

ANCESTRIES

DWARF



Dwarves are a short, stocky people who are often stubborn, fierce, and devoted.

ELF



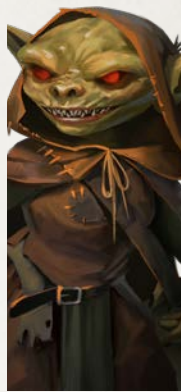
Elves are a tall, slender, long-lived people with a strong tradition of art and magic.

GNOME



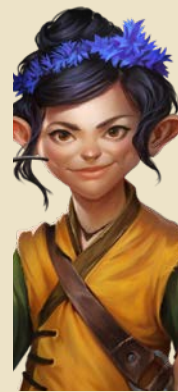
Gnomes are short and hardy folk, with an unquenchable curiosity and eccentric habits.

GOBLIN



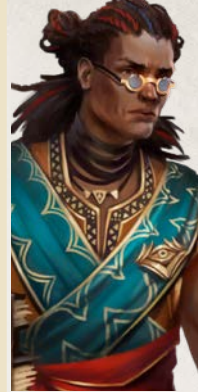
Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared.

HALFLING



Halflings are a short, adaptable people who exhibit remarkable curiosity and humor.

HUMAN



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

ABILITY FLAW

Charisma

Constitution

Strength

Wisdom

Strength

—

CLASSES

ALCHEMIST



The alchemist throws alchemical bombs and drinks concoctions of their own making.

BARBARIAN



The barbarian flies into a rage on the battlefield, smashing foes with abandon.

BARD



Skilled performances and secrets of the occult enable the bard to distract foes and inspire allies.

CHAMPION



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 or Dexterity

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 multitasking 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.

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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 several skills—the exact number depends on your class, and some classes specify certain additional skills that you're trained in. 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.

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**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 racket 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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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

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, primal hierophant, 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 material 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 druid spell slot you have. 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	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 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. These begin on page 133.

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. You can't use this spell slot for abilities that let you cast spells without expending spell slots or that give you more 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 (page 214) that travels with you on your adventures and obeys any simple commands you give it to the best of its abilities.

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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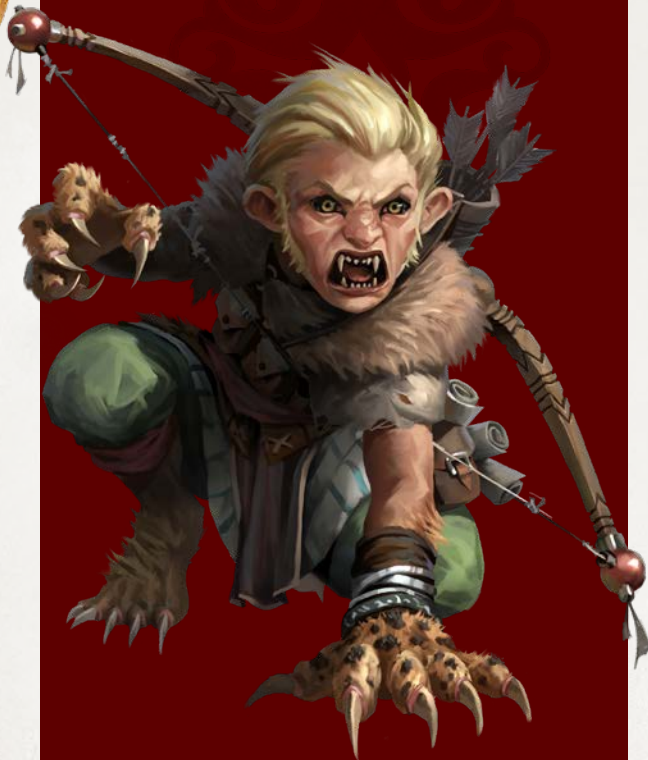
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SAMPLE DRUID



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 plant or fungus* 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*,

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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

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 plant or fungus*; **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 same level as your highest-level druid spell slot. 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 *speak 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, also add the phoenix 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 Primal 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

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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