ANCESTRIES

DWARF

ELF

GNOME

GOBLIN

HALFLING

HUMAN



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



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



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



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



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



Humans are incredibly diverse. Some, such as half-elves and half-orcs, even have non-human ancestors.

ABILITY BOOSTS

Constitution, Wisdom, free

Dexterity, Intelligence, free

Constitution, Charisma, free

Dexterity, Charisma, free

Dexterity, Wisdom, free Two free ability boosts

ABILITY FLAW

Charisma Constitution Strength

BARBARIAN

Wisdom

Strength

CLASSES

BARD





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



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



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



A warrior dedicated to a deity, the champion uses divine power to enhance their abilities and protect allies.

KEY ABILITY SCORE*

Intelligence Strength Charisma

Strength or Dexterity

SECONDARY ABILITY SCORES

Constitution, Dexterity

Constitution, Dexterity

Constitution, Dexterity

Charisma, Constitution

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^{*} A character receives an ability boost to their class's key ability score.

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 combatoriented 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.

PAGE 140 FIGHTER 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.

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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 guick to enter battle and, once their fury has been unleashed, is immensely strong, often unpredictable, and nearly unstoppable.

RANGER

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.

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.

PAGE 104

A defender of good who straps on armor and wields a righteous weapon, the champion protects the innocent and vanguishes 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.

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.

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.

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.

SORCERER

You didn't choose to become a spellcaster—you were born one. There's magic in your blood, whether a divinity touched one of your ancestors, a forebear communed with a primal creature, or a powerful occult ritual influenced your line. Self-reflection and study allow you to refine your inherent magical skills and unlock new, more powerful abilities. The power in your blood carries a risk, however, and you constantly face the choice of whether you'll rise to become a master spellcaster or fall into destruction.



KEY ABILITY

CHARISMA

At 1st level, your class gives you an ability boost to Charisma.

HIT POINTS

6 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You use spells to injure your enemies, influence their minds, and hamper their movements. You might be too vulnerable to get into melee combat, or your bloodline might give you abilities that help you hold your own in a brawl. While your magic is powerful, to conserve your best spells—or when you've used them all up—you also rely on cantrips.

DURING SOCIAL ENCOUNTERS...

Your natural charisma makes you good at interacting with people.

WHILE EXPLORING...

You detect the magic around you, finding treasures and warning your adventuring group of magical traps. When the group encounters mysteries or problems related to your bloodline, you try to solve them.

IN DOWNTIME...

You craft magic items or scribe scrolls. Your bloodline might drive you to research your ancestry or associate with affiliated people or creatures.

YOU MIGHT...

- Have a strong independent streak, and whether you embrace or reject your magical heritage, you long to distinguish yourself both as a spellcaster and as an individual.
- View your lineage with fascination, fear, or something in between—anything from wholehearted acceptance to vehement rejection.
- Rely on magic items, such as scrolls and wands, to supplement your limited selection of spells.

OTHERS PROBABLY...

- Marvel at your ability to create magic from thin air and view your abilities with equal parts admiration and mistrust.
- Consider you less dedicated than studious wizards, devoted clerics, and other practitioners of magic, since power comes to you naturally.
- Assume you're as unpredictable as the magic you bring forth, even if your personality proves otherwise.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude Trained in Reflex Expert in Will

SKILLS

Trained in one or more skills determined by your bloodline Trained in a number of additional skills equal to 2 plus your Intelligence modifier

ATTACKS

Trained in simple weapons Trained in unarmed attacks

DEFENSES

Untrained in all armor Trained in unarmored defense

SPELLS

Trained in spell attack rolls of your spellcasting tradition, as indicated by your bloodline Trained in spell DCs of your spellcasting tradition, as indicated by your bloodline

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TABLE 3-16: SORCERER ADVANCEMENT

	3-10: SUKCEKEK ADVANCEMENT
Your	
Level	Class Features
1	Ancestry and background, initial proficiencies,
	bloodline, sorcerer spellcasting, spell repertoire
2	Skill feat, sorcerer feat
3	2nd-level spells, general feat, signature spells,
	skill increase
4	Skill feat, sorcerer feat
5	3rd-level spells, ability boosts, ancestry feat, magical
	fortitude, skill increase
6	Skill feat, sorcerer feat
7	4th-level spells, expert spellcaster, general feat,
	skill increase
8	Skill feat, sorcerer feat
9	5th-level spells, ancestry feat, lightning reflexes,
	skill increase
10	Ability boosts, skill feat, sorcerer feat
11	6th-level spells, alertness, general feat, weapon
	expertise, skill increase
12	Skill feat, sorcerer feat
13	7th-level spells, ancestry feat, defensive robes, skill
	increase, weapon specialization
14	Skill feat, sorcerer feat
15	8th-level spells, ability boosts, general feat, master
	spellcaster, skill increase
16	Skill feat, sorcerer feat
17	9th-level spells, ancestry feat, resolve, skill increase
18	Skill feat, sorcerer feat
19	Bloodline paragon, general feat, legendary
	spellcaster, skill increase
20	Ability boosts, skill feat, sorcerer feat

CLASS FEATURES

You gain these abilities as a sorcerer. Abilities gained at higher levels list the requisite levels next to their names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training, noted at the start of this class.

BLOODLINE

Choose a bloodline that gives you your spellcasting talent. This choice determines the type of spells you cast and the spell list you choose them from, additional spells you learn, and additional trained skills. You also gain Focus Points and special focus spells based on your bloodline. The bloodlines presented in this book are as follows.

Aberrant: A strange and unknowable influence gives you occult spells.

Angelic: Holy grace bestows divine spells upon you.

Demonic: A sinful corruption gives you divine spells.
Diabolic: A bond with devils gives you divine spells.
Draconic: The blood of dragons grants you arcane spells.
Elemental: The power of the elements manifests in you as primal spells.

Fey: Influence from the fey gives you primal spells. **Hag:** The blight of a hag has given you occult spells. **Imperial:** An ancient power grants you arcane spells. **Undead:** The touch of death gives you divine spells. See Bloodlines on page 194 for more information.

SORCERER SPELLCASTING

Your bloodline provides you with incredible magical power. You can cast spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells (see Casting Spells on page 302). Because you're a sorcerer, you can usually replace material components with somatic components, so you don't need a material component pouch.

Each day, you can cast up to three 1st-level spells. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots. As you increase in level as a sorcerer, your number of spells per day increases, as does the highest level of spells you can cast, as shown on Table 3–17: Sorcerer Spells per Day on page 193.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Charisma, your spell attack rolls and spell DCs use your Charisma modifier. Details on calculating these statistics appear on page 447.

HEIGHTENING SPELLS

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level to match the spell slot. You must have a spell in your spell repertoire at the level you want to cast in order to heighten it to that level. Many spells have specific improvements when they are heightened to certain levels (page 299). The signature spells class feature lets you heighten certain spells freely.

CANTRIPS

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of sorcerer spell slot you have. For example, as a 1st-level sorcerer, your cantrips are 1st-level spells, and as a 5th-level sorcerer, your cantrips are 3rd-level spells.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level spells of your choice and four cantrips of your choice, as well as

TABLE 3-17: SORCERER SPELLS PER DAY

Your	Your Spell Level										
Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	3	-	-	-	-	-	-	-	-	-
2	5	4	_	_	-	_	_	_	_	-	_
3	5	4	3	_	-	-	_	_	-	-	-
4	5	4	4	_	-	_	_	_	_	-	_
5	5	4	4	3	-	-	_	_	-	-	-
6	5	4	4	4	-	_	_	_	_	-	_
7	5	4	4	4	3	-	_	_	-	-	-
8	5	4	4	4	4	_	_	_	_	-	_
9	5	4	4	4	4	3	_	_	-	-	-
10	5	4	4	4	4	4	-	-	-	-	-
11	5	4	4	4	4	4	3	-	-	-	-
12	5	4	4	4	4	4	4	-	-	-	-
13	5	4	4	4	4	4	4	3	-	-	-
14	5	4	4	4	4	4	4	4	-	-	-
15	5	4	4	4	4	4	4	4	3	-	-
16	5	4	4	4	4	4	4	4	4	_	_
17	5	4	4	4	4	4	4	4	4	3	_
18	5	4	4	4	4	4	4	4	4	4	_
19	5	4	4	4	4	4	4	4	4	4	1*
20	5	4	4	4	4	4	4	4	4	4	1*

^{*} The bloodline paragon class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

an additional spell and cantrip from your bloodline (page 194). You choose these from the common spells from the tradition corresponding to your bloodline, or from other spells from that tradition to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table 3-17), you add a spell of the same level to your spell repertoire. When you gain access to a new level of spells, your first new spell is always the spell granted by your bloodline, but you can choose the other spells. At 2nd level, you select another 1st-level spell; at 3rd level, you gain a new spell from your bloodline and two other 2nd-level spells, and so on. When you add spells, you might select a higher-level version of a spell you already know so that you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

SWAPPING SPELLS IN YOUR REPERTOIRE

As you gain new spells in your spell repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same level. This spell can be a cantrip, but you can't swap out bloodline spells. You can also swap out spells by retraining during downtime (page 481).

SKILL FEATS

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats appear in Chapter 5 and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

SORCERER FEATS

SND

SND

At 2nd level and every even-numbered level, you gain a sorcerer class feat. These begin on page 198.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5.

SIGNATURE SPELLS

3RD

You've learned to cast some of your spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-level versions without learning those separately.

If you swap out a signature spell, you can choose a replacement signature spell of the same spell level at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that level without swapping any spells; this takes as much time as retraining a spell normally does.

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THE BLESSED AND THE DAMNED

Many bloodlines are tied to certain types of creatures, and the reputations of those creatures might color how people see you. If you have the blood of demons, people might fear you; conversely, people of good faiths might assume angelic blood puts you on their side. These preconceptions aren't necessarily true. Having a bloodline of creatures of a certain alignment doesn't have any effect on your own alignment unless you want it to; your magic is disconnected from its source.

SKILL INCREASES

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use an increase to either become trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS STH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2.

MAGICAL FORTITUDE STH

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

EXPERT SPELLCASTER 7TH

Your inherent magic responds easily and powerfully to your command. Your proficiency ranks for spell attack rolls and spell DCs for spells of your bloodline's tradition increase to expert.

LIGHTNING REFLEXES 9TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

ALERTNESS 11TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

WEAPON EXPERTISE 11TH

You've improved your combat skill. Your proficiency rank for simple weapons and unarmed attacks increase to expert.

DEFENSIVE ROBES

13TH

The flow of magic and your defensive training combine to help you avoid attacks. Your proficiency rank in unarmored defense increases to expert.

WEAPON SPECIALIZATION

13TH

You've learned to inflict grave wounds with your most practiced weapons. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

MASTER SPELLCASTER

3RD

1STH

19TH

You have achieved mastery over the magic in your blood. Your proficiency ranks for spell attack rolls and spell DCs for spells of your bloodline's tradition increase to master.

RESOLVE 17TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

BLOODLINE PARAGON 19TH

You have perfected the magic in your bloodline. Add two common 10th-level spells of your tradition to your repertoire. You gain a single 10th-level spell slot you can use to cast these spells, using sorcerer spellcasting. Unlike other spell slots, you don't gain more 10th-level spells as you level up, and they can't be used for abilities that let you cast spells without expending spell slots or abilities that give you more spell slots. You can take the Bloodline Perfection sorcerer feat to gain a second slot.

LEGENDARY SPELLCASTER

You demonstrate prodigious talent for spellcasting. Your proficiency ranks for spell attack rolls and spell DCs for spells of your bloodline's tradition increase to legendary.

BLOODLINES

Choose your bloodline, the source of your power. It has a major influence on your abilities, determining your spell list, the tradition of spells you cast, and two trained skills.

BLOODLINE SPELLS

Your bloodline grants you bloodline spells, special spells unique to your lineage. Bloodline spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity. Unlike other characters, you don't need to do anything specific to Refocus, as the power flowing through your veins naturally replenishes your focus pool.

Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, nor

can you cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 points. The full rules are on page 300.

READING A BLOODLINE ENTRY

A bloodline entry contains the following information.

Spell List You use this magical tradition and spell list.

Bloodline Skills You become trained in the listed skills.

Granted Spells You automatically add the spells listed here to your spell repertoire, as described in Spell Repertoire on page 192. At 1st level, you gain a cantrip and a 1st-level spell. You learn the other spells on the list as soon as you gain the ability to cast sorcerer spells of that level.

Bloodline Spells You automatically gain the initial bloodline spell at 1st level and can gain more by selecting the Advanced Bloodline and Greater Bloodline feats.

Blood Magic Whenever you cast a bloodline spell using Focus Points or a granted spell from your bloodline using a spell slot, you gain a blood magic effect. If the blood magic offers a choice, make it before resolving the spell. The blood magic effect occurs after resolving any checks for the spell's initial effects and, against a foe, applies only if the spell is a successful attack or the foe fails its saving throw. If the spell has an area, you must designate yourself or one target in the area when you cast the spell to be the target of the blood magic effect. All references to spell level refer to the level of the spell you cast.

ABERRANT

Something speaks to you from beyond the stars or below the earth. Ancient and unknowable, this alien influence presses against your mind.

Spell List occult (page 311)

Bloodline Skills Intimidation, Occultism

Granted Spells cantrip: daze; 1st: spider sting; 2nd: touch of idiocy; 3rd: vampiric touch; 4th: confusion; 5th: black tentacles; 6th: feeblemind; 7th: warp mind; 8th: uncontrollable dance; 9th: unfathomable song

Bloodline Spells initial: tentacular limbs; advanced: aberrant whispers; greater: unusual anatomy

Blood Magic Aberrant whispers shield one target's mind or your own, granting a +2 status bonus to Will saving throws for 1 round.

ANGELIC

One of your forebears hailed from a celestial realm, or your ancestors' devotion led to their lineage being blessed.

Spell List divine (page 309)

Bloodline Skills Diplomacy, Religion

Granted Spells cantrip: light; 1st: heal; 2nd: spiritual weapon; 3rd: searing light; 4th: divine

wrath; 5th: flame strike; 6th: blade barrier; 7th: divine decree; 8th: divine aura; 9th: foresight

Bloodline Spells initial: *angelic halo*; advanced: *angelic wings*; greater: *celestial brand*

Blood Magic An angelic aura protects you or one target, granting a +1 status bonus to saving throws for 1 round.

DEMONIC

Demons debase all they touch. One of your ancestors fell victim to their corruption, and you are burdened by that sin. **Spell List** divine (page 309)

Bloodline Skills Intimidation, Religion

Granted Spells cantrip: acid splash; 1st: fear; 2nd: enlarge; 3rd: slow; 4th: divine wrath; 5th: Abyssal plague; 6th: disintegrate; 7th: divine decree; 8th: divine aura; 9th: implosion

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Your blood ties you to the magic of the First World and the otherworldly fey. Like them, you're capricious, charming, and hard to pin down.

ABILITY SCORES

Improve your Charisma first. Good Dexterity, Constitution, and Wisdom provide solid defenses.

SKILLS

Deception, Diplomacy, Nature, Stealth

BLOODLINE

Fey

HIGHER-LEVEL FEATS

Reach Spell (1st), Primal Evolution (4th), Advanced Bloodline (6th), Greater Bloodline (10th), Bloodline Focus (12th)

SPELL REPERTOIRE

1st charm, fleet step, summon fey; **Cantrips** dancing lights, daze, detect magic, ghost sound, tanglefoot

Bloodline Spells initial: *glutton's jaws*; advanced: *swamp of sloth*; greater: Abyssal wrath

Blood Magic The corruption of sin weakens a target's defenses or makes you more imposing. Either a target takes a –1 status penalty to AC for 1 round, or you gain a +1 status bonus to Intimidation checks for 1 round.

DIABOLIC

Devils are evil with a silver tongue, and one of your ancestors dallied in darkness or made an infernal pact.

Spell List divine (page 309)

Bloodline Skills Deception, Religion

Granted Spells cantrip: produce flame; 1st: charm; 2nd: flaming sphere; 3rd: enthrall; 4th: suggestion; 5th: crushing despair; 6th: true seeing; 7th: divine decree; 8th: divine aura; 9th: meteor swarm **Bloodline Spells** initial: diabolic edict; advanced: embrace the pit; greater: hellfire plume

Blood Magic Hellfire scorches a target or fills your tongue with lies. Either a target takes 1 fire damage per spell level (if the spell already deals initial fire damage, combine this with the spell's initial damage before determining weaknesses and resistances), or you gain a +1 status bonus to Deception checks for 1 round.

DRACONIC

The blood of dragons flows through your veins. These beasts are both fearsome in combat and skilled at magic. **Spell List** arcane (page 307)

Bloodline Skills Arcana, Intimidation

Granted Spells cantrip: shield; 1st: true strike; 2nd: resist energy; 3rd: haste; 4th: spell immunity; 5th: chromatic wall; 6th: dragon form; 7th: mask of terror; 8th: prismatic wall; 9th: overwhelming presence

Bloodline Spells initial: *dragon claws*; advanced: *dragon breath*; greater: *dragon wings*

Blood Magic Draconic scales grow briefly on you or one target, granting a +1 status bonus to AC for 1 round.

DRAGON TYPE

At 1st level, choose the type of dragon that influenced your bloodline. You can't change your dragon type later. This affects how some of your bloodline spells function. The good metallic dragons and their damage types are brass (fire), bronze (electricity), copper (acid), gold (fire), and silver (cold). The evil chromatic dragons and their damage types are black (acid), blue (electricity), green (poison), red (fire), and white (cold).

ELEMENTAL

A genie ancestor or some other elemental influence has imbued your blood with primal fury. This affects how your blood magic works, along with your bloodline spells and granted spells marked with an asterisk (*).

Spell List primal (page 314)

Bloodline Skills Intimidation. Nature

Granted Spells cantrip: produce flame*; 1st: burning hands*; 2nd: resist energy; 3rd: fireball*; 4th: freedom of movement;



5th: elemental form; 6th: repulsion; 7th: energy aegis; 8th: prismatic wall; 9th: storm of vengeance

Bloodline Spells initial: elemental toss*; advanced: elemental motion; greater: elemental blast*

Blood Magic Elemental energy surrounds you or a target. Either you gain a +1 status bonus to Intimidation checks for 1 round, or a target takes 1 damage per spell level. The damage is bludgeoning or fire, according to your elemental type (see below). If the spell already deals that type of damage, combine it with the spell's initial damage before determining weaknesses and resistances.

ELEMENTAL TYPE

Choose the type of elemental that influenced your bloodline: air, earth, fire, or water. If your element is air, you buffet your foes with powerful winds; if it's earth, you toss huge chunks of rock; if it's fire, you incinerate your foes with flame; and if it's water, you inundate your foes with torrents of water. For fire, all marked spells deal fire damage. For other elements, they deal bludgeoning damage. You replace any existing elemental traits with the trait of the element you chose.

FEY

Fey whimsy or a tryst in a moonlit grove put the bewitching magic of the First World into your family's bloodline.

Spell List primal (page 314)

Bloodline Skills Deception, Nature

Granted Spells cantrip: ghost sound; 1st: charm; 2nd: hideous laughter; 3rd: enthrall; 4th: suggestion; 5th: cloak of colors; 6th: mislead; 7th: visions of danger; 8th: uncontrollable dance; 9th: resplendent mansion

Bloodline Spells initial: faerie dust; advanced: fey disappearance; greater: fey glamour

Blood Magic Colorful fey glamours dance around you or one target, causing them to be concealed for 1 round. Such obvious concealment can't be used to Hide.

HAG

A hag long ago cursed your family, or you are a descendant of a hag or changeling, and their accursed corruption infests your blood and soul.

Spell List occult (page 311)

Bloodline Skills Deception, Occultism

Granted Spells cantrip: daze; 1st: illusory disguise; 2nd: touch of idiocy; 3rd: blindness; 4th: outcast's curse; 5th: mariner's curse; 6th: baleful polymorph; 7th: warp mind; 8th: spiritual epidemic: 9th: nature's enmity

Bloodline Spells initial: jealous hex; advanced: horrific visage; greater: you're mine

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KEY TERMS

You'll see the following key terms in many sorcerer abilities.

Metamagic: Actions with the metamagic trait tweak the properties of your spells. These actions usually come from metamagic feats. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

Blood Magic Spiteful curses punish your foes. You deal 2 mental damage per spell level (basic Will save) to the first creature that deals damage to you before the end of your next turn.

IMPERIAL

One of your ancestors was a mortal who mastered magic. Such magical blood can remain latent for generations, but in you it manifested in full.

Spell List arcane (page 307)

Bloodline Skills Arcana, Society

Granted Spells cantrip: detect magic; 1st: magic missile; 2nd: dispel magic; 3rd: haste; 4th: dimension door; 5th: prying eye; 6th: disintegrate; 7th: prismatic spray; 8th: maze; 9th: prismatic sphere

Bloodline Spells initial: *ancestral memories*; advanced: extend spell; greater: *arcane countermeasure*

Blood Magic A surge of ancestral memories grants you or one target a +1 status bonus to skill checks for 1 round.

UNDEAD

The touch of undeath runs through your blood. Your family tree might contain powerful undead, like a vampire, or perhaps you died and returned a bit different. **Spell List** divine (page 309)

Bloodline Skills Intimidation, Religion

Granted Spells cantrip: chill touch; 1st: harm; 2nd: false life; 3rd: bind undead; 4th: talking corpse; 5th: cloudkill; 6th: vampiric exsanguination; 7th: finger of death; 8th: horrid wilting; 9th: wail of the banshee

Bloodline Spells initial: *undeath's blessing*; advanced: *drain life*; greater: *grasping grave*

Blood Magic Necromantic energy flows through you or one target. Either you gain temporary Hit Points equal to the spell's level for 1 round, or a target takes 1 negative damage per spell level (if the spell already deals initial negative damage, combine this with the spell's initial damage before determining weaknesses and resistances).

SORCERER FEATS

At every level at which you gain a sorcerer feat, you can select one of the following feats. You must satisfy any prerequisites before taking the feat.

IST LEVEL

COUNTERSPELL

FEAT1

ABJURATION SORCERER

Trigger A creature casts a spell that you have in your repertoire. **Requirements** You have an unexpended spell slot you could use to cast the triggering spell.

When a foe Casts a Spell you know and you can see its manifestations, you can use your own magic to disrupt it. You expend one of your spell slots to counter the triggering creature's casting of a spell that you have in your repertoire. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell (page 458).

Special This feat has the trait corresponding to the tradition of spells you cast (arcane, divine, occult, or primal).

DANGEROUS SORCERY

FEAT 1

SORCERE

Your legacy grants you great destructive power. When you Cast a Spell from your spell slots, if the spell deals damage and doesn't have a duration, you gain a status bonus to that spell's damage equal to the spell's level.

FAMILIAR

FEAT 1

SORCERER

An animal serves you and assists your spellcasting. You gain a familiar (rules for familiars are found on page 217).

REACH SPELL •

FEAT 1

CONCENTRATE METAMAGIC SORCERER

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

WIDEN SPELL •>

FEAT 1

MANIPULATE METAMAGIC SORCERER

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

SND LEVEL

CANTRIP EXPANSION

FEAT 2

SORCERER

You better understand the basic power of your bloodline. Add two additional cantrips from your spell list to your repertoire.

ENHANCED FAMILIAR

FEAT 2

SORCERER

Prerequisites a familiar

You infuse your familiar with additional magical energy. You can select four familiar or master abilities each day, instead of two.

4TH LEVEL

ARCANE EVOLUTION FEAT 4

ARCANE SORCERER

Prerequisites bloodline that grants arcane spells

Your arcane legacy grants you an exceptional aptitude for intellectual and academic pursuits. You become trained in one skill of your choice. Additionally, you keep a book of arcane spells similar to a wizard's spellbook. You add all the spells in your spell repertoire to this book for free, and you can add additional arcane spells to the book by paying the appropriate cost and using your Arcana skill, similarly to how a wizard can Learn Spells to add those spells to his spellbook.

During your daily preparations, choose any one spell from your book of arcane spells. If it isn't in your spell repertoire, add it to your spell repertoire until the next time you prepare. If it's already in your spell repertoire, add it as an additional signature spell for that day.

BESPELL WEAPON ❖ FEAT 4

SORCERER

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell.

You siphon the residual energy from the last spell you cast into one weapon you're wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just cast.

- · Abjuration force damage
- Conjuration or Transmutation the same type as the weapon
- · Divination, Enchantment, or Illusion mental damage
- Evocation a type the spell dealt, or force damage if the spell didn't deal damage
- · Necromancy negative damage

DIVINE EVOLUTION FEAT 4

DIVINE SORCERER

Prerequisites bloodline that grants divine spells

The divine might provided by your bloodline flows through you. You gain an additional spell slot of your highest level, which you can use only to cast your choice of heal or harm. You can cast either of these spells using that spell slot, even if they aren't in your spell repertoire.

OCCULT EVOLUTION FEAT 4

OCCULT SORCERER

Prerequisites bloodline that grants occult spells

Glimpses of the obscure secrets of the universe loan you power. You become trained in one skill of your choice. Additionally, once per day, you can spend 1 minute to choose one mental occult spell you don't know and add it to your spell repertoire. You lose this temporary spell the next time you make your daily preparations (though you can use this ability to add it again later).

PRIMAL EVOLUTION FEAT 4

PRIMAL SORCERER

Prerequisites bloodline that grants primal spells

You can call upon the creatures of the wild for aid. You gain an additional spell slot of your highest level, which you can use only to cast summon animal or summon plant or fungus. You can cast either of these spells using that spell slot, even if it they aren't in your spell repertoire.

SORCERER FEATS

If you need to look up a sorcerer feat by name instead of by level, use this table.

Feat	Level
Advanced Bloodline	6
Arcane Evolution	4
Bespell Weapon	4
Bloodline Conduit	20
Bloodline Focus	12
Bloodline Perfection	20
Bloodline Resistance	8
Bloodline Wellspring	18
Cantrip Expansion	2
Counterspell	1
Crossblooded Evolution	8
Dangerous Sorcery	1
Divine Evolution	4
Effortless Concentration	16
Enhanced Familiar	2
Familiar	1
Greater Bloodline	10
Greater Crossblooded	18
Evolution	
Greater Mental Evolution	16
Greater Vital Evolution	16
Interweave Dispel	14
Magic Sense	12
Metamagic Mastery	20
Occult Evolution	4
Overwhelming Energy	10
Primal Evolution	4
Quickened Casting	10
Reach Spell	1
Reflect Spell	14
Steady Spellcasting	6
Widen Spell	1

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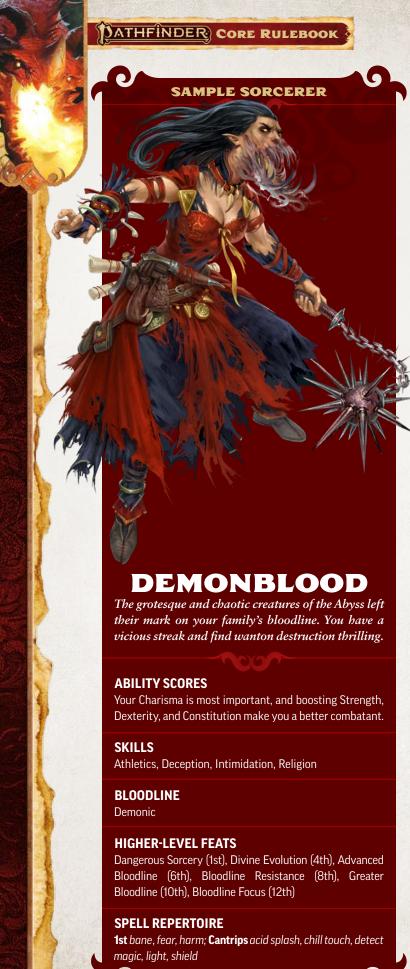
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6TH LEVEL

ADVANCED BLOODLINE

FEAT 6

SORCERER

Prerequisites bloodline spell

You have studied your bloodline to learn the secrets of its magic. You gain the advanced bloodline spell associated with your bloodline. Increase the number of Focus Points in your focus pool by 1.

STEADY SPELLCASTING

FEAT 6

SUBCEBER

You are confident in your spellcasting technique, and you are more easily able to retain your concentration when you Cast a Spell. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

8TH LEVEL

BLOODLINE RESISTANCE

FEAT 8

SORCERER

Your magical blood makes you more resistant to magic. You gain a +1 status bonus to saving throws against spells and magical effects.

CROSSBLOODED EVOLUTION

FEAT 8

SORCERER

Odd interactions in your bloodline provide you with unexpected spells. You can have one spell in your spell repertoire from a tradition other than the one that matches your bloodline. You cast that spell as a spell from your bloodline's tradition. You can swap which spell you add and from which tradition as you could any other sorcerer spell, but you can't have more than one spell from another tradition in your spell repertoire at the same time using this feat.

10TH LEVEL

GREATER BLOODLINE

FEAT 10

SORCERER

Prerequisites bloodline spell

Further communion with the legacy of your bloodline has uncovered greater secrets. You gain the greater bloodline spell associated with your bloodline. Increase the number of Focus Points in your focus pool by 1.

OVERWHELMING ENERGY •

FEAT 10

MANIPULATE METAMAGIC SORCERER

You alter your spells to overcome resistances. If the next action you use is to Cast a Spell, the spell ignores an amount of the target's resistance to acid, cold, electricity, fire, or sonic damage equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by wall of fire. A creature's immunities are unaffected.

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FEAT 10

CONCENTRATE METAMAGIC SORCERER

Frequency once per day

In a mentally strenuous process, you modify your casting of a spell to take less time. If your next action is to cast a sorcerer cantrip or a sorcerer spell that is at least 2 levels lower than the highest-level sorcerer spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).

12TH LEVEL

BLOODLINE FOCUS

FEAT 12

SORCERER

Prerequisites bloodline spell

Your focus recovers faster. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

MAGIC SENSE

FEAT 12

DETECTION DIVINATION SORCERER

You have a literal sixth sense for magic. You can sense the presence of magic auras as though you were always using a 1st-level detect magic spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-level detect magic spell on things you see (in addition to the normal benefits of Seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

14TH LEVEL

INTERWEAVE DISPEL •

FEAT 14

METAMAGIC SORCERER

Prerequisites dispel magic in your spell repertoire

You weave dispelling energy into a spell, sending both effects at a foe. If your next action is to cast a single-target spell against a creature, and you either hit the foe with the spell attack roll or the foe fails its saving throw, you can cast dispel magic on the foe as a free action, expending a spell slot as normal and targeting one spell effect affecting the foe.

REFLECT SPELL

FEAT 14

SORCERER

Prerequisites Counterspell

When you successfully use Counterspell to counteract a spell that affects targeted creatures or an area, you can turn that spell's effect back on its caster. When reflected, the spell affects only the original caster, even if it's an area spell or it would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.

16TH LEVEL

EFFORTLESS CONCENTRATION ◆

FEAT 16

SORCERER

Trigger Your turn begins.

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active sorcerer spells.

GREATER MENTAL EVOLUTION

FEAT 16

SORCERER

Prerequisites Arcane Evolution or Occult Evolution

Your bloodline's deep connection to mental essence greatly enhances your spell repertoire. Add one spell to your spell repertoire for each spell level you can cast.

GREATER VITAL EVOLUTION

FEAT 16

SORCERER

Prerequisites Divine Evolution or Primal Evolution

Vital power surges through you like a font of energy. Twice per day, you can cast a spell after you've run out of spell slots of the appropriate spell level; the two spells you cast with this feat must be of different spell levels.

18TH LEVEL

BLOODLINE WELLSPRING

FEAT 18

SORCERER

Prerequisites Bloodline Focus

Your blood's power replenishes your focus. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

GREATER CROSSBLOODED EVOLUTION

FEAT 18

SORCERER

Prerequisites Crossblooded Evolution

Your bloodline is extraordinarily complex. You can have up to three spells from other traditions in your spell repertoire, rather than just one. These spells must each be of a different spell level, but they don't need to be from the same tradition.

20TH LEVEL

BLOODLINE CONDUIT

FEAT 20

METAMAGIC SORCERER

Frequency once per minute

Your inborn magical nature lets you redirect ambient energies to fuel your spells. If your next action is to Cast a Spell of 5th level or lower that has no duration, you don't expend the spell's slot when you cast it.

BLOODLINE PERFECTION

FEAT 20

SORCERER

Prerequisites bloodline paragon

You command the ultimate powers of your bloodline and tradition. You gain an additional 10th-level spell slot.

METAMAGIC MASTERY

FEAT 20

SORCERER

Altering your spells doesn't take any longer than casting them normally. You can use metamagic single actions as free actions.