

## 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 are 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 your class meets the criteria listed in the archetype's prerequisites. 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 spellcasting abilities, albeit delayed compared to a character from a spellcasting class. In this book, the spellcasting archetypes are bard, cleric, druid, sorcerer, and wizard, 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, and the basic spellcasting feat counts as having a spellcasting class feature.

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:** Usually gained at 4th level, these feats grant a 1st-level spell slot. At 6th level, they grant you a 2nd-level spell slot, and if you have a spell repertoire, you can select one spell from your repertoire as a signature spell. At 8th level, they grant you a 3rd-level spell slot. Archetypes refer to these benefits as the "basic spellcasting benefits."

**Expert Spellcasting Feat:** Usually 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. If you have a spell repertoire, you can select a second spell from your repertoire as a signature spell. 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:** Usually appearing at 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. If you have a spell repertoire, you can select a third spell from your repertoire as a signature spell. 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 occult 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 bard spell slots.

### 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 divine 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 druid spell slots.

## 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 primal 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, and you are bound by the druid's anathema.

Choose a druidic order. You become a member of that order and are also bound by its specific 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 druid spell slots.

### 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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## SORCERER

You coax the magic power in your blood to manifest, accessing magic others don't expect you to have.

### MULTICLASS SORCERER CHARACTERS

The sorcerer archetype is a method for anyone to pick up commonly useful spells, such as *invisibility* and *haste*.

### SORCERER DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Charisma 14

Choose a bloodline. You become trained in the bloodline's two skills; for each of these skills in which you were already trained, you become trained in a skill of your choice.

You cast spells like a sorcerer. You gain access to the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the spell list associated with your bloodline, from the spells granted by your bloodline, or any other cantrips of that tradition you learn or discover. You're trained in spell attack rolls and spell DCs for your tradition's spells. Your key spellcasting ability for sorcerer archetype spells is Charisma,

and they are sorcerer spells of your bloodline's tradition. You don't gain any other abilities from your choice of bloodline.

**Special** You cannot select another dedication feat until you have gained two other feats from the sorcerer archetype.

### BASIC SORCERER SPELLCASTING

FEAT 4

ARCHETYPE

**Prerequisites** Sorcerer Dedication

You gain the basic spellcasting benefits (page 219). Each time you gain a spell slot of a new level from the sorcerer archetype, add a spell of the appropriate spell level to your repertoire: a common spell of your bloodline's tradition, one of your bloodline's granted spells, or another spell you have learned or discovered.

### BASIC BLOOD POTENCY

FEAT 4

ARCHETYPE

**Prerequisites** Sorcerer Dedication

You gain a 1st- or 2nd-level sorcerer feat.

### BASIC BLOODLINE SPELL

FEAT 4

ARCHETYPE

**Prerequisites** Sorcerer Dedication

You gain your bloodline's initial bloodline spell. If you don't already have one, you also gain a focus pool of 1 Focus Point, which you can Refocus without any special effort. (For more on bloodline spells, see page 194.)

### ADVANCED BLOOD POTENCY

FEAT 6

ARCHETYPE

**Prerequisites** Basic Blood Potency

You gain one sorcerer feat. For the purpose of prerequisites, your sorcerer level is half your character level.

**Special** You can select this feat more than once. Each time you do, you gain another sorcerer feat.

### BLOODLINE BREADTH

FEAT 8

ARCHETYPE

**Prerequisites** Basic Sorcerer Spellcasting

Your repertoire expands, and you can cast more spells of your bloodline's tradition each day. Increase the number of spells in your repertoire and number of spell slots you gain from sorcerer archetype feats by 1 for each spell level other than your two highest sorcerer spell slots.

### EXPERT SORCERER SPELLCASTING

FEAT 12

ARCHETYPE

**Prerequisites** Basic Sorcerer Spellcasting; master in Arcana, Nature, Occultism, or Religion, depending on bloodline

You gain the expert spellcasting benefits (page 219).

### MASTER SORCERER SPELLCASTING

FEAT 18

ARCHETYPE

**Prerequisites** Expert Sorcerer Spellcasting; legendary in Arcana, Nature, Occultism, or Religion, depending on bloodline

You gain the master spellcasting benefits (page 219).





## WIZARD

You have dabbled in the arcane arts and, through discipline and academic study, learned how to cast a few spells.

### MULTICLASS WIZARD CHARACTERS

The wizard archetype grants versatile prepared spells, perfect for characters looking to add some extra utility.

### WIZARD DEDICATION

FEAT 2

ARCHETYPE DEDICATION MULTICLASS

**Prerequisites** Intelligence 14

You cast spells like a wizard, gaining a spellbook with four common arcane cantrips of your choice. You gain the Cast a Spell activity. You can prepare two cantrips each day from your spellbook. You're trained in arcane spell attack rolls and spell DCs. Your key spellcasting ability for wizard archetype spells is Int, and they are arcane wizard spells. You become trained in Arcana; if you were already trained in Arcana, you instead become trained in a skill of your choice.

**Special** You can't select another dedication feat until you have gained two other feats from the wizard archetype.

### ARCANE SCHOOL SPELL

FEAT 4

ARCHETYPE

**Prerequisite** Wizard Dedication

Select one arcane school of magic. You gain the school's initial school spell. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by studying. (For more on arcane schools, see page 204.)

### BASIC ARCANA

FEAT 4

ARCHETYPE

**Prerequisites** Wizard Dedication

You gain a 1st- or 2nd-level wizard feat of your choice.

### BASIC WIZARD SPELLCASTING

FEAT 4

ARCHETYPE

**Prerequisites** Wizard Dedication

You gain the basic spellcasting benefits (page 219). Each time you gain a spell slot of a new level from the wizard archetype, add two common spells of that level to your spellbook.

### ADVANCED ARCANA

FEAT 6

ARCHETYPE

**Prerequisites** Basic Arcana

You gain one wizard feat. For the purpose of meeting its prerequisites, your wizard 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 wizard feat.

### ARCANE BREADTH

FEAT 8

ARCHETYPE

**Prerequisites** Basic Wizard Spellcasting

You can cast more arcane spells each day. Increase the spell

slots you gain from wizard archetype feats by 1 for each spell level other than your two highest wizard spell slots.

### EXPERT WIZARD SPELLCASTING

FEAT 12

ARCHETYPE

**Prerequisites** Basic Wizard Spellcasting, master in Arcana  
You gain the expert spellcasting benefits (page 219).

### MASTER WIZARD SPELLCASTING

FEAT 18

ARCHETYPE

**Prerequisites** Expert Wizard Spellcasting, legendary in Arcana  
You gain the master spellcasting benefits (page 219).



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