute to Craft, you can Craft them with 3 Interact actions. The number of snares increases to six if you have master proficiency in Crafting and eight if you have legendary proficiency in Crafting. Snares prepared in this way don't cost you any resources to Craft.

**TWIN PARRY** ◆ **FEAT 4**

**RANGER**

**Requirements** You are wielding two melee weapons, one in each hand.

You can use two weapons to deflect attacks. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if either weapon has the parry trait. You lose this circumstance bonus if you no longer meet this feat's requirement.

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## 6TH LEVEL

## MATURE ANIMAL COMPANION

FEAT 6

RANGER

**Prerequisites** Animal Companion

Your animal companion grows up, becoming a mature animal companion and gaining additional capabilities (page 214).

If you have the Hunt Prey action, your animal companion assaults the prey even without your orders. During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action that round on your turn to Stride toward or Strike your prey.

## QUICK SNARES

FEAT 6

RANGER

**Prerequisites** expert in Crafting, Snare Specialist

You can rig a snare in only moments. You can Craft snares that normally take 1 minute to Craft with 3 Interact actions, even if you haven't prepared them.

## SKIRMISH STRIKE

FEAT 6

FLOURISH RANGER

Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

## SNAP SHOT

FEAT 6

RANGER

You've learned to react with ranged weapons when a creature is in close quarters. You can use a reaction that normally allows

you to make a melee weapon Strike to instead make a ranged weapon Strike. You must be Striking an adjacent target. If necessary for the reaction's trigger, you treat your ranged weapon as if it had a reach of 5 feet. If the reaction has other requirements, such as wielding a specific kind of weapon, Snap Shot doesn't allow you to ignore them; it allows you only to replace a melee weapon Strike with a ranged weapon Strike.

## SWIFT TRACKER

FEAT 6

RANGER

**Prerequisites** expert in Survival, Experienced Tracker

Your keen eyes catch signs of passage even when you're moving. You can move at your full Speed while you Track. If you have master proficiency in Survival, you don't need to attempt a new Survival check every hour while Tracking. If you have legendary proficiency in Survival, you can use another exploration activity while Tracking.

If you roll Survival for initiative while tracking your hunted prey, when you start your first turn of the encounter, you can Stride toward your hunted prey as a free action.

## 8TH LEVEL

## BLIND-FIGHT

FEAT 8

RANGER

**Prerequisites** master in Perception

Your battle instincts make you more aware of concealed and invisible opponents. You don't need to succeed at a flat check to target concealed creatures. You're not flat-footed to creatures

SAME RANGER



# ANIMAL RANGER

*Sharing a powerful bond, you and your beloved animal explore the wilds and fight in tandem.*

## ABILITY SCORES

Prioritize Dexterity, followed by Constitution and Wisdom. Take Strength if you want to deal more damage.

## SKILLS

Acrobatics, Athletics, Medicine, Nature, Stealth, Survival

## HUNTER'S EDGE

Outwit

## STARTING FEAT

Animal Companion

## HIGHER-LEVEL FEATS

Companion's Cry (4th), Mature Animal Companion (6th), Incredible Companion (10th), Side by Side (12th), Specialized Companion (16th), Masterful Companion (18th)

that are hidden from you (unless you're flat-footed to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature.

While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you.

## DEADLY AIM ◆

FEAT 8

OPEN RANGER

**Prerequisites** weapon specialization

You aim for your prey's weak spots, making your shot more challenging but dealing more damage if you hit. Make a ranged Strike against your hunted prey at a -2 penalty. You gain a +4 circumstance bonus to damage on that Strike. This bonus increases to +6 at 11th level and +8 at 15th level.

## HAZARD FINDER

FEAT 8

RANGER

You have an intuitive ability to sense hazards. You gain a +1 circumstance bonus to Perception checks to find traps and hazards, to AC against their attacks, and to saves against their effects. You can find hazards that would normally require you to Search even if you aren't Searching.

## POWERFUL SNARES

FEAT 8

RANGER

**Prerequisites** master in Crafting, Snare Specialist

Your snares are particularly difficult for enemies to avoid. When you set a snare, the saving throw DC for that snare is equal to its normal DC or your class DC, whichever is higher.

## TERRAIN MASTER

FEAT 8

RANGER

**Prerequisites** wild stride, master in Survival, Favored Terrain

You adapt to your surroundings in any natural terrain. You can spend 1 hour practicing in your current terrain in order to make it your favored terrain, replacing your current favored terrain temporarily. If you spend a full day out of the new favored terrain, your favored terrain reverts back to your original choice when you took the Favored Terrain feat.

## WARDEN'S BOON ◆

FEAT 8

RANGER

By pointing out vulnerabilities, you grant the benefits listed in Hunt Prey and your hunter's edge benefit to an ally until the end of their next turn. Depending on whether you call out or use gestures, this action gains either the auditory or visual trait.

## 10TH LEVEL

## CAMOUFLAGE

FEAT 10

RANGER

**Prerequisites** master in Stealth

You alter your appearance to blend in to the wilderness. In natural terrain, you can Sneak even if you're observed.

**INCREDIBLE COMPANION** FEAT 10**RANGER****Prerequisites** Mature Animal Companion

Your animal companion continues to grow and develop. It becomes a nimble or savage animal companion (your choice), gaining additional capabilities determined by the type of companion (page 214).

**MASTER MONSTER HUNTER** FEAT 10**RANGER****Prerequisites** master in Nature, Monster Hunter

You have a nearly encyclopedic knowledge of all creatures of the world. You can use Nature to Recall Knowledge to identify any creature. In addition, you gain the benefits of Monster Hunter (and Monster Warden, if you have it) on a success as well as a critical success.

**PENETRATING SHOT** FEAT 10**OPEN RANGER****Requirements** You are wielding a ranged weapon.

You shoot clear through an intervening creature to hit your prey. Choose a target that is giving lesser cover to your hunted prey. Make a single ranged Strike with the required weapon against the chosen target and your hunted prey. This attack ignores any lesser cover the chosen target provides your hunted prey. Roll damage only once, and apply it to each creature you hit. A Penetrating Shot counts as two attacks for your multiple attack penalty.

**TWIN RIPOSTE** FEAT 10**RANGER****Trigger** A creature within your reach critically fails a Strike against you.**Requirements** You are benefiting from Twin Parry

A clever parry with one weapon leaves your opponent open to an attack with the other weapon. Make a melee Strike or use a Disarm action against the triggering opponent.

**WARDEN'S STEP** FEAT 10**RANGER****Prerequisites** master in Stealth

You can guide your allies to move quietly through the wilderness. When you Sneak during exploration in natural terrain, you can designate any number of your allies to gain the benefits as if they were using that activity during that exploration. This requires no action on their part.

**12TH LEVEL****DISTRACTING SHOT** FEAT 12**RANGER**

The sheer power of your attacks, or the overwhelming number of them, leaves an enemy flustered. If you critically hit your hunted prey with a ranged weapon, or hit it at least twice on the same turn with a ranged weapon, it's flat-footed until the start of your next turn.

**DOUBLE PREY** FEAT 12**RANGER**

You can focus on two foes at once, hunting both of them down. When you use the Hunt Prey action, you can pick two creatures as your prey.

**LIGHTNING SNARES** FEAT 12**RANGER****Prerequisites** master in Crafting, Snare Specialist

You can rig a trap with incredible speed. When you create a snare that normally takes 1 minute to Craft, you can Craft it using a single Interact action instead.

**SECOND STING** FEAT 12**PRESS RANGER****Requirements** You are wielding two melee weapons, each in a different hand.

You read your prey's movements and transform them into openings, so failures with one weapon set up glancing blows with the other. Make a melee Strike with one of the required weapons against your hunted prey. The Strike gains the following failure effect.

**Failure** You deal the damage the other required weapon would have dealt on a hit, excluding all damage dice. (This removes dice from weapon runes, spells, and special abilities, not just weapon damage dice.)

**SIDE BY SIDE** FEAT 12**RANGER****Prerequisites** an animal companion

You and your animal companion fight in tandem, distracting your foes and keeping them off balance. Whenever you and your animal companion are adjacent to the same foe, you are both flanking that foe with each other, regardless of your actual positions.

**14TH LEVEL****SENSE THE UNSEEN** FEAT 14**RANGER****Trigger** You fail a check to Seek.

When you look for foes, you can catch even the slightest cues, such as their minute movements or the shifting of air currents on your skin. Even though you failed at the triggering check, you automatically sense any undetected creatures in the area where you're Seeking, making them merely hidden to you.

**SHARED PREY** FEAT 14**RANGER****Prerequisites** Double Prey, Warden's Boon

Hunting as a duo, you and your ally both single out your prey. When you use Hunt Prey and select only one prey, you can grant your Hunt Prey benefits and hunter's edge to an ally in addition to gaining them yourself. The ally retains these benefits until you use Hunt Prey again.

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SAMPLE RANGER



ARCHER

*You keep your distance from your prey, shooting arrows with incredible precision to hinder or kill those you hunt.*

ABILITY SCORES

Prioritize Dexterity, then Wisdom. Choose Strength if you want to use a composite bow or thrown weapon, or Intelligence to be more skilled.

SKILLS

Acrobatics, Athletics, Nature, Stealth, Survival, Thievery

HUNTER'S EDGE

Flurry

STARTING FEAT

Hunted Shot

HIGHER-LEVEL FEATS

Quick Draw (2nd), Far Shot (4th), Skirmish Strike (6th), Deadly Aim (8th), Penetrating Shot (10th), Distracting Shot (12th), Impossible Volley (18th)

STEALTHY COMPANION

FEAT 14

RANGER

**Prerequisites** Camouflage

You've trained your animal companion to blend in to its surroundings. Your animal companion gains the benefit of the Camouflage feat. If your companion is a specialized ambusher, its proficiency rank for Stealth increases to master (or legendary if it was already master).

TARGETING SHOT

FEAT 14

CONCENTRATE PRESS RANGER

**Prerequisites** Hunter's Aim

You carefully track your prey's position and defenses, allowing you to follow up around obstacles that block your shot. Make a ranged weapon Strike against your hunted prey. You ignore the target's concealed condition and all cover.

WARDEN'S GUIDANCE

FEAT 14

RANGER

You can convey your prey's location to your allies, no matter how well hidden it is. As long as your hunted prey is observed by you, all your allies who roll failures and critical failures when Seeking it get a success instead. Your allies need to be able to see or hear you to gain this benefit. You have to be able to call out or use gestures for your allies to get this benefit.

16TH LEVEL

GREATER DISTRACTING SHOT

FEAT 16

RANGER

**Prerequisites** Distracting Shot

Even a single missile can throw off your enemy's balance, and more powerful attacks leave it flustered for longer. If you hit your hunted prey with a ranged weapon, it's flat-footed until the start of your next turn. If you critically hit your prey or hit it twice on the same turn with a ranged weapon, it's flat-footed until the end of your next turn instead.

IMPROVED TWIN RIPOSTE

FEAT 16

RANGER

At the start of each of your turns, you gain an additional reaction that you can use only to perform a Twin Riposte against your hunted prey. You can use this extra reaction even if you are not benefiting from Twin Parry.

LEGENDARY MONSTER HUNTER

FEAT 16

RANGER

**Prerequisites** legendary in Nature, Master Monster Hunter

Your knowledge of monsters is so incredible that it reveals glaring flaws in your prey. Your bonus from Monster Hunter (and the bonus from Monster Warden if you have it) increases from +1 to +2 for you and any allies who benefit.

SPECIALIZED COMPANION

FEAT 16

RANGER

**Prerequisites** Incredible Companion

Your animal companion has become cunning enough to become specialized. Your animal companion gains one specialization of your choice. (See the Animal Companion section on page 214.)

## UBIQUITOUS SNARES

FEAT 16

RANGER

**Prerequisites** Snare Specialist

You can prepare a seemingly impossible number of snares in advance, and you're ready to spring them on unsuspecting foes. Double the number of prepared snares from Snare Specialist.

## 18TH LEVEL

### IMPOSSIBLE FLURRY

FEAT 18

FLOURISH OPEN RANGER

**Requirements** You are wielding two melee weapons, each in a different hand.

You forgo precision to attack at an impossible speed. Make three melee Strikes with each of the required weapons. All of these Strikes take the maximum multiple attack penalty, as if you had already made two or more attacks this turn.

### IMPOSSIBLE VOLLEY

FEAT 18

RANGER

**Requirements** You are wielding a ranged weapon with the volley trait and reload 0.

You fire a volley at all foes in an area. Make one Strike with a -2 penalty against each enemy within a 10-foot-radius burst centered at or beyond your weapon's volley range. Roll the damage only once for all targets.

Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

## MANIFOLD EDGE

FEAT 18

RANGER

**Prerequisites** hunter's edge, masterful hunter

You've learned every possible edge to use against your foes. When you use Hunt Prey, you can gain a hunter's edge benefit other than the one you selected at 1st level. If you do, you don't gain the additional benefit from masterful hunter.

## MASTERFUL COMPANION

FEAT 18

RANGER

**Prerequisites** masterful hunter, Animal Companion

Your animal companion shares your incredible hunting skills, allowing it to take down your shared prey with ease. When you Hunt Prey, your animal companion gains the masterful hunter benefit associated with your hunter's edge, rather than just your original hunter's edge benefit.

### PERFECT SHOT

FEAT 18

FLOURISH RANGER

**Requirements** You are wielding a loaded ranged weapon with reload 1 or more, and you have not reloaded your weapon since your last turn.

After watching the motions of combat with incredible intensity and precision, you fire at your prey at the perfect moment to deliver maximum pain. Make a ranged Strike with the required weapon against your hunted prey. If you hit, the Strike deals maximum damage. After the Strike, your turn ends.

## SHADOW HUNTER

FEAT 18

RANGER

**Prerequisites** Camouflage

You blend in to your surroundings so well that others have trouble telling you apart from the terrain. While in natural terrain, you're always concealed from all foes if you choose to be, except for your hunted prey.

## 20TH LEVEL

### LEGENDARY SHOT

FEAT 20

RANGER

**Prerequisites** masterful hunter, legendary in Perception, Far Shot  
You focus on your hunted prey, perceiving angles, air resistance, and every variable that would affect your ranged attack. If you have master proficiency with your ranged weapon, you can ignore the penalty for attacking up to five range increments away when attacking your hunted prey.

### TO THE ENDS OF THE EARTH

FEAT 20

RANGER

**Prerequisites** legendary in Survival

Your ability to track your prey has surpassed explanation, allowing you to trace your prey's movements and predict its location with ease. When you use Hunt Prey on a creature within 100 feet, you can follow that creature's movements, allowing you to know the creature's exact location no matter how far away it becomes, as long as it remains your prey. You must be legendary in Nature to track your prey's location across teleportation or planar travel. This feat gains the detection, divination, and primal traits if you're legendary in Nature.

### TRIPLE THREAT

FEAT 20

RANGER

**Prerequisites** Shared Prey

You can divide your attention three ways when hunting. When you use Hunt Prey, you can designate three creatures as prey, designate two creatures as prey and share the effect with one ally (as Shared Prey), or designate one creature as prey and share the effect with two allies.

### ULTIMATE SKIRMISHER

FEAT 20

RANGER

**Prerequisites** wild stride

You are so skilled at navigating the wild, your movement is completely unaffected by terrain. You ignore the effects of all difficult terrain, greater difficult terrain, and hazardous terrain, and you don't trigger traps and hazards that are triggered by moving into an area (such as trip wires and pressure plates), unless you want to.

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# ROGUE

*You are skilled and opportunistic. Using your sharp wits and quick reactions, you take advantage of your opponents' missteps and strike where it hurts most. You play a dangerous game, seeking thrills and testing your skills, and likely don't care much for any laws that happen to get in your way. While the path of every rogue is unique and riddled with danger, the one thing you all share in common is the breadth and depth of your skills.*

## KEY ABILITY

### DEXTERITY OR OTHER

At 1st level, your class gives you an ability boost to Dexterity or an option from rogue's racket.

## HIT POINTS

### 8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

You move about stealthily so you can catch foes unawares. You're a precision instrument, more useful against a tough boss or distant spellcaster than against rank-and-file soldiers.

## DURING SOCIAL ENCOUNTERS...

Your skills give you multiple tools to influence your opposition. Pulling cons and ferreting out information are second nature to you.

## WHILE EXPLORING...

You sneak to get the drop on foes and scout for danger or traps. You're a great asset, since you can disable traps, solve puzzles, and anticipate dangers.

## IN DOWNTIME...

You might pick pockets or trade in illegal goods. You can also become part of a thieves' guild, or even found one of your own.

## YOU MIGHT...

- Hone your skills through intense practice, both on your own and out in the world.
- Know where to attain illicit goods.
- Skirt or break the law because you think it's meaningless or have your own code.

## OTHERS PROBABLY...

- Find you charming or fascinating, even if they think they know better than to trust you.
- Come to you when they need someone who is willing to take risks or use questionable methods.
- Suspect you're motivated primarily by greed.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

## PERCEPTION

Expert in Perception

## SAVING THROWS

Trained in Fortitude  
Expert in Reflex  
Expert in Will

## SKILLS

Trained in Stealth  
Trained in one or more skills determined by your rogue's racket.  
Trained in a number of additional skills equal to 7 plus your Intelligence modifier

## ATTACKS

Trained in simple weapons  
Trained in the rapier, sap, shortbow, and shortsword  
Trained in unarmed attacks

## DEFENSES

Trained in light armor  
Trained in unarmored defense

## CLASS DC

Trained in rogue class DC

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**TABLE 3-15: ROGUE ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, rogue's racket, sneak attack 1d6, surprise attack, rogue feat, skill feat
2	Rogue feat, skill feat, skill increase
3	Deny advantage, general feat, skill feat, skill increase
4	Rogue feat, skill feat, skill increase
5	Ability boosts, ancestry feat, skill feat, skill increase, sneak attack 2d6, weapon tricks
6	Rogue feat, skill feat, skill increase
7	Evasion, general feat, skill feat, skill increase, vigilant senses, weapon specialization
8	Rogue feat, skill feat, skill increase
9	Ancestry feat, debilitating strike, great fortitude, skill feat, skill increase
10	Ability boosts, rogue feat, skill feat, skill increase
11	General feat, rogue expertise, skill feat, skill increase, sneak attack 3d6
12	Rogue feat, skill feat, skill increase
13	Ancestry feat, improved evasion, incredible senses, light armor expertise, master tricks, skill feat, skill increase
14	Rogue feat, skill feat, skill increase
15	Ability boosts, double debilitation, general feat, greater weapon specialization, skill feat, skill increase
16	Rogue feat, skill feat, skill increase
17	Ancestry feat, skill feat, skill increase, slippery mind, sneak attack 4d6
18	Rogue feat, skill feat, skill increase
19	General feat, light armor mastery, master strike, skill feat, skill increase
20	Ability boosts, rogue feat, skill feat, skill increase

## CLASS FEATURES

You gain these abilities as a rogue. Abilities gained at higher levels list the level at which you gain them next to the features' names.

### ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

### ROGUE'S RACKET

As you started on the path of the rogue, you began to develop your own style to pursue your illicit activities. Your racket shapes your rogue techniques and the way you approach a job, while building your reputation in the

criminal underworld for a certain type of work. A client with deep pockets might even hire a team of rogues for a particular heist, each specializing in a different racket, in order to cover all the bases. Choose a rogue's racket. The rackets presented in this book are as follows.

#### RUFFIAN

You prefer to strong-arm or intimidate others rather than rely on finesse or fancy tricks. You might be an enforcer for organized crime, a highway bandit, or a noble who bullies others with threats of your family's power. Or, you might use your skills on the up and up, in a private security detail or as a guard in a city with the right temperament.

You use whatever tools you have at hand to get the job done. You can deal sneak attack damage with any simple weapon, in addition to the weapons listed in the sneak attack class feature. When you critically succeed at an attack roll using a simple weapon and the target has the flat-footed condition (unable to focus on defending itself), you also apply the critical specialization effect for the weapon you're wielding (page 283). You don't gain these benefits if the weapon has a damage die larger than d8 (after applying any abilities that alter its damage die size).

You're trained in Intimidation and medium armor. You can choose Strength as your key ability score. When you gain light armor expertise, you also gain expert proficiency in medium armor, and when you gain light armor mastery, you also gain master proficiency in medium armor.

#### SCOUNDREL

You use fast-talking, flattery, and a silver tongue to avoid danger and escape tricky situations. You might be a grifter or con artist, traveling from place to place with a new story or scheme. Your racket is also ideal for certain reputable professions, like barrister, diplomat, or politician.

When you successfully Feint (page 246), the target is flat-footed against melee attacks you attempt against it until the end of your next turn. On a critical success, the target is flat-footed against all melee attacks until the end of your next turn, not just yours.

You're trained in Deception and Diplomacy. You can choose Charisma as your key ability score.

#### THIEF

Nothing beats the thrill of taking something that belongs to someone else, especially if you can do so completely unnoticed. You might be a pickpocket working the streets, a cat burglar sneaking through windows and escaping via rooftops, or a safecracker breaking into carefully guarded vaults. You might even work as a consultant, testing clients' defenses by trying to steal something precious.

When a fight breaks out, you prefer swift, lightweight weapons, and you strike where it hurts. When you attack with a finesse melee weapon, you can add your Dexterity modifier to damage rolls instead of your Strength modifier.

You are trained in Thievery.

**SNEAK ATTACK**

When your enemy can't properly defend itself, you take advantage to deal extra damage. If you Strike a creature that has the flat-footed condition (page 620) with an agile or finesse melee weapon, an agile or finesse unarmed attack, or a ranged weapon attack, you deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.

As your rogue level increases, so does the number of damage dice for your sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

**SURPRISE ATTACK**

You spring into combat faster than foes can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

**ROGUE FEATS**

At 1st level and every even-numbered level, you gain a rogue class feat.

**SKILL FEATS**

You gain skill feats more often than others. At 1st level and every level thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait.

**SKILL INCREASES****2ND**

You gain more skill increases than members of other classes. At 2nd level and every level thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or to become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

**DENY ADVANTAGE****3RD**

As someone who takes advantage of others' defenses, you are careful not to leave such openings yourself. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

**GENERAL FEATS****3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

**ABILITY BOOSTS****5TH**

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

**KEY TERMS**

You'll see the following key terms in many rogue class features.

**Debilitation:** Debilitations apply conditions and other negative effects to a creature. When the creature is affected by a new debilitation, any previous one it was affected by ends.

**Flourish:** Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.



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### ANCESTRY FEATS

In addition to the initial ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

### WEAPON TRICKS

You have become thoroughly familiar with the tools of your trade. You gain expert proficiency in simple weapons, as well as the rapier, sap, shortbow, and shortsword. When you critically succeed at an attack roll against a flat-footed creature while using an agile or finesse simple weapon or any of the listed weapons, you apply the critical specialization effect for the weapon you're wielding.

### EVASION

You've learned to move quickly to avoid explosions, dragons' breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

### VIGILANT SENSES

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

### WEAPON SPECIALIZATION

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 damage if you're a master, and 4 damage if you're legendary.

### DEBILITATING STRIKE

When taking advantage of an opening, you both hinder and harm your foe. You gain the Debilitating Strike free action.

### DEBILITATING STRIKE

**ROGUE**

**Trigger** Your Strike hits a flat-footed creature and deals damage. You apply one of the following debilitations, which lasts until the end of your next turn.

**Debilitation** The target takes a -10-foot status penalty to its Speeds.

**Debilitation** The target becomes enfeebled 1.

### GREAT FORTITUDE

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

### ROGUE EXPERTISE

Your techniques are now harder to resist. Your proficiency rank for your rogue class DC increases to expert.

### IMPROVED EVASION

You elude danger to a degree that few can match.

### 5TH

### 5TH

### 7TH

### 7TH

### 7TH

### 9TH

### 9TH

### 11TH

### 13TH

Your proficiency rank for Reflex saves increases to legendary. When you roll a critical failure on a Reflex save, you get a failure instead. When you fail a Reflex save against a damaging effect, you take half damage.

### INCREDIBLE SENSES

You notice things almost impossible for an ordinary person to detect. Your proficiency rank for Perception increases to legendary.

### LIGHT ARMOR EXPERTISE

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

### MASTER TRICKS

You've mastered a rogue's fighting moves. Your proficiency ranks increase to master for all simple weapons plus the rapier, sap, shortbow, and shortsword.

### DOUBLE DEBILITATION

Your opportunistic attacks are particularly detrimental. When you use Debilitating Strike, you can apply two debilitations simultaneously; removing one removes both.

### GREATER WEAPON SPECIALIZATION

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

### SLIPPERY MIND

You play mental games and employ cognitive tricks to throw off mind-altering effects. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

### LIGHT ARMOR MASTERY

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

### MASTER STRIKE

You can incapacitate an unwary foe with a single strike. Your proficiency rank for your rogue class DC increases to master. You gain the Master Strike free action.

### MASTER STRIKE

**INCAPACITATION** **ROGUE**

**Trigger** Your Strike hits a flat-footed creature and deals damage. The target attempts a Fortitude save at your class DC. It then becomes temporarily immune to your Master Strike for 1 day.

**Critical Success** The target is unaffected.

**Success** The target is enfeebled 2 until the end of your next turn.

**Failure** The target is paralyzed for 4 rounds.

**Critical Failure** The target is paralyzed for 4 rounds, knocked unconscious for 2 hours, or killed (your choice).

### 13TH

### 13TH

### 13TH

### 15TH

### 15TH

### 17TH

### 19TH

### 19TH

## ROGUE FEATS

At every level that you gain a rogue feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

### 1ST LEVEL

#### NIMBLE DODGE

FEAT 1

##### ROGUE

**Trigger** A creature targets you with an attack and you can see the attacker.

**Requirements** You are not encumbered.

You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

#### TRAP FINDER

FEAT 1

##### ROGUE

You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap.

You can disable traps that require a proficiency rank of master in Thievery. If you have master proficiency in Thievery, you can disable traps that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to +2.

#### TWIN FEINT

FEAT 1

##### ROGUE

**Requirements** You are wielding two melee weapons, each in a different hand.

You make a dazzling series of attacks with both weapons, using the first attack to throw your foe off guard against a second attack at a different angle. Make one Strike with each of your two melee weapons, both against the same target. The target is automatically flat-footed against the second attack. Apply your multiple attack penalty to the Strikes normally.

#### YOU'RE NEXT

FEAT 1

##### EMOTION FEAR MENTAL ROGUE

**Prerequisites** trained in Intimidation

**Trigger** You reduce an enemy to 0 hit points.

After downing a foe, you menacingly remind another foe that you're coming after them next. Attempt an Intimidation check with a +2 circumstance bonus to Demoralize a single creature that you can see and that can see you. If you have legendary proficiency in Intimidation, you can use this as a free action with the same trigger.

### 2ND LEVEL

#### BRUTAL BEATING

FEAT 2

##### ROGUE

**Prerequisites** ruffian racket

The brutality of your critical hits shakes your foes' confidence. Whenever your Strike is a critical hit and deals damage, the target is frightened 1.

#### DISTRACTING FEINT

FEAT 2

##### ROGUE

**Prerequisites** scoundrel racket

Your Feints are far more distracting than normal, drawing your foes' attention and allowing you and your allies to take greater advantage. While a creature is flat-footed by your Feint, it also takes a -2 circumstance penalty to Perception checks and Reflex saves.

## ROGUE FEATS

Use this table to look up rogue feats by name.

Feat	Level
Battle Assessment	4
Blank Slate	16
Blind-Fight	8
Brutal Beating	2
Cloud Step	16
Cognitive Loophole	16
Critical Debilitation	12
Defensive Roll	14
Delay Trap	8
Dispelling Slice	16
Distracting Feint	2
Dread Striker	4
Fantastic Leap	12
Felling Shot	12
Gang Up	6
Hidden Paragon	20
Implausible Infiltration	18
Impossible Striker	20
Improved Poison Weapon	8
Instant Opening	14
Leave an Opening	14
Light Step	6
Magical Trickster	4
Minor Magic	2
Mobility	2
Nimble Dodge	1
Nimble Roll	8
Opportune Backstab	8
Perfect Distraction	16
Poison Weapon	4
Powerful Sneak	18
Precise Debilitations	10
Quick Draw	2
Reactive Distraction	20
Reactive Interference	12
Reactive Pursuit	4
Sabotage	4
Scout's Warning	4
Sense the Unseen	14
Sidestep	8
Skirmish Strike	6
Sly Striker	8
Sneak Savant	10
Spring from the Shadows	12
Tactical Debilitations	10
Trap Finder	1
Trickster's Ace	18
Twin Feint	1
Twist the Knife	6
Unbalancing Blow	2
Vicious Debilitations	10
You're Next	1

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SAMPLE ROGUE



**SCOUNDREL**

*Your attacks are made deadly through distraction.*

**ABILITY SCORES**

Prioritize Dexterity, plus Charisma to improve your feints.

**SKILLS**

Acrobatics, Athletics, Crafting, Deception, Diplomacy, Intimidation, Occultism, Society, Stealth, Thievery

**ROGUE'S RACKET**

Scoundrel

**STARTING FEAT**

Trap Finder

**HIGHER-LEVEL FEATS**

Distracting Feint (2nd), Twist the Knife (6th), Tactical Debilitations (10th), Perfect Distraction (16th)

**MINOR MAGIC**

FEAT 2

ROGUE

You've dabbled in a variety of tricks, gaining minor magical abilities from a particular tradition. Choose arcane, divine, occult, or primal magic, and gain two cantrips from the common cantrips available to that tradition.

**MOBILITY**

FEAT 2

ROGUE

You move in a way that denies your enemies the opportunity to retaliate. When you take a Stride action to move half your Speed or less, that movement does not trigger reactions. You can use Mobility when Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

**QUICK DRAW** ◆

FEAT 2

ROGUE

You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

**UNBALANCING BLOW**

FEAT 2

ROGUE

**Prerequisites** thief racket

Interweaving your most powerful attacks in a graceful flow, you temporarily unbalance your foes. Whenever your Strike is a critical hit and deals damage, the target is flat-footed against your attacks until the end of your next turn.

**4TH LEVEL**

**BATTLE ASSESSMENT** ◆

FEAT 4

ROGUE

SECRET

With careful observation during battle, you identify an enemy's strengths and weaknesses. The GM rolls a secret Perception check for you against the Deception or Stealth DC (whichever is higher) of an enemy of your choice who is not concealed from you, hidden from you, or undetected by you, and who is engaged in combat. The GM might apply a penalty for the distance between you and the enemy. The enemy is then temporarily immune to your Battle Assessment for 1 day.

**Critical Success** The GM chooses two of the following pieces of information about the enemy to tell you: which of the enemy's weaknesses is highest, which of the enemy's saving throws has the lowest modifier, one immunity the enemy has, or which of the enemy's resistances is highest. If the event of a tie, the GM should pick one at random.

**Success** The GM chooses one piece of information from the above list to tell you about the enemy.

**Critical Failure** The GM gives you false information (the GM makes up the information).

**DREAD STRIKER**

FEAT 4

ROGUE

You capitalize on your enemies' fear to slip past their defenses. Any creature that has the frightened condition is also flat-footed against your attacks.

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**MAGICAL TRICKSTER****FEAT 4****ROGUE**

Whether you're using magic items, wielding innate magic, or dabbling in spellcasting, you can sneak spells past your foes' defenses as easily as any blade. When you succeed at a spell attack roll against a flat-footed foe's AC and the spell deals damage, you can add your sneak attack damage to the damage roll. If your single spell leads to multiple separate damage rolls, apply your sneak attack damage only once per target.

**POISON WEAPON** ◆**FEAT 4****MANIPULATE** **ROGUE**

**Requirements** You are wielding a piercing or slashing weapon and have a free hand.

You apply a poison to the required weapon. If your next attack with that weapon before the end of your next turn hits and deals damage, it applies the effects of the poison, provided that poison can be delivered by contact or injury. If you critically fail the attack roll, the poison is wasted as normal.

**Special** During your daily preparations, you can prepare a number of simple injury poisons equal to your rogue level. These poisons deal 1d4 poison damage. Only you can apply these poisons properly, and they expire the next time you prepare.

**REACTIVE PURSUIT** ↻**FEAT 4****ROGUE**

**Trigger** An adjacent foe moves away from you, and you can reach at least one space adjacent to the foe with a Stride action.

You keep pace with a retreating foe. You Stride, but you must end your movement adjacent to the triggering enemy. Your move does not trigger reactions from the triggering enemy. You can use Reactive Pursuit to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

**SABOTAGE** ◆**FEAT 4****INCAPACITATION** **ROGUE**

**Requirements** You have a free hand.

You subtly damage others' equipment. Choose one item that a creature within your reach wields or carries. The item must have moving parts that you could possibly sabotage (a shortbow could be sabotaged, but a longsword could not). Attempt a Thievery check against the Reflex DC of the creature. Damage dealt by Sabotage can't take the item below its Break Threshold.

**Critical Success** You deal damage equal to four times your Thievery proficiency bonus.

**Success** You deal damage equal to double your Thievery proficiency bonus.

**Critical Failure** Temporarily immune to your Sabotage for 1 day.

SAMPLE ROGUE



**THIEF**

*Furtive and swift, you pick locks, find secret doors and traps, and collect all the best loot.*

**ABILITY SCORES**

Prioritize Dexterity. Constitution improves your health and Wisdom helps you notice traps.

**SKILLS**

Acrobatics, Arcana, Athletics, Crafting, Deception, Diplomacy, Society, Stealth, Thievery

**ROGUE'S RACKET**

Thief

**STARTING FEAT**

Nimble Dodge

**HIGHER-LEVEL FEATS**

Quick Draw (2nd), Skirmish Strike (6th), Sneak Savant (10th), Spring from the Shadows (12th), Implausible Infiltration (18th)

**SCOUT'S WARNING** ◆

FEAT 4

ROGUE

**Trigger** You are about to roll a Perception or Survival check for initiative.

You visually or audibly warn your allies of danger, granting them each a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this action gains either the visual or auditory trait, respectively.

**6TH LEVEL**

**GANG UP**

FEAT 6

ROGUE

You and your allies harry an opponent in concert. Any enemy is flat-footed against your melee attacks due to flanking as long as the enemy is within both your reach and your ally's. Your allies must still flank an enemy for it to be flat-footed to them.

**LIGHT STEP**

FEAT 6

ROGUE

You aren't bothered by tricky footing. When you Stride or Step, you can ignore difficult terrain.

**SKIRMISH STRIKE** ◆

FEAT 6

FLOURISH ROGUE

Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

**TWIST THE KNIFE** ◆

FEAT 6

ROGUE

**Requirements** Your last action was a melee Strike that dealt sneak attack damage to a flat-footed target.

After stabbing your opponent in a weak spot, you tear the wound open. You deal persistent bleed damage to the target equal to your number of sneak attack damage dice.

**8TH LEVEL**

**BLIND-FIGHT**

FEAT 8

ROGUE

**Prerequisites** master in Perception

Your battle instincts make you more aware of concealed and invisible opponents. You don't need to succeed at a flat check to target concealed creatures. You're not flat-footed to creatures that are hidden from you (unless you're flat-footed to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature.

While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you.

**DELAY TRAP** ↻

FEAT 8

ROGUE

**Trigger** A trap within your reach is triggered.

You can jam the workings of a trap to delay its effects. Attempt a Thievery check to Disable a Device on the trap; the DC to do so is increased by 5, and the effects are as follows.

**Critical Success** You prevent the trap from being triggered, or you delay the activation until the start or end of your next turn (your choice).

**Success** You prevent the trap from being triggered, or you delay the activation until the end of your next turn (whichever is worse for you; GM's choice).

**Failure** No effect.

**Critical Failure** You're flat-footed until the start of your next turn.

## IMPROVED POISON WEAPON FEAT 8

**ROGUE**

**Prerequisites** Poison Weapon

You deliver poisons in ways that maximize their harmful effects. When you apply a simple poison with Poison Weapon, the poison deals 2d4 poison damage instead of 1d4 poison damage. You don't waste a poison you apply with Poison Weapon on a critically failed attack roll.

## NIMBLE ROLL FEAT 8

**ROGUE**

**Prerequisites** Nimble Dodge

You throw yourself into a roll to escape imminent danger. You can use Nimble Dodge before attempting a Reflex save in addition to its original trigger. If you do, the circumstance bonus applies to your Reflex save against the triggering effect.

When you use Nimble Dodge and the triggering attack fails or critically fails, or when you succeed or critically succeed at the saving throw, you can also Stride up to 10 feet as part of the reaction. If you do, the reaction gains the move trait. You can use Nimble Roll while Flying or Swimming instead of Striding if you have the corresponding movement type.

## OPPORTUNE BACKSTAB FEAT 8

**ROGUE**

**Trigger** A creature within your melee reach is hit by a melee attack from one of your allies.

When your enemy is hit by your ally, you capitalize upon the distraction. Make a Strike against the triggering creature.

## SIDESTEP FEAT 8

**ROGUE**

**Trigger** The attack roll for a Strike targeting you fails or critically fails.

You deftly step out of the way of an attack, letting the blow continue to the creature next to you. You redirect the attack to a creature of your choice that is adjacent to you and within the reach of the triggering attack. The attacker rerolls the Strike's attack roll against the new target.

## SLY STRIKER FEAT 8

**ROGUE**

**Prerequisites** sneak attack

Your attacks deal more damage, even against creatures that aren't flat-footed. When you succeed or critically succeed at a Strike against a creature that isn't flat-footed, you also deal 1d6 precision damage. This applies only if you're using a weapon or

unarmed attack you could deal sneak attack damage with. At 14th level, if you would normally deal 3d6 or more sneak attack damage to flat-footed creatures, you deal 2d6 precision damage to creatures that aren't flat-footed.

## 10TH LEVEL

### PRECISE DEBILITATIONS FEAT 10

**ROGUE**

**Prerequisites** thief racket, Debilitating Strike

You carefully aim and gracefully deliver your debilitatingations. Add the following debilitatingations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target takes an additional 2d6 precision damage from your attacks.
- **Debilitation** The target becomes flat-footed.

### SNEAK SAVANT FEAT 10

**ROGUE**

**Prerequisite** master in Stealth

It is almost impossible to spot you without taking effort to look. When you roll a failure on a Sneak action, you get a success instead. You can still critically fail.

### TACTICAL DEBILITATIONS FEAT 10

**ROGUE**

**Prerequisites** scoundrel racket, Debilitating Strike

You learn new debilitatingations that grant you tactical advantages against your foes. Add the following debilitatingations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target can't use reactions.
- **Debilitation** The target can't flank or contribute to allies' flanking.

### VICIOUS DEBILITATIONS FEAT 10

**ROGUE**

**Prerequisites** ruffian racket, Debilitating Strike

The debilitatingations you dish out seriously impair your foes. Add the following debilitatingations to the list you can choose from when you use Debilitating Strike.

- **Debilitation** The target gains weakness 5 to your choice of bludgeoning, piercing, or slashing damage.
- **Debilitation** The target becomes clumsy 1.

## 12TH LEVEL

### CRITICAL DEBILITATION FEAT 12

**INCAPACITATION** **ROGUE**

**Prerequisites** Debilitating Strike

Your debilitatingations are especially effective on your most powerful attacks. Whenever you critically succeed at an attack roll against an enemy and use Debilitating Strike, add the following debilitation to the list you can choose from.

- **Debilitation** The target attempts a Fortitude save against your class DC with the following effects.

**Critical Success** The target is unaffected.

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**Success** The target is slowed 1 until the end of your next turn.  
**Failure** The target is slowed 2 until the end of your next turn.  
**Critical Failure** The target is paralyzed until the end of your next turn.

**FANTASTIC LEAP**  **FEAT 12**

**ROGUE**

You launch yourself through the air at a foe. Attempt a High Jump or Long Jump. If you attempt a High Jump, determine the distance you can travel using the scale of a Long Jump. At the end of your jump, you can make a melee Strike.

After your Strike, you fall to the ground if you're in the air. If the distance of your fall is no more than the height of your jump, you take no damage and land upright.

**FELLING SHOT**  **FEAT 12**

**ROGUE**


Your ranged attacks can shoot an unprepared foe right out of the air. Make a Strike with a ranged weapon or a thrown weapon against a flat-footed creature. If the Strike is a success and deals damage, the target must attempt a Reflex save against your class DC with the following effects.

**Success** The target is unaffected.  
**Failure** The target falls up to 120 feet. If it hits the ground, it takes no damage from the fall.  
**Critical Failure** As failure, and the target can't fly, jump, levitate, or otherwise leave the ground until the end of your next turn.

**REACTIVE INTERFERENCE**  **FEAT 12**

**ROGUE**

**Trigger** An adjacent enemy begins to use a reaction. Grabbing a sleeve, swiping with your weapon, or creating another obstruction, you reflexively foil an enemy's response. If the triggering creature's level is equal to or lower than yours, you disrupt the triggering reaction. If the triggering creature's level is higher than yours, you must make an attack roll against its AC. On a success, you disrupt the reaction.

**SPRING FROM THE SHADOWS**  **FEAT 12**

**FLOURISH** **ROGUE**

Leaping out from hiding, you assail your target when they least expect it. You Stride up to your Speed, but you must end your movement next to an enemy you're hidden from or undetected by. You then Strike that enemy; you remain hidden from or undetected by that creature until after you Strike. You can use Spring from the Shadows while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.


**14TH LEVEL**

**DEFENSIVE ROLL**  **FEAT 14**

**ROGUE**

**Frequency** once per 10 minutes  
**Trigger** A physical attack would reduce you to 0 Hit Points.

Dropping into a roll to disperse the force of the blow, you can partially evade a lethal attack and stay conscious. You take half damage from the triggering attack.

**INSTANT OPENING**  **FEAT 14**


**CONCENTRATE** **ROGUE**

You distract your opponent with a few choice words or a rude gesture. Choose a target within 30 feet. It's flat-footed against your attacks until the end of your next turn. Depending on the way you describe your distraction, this action gains either the auditory or visual trait.

**LEAVE AN OPENING** **FEAT 14**

**ROGUE**

When you hit hard enough, you leave an opening so your ally can jump in on the action. Whenever you critically hit a flat-footed opponent with a melee attack and deal damage, the target triggers an Attack of Opportunity reaction from one ally of your choice who has that reaction, as if the enemy had used a manipulate action.

**SENSE THE UNSEEN**  **FEAT 14**

**ROGUE**

**Trigger** You fail a check to Seek. When you look for foes, you catch the slightest of cues. Even though you failed at the triggering check, you automatically sense any undetected creatures in the area where you're Seeking, making them merely hidden to you.

**16TH LEVEL**

**BLANK SLATE** **FEAT 16**

**ROGUE**

**Prerequisites** legendary in Deception  
 Your deceptions confound even the most powerful mortal divinations. Detection, revelation, and scrying effects pass right over you, your possessions, and your auras, detecting nothing unless the detecting effect has a counteract level of 20 or higher. For example, *detect magic* would still detect other magic in the area but not any magic on you, *true seeing* wouldn't reveal you, *locate* or *scrying* wouldn't find you, and so on.

**CLOUD STEP** **FEAT 16**

**ROGUE**

**Prerequisites** legendary in Acrobatics  
 Using fantastic acrobatic skill, you can walk for brief stretches across insubstantial surfaces. When you Stride, you can move across water, air, and solid surfaces that can hold only limited weight as if they were normal ground. If you Stride over a trap with a weight-sensitive pressure plate, you don't trigger it. At the end of your turn, you sink, fall, break fragile surfaces, or trigger traps as normal for your current location.

**COGNITIVE LOOPHOLE**  **FEAT 16**

**ROGUE**

**Trigger** Your turn ends.

**Requirements** You are currently affected by a mental effect that you gained by failing, but not critically failing, a saving throw. You can find a loophole in a mental effect to temporarily overcome it. Until the end of your next turn, you ignore a single mental effect that meets the requirement. You can suppress a particular effect using Cognitive Loophole only once.

**Special** You can use this reaction even if the mental effect is preventing you from using reactions.

### DISPELLING SLICE ◆◆

FEAT 16

ROGUE

Your sneak attack slices through the threads binding magic to a target. Make a Strike against a flat-footed creature (your choice). If your Strike deals sneak attack damage, you attempt to counteract a single spell active on the target. Your counteract level is equal to your rogue level, and your counteract check modifier is equal to your class DC - 10.

### PERFECT DISTRACTION ◆◆

FEAT 16

ROGUE

**Prerequisites** legendary in Deception

You use clever tactics to mislead your foes as you sneak away. You Sneak while leaving a decoy behind. The decoy acts as the spell *mislead*, though you aren't invisible, just undetected. You can continue to concentrate to move your decoy, as with the spell, whether or not you remain hidden throughout the duration. Once you use Perfect Distraction, you need to spend 10 minutes to set up another decoy before you can use it again.

### 18TH LEVEL

### IMPLAUSIBLE INFILTRATION ◆◆◆

FEAT 18

MAGICAL MOVE ROGUE

**Prerequisites** legendary in Acrobatics, Quick Squeeze

**Requirements** You are adjacent to a floor or vertical wall.

You find tiny holes or imperfections that no one else could see and try to somehow fit yourself through them, possibly moving directly through the wall or floor from one side to the other. Your movement attempt fails if the wall or floor is made of something other than wood, plaster, or stone; is thicker than 10 feet; or contains even a thin layer of metal. If you have a climb Speed, you can use this ability to attempt to move through a ceiling.

### POWERFUL SNEAK

FEAT 18

ROGUE

You have learned to exploit your enemies' lowered defenses. When you succeed or critically succeed at a Strike using your Strength modifier on the attack roll and you would deal sneak attack damage, you can change the additional damage from sneak attack into ordinary damage of the same type as your Strike, rather than precision damage.

### TRICKSTER'S ACE ◆

FEAT 18

CONCENTRATE ROGUE

**Trigger** You specify the trigger when you make your daily preparations (see Requirements below).

**Requirements** When you make your daily preparations, you must specify a trigger for this reaction using the same restrictions as the triggers for the Ready action. You also choose a single spell from the arcane, divine, occult, or primal list of 4th level or lower. The spell can't have a cost, nor can its casting time be more than 10 minutes. The spell must be able to target a single creature, and you must be a valid target for it.

Whether from jury-rigged magic items, stolen magical essence, or other means, you have a contingency in your back pocket for desperate situations. When the trigger occurs, you cause the spell to come into effect. The spell targets only you, no matter how many creatures it would affect normally. If you define particularly complicated conditions, as determined by the GM, the trigger might fail. Once the contingency is triggered, the spell is expended until your next daily preparations.

### 20TH LEVEL

### HIDDEN PARAGON ◆

FEAT 20

ROGUE

**Prerequisites** legendary in Stealth

**Frequency** once per hour

**Trigger** You successfully use Stealth to Hide and become hidden from all of your current foes, or use Stealth to Sneak and become undetected to all your current foes.

When you put your mind to slipping out of sight, you disappear completely. You become invisible for 1 minute, even if you use a hostile action. Not even *glitterdust*, see *invisibility*, or similar effects can reveal you, though creatures can still use the Seek action to locate you as normal.

### IMPOSSIBLE STRIKER

FEAT 20

ROGUE

**Prerequisites** Sly Striker

Your attacks are swift and deadly beyond explanation. Nothing can prevent you from making a sneak attack, even if your opponent can see every blow coming. Instead of dealing the damage from Sly Striker, you can deal your full sneak attack damage to a target even if the target isn't flat-footed.

### REACTIVE DISTRACTION ◆

FEAT 20

CONCENTRATE MANIPULATE ROGUE

**Prerequisites** legendary in Deception, Perfect Distraction

**Trigger** You would be hit by an attack or targeted by an effect, or you are within an effect's area.

**Requirements** You have Perfect Distraction ready to use.

You reactively switch with your decoy to foil your foe. You use Perfect Distraction, even if you were observed, as long as you end the movement of your Sneak while concealed or in a location with cover or greater cover. Your decoy is targeted by the attack or effect instead of you. In the case of an area effect, if your Sneak doesn't move you out of the area, both you and the decoy are targeted by the effect.

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# SORCERER

*You didn't choose to become a spellcaster—you were born one. There's magic in your blood, whether a divinity touched one of your ancestors, a forebear communed with a primal creature, or a powerful occult ritual influenced your line. Self-reflection and study allow you to refine your inherent magical skills and unlock new, more powerful abilities. The power in your blood carries a risk, however, and you constantly face the choice of whether you'll rise to become a master spellcaster or fall into destruction.*

## KEY ABILITY

### CHARISMA

At 1st level, your class gives you an ability boost to Charisma.

## HIT POINTS

### 6 + your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

You use spells to injure your enemies, influence their minds, and hamper their movements. You might be too vulnerable to get into melee combat, or your bloodline might give you abilities that help you hold your own in a brawl. While your magic is powerful, to conserve your best spells—or when you've used them all up—you also rely on cantrips.

## DURING SOCIAL ENCOUNTERS...

Your natural charisma makes you good at interacting with people.

## WHILE EXPLORING...

You detect the magic around you, finding treasures and warning your adventuring group of magical traps. When the group encounters mysteries or problems related to your bloodline, you try to solve them.

## IN DOWNTIME...

You craft magic items or scribe scrolls. Your bloodline might drive you to research your ancestry or associate with affiliated people or creatures.

## YOU MIGHT...

- Have a strong independent streak, and whether you embrace or reject your magical heritage, you long to distinguish yourself both as a spellcaster and as an individual.
- View your lineage with fascination, fear, or something in between—anything from wholehearted acceptance to vehement rejection.
- Rely on magic items, such as scrolls and wands, to supplement your limited selection of spells.

## OTHERS PROBABLY...

- Marvel at your ability to create magic from thin air and view your abilities with equal parts admiration and mistrust.
- Consider you less dedicated than studious wizards, devoted clerics, and other practitioners of magic, since power comes to you naturally.
- Assume you're as unpredictable as the magic you bring forth, even if your personality proves otherwise.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

### PERCEPTION

Trained in Perception

### SAVING THROWS

Trained in Fortitude  
Trained in Reflex  
Expert in Will

### SKILLS

Trained in one or more skills determined by your bloodline  
Trained in a number of additional skills equal to 2 plus your Intelligence modifier

### ATTACKS

Trained in simple weapons  
Trained in unarmed attacks

### DEFENSES

Untrained in all armor  
Trained in unarmored defense

### SPELLS

Trained in spell attack rolls of your spellcasting tradition, as indicated by your bloodline  
Trained in spell DCs of your spellcasting tradition, as indicated by your bloodline

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**TABLE 3-16: SORCERER ADVANCEMENT**

Your	
Level	Class Features
1	Ancestry and background, initial proficiencies, bloodline, sorcerer spellcasting, spell repertoire
2	Skill feat, sorcerer feat
3	2nd-level spells, general feat, signature spells, skill increase
4	Skill feat, sorcerer feat
5	3rd-level spells, ability boosts, ancestry feat, magical fortitude, skill increase
6	Skill feat, sorcerer feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Skill feat, sorcerer feat
9	5th-level spells, ancestry feat, lightning reflexes, skill increase
10	Ability boosts, skill feat, sorcerer feat
11	6th-level spells, alertness, general feat, simple weapon expertise, skill increase
12	Skill feat, sorcerer feat
13	7th-level spells, ancestry feat, defensive robes, skill increase, weapon specialization
14	Skill feat, sorcerer feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Skill feat, sorcerer feat
17	9th-level spells, ancestry feat, skill increase
18	Skill feat, sorcerer feat
19	Bloodline paragon, general feat, legendary spellcaster, skill increase
20	Ability boosts, skill feat, sorcerer feat

## CLASS FEATURES

You gain these abilities as a sorcerer. Abilities gained at higher levels list the requisite levels next to their names.

### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

### BLOODLINE

Choose a bloodline that gives you your spellcasting talent. This choice determines the type of spells you cast and the spell list you choose them from, additional spells you learn, and additional trained skills. You also gain Focus Points and special focus spells based on your bloodline. The bloodlines presented in this book are as follows.

**Aberrant:** A strange and unknowable influence gives you occult spells.

**Angelic:** Holy grace bestows divine spells upon you.

**Demonic:** A sinful corruption gives you divine spells.

**Diabolic:** A bond with devils gives you divine spells.

**Draconic:** The blood of dragons grants you arcane spells.

**Elemental:** The power of the elements manifests in you as primal spells.

**Fey:** Influence from the fey gives you primal spells.

**Hag:** The blight of a hag has given you occult spells.

**Imperial:** An ancient power grants you arcane spells.

**Undead:** The touch of death gives you divine spells.

See Bloodlines on page 194 for more information.

## SORCERER SPELLCASTING

Your bloodline provides you with incredible magical power. You can cast spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells (see Casting Spells on page 302). Because you're a sorcerer, you can usually replace material components with somatic components, so you don't need to use a spell component pouch.

Each day, you can cast up to three 1st-level spells. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a sorcerer, your number of spells per day increases, as does the highest level of spells you can cast, as shown on Table 3-17: Sorcerer Spells per Day on page 193.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Charisma, your spell attack rolls and spell DCs use your Charisma modifier. Details on calculating these statistics appear on page 447.

### HEIGHTENING SPELLS

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level to match the spell slot. You must have a spell in your spell repertoire at the level you want to cast in order to heighten it to that level. Many spells have specific improvements when they are heightened to certain levels (page 299). The signature spells class feature lets you heighten certain spells freely.

### CANTRIPS

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of spell you can cast as a sorcerer. For example, as a 1st-level sorcerer, your cantrips are 1st-level spells, and as a 5th-level sorcerer, your cantrips are 3rd-level spells.

TABLE 3-17: SORCERER SPELLS PER DAY

Your Level	Spell Level										
	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	3	—	—	—	—	—	—	—	—	—
2	5	4	—	—	—	—	—	—	—	—	—
3	5	4	3	—	—	—	—	—	—	—	—
4	5	4	4	—	—	—	—	—	—	—	—
5	5	4	4	3	—	—	—	—	—	—	—
6	5	4	4	4	—	—	—	—	—	—	—
7	5	4	4	4	3	—	—	—	—	—	—
8	5	4	4	4	4	—	—	—	—	—	—
9	5	4	4	4	4	3	—	—	—	—	—
10	5	4	4	4	4	4	—	—	—	—	—
11	5	4	4	4	4	4	3	—	—	—	—
12	5	4	4	4	4	4	4	—	—	—	—
13	5	4	4	4	4	4	4	3	—	—	—
14	5	4	4	4	4	4	4	4	—	—	—
15	5	4	4	4	4	4	4	4	3	—	—
16	5	4	4	4	4	4	4	4	4	—	—
17	5	4	4	4	4	4	4	4	4	3	—
18	5	4	4	4	4	4	4	4	4	4	—
19	5	4	4	4	4	4	4	4	4	4	1*
20	5	4	4	4	4	4	4	4	4	4	1*

\* The bloodline paragon class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

## SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level spells of your choice and four cantrips of your choice, as well as an additional spell and cantrip from your bloodline (page 194). You choose these from the common spells from the tradition corresponding to your bloodline, or from other spells from that tradition to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table 3–17), you add a spell of the same level to your spell repertoire. When you gain access to a new level of spells, your first new spell is always your bloodline spell, but you can choose the other spells you gain. At 2nd level, you select another 1st-level spell; at 3rd level, you gain a new bloodline spell and two other 2nd-level spells, and so on. When you add spells, you might choose a higher-level version of a spell you already have so that you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

## SWAPPING SPELLS IN YOUR REPERTOIRE

As you gain new spells in your spell repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of

the same level. This spell can be a cantrip, but you can't swap out bloodline spells. You can also swap out spells by retraining during downtime (page 481).

## SKILL FEATS

**2ND**

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats appear in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

## SORCERER FEATS

**2ND**

At 2nd level and every even-numbered level, you gain a sorcerer class feat. These begin on page 198.

## GENERAL FEATS

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

## SIGNATURE SPELLS

**3RD**

You've learned to cast some of your spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-level versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell level at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different

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## THE BLESSED AND THE DAMNED

Many bloodlines are tied to certain types of creatures, and the reputations of those creatures might color how people see you. If you have the blood of demons, people might fear you; conversely, people of good faiths might assume your angelic blood puts you on their side. These preconceptions aren't necessarily true, and you can certainly use demonic or infernal powers to do good. Having a bloodline tied to creatures of a certain alignment doesn't have any effect on your own alignment unless you want it to; your magic is disconnected from its source. That said, many sorcerers seek out creatures or organizations associated with their bloodlines, which can expose them to these forces' influences.

spell of that level without swapping any spells; this takes as much time as retraining a spell normally does.

### SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use an increase to either become trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

### ABILITY BOOSTS 5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

### ANCESTRY FEATS 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

### MAGICAL FORTITUDE 5TH

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

### EXPERT SPELLCASTER 7TH

Your inherent magic responds easily and powerfully to your command. Your proficiency ranks for spell attack rolls and spell DCs for spells of your bloodline's tradition increase to expert.

### LIGHTNING REFLEXES 9TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

### ALERTNESS 11TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

### SIMPLE WEAPON EXPERTISE 11TH

Training and magic improved your weapon technique. Your proficiency rank for simple weapons increases to expert.

### DEFENSIVE ROBES 13TH

The flow of magic and your defensive training combine to help you get out of the way before an attack. Your proficiency rank in unarmored defense increases to expert.

### WEAPON SPECIALIZATION 13TH

You've learned to inflict grave wounds with your practiced weapons. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

### MASTER SPELLCASTER 15TH

You have achieved mastery over the magic in your blood. Your proficiency ranks for spell attack rolls and spell DCs for spells of your bloodline's tradition increase to master.

### BLOODLINE PARAGON 19TH

You have perfected the magic in your bloodline. Add two common 10th-level spells of your tradition to your repertoire. You gain a single 10th-level spell slot you can use to cast these spells, using sorcerer spellcasting. Unlike other spell slots, you don't gain more 10th-level spells as you level up, and they can't be used for abilities that let you cast spells without expending spell slots or abilities that give you more spell slots. You can take the Bloodline Perfection sorcerer feat to gain a second slot.

### LEGENDARY SPELLCASTER 19TH

You demonstrate prodigious talent for spellcasting. Your proficiency ranks for spell attack rolls and spell DCs for spells of your bloodline's tradition increase to legendary.

## BLOODLINES

Choose your bloodline, the source of your power. It has a major influence on your abilities, determining your spell list, the tradition of spells you cast, and two trained skills.

### BLOODLINE SPELLS

Your bloodline grants you bloodline spells, special spells unique to your lineage. Bloodline spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity. Unlike other characters, you don't need to do anything specific to Refocus, as the power of the blood flowing through your veins naturally replenishes your focus pool.

Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, nor can you cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 points. The full rules are on page 300.

### READING A BLOODLINE ENTRY

A bloodline entry contains the following information.

**Spell List** You use this magical tradition and spell list.

**Bloodline Skills** You become trained in the listed skills.

**Granted Spells** You automatically add the spells listed here to your spell repertoire, in addition to those you gain through sorcerer spellcasting. At 1st level, you gain a cantrip and a 1st-level spell. You learn the other spells on the list as soon as you gain the ability to cast sorcerer spells of that level.

**Bloodline Spells** You automatically gain the initial bloodline spell at 1st level and can gain more by selecting the Advanced Bloodline and Greater Bloodline feats.

**Blood Magic** Whenever you cast a bloodline spell using Focus Points or a granted spell from your bloodline using a spell slot, you gain a blood magic effect. If the blood magic offers a choice, make it before resolving the spell. The blood magic effect occurs after resolving any checks for the spell's initial effects and, against a foe, applies only if the spell is a successful attack or the foe fails its saving throw. If the spell has an area, you must designate yourself or one target in the area when you cast the spell to be the target of the blood magic effect. All references to spell level refer to the level of the spell you cast.

### ABERRANT

Something speaks to you from beyond the stars or below the earth. Ancient and unknowable, this alien influence presses against your mind.

**Spell List** occult (page 311)

**Bloodline Skills** Intimidation, Occultism

**Granted Spells** cantrip: *daze*; 1st: *spider sting*; 2nd: *touch of idiocy*; 3rd: *vampiric touch*; 4th: *confusion*; 5th: *black tentacles*; 6th: *feblemind*; 7th: *warp mind*; 8th: *uncontrollable dance*; 9th: *unfathomable song*

**Bloodline Spells** initial: *tentacular limbs*; advanced: *aberrant whispers*; greater: *unusual anatomy*

**Blood Magic** Aberrant whispers shield one target's mind or your own, granting a +2 status bonus to Will saving throws for 1 round.

### ANGELIC

One of your forebears hailed from a celestial realm, or your ancestors' devotion led to their lineage being blessed.

**Spell List** divine (page 309)

**Bloodline Skills** Diplomacy, Religion

**Granted Spells** cantrip: *light*; 1st: *heal*; 2nd: *spiritual weapon*; 3rd: *searing light*; 4th: *divine*

*wrath*; 5th: *flame strike*; 6th: *blade barrier*; 7th: *divine decree*; 8th: *divine aura*; 9th: *foresight*

**Bloodline Spells** initial: *angelic halo*; advanced: *angelic wings*; greater: *celestial brand*

**Blood Magic** An angelic aura protects you or one target, granting a +1 status bonus to saving throws for 1 round.

### DEMONIC

Demons debase all they touch. One of your ancestors fell victim to their corruption, and you are burdened by that sin.

**Spell List** divine (page 309)

**Bloodline Skills** Intimidation, Religion

**Granted Spells** cantrip: *acid splash*; 1st: *fear*; 2nd: *enlarge*; 3rd: *slow*; 4th: *divine wrath*; 5th: *Abyssal plague*; 6th: *disintegrate*; 7th: *divine decree*; 8th: *divine aura*; 9th: *implosion*



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**SAMPLE SORCERER**



**FEY-TOUCHED**

Your blood ties you to the magic of the First World and the otherworldly fey. Like them, you're capricious, charming, and hard to pin down.

**ABILITY SCORES**

Improve your Charisma first. Good Dexterity, Constitution, and Wisdom provide solid defenses.

**SKILLS**

Deception, Diplomacy, Nature, Stealth

**BLOODLINE**

Fey

**HIGHER-LEVEL FEATS**

Reach Spell (1st), Primal Evolution (4th), Advanced Bloodline (6th), Greater Bloodline (10th), Bloodline Focus (12th)

**SPELL REPERTOIRE**

**1st** *charm, fleet step, summon fey*; **Cantrips** *dancing lights, daze, detect magic, ghost sound, tanglefoot*

**Bloodline Spells** initial: *glutton's jaws*; advanced: *swamp of sloth*; greater: *Abyssal wrath*

**Blood Magic** The corruption of sin weakens a target's defenses or makes you more imposing. Either a target takes a -1 status penalty to AC for 1 round, or you gain a +1 status bonus to Intimidation checks for 1 round.

**DIABOLIC**

Devils are evil with a silver tongue, and one of your ancestors dallied in darkness or made an infernal pact.

**Spell List** divine (page 309)

**Bloodline Skills** Deception, Religion

**Granted Spells** cantrip: *produce flame*; 1st: *charm*; 2nd: *flaming sphere*; 3rd: *enthrall*; 4th: *suggestion*; 5th: *crushing despair*; 6th: *true seeing*; 7th: *divine decree*; 8th: *divine aura*; 9th: *meteor swarm*

**Bloodline Spells** initial: *diabolic edict*; advanced: *embrace the pit*; greater: *hellfire plume*

**Blood Magic** Hellfire scorches a target or fills your tongue with lies. Either a target takes 1 fire damage per spell level (if the spell already deals initial fire damage, combine this with the spell's initial damage before determining weaknesses and resistances), or you gain a +1 status bonus to Deception checks for 1 round.

**DRACONIC**

The blood of dragons flows through your veins. These beasts are both fearsome in combat and skilled at magic.

**Spell List** arcane (page 307)

**Bloodline Skills** Arcana, Intimidation

**Granted Spells** cantrip: *shield*; 1st: *true strike*; 2nd: *resist energy*; 3rd: *haste*; 4th: *spell immunity*; 5th: *chromatic wall*; 6th: *dragon form*; 7th: *mask of terror*; 8th: *prismatic wall*; 9th: *overwhelming presence*

**Bloodline Spells** initial: *dragon claws*; advanced: *dragon breath*; greater: *dragon wings*

**Blood Magic** Draconic scales grow briefly on you or one target, granting a +1 status bonus to AC for 1 round.

**DRAGON TYPE**

At 1st level, choose the type of dragon that influenced your bloodline. You can't change your dragon type later. This affects how some of your bloodline spells function. The good metallic dragons and their damage types are brass (fire), bronze (electricity), copper (acid), gold (fire), and silver (cold). The evil chromatic dragons and their damage types are black (acid), blue (electricity), green (poison), red (fire), and white (cold).

**ELEMENTAL**

A genie ancestor or some other elemental influence has imbued your blood with primal fury, affecting how the bloodline spells and granted spells marked with an asterisk (\*), as well as your blood magic, function.

**Spell List** primal (page 314)

**Bloodline Skills** Intimidation, Nature

**Granted Spells** cantrip: *produce flame\**; 1st: *burning hands\**; 2nd: *resist energy*; 3rd: *fireball\**; 4th: *freedom of movement*;

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5th: *elemental form*; 6th: *repulsion*; 7th: *energy aegis*; 8th: *prismatic wall*; 9th: *storm of vengeance*

**Bloodline Spells** initial: *elemental toss\**; advanced: *elemental motion*; greater: *elemental blast\**

**Blood Magic** Elemental energy surrounds you or a target. Either you gain a +1 status bonus to Intimidation checks for 1 round, or a target takes 1 damage per spell level. The damage is bludgeoning or fire, according to your elemental type (see below). If the spell already deals that type of damage, combine it with the spell's initial damage before determining weaknesses and resistances.

### ELEMENTAL TYPE

At 1st level, choose the type of elemental that influenced your bloodline: air, earth, fire, or water. If your element is air, you buffet your foes with powerful winds; if it's earth, you toss huge chunks of rock; if it's fire, you incinerate your foes with flame; and if it's water, you inundate your foes with torrents of water. For fire, all marked spells deal fire damage. For other elements, they deal bludgeoning damage. You also add the trait of the element you chose.

### FEY

Fey whimsy or a tryst in a moonlit grove put the bewitching magic of the First World into your family's bloodline.

**Spell List** primal (page 314)

**Bloodline Skills** Deception, Nature

**Granted Spells** cantrip: *ghost sound*; 1st: *charm*; 2nd: *hideous laughter*; 3rd: *enthrall*; 4th: *suggestion*; 5th: *cloak of colors*; 6th: *mislead*; 7th: *visions of danger*; 8th: *uncontrollable dance*; 9th: *resplendent mansion*

**Bloodline Spells** initial: *faerie dust*; advanced: *fey disappearance*; greater: *fey glamour*

**Blood Magic** Colorful fey glammers dance around you or one target, causing them to be concealed for 1 round. Such obvious concealment can't be used to Hide.

### HAG

A hag long ago cursed your family, or you are a descendant of a hag or changeling, and their accursed corruption infests your blood and soul.

**Spell List** occult (page 311)

**Bloodline Skills** Deception, Occultism

**Granted Spells** cantrip: *daze*; 1st: *illusory disguise*; 2nd: *touch of idiocy*; 3rd: *blindness*; 4th: *outcast's curse*; 5th: *mariner's curse*; 6th: *baleful polymorph*; 7th: *warp mind*; 8th: *spiritual epidemic*; 9th: *nature's enmity*

**Bloodline Spells** initial: *jealous hex*; advanced: *horrific visage*; greater: *you're mine*

### KEY TERMS

You'll see the following key terms in many sorcerer abilities.

**Metamagic:** Actions with the metamagic trait tweak the properties of your spells. These actions usually come from metamagic feats. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

**Blood Magic** Spiteful curses punish your foes. The first creature that deals damage to you before the end of your next turn takes 2 mental damage per spell level and must attempt a basic Will save.

### IMPERIAL

One of your ancestors was a mortal who mastered magic. Such magical blood can remain latent for generations, but in you it manifested in full.

**Spell List** arcane (page 307)

**Bloodline Skills** Arcana, Society

**Granted Spells** cantrip: *detect magic*; 1st: *magic missile*; 2nd: *dispel magic*; 3rd: *haste*; 4th: *dimension door*; 5th: *prying eye*; 6th: *disintegrate*; 7th: *prismatic spray*; 8th: *maze*; 9th: *prismatic sphere*

**Bloodline Spells** initial: *ancestral memories*; advanced: *extend spell*; greater: *arcane countermeasure*

**Blood Magic** A surge of ancestral memories grants you or one target a +1 status bonus to skill checks for 1 round.

### UNDEAD

The touch of undeath runs through your blood. Your family tree might contain powerful undead, like a vampire, or perhaps you died and returned a bit different.

**Spell List** divine (page 309)

**Bloodline Skills** Intimidation, Religion

**Granted Spells** cantrip: *chill touch*; 1st: *harm*; 2nd: *false life*; 3rd: *bind undead*; 4th: *talking corpse*; 5th: *cloudkill*; 6th: *vampiric exsanguination*; 7th: *finger of death*; 8th: *horrid wilting*; 9th: *wail of the banshee*

**Bloodline Spells** initial: *touch of undeath*; advanced: *drain life*; greater: *grasping grave*

**Blood Magic** Necromantic energy flows through you or one target. Either you gain temporary Hit Points equal to the spell's level for 1 round, or a target takes 1 negative damage per spell level (if the spell already deals initial negative damage, combine this with the spell's initial damage before determining weaknesses and resistances).

## SORCERER FEATS

At every level at which you gain a sorcerer feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

## 1ST LEVEL

### COUNTERSPELL

FEAT 1

ABJURATION SORCERER

**Trigger** A creature casts a spell that you have in your repertoire.  
**Requirements** You have an unexpended spell slot you could use to cast the triggering spell.

When a foe Casts a Spell you know and you can see its manifestations, you can use your own magic to disrupt it. You expend one of your spell slots to counter the triggering creature's casting of a spell that you have in your repertoire. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell (page 458).

**Special** This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, natural, or occult).

### DANGEROUS SORCERY

FEAT 1

SORCERER

Your legacy grants you great destructive power. When you Cast a Spell from your spell slots, if the spell deals damage and doesn't have a duration, you gain a status bonus to that spell's damage equal to the spell's level.

### FAMILIAR

FEAT 1

SORCERER

An animal serves you and assists your spellcasting. You gain a familiar (rules for familiars are found on page 217).

### REACH SPELL

FEAT 1

CONCENTRATE METAMAGIC SORCERER

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

### WIDEN SPELL

FEAT 1

MANIPULATE METAMAGIC SORCERER

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

## 2ND LEVEL

### CANTRIP EXPANSION

FEAT 2

SORCERER

You better understand the basic power of your bloodline. Add two additional cantrips from your spell list to your repertoire.

### ENHANCED FAMILIAR

FEAT 2

SORCERER

**Prerequisites** a familiar

You infuse your familiar with additional magical energy. You can select four familiar or master abilities each day, instead of two.

## 4TH LEVEL

### ARCANE EVOLUTION

**FEAT 4**
**ARCANE** **SORCERER**

**Prerequisites** bloodline that grants arcane spells

Your arcane legacy grants you an exceptional aptitude for intellectual and academic pursuits. You become trained in one skill of your choice. Additionally, you keep a book of arcane spells similar to a wizard's spellbook. You add all the spells in your spell repertoire to this book for free, and you can add additional arcane spells to the book by paying the appropriate cost and using your Arcana skill, similarly to how a wizard can Learn Spells to add those spells to his spellbook.

During your daily preparations, choose any one spell from your book of arcane spells. If it isn't in your spell repertoire, add it to your spell repertoire until the next time you prepare. If it's already in your spell repertoire, add it as an additional signature spell for that day.

### BESPELL WEAPON

**FEAT 4**
**SORCERER**

**Frequency** once per turn

**Requirements** Your most recent action was to cast a non-cantrip spell.

You siphon the residual energy from the last spell you cast into one weapon you're wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just cast.

- **Abjuration** force damage
- **Conjuration or Transmutation** the same type as the weapon
- **Divination, Enchantment, or Illusion** mental damage
- **Evocation** a type the spell dealt, or force damage if the spell didn't deal damage
- **Necromancy** negative damage

### DIVINE EVOLUTION

**FEAT 4**
**DIVINE** **SORCERER**

**Prerequisites** bloodline that grants divine spells

The divine might provided by your bloodline flows through you. You gain an additional spell slot of your highest level, which you can use only to cast your choice of *heal* or *harm*. You can cast either of these spells using that spell slot, even if they aren't in your spell repertoire.

### OCCULT EVOLUTION

**FEAT 4**
**OCCULT** **SORCERER**

**Prerequisites** bloodline that grants occult spells

Glimpses of the obscure secrets of the universe loan you power. You become trained in one skill of your choice. Additionally, once per day, you can spend 1 minute to choose one mental occult spell you don't know and add it to your spell repertoire. You lose this temporary spell the next time you make your daily preparations (though you can use this ability to add it again later).

### PRIMAL EVOLUTION

**FEAT 4**
**PRIMAL** **SORCERER**

**Prerequisites** bloodline that grants primal spells

You can call upon the creatures of the wild for aid. You gain an additional spell slot of your highest level, which you can use only to cast *summon animal* or *summon plants and fungi*. You can cast either of these spells using that spell slot, even if they aren't in your spell repertoire.

### SORCERER FEATS

If you need to look up a sorcerer feat by name instead of by level, use this table.

Feat	Level
Advanced Bloodline	6
Arcane Evolution	4
Bespell Weapon	6
Bloodline Conduit	20
Bloodline Focus	12
Bloodline Perfection	20
Bloodline Resistance	8
Bloodline Wellspring	18
Cantrip Expansion	2
Counterspell	1
Crossblooded Evolution	8
Dangerous Sorcery	1
Divine Evolution	4
Effortless Concentration	16
Enhanced Familiar	2
Familiar	1
Greater Bloodline	10
Greater Crossblooded Evolution	18
Greater Mental Evolution	16
Greater Vital Evolution	16
Interweave Dispel	14
Magic Sense	12
Metamagic Mastery	20
Occult Evolution	4
Overwhelming Energy	10
Primal Evolution	4
Quickened Casting	10
Reach Spell	1
Reflect Spell	14
Steady Spellcasting	6
Widen Spell	1

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**SAMPLE SORCERER**



**DEMONBLOOD**

*The grotesque and chaotic creatures of the Abyss left their mark on your family's bloodline. You have a vicious streak and find wanton destruction thrilling.*

**ABILITY SCORES**

Your Charisma is most important, and boosting Strength, Dexterity, and Constitution make you a better combatant.

**SKILLS**

Athletics, Deception, Intimidation, Religion

**BLOODLINE**

Demonic

**HIGHER-LEVEL FEATS**

Dangerous Sorcery (1st), Divine Evolution (4th), Advanced Bloodline (6th), Bloodline Resistance (8th), Greater Bloodline (10th), Bloodline Focus (12th)

**SPELL REPERTOIRE**

**1st** bane, fear, harm; **Cantrips** acid splash, chill touch, detect magic, light, shield

**6TH LEVEL**

**ADVANCED BLOODLINE**

**FEAT 6**

**SORCERER**

**Prerequisites** bloodline spell

You have studied your bloodline to learn the secrets of its magic. You gain the advanced bloodline spell associated with your bloodline. Increase the number of Focus Points in your focus pool by 1.

**STEADY SPELLCASTING**

**FEAT 6**

**SORCERER**

You are confident in your spellcasting technique, and you are more easily able to retain your concentration when you Cast a Spell. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

**8TH LEVEL**

**BLOODLINE RESISTANCE**

**FEAT 8**

**SORCERER**

Your magical blood makes you more resistant to magic. You gain a +1 status bonus to saving throws against spells and magical effects.

**CROSSBLOODED EVOLUTION**

**FEAT 8**

**SORCERER**

Odd interactions in your bloodline provide you with unexpected spells. You can have one spell in your spell repertoire from a tradition other than the one that matches your bloodline. You cast that spell as a spell from your bloodline's tradition. You can swap which spell you add and from which tradition as you could any other sorcerer spell, but you can't have more than one spell from another tradition in your spell repertoire at the same time using this feat.

**10TH LEVEL**


**GREATER BLOODLINE**

**FEAT 10**

**SORCERER**

**Prerequisites** bloodline spell

Further communion with the legacy of your bloodline has uncovered greater secrets. You gain the greater bloodline spell associated with your bloodline. Increase the number of Focus Points in your focus pool by 1.

**OVERWHELMING ENERGY** 

**FEAT 10**

**MANIPULATE** **METAMAGIC** **SORCERER**

You alter your spells to overcome resistances. If the next action you use is to Cast a Spell, the spell ignores an amount of the target's resistance to acid, cold, electricity, fire, or sonic damage equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by *wall of fire*. A creature's immunities are unaffected.

**QUICKENED CASTING**  **FEAT 10****CONCENTRATE** **METAMAGIC** **SORCERER****Frequency** once per day


In a mentally strenuous process, you modify your casting of a spell to take less time. If your next action is to cast a sorcerer cantrip or a sorcerer spell that is at least 2 levels lower than the highest level sorcerer spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

**12TH LEVEL****BLOODLINE FOCUS** **FEAT 12****SORCERER****Prerequisites** bloodline spell

Your focus recovers faster. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

**MAGIC SENSE** **FEAT 12****DETECTION** **DIVINATION** **SORCERER**

You have a literal sixth sense for magic. You can sense the presence of magic auras as though you were always using a 1st-level *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-level *detect magic* spell on things you see (in addition to the normal benefits of Seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

**14TH LEVEL****INTERWEAVE DISPEL**  **FEAT 14****METAMAGIC** **SORCERER****Prerequisites** *dispel magic* in your spell repertoire

You weave dispelling energy into a spell, sending both effects at a foe. If your next action is to cast a single-target spell against a creature, and you either hit the foe with the spell attack roll or the foe fails its saving throw, you can cast *dispel magic* on the foe as a free action, expending a spell slot as normal and targeting one spell effect affecting the foe.

**REFLECT SPELL** **FEAT 14****SORCERER****Prerequisites** Counterspell

When you successfully use Counterspell to counteract a spell that affects targeted creatures or an area, you can turn that spell's effect back on its caster. When reflected, the spell affects only the original caster, even if it's an area spell or it would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.

**16TH LEVEL****EFFORTLESS CONCENTRATION**  **FEAT 16****SORCERER****Trigger** Your turn begins.

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active sorcerer spells.

**GREATER MENTAL EVOLUTION** **FEAT 16****ARCANE** **SORCERER****Prerequisites** Arcane Evolution or Occult Evolution

Your bloodline's deep connection to mental essence greatly enhances your spell repertoire. Add one spell to your spell repertoire for each spell level you can cast.

**GREATER VITAL EVOLUTION** **FEAT 16****DIVINE** **SORCERER****Prerequisites** Divine Evolution or Primal Evolution

Vital power surges through you like a font of energy. Twice per day, you can cast a spell after you've run out of spell slots of the appropriate spell level; the two spells you cast with this feat must be of different spell levels.

**18TH LEVEL****BLOODLINE WELLSPRING** **FEAT 18****SORCERER****Prerequisites** Bloodline Focus

Your blood's power replenishes your focus. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

**GREATER CROSSBLOODED EVOLUTION** **FEAT 18****SORCERER****Prerequisites** Crossblooded Evolution

Your bloodline is extraordinarily complex. You can have up to three spells from other traditions in your spell repertoire, rather than just one. These spells must each be of a different spell level, but they don't need to be from the same tradition.

**20TH LEVEL****BLOODLINE CONDUIT**  **FEAT 20****METAMAGIC** **SORCERER****Frequency** once per minute

Your inborn magical nature lets you redirect ambient energies to fuel your spells. If your next action is to Cast a Spell of 5th level or lower that has no duration, you don't expend the spell's slot when you cast it.

**BLOODLINE PERFECTION** **FEAT 20****SORCERER****Prerequisites** bloodline paragon

You command the ultimate powers of your bloodline and tradition. You gain an additional 10th-level spell slot.

**METAMAGIC MASTERY** **FEAT 20****SORCERER**

Altering your spells doesn't take any longer than casting them normally. You can use metamagic single actions as free actions.

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# WIZARD

*You are an eternal student of the arcane secrets of the universe, using your mastery of magic to cast powerful and devastating spells. You treat magic like a science, cross-referencing the latest texts on practical spellcraft with ancient esoteric tomes to discover and understand how magic works. Yet magical theory is vast, and there's no way you can study it all. You either specialize in one of the eight schools of magic, gaining deeper understanding of the nuances of those spells above all others, or favor a broader approach that emphasizes the way all magic comes together at the expense of depth.*

## KEY ABILITY

### INTELLIGENCE

At 1st level, your class gives you an ability boost to Intelligence.

## HIT POINTS

### 6 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

## DURING COMBAT ENCOUNTERS...

You likely try to stay out of the fray, carefully judging when to use your spells. You save your most powerful magic to incapacitate threatening foes and use your cantrips when only weaker foes remain. When enemies pull out tricks like invisibility or flight, you answer with spells like *glitterdust* or *earth bind*, leveling the field for your allies.

## DURING SOCIAL ENCOUNTERS...

You provide a well of knowledge about arcane matters and solve arguments with logic.

## WHILE EXPLORING...

You locate magical auras and determine the arcane significance of magical writing or phenomena you uncover. When you run across an unusual obstacle to further exploration, you probably have a scroll that will make it easier to overcome.

## IN DOWNTIME...

You learn new spells, craft magic items, or scribe scrolls for your party, and seek out new and exciting formulas in addition to spells. You might even forge scholarly connections and establish a school or guild of your own.

## YOU MIGHT...

- Have an unquenchable intellectual curiosity about how everything in the world around you works—magic in particular.
- Believe fervently that your school of magic is superior (if you're a specialist) or that true mastery of magic requires knowledge of all schools (if you're a universalist).
- Use esoteric jargon and technical terms to precisely describe the minutiae of magical effects, even though the difference is probably lost on other people.

## OTHERS PROBABLY...

- Consider you to be incredibly powerful and potentially dangerous.
- Fear what your magic can do to their minds, bodies, and souls, and ask that you avoid casting spells in polite company, as few can identify whether one of your spells is harmless or malevolent until it's too late.
- Assume you can easily solve all their problems, from dangerous weather to poor crop yields, and ask you for spells that can help them get whatever they desire.

## INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

### PERCEPTION

Trained in Perception

### SAVING THROWS

Trained in Fortitude  
Trained in Reflex  
Expert in Will

### SKILLS

Trained in Arcana  
Trained in a number of additional skills equal to 2 plus your Intelligence modifier

### ATTACKS

Trained in the club, crossbow, dagger, heavy crossbow, and staff  
Trained in unarmed attacks

### DEFENSES

Untrained in all armor  
Trained in unarmored defense

### SPELLS

Trained in arcane spell attacks  
Trained in arcane spell DCs

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**TABLE 3-18: WIZARD ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, arcane spellcasting, arcane school, arcane bond, arcane thesis, wizard feat
2	Skill feat, wizard feat
3	2nd-level spells, general feat, skill increase
4	Skill feat, wizard feat
5	3rd-level spells, ability boosts, ancestry feat, lightning reflexes, skill increase
6	Skill feat, wizard feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Skill feat, wizard feat
9	5th-level spells, ancestry feat, magical fortitude, skill increase
10	Ability boosts, skill feat, wizard feat
11	6th-level spells, alertness, general feat, skill increase, wizard weapon expertise
12	Skill feat, wizard feat
13	7th-level spells, ancestry feat, defensive robes, skill increase, weapon specialization
14	Skill feat, wizard feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Skill feat, wizard feat
17	9th-level spells, ancestry feat, resolve, skill increase
18	Skill feat, wizard feat
19	Archwizard's spellcraft, legendary archwizard, general feat, skill increase
20	Ability boosts, skill feat, wizard feat

## CLASS FEATURES

You gain these abilities as a wizard. Abilities gained at higher levels list the levels next to their names.

### ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

### INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

### ARCANE SPELLCASTING

Through dedicated study and practice, you can harness arcane power to cast spells. You can cast arcane spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells (see Casting Spells on page 302).

At 1st level, you can prepare up to two 1st-level spells and five cantrips each morning from the spells in your

spellbook (see below), plus one extra cantrip and spell of your chosen school of each level you can cast if you are a specialist wizard. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a wizard, your number of spell slots and the highest level of spells you can cast from spell slots increase, shown in Table 3-19: Wizard Spells per Day on page 205.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Intelligence, your spell attack rolls and spell DCs use your Intelligence modifier. Details on calculating these statistics appear on page 447.

### HEIGHTENING SPELLS

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

### CANTRIPS

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of spell you can cast as a wizard. For example, as a 1st-level wizard, your cantrips are 1st-level spells, and as a 5th-level wizard, your cantrips are 3rd-level spells.

### SPELLBOOK

Every arcane spell has a written version, usually recorded in a spellbook. You start with a spellbook worth 10 sp or less (as detailed on page 291), which you receive for free and must study to prepare your spells each day. The spellbook contains your choice of 10 arcane cantrips and five 1st-level arcane spells. You choose these from the common spells on the arcane spell list from this book (page 307) or from other arcane spells you gain access to. Your spellbook's form and name are up to you. It might be a musty, leather-bound tome or an assortment of thin metal disks connected to a brass ring; its name might be esoteric, like *The Crimson Libram*, or something more academic, like *A Field Study in Practical Transmutation*.

Each time you gain a level, you add two more arcane spells to your spellbook, of any level of spell you can cast. You can also use the Arcana skill to add other spells that you find in your adventures, as described on page 241.

### ARCANE SCHOOL

Many arcane spellcasters delve deeply into a single school of magic in an attempt to master its secrets. If you want to be a specialist wizard, choose a school in which to specialize.

TABLE 3-19: WIZARD SPELLS PER DAY

Your Level	Cantrips	Spell Level										
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
1	5	2	—	—	—	—	—	—	—	—	—	—
2	5	3	—	—	—	—	—	—	—	—	—	—
3	5	3	2	—	—	—	—	—	—	—	—	—
4	5	3	3	—	—	—	—	—	—	—	—	—
5	5	3	3	2	—	—	—	—	—	—	—	—
6	5	3	3	3	—	—	—	—	—	—	—	—
7	5	3	3	3	2	—	—	—	—	—	—	—
8	5	3	3	3	3	—	—	—	—	—	—	—
9	5	3	3	3	3	2	—	—	—	—	—	—
10	5	3	3	3	3	3	—	—	—	—	—	—
11	5	3	3	3	3	3	2	—	—	—	—	—
12	5	3	3	3	3	3	3	—	—	—	—	—
13	5	3	3	3	3	3	3	2	—	—	—	—
14	5	3	3	3	3	3	3	3	—	—	—	—
15	5	3	3	3	3	3	3	3	2	—	—	—
16	5	3	3	3	3	3	3	3	3	—	—	—
17	5	3	3	3	3	3	3	3	3	2	—	—
18	5	3	3	3	3	3	3	3	3	3	—	—
19	5	3	3	3	3	3	3	3	3	3	1*	—
20	5	3	3	3	3	3	3	3	3	3	3	1*

\* The archwizard's spellcraft class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

You gain additional spells and spell slots for spells of your school. Arcane schools are described in detail on page 207.

If you don't choose a school, you're a universalist, a wizard who believes that the path to true knowledge of magic requires a multidisciplinary understanding of all eight schools working together. Though a universalist lacks the focus of a specialist wizard, they have greater flexibility. Universalist wizards are described on page 209.

## ARCANE BOND

You place some of your magical power in a bonded item. Each day when you prepare your spells, you can designate a single item you own as your bonded item. This is typically an item associated with spellcasting, such as a wand, ring, or staff, but you are free to designate a weapon or other item. You gain the Drain Bonded Item free action.

## DRAIN BONDED ITEM

ARCANE WIZARD

**Frequency** once per day

**Requirements** You haven't acted yet on your turn.

You expend the power stored in your bonded item. During your turn, you gain the ability to cast one spell you prepared today and already cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements.

## ARCANE THESIS

During your studies to become a full-fledged wizard, you produced a thesis of unique magical research on one of a variety of topics. You gain a special benefit depending on

the topic of your thesis research. The arcane thesis topics presented in this book are below; your specific thesis probably has a much longer and more technical title like "On the Methods of Spell Interpolation and the Genesis of a New Understanding of the Building Blocks of Magic."

### IMPROVED FAMILIAR ATTUNEMENT

You've long held that fine-tuning the magic that bonds wizard and familiar can improve the mystic connection, compared to the safe yet generic bond most wizards currently use. You've formed such a pact with your familiar, gaining more advantages from it than most wizards. You gain the Familiar wizard feat as a bonus feat. Your familiar gains an extra ability, and it gains an additional extra ability when you reach 6th, 12th, and 18th levels.

Your connection with your familiar alters your arcane bond class feature so that you store your magical energy in your familiar, rather than an item you own; you also gain the Drain Familiar free action instead of Drain Bonded Item. Drain Familiar can be used any time an ability would allow you to use Drain Bonded Item and functions identically, except that you draw magic from your familiar instead of an item.

### METAMAGICAL EXPERIMENTATION

You've realized that the practice known as metamagic is a holdover from a time long ago, when wizards had to work out their own spells and variations rather than rely on spells recorded by others and passed down over the years. This allows you efficient access to various metamagic effects.

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### SAMPLE SPELLBOOK

You can fill your spellbook with whichever spells you like, but the list below covers a good selection of starter spells for a 1st-level wizard. These are the exact spells found in *Structure and Interpretation of Arcane Magic*, a basic spellbook used by arcane academies and master wizards to teach apprentices good habits in arcane research.

**Cantrips:** *Acid splash, detect magic, electric arc, light, mage hand, message, prestidigitation, ray of frost, shield, and study aura.*

**1st Level:** *Burning hands, color spray, grease, mage armor, and magic missile, plus one spell of your school if you're a specialist wizard.*



You gain a 1st-level metamagic wizard feat as a bonus feat. Starting at 4th level, during your daily preparations, you can gain a metamagic wizard feat of your choice that has a level requirement of no more than half your level, which you can use until your next daily preparations.

### SPELL BLENDING

You theorize that spell slots are a shorthand for an underlying energy that powers all spellcasting, and you've found a way to tinker with the hierarchy of spell slots, combining them to fuel more powerful spells.

When you make your daily preparations, you can trade two spell slots of the same level for a bonus spell slot of up to 2 levels higher than the traded spell slots. You can exchange as many spell slots as you have available.

Bonus spell slots must be of a level you can normally cast, and each bonus spell slot must be of a different spell level. You can also trade any spell slot for two additional cantrips, though you cannot trade more than one spell slot at a time for additional cantrips in this way.

### SPELL SUBSTITUTION

You don't accept the fact that once spells are prepared, they can't be changed until your next daily preparation, and you have uncovered a shortcut allowing you to substitute new spells for those you originally prepared.

You can spend 10 minutes to empty one of your prepared spell slots and prepare a different spell from your spellbook in its place. If you are interrupted during such a swap, the original spell remains prepared and can still be cast. You can try again to swap out the spell later, but you must start the process over again.

### WIZARD FEATS

At 1st level and every even-numbered level thereafter, you gain a wizard class feat. These feats begin on page 209.

### SKILL FEATS

**2ND**

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

### GENERAL FEATS

**3RD**

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

### SKILL INCREASES

**3RD**

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're

already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

### ABILITY BOOSTS 5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

### ANCESTRY FEATS 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

### LIGHTNING REFLEXES 5TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

### EXPERT SPELLCASTER 7TH

Extended practice of the arcane has improved your capabilities. Your proficiency ranks for arcane spell attack rolls and spell DCs increase to expert.

### MAGICAL FORTITUDE 9TH

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

### ALERTNESS 11TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

### WIZARD WEAPON EXPERTISE 11TH

Through a combination of magic and training, you've learned how to wield wizard weapons more effectively. You gain expert proficiency in the club, crossbow, dagger, heavy crossbow, and staff.

### DEFENSIVE ROBES 13TH

The flow of magic and your training combine to help you avoid attacks. Your proficiency rank in unarmored defense increases to expert.

### WEAPON SPECIALIZATION 13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal an additional 2 damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

### MASTER SPELLCASTER 15TH

You command superlative spellcasting ability. Your proficiency ranks for arcane spell attack rolls and spell DCs increase to master.

### RESOLVE 17TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

### ARCHWIZARD'S SPELLCRAFT 19TH

You command the most potent arcane magic and can cast a spell of truly incredible power. You gain a single 10th-level spell slot and can prepare a spell in that slot using arcane spellcasting. Unlike with other spell slots, you don't gain more 10th-level spells as you level up, though you can take the Archwizard's Might feat to gain a second slot.

### LEGENDARY SPELLCASTER 19TH

You are a consummate spellcaster, with a comprehensive understanding of both arcane theory and practical spellcraft. Your proficiency ranks for arcane spell attack rolls and spell DCs increase to legendary.

## ARCANE SCHOOLS

If you specialize in an arcane school, rather than studying each school equally (as universalists do), you gain an extra spell slot for each level of spell you can cast. You can prepare only spells of your chosen arcane school in these extra slots. In addition, you can prepare an extra cantrip of your chosen school. You also add another arcane spell of your chosen school to your spellbook.

You learn a school spell, a special type of spell taught to students of your arcane school. School spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to study your spellbook or perform arcane research.

Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, nor can you cast them using spell slots. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 300.

### ABJURATION

As an abjurer, you master the art of protection, strengthening defenses, preventing attacks, and even turning magic against itself. You understand that an ounce of prevention is worth a pound of cure. You add one 1st-level abjuration spell (such as *feather fall*) to your spellbook. You learn the *protective ward* school spell (page 407).

### CONJURATION

As a conjurer, you summon creatures and objects from places beyond, and use magic to transport to distant locales.

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SAMPLE WIZARD



CONJURER

Your magic summons creatures, transports you, and creates useful items. You know about odd creatures and distant realms.

ABILITY SCORES

Prioritize Intelligence. Dexterity, Constitution, and Wisdom round out your defenses.

SKILLS

Arcana, Crafting, Diplomacy, Nature, Occultism, Religion, Society

SPECIALIZATION

Conjuration

THESIS

Improved Familiar Attunement

HIGHER-LEVEL FEATS

Enhanced Familiar (2nd), Advanced School Spell (8th), Effortless Concentration (16th)

You understand that the true key to victory is strength in numbers. You add one 1st-level conjuration spell (such as *summon animal*) to your spellbook. You learn the *augment summoning* school spell (page 406).

DIVINATION

As a diviner, you master remote viewing and prescience, learning information that can transform investigations, research, and battle strategies. You understand that knowledge is power. You add one 1st-level divination spell (such as *true strike*) to your spellbook. You learn the *diviner's sight* school spell (page 406).

ENCHANTMENT

As an enchanter, you use magic to manipulate others' minds. You might use your abilities to subtly influence others or seize control over them. You understand that the mind surpasses matter. You add one 1st-level enchantment spell (such as *charm*) to your spellbook. You learn the *charming words* school spell (page 406).

EVOCAION

As an evoker, you revel in the raw power of magic, using it to create and destroy with ease. You can call forth elements, forces, and energy to devastate your foes or to assist you in other ways. You understand that the most direct approach is the most elegant. You add one 1st-level evocation spell (such as *shocking grasp*) to your spellbook. You learn the *force bolt* school spell (page 407).

ILLUSION

As an illusionist, you use magic to create images, figments, and phantasms to baffle your enemies. You understand that perception is reality. You add one 1st-level illusion spell (such as *illusory object*) to your spellbook. You learn the *warped terrain* school spell (page 407).

NECROMANCY

As a necromancer, you call upon the powers of life and death. While your school is often vilified for its association with raising the undead, you understand that control over life also means control over healing. You add one 1st-level necromancy spell (such as *grim tendrils*) to your spellbook. You learn the *call of the grave* school spell (page 406).

TRANSMUTATION

As a transmuter, you alter the physical properties of things, transforming creatures, objects, the natural world, and even yourself at your whim. You understand that change is inevitable. You add one 1st-level transmutation spell (such as *magic weapon*) to your spellbook. You learn the *physical boost* school spell (page 407).



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## UNIVERSALIST WIZARDS

Instead of specializing narrowly in an arcane school, you can become a universalist wizard—by studying all the schools equally, you devote yourself to understanding the full breadth of the arcane arts. For each level of spell you can cast, you can use Drain Bonded item once per day to recall a spell of that level (instead of using it only once per day in total). You gain an extra wizard class feat, and you add one 1st-level spell of your choice to your spellbook.

## WIZARD FEATS

At each level that you gain a wizard feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

### 1ST LEVEL

#### COUNTERSPELL

FEAT 1

ABJURATION    ARCANE    WIZARD

**Trigger** A creature Casts a Spell that you have prepared.

When a foe Casts a Spell and you can see its manifestations, you can use your own magic to disrupt it. You expend a prepared spell to counter the triggering creature's casting of that same spell. You lose your spell slot as if you had cast the

triggering spell. You then attempt to counteract the triggering spell (page 458).

#### ESCHEW MATERIALS

FEAT 1

WIZARD

You can use clever workarounds to replicate the arcane essence of certain materials. When Casting a Spell that requires material components, you can provide these material components without a spell component pouch by drawing intricate replacement sigils in the air. Unlike when providing somatic components, you still must have a hand completely free. This doesn't remove the need for any materials listed in the spell's cost entry.

#### FAMILIAR

FEAT 1

WIZARD

You make a pact with creature that serves you and assists your spellcasting. You gain a familiar (page 217).

#### HAND OF THE APPRENTICE

FEAT 1

WIZARD

**Prerequisites** universalist wizard

You can magically hurl your weapon at your foe. You gain the *hand of the apprentice* universalist spell. Universalist spells are a type of focus spell, much like school spells. You start with a focus pool of 1 Focus Point. See Arcane Schools on page 207 for more information about focus spells.

**KEY TERM**

You'll see the following key term in many wizard abilities.

**Metamagic:** Actions with the metamagic trait tweak the properties of your spells. These actions usually come from metamagic feats. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

**REACH SPELL** ◆

**FEAT 1**

CONCENTRATE METAMAGIC WIZARD

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

**WIDEN SPELL** ◆

**FEAT 1**

MANIPULATE METAMAGIC WIZARD

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

**2ND LEVEL**

**CANTRIP EXPANSION**

**FEAT 2**

WIZARD

Dedicated study allows you to prepare a wider range of simple spells. You can prepare two additional cantrips each day.

**CONCEAL SPELL** ◆

**FEAT 2**

CONCENTRATE MANIPULATE METAMAGIC WIZARD

Hiding your gestures and incantations within other speech and movement, you attempt to conceal the fact that you are Casting a Spell. If the next action you use is to Cast a Spell, attempt a Stealth check against one or more observers' Perception DCs; if the spell has verbal components, you must also attempt a Deception check against the observers' Perception DC. If you succeed at your check (or checks) against an observer's DC, that observer doesn't notice you're casting a spell, even though material, somatic, and verbal components are usually noticeable and spells normally have sensory manifestations that would make spellcasting obvious to those nearby.

This ability hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish into thin air.

**ENHANCED FAMILIAR**

**FEAT 2**

WIZARD

**Prerequisites** a familiar

You infuse your familiar with additional magical energy. You can select four familiar or master abilities each day, instead of two.

**Special** If your arcane thesis is improved familiar attunement, your familiar's base number of familiar abilities, before adding any extra abilities from the arcane thesis, is four.

**4TH LEVEL**

**BESPELL WEAPON** ◆

**FEAT 4**

WIZARD

**Frequency** once per turn

**Requirements** Your most recent action was to cast a non-cantrip spell.

You siphon spell energy into one weapon you're wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just cast.

- **Abjuration** force damage
- **Conjuration or Transmutation** the same type as the weapon
- **Divination, Enchantment, or Illusion** mental damage
- **Evocation** a type the spell dealt, or force damage if the spell didn't deal damage
- **Necromancy** negative damage

**LINKED FOCUS**

**FEAT 4**

WIZARD

**Prerequisites** arcane bond, arcane school

**Frequency** once per day

You have linked your bonded item to the well of energy that powers your school spells. When you Drain your Bonded Item to cast a spell of your arcane school, you also regain 1 Focus Point.

**SILENT SPELL** ◆

**FEAT 4**

CONCENTRATE METAMAGIC WIZARD

**Prerequisites** Conceal Spell

You've learned how to cast many of your spells without speaking the words of power you would normally need to provide. If the next action you use is Casting a Spell that has a verbal component and at least one other component, you can remove the verbal component. This makes the spell quieter and allows you to cast it in areas where sound can't carry. However, the spell still has visual manifestations, so this doesn't make the spell any less obvious to someone who sees you casting it. When you use Silent Spell, you can choose to gain the benefits of Conceal Spell, and you don't need to attempt a Deception check because the spell has no verbal components.

**6TH LEVEL**

**SPELL PENETRATION**

**FEAT 6**

WIZARD

You've studied ways of overcoming the innate magical resistance that dragons, otherworldly beings, and certain

other powerful creatures have. Any creature that has a status bonus to saving throws against magic reduces that bonus by 1 against your spells.

## STEADY SPELLCASTING

FEAT 6

WIZARD

Confident in your technique, you don't easily lose your concentration when you Cast a Spell. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

## 8TH LEVEL

### ADVANCED SCHOOL SPELL

FEAT 8

WIZARD

**Prerequisites** arcane school

You gain access to a powerful new school spell depending on your arcane school. If you're an abjurer, you gain *energy absorption*; if you're a conjurer, you gain *dimensional steps*; if you're a diviner, you gain *vigilant eye*; if you're an enchanter, you gain *dread aura*; if you're an evoker, you gain *elemental tempest*; if you're an illusionist, you gain *invisibility cloak*; if you're a necromancer, you gain *life siphon*; and if you're a transmuter, you gain *shifting form*. The descriptions of these spells are on pages 406–407. Increase the number of Focus Points in your focus pool by 1.

### BOND CONSERVATION

FEAT 8

MANIPULATE METAMAGIC WIZARD

**Prerequisites** arcane bond

**Requirements** The last action you used was Drain Bonded Item.

By carefully manipulating the arcane energies stored in your bonded item as you drain it, you can conserve just enough power to cast another, slightly weaker spell. If the next action you use is to Cast a Spell using the energy from Drain Bonded Item, you gain an extra use of Drain Bonded Item. You must use this extra use of Drain Bonded Item before the end of your next turn or you lose it, and you can use this additional use only to cast a spell 2 or more levels lower than the first spell cast with Drain Bonded Item.

### UNIVERSAL VERSATILITY

FEAT 8

WIZARD

**Prerequisites** universalist wizard, Hand of the Apprentice

You can access the fundamental abilities of any school of magic. During your daily preparations, choose one of the eight school spells gained by 1st-level specialist wizards. You can use that school spell until your next daily preparations. When you Refocus, you can choose a different school spell from among those eight school spells, replacing the previous one. Increase the number of Focus Points in your focus pool by 1.

## 10TH LEVEL

### OVERWHELMING ENERGY

FEAT 10

MANIPULATE METAMAGIC WIZARD

With a complex gesture, you alter the energy of your spell to overcome resistances. If the next action you use is to Cast a Spell, the spell ignores an amount of the target's resistance to acid, cold, electricity, fire, or sonic damage equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by *wall of fire*. A creature's immunities are unaffected.

### QUICKENED CASTING

FEAT 10

CONCENTRATE METAMAGIC WIZARD

**Frequency** once per day

In a mentally strenuous process, you modify your casting of a spell to take less time. If your next action is to cast a wizard cantrip or a wizard spell that is at least 2 levels lower

## WIZARD FEATS

If you need to look up a wizard feat by name instead of by level, use this table.

Feat	Level
Advanced School Spell	8
Archwizard's Might	20
Bespell Weapon	4
Bond Conservation	8
Bonded Focus	14
Cantrip Expansion	2
Clever Counterspell	12
Conceal Spell	2
Counterspell	1
Effortless Concentration	16
Enhanced Familiar	2
Eschew Materials	1
Familiar	1
Hand of the Apprentice	1
Infinite Possibilities	18
Linked Focus	4
Magic Sense	12
Metamagic Mastery	20
Overwhelming Energy	10
Quickened Casting	10
Reach Spell	1
Reflect Spell	14
Reprepare Spell	18
Scroll Savant	10
Silent Spell	4
Spell Combination	20
Spell Penetration	6
Spell Tinker	16
Steady Spellcasting	6
Superior Bond	14
Universal Versatility	8
Widen Spell	1

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SAMPLE WIZARD



ILLUSIONIST

*You cast illusory spells that fool the senses, and you excel at bypassing threats without violence.*

ABILITY SCORES

Prioritize Intelligence. Increase Dexterity and Charisma so you can sneak and deceive people with skills as well as spells.

SKILLS

Arcana, Deception, Diplomacy, Occultism, Society, Stealth, Thievery

SPECIALIZATION

Illusion

THESIS

Spell blending

HIGHER-LEVEL FEATS

Conceal Spell (2nd), Silent Spell (4th), Advanced School Spell (8th), Magic Sense (12th)

than the highest-level wizard spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

SCROLL SAVANT

FEAT 10

WIZARD

**Prerequisites** expert in Crafting

During your daily preparations, you can create two temporary scrolls containing arcane spells from your spellbook. These scrolls follow the normal rules for scrolls (page 564), with some additional restrictions. Each scroll must be of a different spell level, and both spell levels must be 2 or more levels lower than your highest-level spell. Any scrolls you create this way become non-magical the next time you make your daily preparations. A temporary scroll has no value.

If you have master proficiency in arcane spell DCs, you can create three temporary scrolls during your daily preparations, and if you have legendary proficiency, you can create four temporary scrolls.

12TH LEVEL

CLEVER COUNTERSPELL

FEAT 12

WIZARD

**Prerequisites** Counterspell, Quick Recognize

You creatively apply your prepared spells to Counterspell a much wider variety of your opponents' magic. Instead of being able to counter a foe's spell with Counterspell only if you have that same spell prepared, you can use Counterspell as long as you have the spell the foe is casting in your spellbook. When you use Counterspell in this way, the prepared spell you expend must share a trait other than its tradition with the triggering spell. At the GM's discretion, you can instead use a spell that has an opposing trait or that otherwise logically would counter the triggering spell (such as using a cold or water spell to counter *fireball* or using *remove fear* to counter a fear spell). Regardless of what spell you expend, you take a -2 penalty to your counteract check, though the GM can waive this penalty if the expended spell is especially appropriate.

MAGIC SENSE

FEAT 12

ARCANE DETECTION DIVINATION WIZARD

You have a literal sixth sense for ambient magic in your vicinity. You can sense the presence of magic auras as though you were always using a 1st-level *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-level *detect magic* spell on things you see (in addition to the normal benefits of Seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

14TH LEVEL

BONDED FOCUS

FEAT 14

WIZARD

**Prerequisites** arcane bond

Your connection to your bonded item increases your focus pool. If you have spent at least 2 Focus Points since the last time

you Refocused and your bonded item is in your possession, you recover 2 Focus Points when you Refocus instead of 1.

## REFLECT SPELL FEAT 14

**WIZARD**

**Prerequisites** Counterspell

When you successfully use Counterspell to counteract a spell that affects targeted creatures or an area, you can turn that spell's effect back on its caster. When reflected, the spell affects only the original caster, even if it's an area spell or it would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.

## SUPERIOR BOND FEAT 14

**WIZARD**

**Prerequisites** arcane bond

When you draw upon your bonded item, you can leave a bit of energy within it for later use. You can use Drain Bonded Item one additional time per day, but only to cast a spell 2 or more levels lower than your highest-level spell.

### 16TH LEVEL

## EFFORTLESS CONCENTRATION FEAT 16

**WIZARD**

**Trigger** Your turn begins.

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active wizard spells.

## SPELL TINKER FEAT 16

**CONCENTRATE** **WIZARD**

You've learned to alter choices you make when casting spells on yourself. After casting a spell on only yourself that offers several choices of effect (such as *resist energy*, *spell immunity*, or a polymorph spell that offers several potential forms), you can alter the choice you made when Casting the Spell (for instance, choosing a different type of damage for *resist energy*). However, your tinkering weakens the spell's integrity, reducing its remaining duration by half.

You can't use this feat if the benefits of the spell have already been used up or if the effects of the first choice would persist in any way after switching (for instance, if one of the choices was to create a consumable item you already used, or to heal you), or if the feat would create an effect more powerful than that offered by the base spell. The GM is the final arbiter of what Spell Tinker can be applied to.

### 18TH LEVEL

## INFINITE POSSIBILITIES FEAT 18

**WIZARD**

You've found a way to prepare a spell slot that exists in your mind as many different possibilities at once. Once during your daily preparations, you can use a spell slot to hold that infinite potential, rather than using it to prepare a spell. You can use this

spell slot to cast any spell from your spellbook that's at least 2 levels lower than the slot you designate; the spell acts in all ways as a spell of 2 levels lower. You don't have any particular spell prepared in that slot until you cast it.

## REPREPARE SPELL FEAT 18

**WIZARD**

You've discovered how to reuse some of your spell slots over and over. You can spend 10 minutes to prepare a spell that you already cast today, regaining access to that spell slot. The spell must be of 4th level or lower and one that does not have a duration. You can reprepare a spell in this way even if you've already reprepared that spell previously in the same day.

If you have the spell substitution arcane thesis, you can instead prepare a different spell in an expended slot, as long as the new spell doesn't have a duration. Once you've reprepared a spell in that slot even once, you can use your arcane thesis to substitute only spells without durations into that spell slot.

### 20TH LEVEL

## ARCHWIZARD'S MIGHT FEAT 20

**WIZARD**

**Prerequisites** archwizard's spellcraft

You have mastered the greatest secrets of arcane magic. You gain an additional 10th-level spell slot.

## METAMAGIC MASTERY FEAT 20

**WIZARD**

Altering your spells doesn't take any longer than casting them normally. You can use metamagic single actions as free actions.

## SPELL COMBINATION FEAT 20

**WIZARD**

You can merge spells, producing multiple effects with a single casting. One slot of each level of spell you can cast, except 2nd level and 1st level, becomes a spell combination slot (this doesn't apply to cantrips). When you prepare your spells, you can fill a combination slot with a combination of two spells. Each spell in the combination must be 2 or more spell levels below the slot's level, and both must target only one creature or object or have the option to target only one creature or object. Each spell in the combination must also have the same means of determining whether it has an effect—both spells must require a ranged spell attack roll, require the same type of saving throw, or automatically affect the target.

When you cast a combined spell, it affects only one target, even if the component spells normally affect more than one. If any spell in the combination has further restrictions (such as targeting only living creatures), you must abide by all restrictions. The combined spell uses the shorter of the component spells' ranges. Resolve a combined spell as if were a single spell, but apply the effects of both component spells. For example, if the spell's target succeeded at the save against a combined spell, it would apply the success effect of each spell, and if it critically failed, it would apply the critical failure effect of both spells.

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## ANIMAL COMPANIONS AND FAMILIARS

*Some adventurers travel with loyal allies known as animal companions and familiars. The former begin as young animals but acquire impressive physical abilities as you level up, while the latter share a magical bond with you.*

### ANIMAL COMPANIONS

An animal companion is a loyal comrade who follows your orders without you needing to use Handle an Animal on it. Your animal companion has the minion trait, and it gains 2 actions during your turn if you use the Command an Animal action to command it; this is in place of the usual effects of Command an Animal. If your companion dies, you can spend a week of downtime to replace it at no cost. You can have only one animal companion at a time.

### RIDING ANIMAL COMPANIONS

You or an ally can ride your animal companion as long as it is at least one size larger than the rider. If it is carrying a rider, the animal companion can use only its land Speed, and it can't move and Support you on the same turn. However, if your companion has the mount special ability, it's especially suited for riding and ignores both of these restrictions.

### YOUNG ANIMAL COMPANIONS

The following are the base statistics for a young animal companion, the first animal companion most characters get. You make adjustments to these statistics depending on the type of animal you choose. As you gain levels, you might make further adjustments as your companion becomes more powerful. Animal companions calculate their modifiers and DCs just as you do with one difference: the only item bonuses they can benefit from are to speed and AC (their maximum item bonus to AC is +2).

### PROFICIENCIES

Your animal companion uses your level to determine its proficiency bonuses. It's trained in its unarmed attacks, unarmored defense, barding, all saving throws, Perception, Acrobatics, and Athletics. Animal companions can't use abilities that require greater Intelligence, such as Coerce or Decipher Writing, even if trained in the appropriate skill, unless they have a specialization that allows it.

### ABILITY MODIFIERS

An animal companion begins with base ability modifiers of **Str +2, Dex +2, Con +1, Int -4, Wis +1, Cha +0**. Each type has its own strengths and increases two of these modifiers by 1 each. These increases are already calculated into the stat blocks in Companion Types below.

### HIT POINTS

Your animal companion has ancestry Hit Points from its type, plus a number of Hit Points equal to 6 plus its Constitution modifier for each level you have.

### MATURE ANIMAL COMPANIONS

To advance a young animal companion to a mature animal companion (usually a result of one of your class feat choices), increase its Strength, Dexterity, Constitution, and Wisdom modifiers by 1. Increase its unarmed attack damage from one die to two dice (for instance 1d8 to 2d8), and its proficiency rank for Perception and all saving throws to expert. Increase its proficiency ranks in Intimidation, Stealth, and Survival to trained, and if it was already trained in one of those skills from its type, increase its proficiency rank in that skill to expert. If your companion is Medium or smaller, it grows by one size.

### NIMBLE ANIMAL COMPANIONS

To advance a mature animal companion to a nimble animal companion, increase its Dexterity modifier by 2 and its Strength, Constitution, and Wisdom modifiers by 1. It deals 2 additional damage with its unarmed attacks. Increase its proficiency ranks in Acrobatics and unarmored defense to expert. It also learns the advanced maneuver for its type. Its attacks become magical for the purpose of ignoring resistances.

### SAVAGE ANIMAL COMPANIONS

To advance a mature animal companion to a savage animal companion, increase its Strength modifier by 2 and its Dexterity, Constitution, and Wisdom modifiers by 1. It deals 3 additional damage with its unarmed attacks. Increase its proficiency rank in Athletics to expert. It also learns the advanced maneuver for its type. If your companion is Medium or smaller, it grows by one size. Its attacks become magical for the purpose of ignoring resistances.

### COMPANION TYPES

The species of animal you choose is called your companion's type. Each companion type has its own statistics. The Size entry indicates your companion's starting size as a young animal companion. Following the size entry are the companion's unarmed attacks, and then its ability modifiers. The Hit Points entry indicates the companion's ancestry Hit Points. The Skill entry indicates an additional trained skill your companion has. The Senses entry lists your companion's special senses. The Speed entry gives your companion's Speeds. The Special entry, if present, lists any other special abilities your companion has, for example whether it often serves as a mount and is particularly appropriate for mounted classes, such as the champion. The Support Benefit entry indicates a special benefit you gain by Commanding the Animal to use the Support action

(see below). The Advanced Maneuver entry indicates a powerful new action your companion learns how to use if it becomes a nimble or savage animal companion.

## SUPPORT

**Requirements** The creature is an animal companion.

Your animal companion supports you. You gain the benefits listed in the companion type's Support Benefit entry. If the animal uses the Support action, the only other actions it can use on this turn are basic move actions to get into position to take advantage of the Support benefits; if it has already used any other action this turn, it can't Support you.

## BADGER

Your companion is a badger, wolverine, or other big mustelid.

**Size** Small

**Melee** ✦ jaws, **Damage** 1d8 piercing

**Melee** ✦ claw (agile), **Damage** 1d6 slashing

**Str** +2, **Dex** +2, **Con** +2, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 25 feet, burrow 10 feet, climb 10 feet

**Support Benefit** Your badger digs around your foe's position, interfering with its footing. Until the start of your next turn, if you hit and deal damage to a creature your badger threatens, the target can't use a Step action (unless it can Step through difficult terrain) until it moves from its current position.

**Advanced Maneuver** Badger Rage

## BADGER RAGE

CONCENTRATE   EMOTION   MENTAL

**Requirements** The badger isn't fatigued or raging.

The badger enters a state of pure rage that lasts for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. It can't voluntarily stop raging. While raging, the badger is affected in the following ways.

- It deals 4 additional damage with its bite attacks and 2 additional damage with its claw attacks.
- It takes a -1 penalty to AC.
- It can't use actions that have the concentrate trait unless they also have the rage trait. The animal companion can Seek even while raging.

After it has stopped raging, it can't use Badger Rage again for 1 minute.

## BEAR

Your companion is a black, grizzly, polar, or other type of bear.

**Size** Small

**Melee** ✦ jaws, **Damage** 1d8 piercing

**Melee** ✦ claw (agile), **Damage** 1d6 slashing

**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 8

**Skill** Intimidation

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 35 feet

**Support Benefit** Your bear mauls your enemies when you create an opening. Until the start of your next turn, each time you hit a creature in the bear's reach with a Strike, the creature takes 1d8 slashing damage from the bear. If your bear is nimble or savage, the slashing damage increases to 2d8.

**Advanced Maneuver** Bear Hug

## BEAR HUG

**Requirements** The bear's last action was a successful claw Strike. The bear makes another claw Strike against the same target. If this Strike hits, the target is also grabbed, as if the bear had successfully Grappled the target.

## BIRD

Your companion is a bird of prey, such as an eagle, hawk, or owl.

**Size** Small

**Melee** ✦ jaws (finesse), **Damage** 1d6 piercing

**Melee** ✦ talon (agile, finesse), **Damage** 1d4 slashing

**Str** +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 4

**Skill** Stealth

**Senses** low-light vision

**Speed** 10 feet, fly 60 feet

**Support Benefit** The bird pecks at your foes' eyes when you create an opening. Until the start of your next turn, your Strikes that damage a creature that your bird threatens also deal 1d4 persistent bleed damage, and the target is dazzled until it removes the bleed damage. If your bird is nimble or savage, the persistent bleed damage increases to 2d4.

**Advanced Maneuver** Flyby Attack

## FLYBY ATTACK

The bird Flies and makes a talon Strike at any point along the way.

## CAT

Your companion is a big cat, such as a leopard or tiger.

**Size** Small

**Melee** ✦ jaws (finesse), **Damage** 1d6 piercing

**Melee** ✦ claw (agile, finesse), **Damage** 1d4 slashing

**Str** +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 4

**Skill** Stealth

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 35 feet

**Special** Your cat deals 1d4 extra precision damage against flat-footed targets.

**Support Benefit** Your cat throws your enemies off-balance when you create an opening. Until the start of your next turn, your Strikes that deal damage to a creature that your cat threatens make the target flat-footed until the end of your next turn.

**Advanced Maneuver** Cat Pounce

## CAT POUNCE

FLOURISH

The cat Strides and then Strikes. If it was undetected at the start of its Cat Pounce, it remains undetected until after the attack.

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## DROMAEOSAUR

Your companion is a dromaeosaur (also called a raptor), such as a velociraptor or deinonychus.

**Size** Small

**Melee** ♦ jaws (finesse); **Damage** 1d8 piercing

**Melee** ♦ talon (agile, finesse); **Damage** 1d6 slashing

**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 50 feet

**Support Benefit** Your raptor constantly darts into flanking position. Until the start of your next turn, it counts as being in its space or an empty space of your choice within 10 feet when determining whether you and your companion are flanking; you can choose a different space for each of your attacks).

**Advanced Maneuver** Darting Attack

## DARTING ATTACK ♦

### FLOURISH

The raptor Steps up to 10 feet and then Strikes, or Strikes and then Steps up to 10 feet.



## HORSE

Your companion is a horse, pony, or similar equine.

**Size** Medium or Large

**Melee** ♦ hoof (agile), **Damage** 1d6 bludgeoning

**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Special** mount

**Support Benefit** Your horse adds momentum to your charge.

Until the start of your next turn, if you moved at least 10 feet on the action before your attack, add a circumstance bonus to damage to that attack equal to twice the number of damage dice. If your weapon already has the jousting weapon trait, increase the trait's damage bonus by 2 per die instead.

**Advanced Maneuver** Gallop

## GALLOP ♦♦

### MOVE

The horse Strides twice at a +10-foot circumstance bonus to Speed.

## SNAKE

Your companion is a constrictor snake, such as a boa or python.

**Size** Small

**Melee** ♦ jaws (finesse); **Damage** 1d8 piercing

**Str** +3, **Dex** +3, **Con** +1, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 20 feet, climb 20 feet, swim 20 feet

**Support Benefit** Your snake holds your enemies with its coils, interfering with reactions. Until the start of your next turn, any creature your snake threatens can't use reactions triggered by your actions unless its level is higher than yours.

**Advanced Maneuver** Constrict

## CONSTRICT ♦

**Requirements** The snake has a smaller creature grabbed.

The snake deals 12 bludgeoning damage to the grabbed creature; the creature must attempt a basic Fortitude save. If the snake is a specialized animal companion, increase this damage to 20.

## WOLF

Your companion is a wolf or other canine creature, such as a dog.

**Size** Small

♦ **Melee** jaws (finesse); **Damage** 1d8 piercing

**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6


**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Support Benefit** Your wolf tears tendons with each opening.

Until the start of your next turn, your Strikes that damage creatures your wolf threatens give the target a -5-foot status penalty to its Speeds for 1 minute (-10 on a critical success).

**Advanced Maneuver** Knockdown**KNOCKDOWN** 

**Requirements** The animal companion's last action was a successful jaws Strike.

The wolf automatically knocks the target of its jaws Strike prone.

**SPECIALIZED ANIMAL COMPANIONS**

Specialized animal companions are more intelligent and engage in more complex behaviors. The first time an animal gains a specialization, it gains the following: Its proficiency rank for unarmed attacks increases to expert. Its proficiency ranks for saving throws and Perception increase to master. Increase its Dexterity modifier by 1 and its Intelligence modifier by 2. Its unarmed attack damage increases from two dice to three dice, and it increases its additional damage with unarmed attacks from 2 to 4 or from 3 to 6.

Each specialization grants additional benefits. Most animal companions can have only one specialization.

**AMBUSER**

In your companion's natural environment, it can use a Sneak action even if it's currently observed. It gains a +2 circumstance bonus to initiative rolls using Stealth, its proficiency rank in Stealth increases to expert (or master if it was already an expert from its type), and its Dexterity modifier increases by 1. Its proficiency rank for unarmored defense increases to expert, or master if it's nimble.

**BULLY**

Your companion terrorizes foes with dominance displays and pushes them around the battlefield. Its proficiency ranks for Athletics and Intimidation increase to expert (or master if it was already expert from its type), its Strength modifier increases by 1, and its Charisma modifier increases by 3.

**DAREDEVIL**

Your companion joins the fray with graceful leaps and dives. It gains the deny advantage ability, so it isn't flat-footed to hidden, undetected, or flanking creatures unless such a creature's level is greater than yours. Its proficiency rank in Acrobatics increases to master, and its Dexterity modifier increases by 1. Its proficiency rank in unarmored defense increases to expert, or master if it's nimble.

**RACER**

Your companion races. It gains a +10-foot status bonus to its Speed, swim Speed, or fly Speed (your choice). Its proficiency in Fortitude saves increases to legendary, and its Constitution modifier increases by 1.

**TRACKER**

Your companion is an incredible tracker. It can move at full Speed while following tracks. Its proficiency rank in Survival increases to expert (or master if it was already an expert from its type), and its Wisdom modifier increases by 1.

**WRECKER**

Your companion smashes things. Its unarmed attacks ignore half an object's Hardness. Its Athletics proficiency increases to master, and its Strength modifier increases by 1.

**FAMILIARS**

Familiars are mystically bonded creatures tied to your magic. Most familiars were originally animals, though the ritual of becoming a familiar makes them something more. You can choose a Tiny animal you want as your familiar, such as a bat, cat, raven, or snake. Some familiars are different, usually described in the ability that granted you a familiar; for example, a druid's leshy familiar is a Tiny plant instead of an animal, formed from a minor nature spirit.

Familiars have the minion trait (page 634), so during an encounter, they gain 2 actions in a round if you spend an action to command them. If your familiar dies, you can spend a week of downtime to replace it at no cost. You can have only one familiar at a time.

**MODIFIERS AND AC**

Your familiar's save modifiers and AC are equal to yours before applying circumstance or status bonuses or penalties. Its Perception, Acrobatics, and Stealth modifiers are equal to your level plus your spellcasting ability modifier (Charisma if you don't have one, unless otherwise specified). If it attempts an attack roll or other skill check, it uses your level as its modifier. It doesn't have or use its own ability modifiers and can never benefit from item bonuses.

**HIT POINTS**

Your familiar has 5 Hit Points for each of your levels.

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**SIZE**

Your familiar is Tiny.

**SENSES**

Your familiar has low-light vision and can gain additional senses from familiar abilities. It can communicate empathically with you as long as it's within 1 mile of you, sharing emotions. It doesn't understand or speak languages normally, but it can gain speech from a familiar ability.

**MOVEMENT**

Your familiar has either a Speed of 25 feet or a swim Speed of 25 feet (choose one upon gaining the familiar). It can gain other movement types from familiar abilities.

**FAMILIAR AND MASTER ABILITIES**

Each day, you channel your magic into two abilities, which can be either familiar or master abilities. If your familiar is an animal that naturally has one of these abilities (for instance, an owl has a fly Speed), you must select that ability. Your familiar can't be an animal that naturally has more familiar abilities than your daily maximum familiar abilities.

**FAMILIAR ABILITIES**

**Amphibious:** It gains a swim Speed of 25 feet (or Speed of 25 feet if it already has a swim Speed).

**Burrower:** It gains a burrow Speed of 5 feet, allowing it to dig Tiny holes.

**Climber:** It gains a climb Speed of 25 feet.

**Damage Avoidance:** Choose one type of save. It takes no damage when it succeeds at that type of save; this doesn't prevent effects other than damage.

**Darkvision:** It gains darkvision.

**Fast Movement:** Increase one of the familiar's Speeds from 25 feet to 40 feet.

**Flier:** It gains a fly Speed of 25 feet.

**Kinspeech:** It can understand and speak with animals of the same species. To select this, your familiar must be an animal, it must have the speech ability, and you must be at least 6th level.

**Lab Assistant:** It can use your Quick Alchemy action. You must have Quick Alchemy, and your familiar must be in your space. This has the same cost and requirement as if you used it. It must have the manual dexterity ability to select this.

**Manual Dexterity:** It can use up to two of its limbs as if they were hands to use manipulate actions.

**Scent:** It gains scent (imprecise, 30 feet).

**Speech:** It understands and speaks a language you know.

**MASTER ABILITIES**

**Cantrip Connection:** You can prepare an additional cantrip, or if you have a repertoire, instead designate a cantrip to add to your repertoire every time you select this ability; you can retrain it but can't otherwise change it. You must be able to prepare cantrips or add them to your repertoire to select this.

**Extra Reagents:** Your familiar grows extra infused reagents on or in its body. You gain an additional batch of infused reagents. You must have the infused reagents ability to select this ability.

**Familiar Focus:** Once per day, your familiar can use 2 actions with the concentrate trait to regain 1 Focus Point, up to your usual maximum. You must have a focus pool to select this.

**Lifelink:** If your familiar would be reduced to 0 HP by damage, as a reaction with the concentrate trait, you can take the damage. If you do, you take all the damage and your familiar takes none. However, if special effects when a hit damages your familiar (such as snake venom) still apply to your familiar.

**Spell Battery:** You gain one additional spell slot at least 3 levels lower than your highest-level spell slot; you must be able to cast 4th-level spells using spell slots to select this master ability.

**Spell Delivery:** If your familiar is in your space, you can cast a spell with a range of touch, transfer its power to your familiar, and command the familiar to deliver the spell. If you do, the familiar uses its 2 actions for the round to move to a target of your choice and touch that target. If it doesn't reach the target to touch it this turn, the spell has no effect.



## ARCHETYPES

*There are infinite possible character concepts, but you might find that the feats and skill choices from a single class aren't sufficient to fully realize your character. Archetypes allow you to expand the scope of your character's class.*

Applying an archetype requires you to select archetype feats instead of class feats. Start by finding the archetype that best fits your character concept, and select the archetype's dedication feat using one of your class feat choices. Once you have the dedication feat, you can select any feat from that archetype in place of a class feat as long as you meet its prerequisites. The archetype feat you select is still subject to any selection restrictions on the class feat it replaces. For example, if you gained an ability at 6th level that granted you a 4th-level class feat with the dwarf trait, you could swap out that class feat only for an archetype feat of 4th level or lower with the dwarf trait. Archetype feats you gain in place of a class feat are called archetype class feats.

Occasionally, an archetype feat works like a skill feat instead of a class feat. These archetype feats have the skill trait, and you select them in place of a skill feat, otherwise following the same rules above. These are not archetype class feats (for instance, to determine the number of Hit Points you gain from the Fighter Resiliency archetype feat).

Each archetype's dedication feat represents a certain portion of your character's time and focus, so once you select a dedication feat for an archetype, you must satisfy its requirements before you can gain another dedication feat. Typically, you satisfy an archetype dedication feat by gaining a certain number of feats from the archetype's list. You cannot retrain a dedication feat as long as you have any other feats from that archetype.

Sometimes an archetype feat lets you gain another feat, such as the alchemist's basic concoction. You must always meet the prerequisites of the feat you gain in this way.

Two special kinds of archetypes are designated by the class and multiclass traits. The archetypes in this book are all multiclass archetypes.

### MULTICLASS ARCHETYPES

Archetypes with the multiclass trait represent diversifying your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are a member of the class of the same name (for instance, a fighter can't select the Fighter Dedication feat).

### CLASS ARCHETYPES

Archetypes with the class trait represent a fundamental divergence from your class's specialties, but one that exists within the context of your class. You can select a class archetype only if you are a member of the class of the same name. Class archetypes always alter or replace some of a

class's static class features, in addition to any new feats they offer. It may be possible to take a class archetype at 1st level if it alters or replaces some of the class's initial class features. In that case, you must take that archetype's dedication feat at 2nd level, and after that you proceed normally. You can never have more than one class archetype.

### SPELLCASTING ARCHETYPES

Some archetypes grant you a substantial degree of spellcasting, albeit delayed compared to a character from a spellcasting class. In this book, the spellcasting archetypes are bard, cleric, druid, sorcerer, and wizard, the multiclass archetypes for the five main spellcasting classes, but future books might introduce spellcasting archetypes that aren't multiclass archetypes. A spellcasting archetype allows you to use scrolls, staves, and wands in the same way that a member of a spellcasting class can.

Spellcasting archetypes always grant the ability to cast cantrips in their dedication, and then they have a basic spellcasting feat, an expert spellcasting feat, and a master spellcasting feat. These feats share their name with the archetype; for instance, the wizard's master spellcasting feat is called Master Wizard Spellcasting. All spell slots you gain from spellcasting archetypes have restrictions depending on the archetype; for instance, the bard archetype grants you spell slots you can use only to cast occult spells from your bard repertoire, even if you are a sorcerer with occult spells in your sorcerer repertoire.

**Basic Spellcasting Feat:** Available at 4th level, these feats grant a 1st-level spell slot. At 6th level, they grant you a 2nd-level spell slot. At 8th level, they grant you a 3rd-level spell slot. Archetypes refer to these benefits as the "basic spellcasting benefits."

**Expert Spellcasting Feat:** Taken at 12th level, these feats make you an expert in spell attack rolls and DCs of the appropriate magical tradition and grant you a 4th-level spell slot. At 14th level, they grant you a 5th-level spell slot, and at 16th level, they grant you a 6th-level spell slot. Archetypes refer to these benefits as the "expert spellcasting benefits."

**Master Spellcasting Feat:** Upon reaching 18th level, these feats make you a master in spell attack rolls and DCs of the appropriate magical tradition and grant you a 7th-level spell slot. At 20th level, they grant you an 8th-level spell slot. Archetypes refer to these benefits as the "master spellcasting benefits."

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## ALCHEMIST

You enjoy tinkering with alchemical formulas and substances in your spare time, and your studies have progressed beyond mere experimentation.

### MULTICLASS ALCHEMIST CHARACTERS

The free alchemical items from the alchemist archetype are extremely useful to characters of any class. The following are just some of the possible combinations.

- Barbarian alchemists can mix mutagens with their rage to ferocious effect.
- Champion alchemists can focus on alchemical items that boost defenses and heal others, allowing their champion's reaction and *lay on hands* to go further.
  - Fighter alchemists can use their alchemy to gain additional options in situations where their usual tactics don't work.
- Ranger alchemists focus on alchemy and snares, getting extra use out of their Crafting skill and supplying bombs for the bomb snare.



- Rogue alchemists can combine a rogue's poison feats with free daily poisons, and bombs present an interesting way to sneak attack with various types of energy damage.
- Spellcaster alchemists often use their alchemical items to take pressure off their repertoire or prepared spells. For instance, a wizard alchemist who can brew up darksight elixirs to grant darkvision can prepare another spell instead of *darkvision*.

### ALCHEMIST DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Intelligence 14

You put your alchemical interest into practice. You become trained in alchemical bombs and Crafting; if you were already trained in Crafting, you instead become trained in a skill of your choice. You become trained in alchemist class DC.

You gain the alchemist's infused reagents class feature, gaining a number of reagents each day equal to your level. You also gain the Alchemical Crafting feat and four additional formulas for 1st-level alchemical items, as well as the ability to create free items during your daily preparations. Your advanced alchemy level is 1 and doesn't increase on its own.

**Special** You cannot select another dedication feat until you have gained two other feats from the alchemist archetype.

### BASIC CONCOCTION

FEAT 4

ARCHETYPE

**Prerequisites** Alchemist Dedication

You gain a 1st- or 2nd-level alchemist feat.

### QUICK ALCHEMY

FEAT 4

ARCHETYPE

**Prerequisites** Alchemist Dedication

You gain the Quick Alchemy action (page 72).

### ADVANCED CONCOCTION

FEAT 6

ARCHETYPE

**Prerequisites** Basic Concoction

You gain one alchemist feat. For the purpose of meeting its prerequisites, your alchemist level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another alchemist feat.

### EXPERT ALCHEMY

FEAT 6

ARCHETYPE

**Prerequisites** Alchemist Dedication, expert in Crafting

Your advanced alchemy level increases to 3. At 10th level, it increases to 5.

### MASTER ALCHEMY

FEAT 12

ARCHETYPE

**Prerequisites** Expert Alchemy, master in Crafting

Your advanced alchemy level increases to 7. For every level you gain beyond 12th, your advanced alchemy level increases by 1.

## BARBARIAN

There's a rage deep inside you that sometimes breaks loose, granting you some of the might of a barbarian in addition to your other abilities.

### MULTICLASS BARBARIAN CHARACTERS

The barbarian archetype is a great choice for characters that emphasize Strength and melee attacks more than usual for their class, as long as they can handle Rage's spellcasting restriction. It's especially good for characters looking to add more damage.

### BARBARIAN DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Strength 14, Constitution 14

You become trained in Athletics; if you were already trained in Athletics, you instead become trained in a skill of your choice. You become trained in barbarian class DC.

You can use the Rage action (page 84).

Choose an instinct as you would if you were a barbarian. You have that instinct for all purposes and become bound by its anathema, but you don't gain any of the other abilities it grants.

**Special** You cannot select another dedication feat until you have gained two other feats from the barbarian archetype.

### BARBARIAN RESILIENCY FEAT 4

ARCHETYPE

**Prerequisites** Barbarian Dedication, class granting no more Hit Points per level than 10 + your Constitution modifier

You gain 3 additional Hit Points for each barbarian archetype class feat you have. As you continue selecting barbarian archetype class feats, you continue to gain additional Hit Points in this way.

### BASIC FURY FEAT 4

ARCHETYPE

**Prerequisites** Barbarian Dedication

You gain a 1st- or 2nd-level barbarian feat.

### ADVANCED FURY FEAT 6

ARCHETYPE

**Prerequisites** Basic Fury

You gain one barbarian feat. For the purpose of meeting its prerequisites, your barbarian level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another barbarian feat.

### INSTINCT ABILITY FEAT 6

ARCHETYPE

**Prerequisites** Barbarian Dedication

You gain the instinct ability for the instinct you chose for Barbarian Dedication.

### JUGGERNAUT'S FORTITUDE FEAT 12

ARCHETYPE

**Prerequisites** Barbarian Dedication, expert in Fortitude saves

Your proficiency rank in Fortitude saves increases to master.



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## BARD

A muse has called you to dabble in occult lore, allowing you to cast a few spells. The deeper you delve, the more powerful your performances become.

### MULTICLASS BARD CHARACTERS

The bard archetype grants powerful effects that tend to use actions; it's a great choice if you have actions to spare.

### BARD DEDICATION

**FEAT 2**

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Charisma 14

You cast spells like a bard and gain the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the occult spell list, or any other cantrips you learn or discover. You're trained in spell attack rolls and spell DCs for occult spells. Your key spellcasting ability for bard archetype spells is Charisma, and they are occult bard spells. You become trained in Occultism and Performance; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.

Choose a muse as you would if you were a bard. You have that muse for all purposes, allowing you to take that muse's feats, but you don't gain any of the other abilities it grants.



**Special** You cannot select another dedication feat until you have gained two other feats from the bard archetype.

### BASIC BARD SPELLCASTING

**FEAT 4**

ARCHETYPE

**Prerequisites** Bard Dedication

You gain the basic spellcasting benefits (page 219). Each time you gain a spell slot of a new level from the bard archetype, add a common occult spell or another spell you learned or discovered to your repertoire, of the appropriate spell level.

### BASIC MUSE'S WHISPERS

**FEAT 4**

ARCHETYPE

**Prerequisites** Bard Dedication

You gain a 1st- or 2nd-level bard feat.

### ADVANCED MUSE'S WHISPERS

**FEAT 6**

ARCHETYPE

**Prerequisites** Basic Muse's Whispers

You gain one bard feat. For the purpose of meeting its prerequisites, your bard level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another bard feat.

### COUNTER PERFORM

**FEAT 6**

ARCHETYPE

**Prerequisites** Bard Dedication

You gain the *counter performance* composition spell. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by engaging your muse. (For more on composition spells, see page 97.)

### INSPIRATIONAL PERFORMANCE

**FEAT 8**

ARCHETYPE

**Prerequisites** Bard Dedication

You gain the *inspire courage* composition cantrip.

### OCCULT BREADTH

**FEAT 8**

ARCHETYPE

**Prerequisites** Basic Bard Spellcasting

Your repertoire expands, and you can cast more occult spells each day. Increase the number of spells in your repertoire and the number of spell slots you gain from bard archetype feats by 1 for each spell level other than your two highest spell levels.

### EXPERT BARD SPELLCASTING

**FEAT 12**

ARCHETYPE

**Prerequisites** Basic Bard Spellcasting, master in Occultism

You gain the expert spellcasting benefits (page 219).

### MASTER BARD SPELLCASTING

**FEAT 18**

ARCHETYPE

**Prerequisites** Expert Bard Spellcasting, legendary in Occultism

You gain the master spellcasting benefits (page 219).

## CHAMPION

You have sworn a solemn oath to your deity, who has granted you champion powers to aid you in your cause.

### MULTICLASS CHAMPION CHARACTERS

The champion archetype greatly improves defenses, particularly armor. It's a great way for a character to gain armor proficiency or a powerful defensive reaction.

### CHAMPION DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Strength 14, Charisma 14

Choose a deity and cause as you would if you were a champion. You become trained in light, medium, and heavy armor. You become trained in Religion and your deity's associated skill; for each of these skills in which you were already trained, you instead become trained in a skill of your choice. You become trained in champion class DC.

You are bound by your deity's anathema and must follow the champion's code and alignment requirements for your cause. You don't gain any other abilities from your choice of deity or cause.

**Special** You cannot select another dedication feat until you have gained two other feats from the champion archetype.

### BASIC DEVOTION FEAT 4

ARCHETYPE

**Prerequisites** Champion Dedication

You gain a 1st- or 2nd-level champion feat.

### CHAMPION RESILIENCY FEAT 4

ARCHETYPE

**Prerequisites** Champion Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each champion archetype class feat you have. As you continue selecting champion archetype class feats, you continue to gain additional Hit Points in this way.

### HEALING TOUCH FEAT 4

ARCHETYPE

**Prerequisites** Champion Dedication

You gain the appropriate devotion spell for your cause (*lay on hands* for the paladin, redeemer, and liberator). If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by praying or serving your deity. (For more on devotion spells, see page 107.)

### ADVANCED DEVOTION FEAT 6

ARCHETYPE

**Prerequisites** Basic Devotion

You gain one champion feat. For the purpose of meeting its prerequisites, your champion level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another champion feat.

### CHAMPION'S REACTION FEAT 6

ARCHETYPE

**Prerequisites** Champion Dedication

You can use the champion's reaction associated with your cause.

### DIVINE ALLY FEAT 6

ARCHETYPE

**Prerequisites** Champion Dedication

You gain a divine ally of your choice (page 108).

### DIVERSE ARMOR EXPERT FEAT 14

ARCHETYPE

**Prerequisites** Champion Dedication, expert in unarmored defense or one or more types of armor  
Your proficiency ranks for light armor, medium armor, heavy armor, and unarmored defense increase to expert.



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## CLERIC

You are an ordained priest of your deity and have even learned how to cast a few divine spells. Though your main training lies elsewhere, your religious calling provides you divine gifts.

### MULTICLASS CLERIC CHARACTERS

The cleric archetype is a great way to create a character of another class who's a devotee of a particular deity. The many domains available to clerics of different deities present a variety of options for focus spells.

- Alchemist clerics work well with the surgeon field, healing various ailments with either alchemy or spells.
- Martial clerics are typically looking for a potent domain spell or some healing to use in a pinch.
- Divine sorcerer clerics double down as the ultimate divine spellcasters.
- Other spellcaster clerics diversify their options, becoming theurgic characters who combine two magical traditions.



### CLERIC DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Wisdom 14

You cast spells like a cleric. You gain access to the Cast a Spell activity. You can prepare two common cantrips each day from the divine spell list in this book or any other cantrips you learn or discover. You're trained in spell attack rolls and spell DCs for divine spells. Your key spellcasting ability for cleric archetype spells is Wisdom, and they are divine cleric spells. Choose a deity as you would if you were a cleric. You become bound by that deity's anathema. You become trained in Religion and your deity's associated skill; for each of these skills in which you were already trained, you instead become trained in a skill of your choice. You don't gain any other abilities from your choice of deity.

**Special** You cannot select another dedication feat until you have gained two other feats from the cleric archetype.

### BASIC CLERIC SPELLCASTING

FEAT 4

ARCHETYPE

**Prerequisites** Cleric Dedication

You gain the basic spellcasting benefits (page 219). You can prepare your deity's spells in your spell slots of the appropriate level from the cleric archetype.

### BASIC DOGMA

FEAT 4

ARCHETYPE

**Prerequisites** Cleric Dedication

You gain a 1st- or 2nd-level cleric feat.

### ADVANCED DOGMA

FEAT 6

ARCHETYPE

**Prerequisites** Basic Dogma

You gain one cleric feat. For the purpose of meeting its prerequisites, your cleric level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another cleric feat.

### DIVINE BREADTH

FEAT 8

ARCHETYPE

**Prerequisites** Basic Cleric Spellcasting

You can cast more divine spells each day. Increase the spell slots you gain from cleric archetype feats by 1 for each spell level other than your two highest spell levels.

### EXPERT CLERIC SPELLCASTING

FEAT 12

ARCHETYPE

**Prerequisites** Basic Cleric Spellcasting, master in Religion

You gain the expert spellcasting benefits (page 219).

### MASTER CLERIC SPELLCASTING

FEAT 18

ARCHETYPE

**Prerequisites** Expert Cleric Spellcasting, legendary in Religion

You gain the master spellcasting benefits (page 219).

## DRUID

You have entered a druidic circle and learned a few of the order's secrets, granting you primal power.

### MULTICLASS DRUID CHARACTERS

The druid archetype can provide a bit of healing or elemental damage and can increase your utility in a natural environment with spells like *speak with animals* and *meld into stone*.

### DRUID DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Wisdom 14

You cast spells like a druid. You gain access to the Cast a Spell activity. You can prepare two common cantrips each day from the primal spell list in this book or any other cantrips you learn or discover. You're trained in spell attack rolls and spell DCs for primal spells. Your key spellcasting ability for druid archetype spells is Wisdom, and they are primal druid spells. You learn the Druidic language.

Choose an order as you would if you were a druid. You become a member of that order and are bound by its anathema, allowing you to take the order's feats. You become trained in Nature and your order's associated skill; for each of these skills in which you were already trained, you become trained in a skill of your choice. You don't gain any other abilities from your choice of order.

**Special** You cannot select another dedication feat until you have gained two other feats from the druid archetype.

### BASIC DRUID SPELLCASTING FEAT 4

ARCHETYPE

**Prerequisites** Druid Dedication

You gain the basic spellcasting benefits (page 219).

### BASIC WILDING FEAT 4

ARCHETYPE

**Prerequisites** Druid Dedication

You gain a 1st- or 2nd-level druid feat.

### ORDER SPELL FEAT 4

ARCHETYPE

**Prerequisites** Druid Dedication

You gain the initial order spell from your order. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by being one with nature. (For more on order spells, see page 131.)

### ADVANCED WILDING FEAT 6

ARCHETYPE

**Prerequisites** Basic Wilding

You gain one druid feat. For the purpose of meeting its prerequisites, your druid level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another druid feat.

### PRIMAL BREADTH FEAT 8

ARCHETYPE

**Prerequisites** Basic Druid Spellcasting

Increase the spell slots you gain from druid archetype feats by 1 for each spell level other than your two highest spell levels.

### EXPERT DRUID SPELLCASTING FEAT 12

ARCHETYPE

**Prerequisites** Basic Druid Spellcasting, master in Nature

You gain the expert spellcasting benefits (page 219).

### MASTER DRUID SPELLCASTING FEAT 18

ARCHETYPE

**Prerequisites** Expert Druid Spellcasting, legendary in Nature

You gain the master spellcasting benefits (page 219).



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## FIGHTER

You have spent time learning the art of warfare, increasing your skill with martial arms and at wearing armor. With further training, you can become a true combat specialist.

### MULTICLASS FIGHTER CHARACTERS

The fighter archetype grants access to great feats for characters focusing on any combat style, and it's particularly helpful for characters looking to diversify their offensive abilities or focus on more powerful weapons.

- Barbarian fighters can combine their talents with two-handed weapons with some of the fighter's two-handed feats to devastating effect.
- Champion fighters focus on a style of combat exemplified by their deity. A shield-using champion benefits from the best of both worlds in shield feats.
- Monk fighters are great at combining unusual weapon styles. For instance, a monk isn't hindered by a restriction to keep one hand free, because they want to punch you with that hand anyway.



- Ranger fighters can either specialize in archery or use their fighter feats to pick up an unusual combat style combination.
- Rogue fighters can make good use of fighter's free hand, two-weapon fighting, or archery feats.
- Spellcaster fighters benefit greatly from the additional weapon proficiencies, and fighter is a solid choice for any spellcaster of a particularly martial bent.

### FIGHTER DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Strength 14, Dexterity 14

You become trained in simple weapons and martial weapons. You become trained in your choice of Acrobatics or Athletics; if you are already trained in both of these skills, you instead become trained in a skill of your choice. You become trained in fighter class DC.

**Special** You cannot select another dedication feat until you have gained two other feats from the fighter archetype.

### BASIC MANEUVER

FEAT 4

ARCHETYPE

**Prerequisites** Fighter Dedication

You gain a 1st- or 2nd-level fighter feat.

### FIGHTER RESILIENCY

FEAT 4

ARCHETYPE

**Prerequisites** Fighter Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each fighter archetype class feat you have. As you continue selecting fighter archetype class feats, you continue to gain additional Hit Points in this way.

### OPPORTUNIST

FEAT 4

ARCHETYPE

**Prerequisites** Fighter Dedication

You gain the Attack of Opportunity reaction, found on page 142.

### ADVANCED MANEUVER

FEAT 6

ARCHETYPE

**Prerequisites** Basic Maneuver

You gain a fighter feat. For the purpose of meeting its prerequisites, your fighter level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another fighter feat.

### DIVERSE WEAPON EXPERT

FEAT 12

ARCHETYPE

**Prerequisites** Fighter Dedication, expert in any kind of weapon or unarmed attack

Your proficiency ranks for simple weapons and martial weapons increase to expert, and your proficiency rank for advanced weapons increases to trained.

## MONK

Monastic training has taught you martial arts and allowed you to hone your mind, body, and spirit to new heights.

### MULTICLASS MONK CHARACTERS

The monk archetype is a strong choice for any character that fights unarmored or with unarmed attacks.

- Barbarian monks with the animal instinct can combine the barbarian's excellent unarmed damage with the monk's diverse unarmed special abilities.
- Champion monks are perfect for champions of Irori or other deities who favor unarmed attacks.
- Fighter monks can supplement free-hand fighting and add mobility to the fighter's toolkit.
- Rogue monks are incredibly effective because stances grant some of the best agile finesse attacks and flurry gives more sneak attacks.
- Spellcaster monks can fight with a free hand and still use material components to cast spells.

### MONK DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Strength 14, Dexterity 14

You become trained in unarmed attacks and gain the powerful fist class feature (page 156). You become trained in your choice of Acrobatics or Athletics; if you are already trained in both of these skills, you become trained in a skill of your choice. You become trained in monk class DC.

**Special** You can't select another dedication feat until you have gained two other feats from the monk archetype.

### BASIC KATA FEAT 4

ARCHETYPE

**Prerequisites** Monk Dedication

You gain a 1st- or 2nd-level monk feat.

### MONK RESILIENCY FEAT 4

ARCHETYPE

**Prerequisites** Monk Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each monk archetype class feat you have. As you continue selecting monk archetype class feats, you continue to gain additional Hit Points in this way.

### ADVANCED KATA FEAT 6

ARCHETYPE

**Prerequisites** Basic Kata

You gain one monk feat. For the purpose of meeting its prerequisites, your monk level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another monk feat.

### MONK MOVES FEAT 8

ARCHETYPE

**Prerequisites** Monk Dedication

You gain a +10-foot status bonus to your Speed when you're not wearing armor.

### MONK'S FLURRY FEAT 10

ARCHETYPE

**Prerequisites** Monk Dedication

You gain the Flurry of Blows action (page 156).

### PERFECTION'S PATH FEAT 12

ARCHETYPE

**Prerequisites** Monk Dedication, expert in at least one saving throw

Choose one saving throw (Fortitude, Reflex, or Will) in which you are an expert. Your proficiency rank in the chosen saving throw increases to master.



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## RANGER

You have studied hunting, tracking, and wilderness survival, adding a ranger's tools to your skill set.

### MULTICLASS RANGER CHARACTERS

The ranger archetype has access to excellent options to improve a character's monster knowledge and survival skills, but ranger is of particular interest to any character wanting to become a dedicated archer.

- Alchemist rangers can add snares to their daily free items, benefiting from a strong Crafting modifier, and their Intelligence makes them exceptional with monster knowledge feats. The ranger archetype is also useful to bombers who want to alternate with in bow attacks.



- Champion rangers are particularly fitting for deities who connect thematically to nature or have a bow as their favored weapon. (Or, in the case of Erastil, both!)
- Fighter rangers are among the most fearsome archers, combining the best archery feats from both classes to create a fighting style unique to each fighter ranger.
- Rogue rangers make excellent snipers or ranged skirmishers, and snares let them be on the other side of traps for a change.
- Spellcaster rangers benefit greatly from ranger's feat support, backing up their spells with ranged weapon attacks. Druids have the most thematic overlap with rangers among the spellcasters, allowing you to create a true master of the wilderness.

### RANGER DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Dexterity 14

You become trained in Survival; if you were already trained in Survival, you instead become trained in another skill of your choice. You become trained in ranger class DC.

You can use the Hunt Prey action (page 168).

**Special** You cannot select another dedication feat until you have gained two other feats from the ranger archetype.

### BASIC HUNTER'S TRICK

FEAT 4

ARCHETYPE

**Prerequisites** Ranger Dedication

You gain a 1st- or 2nd-level ranger feat.

### RANGER RESILIENCY

FEAT 4

ARCHETYPE

**Prerequisites** Ranger Dedication, class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each ranger archetype class feat you have. As you continue selecting ranger archetype class feats, you continue to gain additional Hit Points in this way.

### ADVANCED HUNTER'S TRICK

FEAT 6

ARCHETYPE

**Prerequisites** Basic Hunter's Trick

You gain one ranger feat. For the purpose of meeting its prerequisites, your ranger level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another ranger feat.

### MASTER SPOTTER

FEAT 12

ARCHETYPE

**Prerequisites** Ranger Dedication, expert in Perception

Your proficiency rank in Perception increases to master.

## ROGUE

You've learned to sneak, steal, and disable traps. With time and luck, you'll become capable of moving through the shadows, striking unseen, and escaping without notice.

### MULTICLASS ROGUE CHARACTERS

Nearly any character can benefit from the many skills and tricks the rogue archetype grants.

- Alchemist rogues can use the rogue's Poison Weapon to great effect with their daily poisons, and sneak attack is a nice boost to bomb damage.
- Barbarian rogues can become masters in every save and diversify their skills.
- Champion rogues add damage from sneak attack while protecting their flanking partners from harm.
- Fighter rogues combine the fighter's accuracy with extra damage, a deadly combination for archers or finesse fighters.
- Monk rogues have great synergy, since many stances grant powerful Strikes that work with sneak attack.
- Ranger rogues benefit from the shared focus on trailing foes and catching them flat-footed. The flurry edge can get you many sneak attacks, and the precision edge doubles down on precision damage.
- Spellcaster rogues use the rogue multiclass to shore up skills or to pick up tricky rogue feats like Mobility to help keep them safe.

### ROGUE DEDICATION FEAT 2

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Dexterity 14

You gain a skill feat and the rogue's surprise attack class feature (page 181). You become trained in light armor. In addition, you become trained in Stealth or Thievery plus one skill of your choice; if you are already trained in both Stealth and Thievery, you become trained in an additional skill of your choice. You become trained in rogue class DC.

**Special** You cannot gain another dedication feat until you have gained two other feats from the rogue archetype.

### BASIC TRICKERY FEAT 4

ARCHETYPE

**Prerequisites** Rogue Dedication

You gain a 1st- or 2nd-level rogue feat.

### SNEAK ATTACKER FEAT 4

ARCHETYPE

**Prerequisites** Rogue Dedication

You gain the sneak attack class feature (page 181), except it deals 1d4 damage, increasing to 1d6 at 6th level. You don't increase the number of dice as you gain levels.

### ADVANCED TRICKERY FEAT 6

ARCHETYPE

**Prerequisites** Basic Trickery

You gain one rogue feat. For the purpose of meeting

its prerequisites, your rogue level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another rogue feat.

### SKILL MASTERY FEAT 8

ARCHETYPE

**Prerequisites** Rogue Dedication, trained in at least one skill and expert in at least one skill

Increase your proficiency rank in one of your skills from expert to master and in another of your skills from trained to expert. You gain a skill feat associated with one of the skills you chose.

**Special** You can select this feat up to five times.

### UNCANNY DODGE FEAT 10

ARCHETYPE

**Prerequisites** Rogue Dedication

You gain the deny advantage class feature (page 181).

### EVASIVENESS FEAT 12

ARCHETYPE

**Prerequisites** Rogue Dedication, expert in Reflex saves

Your proficiency rank for Reflex saves increases to master.



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