



SORCERER

This section presents new sorcerer feats, as well as four new bloodlines to fuel your sorcery: that of the wishbound arcane genie, the entrancing primal nymph, the mysterious divine psychopomp, and the tenebrous occult shadow.

SORCERER BLOODLINES

The following new bloodlines are available to sorcerers at 1st level. New bloodline spells begin on page 235.

GENIE

Through lineage, magic, or wishes made real, the blood of a noble genie flows through your veins.

Spell List arcane

Bloodline Skills Arcana, Deception

Granted Spells cantrip: *detect magic*; 1st: *illusory disguise*; 2nd: variable (see Genie Type below); 3rd: *enthrall*; 4th: *creation*; 5th: variable (see Genie Type below); 6th: *true seeing*; 7th: *energy aegis*; 8th: variable (see Genie Type below); 9th: *resplendent mansion*

Bloodline Spells initial: *genie's veil*; advanced: *heart's desire*; greater: *wish-twisted form*

Blood Magic Your spellcasting warps reality and distracts your foes. Either you gain a +1 status bonus to Deception checks for 1 round, or a target takes a -1 status penalty to Perception for 1 round.

GENIE TYPE

At 1st level, choose the type of genie that influenced your bloodline: janni, djinni, efreeti, marid, or shaitan. You can't change your genie type later. This determines what granted spells you receive at 2nd, 5th, and 8th level.

- **Janni** 2nd: *create food*; 5th: *banishment*; 8th: *scintillating pattern*
- **Djinni** 2nd: *invisibility*; 5th: *illusory scene*; 8th: *punishing winds*
- **Efreeti** 2nd: *enlarge*; 5th: *elemental form* (fire only); 8th: *maze*
- **Marid** 2nd: *water walk*; 5th: *control water*; 8th: *horrid wilting*
- **Shaitan** 2nd: *glitterdust*; 5th: *wall of stone*; 8th: *earthquake*

NYMPH

One of your ancestors was inspired by a nymph, or perhaps was a nymph themselves, and now the beauty of nature lives in you.

Spell List primal

Bloodline Skills Diplomacy, Nature

Granted Spells cantrip: *tanglefoot*; 1st: *charm*; 2nd: *calm emotions*; 3rd: *animal vision*; 4th: *vital beacon*; 5th: *crushing*

despair; 6th: *repulsion*; 7th: *unfettered pack*; 8th: *moment of renewal*; 9th: *overwhelming presence*

Bloodline Spells initial: *nymph's token*; advanced: *blinding beauty*; greater: *establish ward*

Blood Magic Nymph grace accentuates your movements and distracts your foes, either granting you a +1 status bonus to Diplomacy checks for 1 round or imposing a -1 status penalty on one target's Will saves for 1 round.

PSYCHOPOMP

For good or ill, your ancestors' deeds drew the attention of psychopomps, or you might somehow count one in your family tree. The presence of these shepherds of souls and enemies of undeath has left an indelible mark on you.

Spell List divine

Bloodline Skills Intimidation, Religion

Granted Spells cantrip: *disrupt undead*; 1st: *heal*; 2nd: *calm emotions*; 3rd: *searing light*; 4th: *dimensional anchor*; 5th: *death ward*; 6th: *spirit blast*; 7th: *finger of death*; 8th: *spirit song*; 9th: *massacre*

Bloodline Spells initial: *sepulchral mask*; advanced: *spirit veil*; greater: *shepherd of souls*

Blood Magic The border between life and death becomes blurred to you. Either you gain a +2 status bonus to Fortitude saving throws for 1 round, or a target takes 1 damage per spell level. The damage is negative if the target is living or positive if the target is undead. If the spell already deals that type of damage, combine it with the spell's initial damage before determining weaknesses and resistances.

SHADOW

Whether due to a velstrac's manipulations or a planar jaunt gone horribly wrong, your bloodline was infused with a vein of shadow.

Spell List occult

Bloodline Skills Occultism, Stealth

Granted Spells cantrip: *chill touch*; 1st: *grim tendrils*; 2nd: *darkness*; 3rd: *chilling darkness*; 4th: *phantasmal killer*; 5th: *shadow siphon*; 6th: *collective transposition*; 7th: *duplicate foe*; 8th: *disappearance*; 9th: *weird*

Bloodline Spells initial: *dim the light*; advanced: *steal shadow*; greater: *consuming darkness*

Blood Magic Shadows grow deeper around you or one target, either granting a +1 status bonus to Stealth or imposing a -1 status penalty to Perception for 1 round.

SORCERER FEATS

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

1ST LEVEL

ANCESTRAL BLOOD MAGIC

FEAT 1

SORCERER

The magic of your bloodline mixes with that of your ancestry. You gain your blood magic effect when you cast a non-cantrip spell you gained from a heritage or an ancestry feat, in addition to the normal circumstances that trigger your blood magic.

2ND LEVEL

ANOINT ALLY

FEAT 2

MANIPULATE SORCERER

You forge a mystical connection with an ally using your body as a focus, allowing them to benefit from your magic. You place a blood rune on an adjacent ally that lasts for 1 minute. When you would gain a blood magic effect, you can forgo it, granting it to your ally instead. You can anoint only one ally at a time; if you place another rune, your previous designation ends.

ENTREAT WITH FOREBEARS

FEAT 2

SORCERER

Prerequisites a bloodline that corresponds with a creature trait

Something about your presence causes creatures of your bloodline to, consciously or not, recognize you as one of their own, and you become inured to their tricks. You gain a +1 circumstance bonus to Diplomacy, Deception, and Intimidation checks when interacting with creatures that have the trait corresponding to your bloodline, and you gain a +1 circumstance bonus to Perception and saving throws against such creatures. For example, an aberrant bloodline sorcerer would gain this benefit against creatures with the aberration trait. The GM is the final arbiter of which creatures match your bloodline.

4TH LEVEL

ELABORATE FLOURISH

FEAT 4

CONCENTRATE MANIPULATE METAMAGIC SORCERER

You embellish your spellcasting with entrancing flourishes and grand pronouncements, making it harder to identify or counter. If the next action you use is to Cast a Spell, creatures with the ability to Cast that Spell don't automatically know what the spell is. In addition, creatures that witness your spellcasting take a -2 circumstance penalty to checks to identify the spell with Recall Knowledge and checks to counteract the spell during its casting (such as with Counterspell).

SPLIT SHOT

FEAT 4

CONCENTRATE METAMAGIC SORCERER

You fragment a ranged spell into a pair of smaller shots. If your next action is to Cast a Spell without a duration that requires an attack roll against a single target and has no effect beyond dealing damage, you roll a single attack roll and compare the result to the AC of two targets within the spell's range. The spell deals only half its usual damage to each target. This counts as one attack for your multiple attack penalty.

6TH LEVEL

DIVERTING VORTEX

FEAT 6

SORCERER

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

You transfer vestiges of magical energy to the air around you, creating a vortex that deflects ranged attacks. Until the start of your next turn, you gain a +1 status bonus to AC against ranged weapon attacks and physical ranged unarmed attacks.

ENERGETIC RESONANCE

FEAT 6

ABJURATION SORCERER

Trigger You would take acid, cold, electricity, fire, or sonic damage from a spell.

Requirements You have an unexpended spell slot of a level equal to or higher than the triggering spell.

Your blood resonates with magical energy, mitigating the effects of harmful spells. Expend one of your spell slots of a level equal to or higher than that of the triggering spell. You gain resistance to one of the triggering effect's damage types equal to twice the expended spell slot's level.

SPELL RELAY

FEAT 6

CONCENTRATE SORCERER

Trigger An ally Casts a Spell and you are within that spell's range.

You open the power in your blood to your ally's spellcasting, using your magic to boost their range. Your ally can use you as the point of origin for their spell, calculating range and cover from your space instead of their own.

8TH LEVEL

SAFEGUARDED SPELL

FEAT 8

CONCENTRATE METAMAGIC SORCERER

You bring the magical wavelengths of your spell into sync with the ones produced by your own body. If the next action you take is to Cast a Spell with an area, you aren't affected by the spell even if you are within the area.

SOULSIGHT

FEAT 8

SORCERER

Prerequisites bloodline that grants divine or occult spells

The spiritual essence in your blood has opened your senses to the world beyond. You gain spiritsense as an imprecise

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sense with a range of 60 feet. Spiritsense allows you to sense the spirits of creatures within the listed range, including living creatures, most non-mindless undead, and haunts. As with your hearing and other imprecise senses, you still need to Seek to locate an undetected creature. As spiritsense detects spiritual essence, not physical bodies, it can detect spirits projected by spells such as *project image* or possessing otherwise soulless objects. It can't detect soulless bodies, constructs, or objects, and like most senses, it doesn't penetrate through solid objects.



10TH LEVEL

ANCESTRAL MAGE

FEAT 10

SORCERER

Prerequisites Ancestral Blood Magic

The magic of your ancestry and bloodline are one and the same. Add any innate spells you have from a heritage or an ancestry feat to your spell repertoire, meaning you can cast them using your spell slots.

ENERGY FUSION

FEAT 10

CONCENTRATE METAMAGIC SORCERER

You fuse two spells together, combining their energy types. If the next action you use is to Cast a Spell that deals acid, cold, electricity, fire, or sonic damage, select a non-cantrip spell in your spell repertoire that deals a different type of energy damage from that list, and expend an additional spell slot of the same level as this secondary spell. The spell you cast deals additional damage equal to the level of the secondary spell slot expended. The spell's total damage is divided evenly between the energy type of the spell you cast and the energy type of the secondary spell.

ENERGY WARD

FEAT 10

ABJURATION SORCERER

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell that dealt energy damage.

You trap energy from the last spell you cast within your body, coating your flesh in a protective ward. Until the start of your next turn, you gain resistance 5 to one type of energy damage dealt by the spell you just cast.

SIGNATURE SPELL EXPANSION

FEAT 10

SORCERER

Your innate connection to magic lets you cast more spells with greater freedom. You gain two additional signature spells, each of which must have a minimum level of 3rd or lower.

12TH LEVEL

BLOOD COMPONENT SUBSTITUTION

FEAT 12

SORCERER

You can bypass the need for incantations and gestures by drawing energy directly from your blood, causing you to visibly glow the color of your blood and crackle with magical energy. When you Cast a Spell, you can replace all verbal, material, or somatic spellcasting components with a blood component. To use a blood component, you lose Hit Points equal to twice the spell's level as the energy in your blood is depleted, and you can't

decrease the Hit Points lost in any way. As usual for altering components, this has no effect on the number of actions required to Cast the Spell, and your Cast a Spell activity gains the concentrate trait but not the manipulate trait. You can't use blood components to replace any required part of a spell's cost.

GREATER PHYSICAL EVOLUTION

FEAT 12

SORCERER

Prerequisites Arcane Evolution or Primal Evolution

You hold a deep understanding of the innate fundamental structures of the physical world, and you can enforce your will upon that structure as far as your own blood is concerned. Once per day, you can use a sorcerer spell slot to cast any common polymorph battle form spell of the spell slot's level as if it were a signature spell in your repertoire.

If you have Arcane Evolution, you can also choose from any battle form spell in your spellbook. If you have Primal Evolution, you can Cast a Spell listed in that feat using the extra spell slot the feat grants (instead of a sorcerer spell slot).

GREATER SPIRITUAL EVOLUTION

FEAT 12

SORCERER

Prerequisites Divine Evolution or Occult Evolution

Your magical blood is rich with spiritual essence, and this infusion within you allows your spells to be fully effective against incorporeal creatures, spirits, and creatures on the Ethereal Plane. Your spells have the effects of a *ghost touch* property rune. They can target or affect a creature projecting its consciousness (such as via *project image*) or possessing another creature, even if its body is elsewhere, though you must know about the possession or projection and choose to do so. Your spells can affect creatures on the Ethereal Plane, though this doesn't grant you any particular ability to locate them.

14TH LEVEL

CONSUME SPELL

FEAT 14

SORCERER

Prerequisites Counterspell

When you successfully Counterspell a spell of the tradition that matches your bloodline, you consume it, replenishing yourself with its energy. When you do, you are nourished as if you had eaten a meal and regain Hit Points equal to twice the level of the counteracted spell.

SPELL SHROUD

FEAT 14

CONCENTRATE **METAMAGIC** **SORCERER**

Your spell shrouds you in a billowing cloud. If your next action is to Cast a Spell that targets you, you surround yourself in a 15-foot emanation of dense magical mist that lasts until the start of your next turn. All creatures within the cloud become concealed, and all creatures outside the cloud are concealed to creatures within it.

16TH LEVEL

SCINTILLATING SPELL

FEAT 16

CONCENTRATE **LIGHT** **METAMAGIC** **SORCERER**

Your spells become a radiant display of light and color. If your next action is to Cast a Spell that doesn't have the darkness trait, has no duration, and requires creatures to attempt a Reflex save, the spell explodes in a spray of scintillating lights, in addition to its other effects. Each creature that failed its Reflex save against the spell is dazzled for 1 round, and those who critically failed are instead blinded for 1 round.

TERRAFORMING SPELL

FEAT 16

CONCENTRATE **EARTH** **METAMAGIC** **SORCERER** **TRANSMUTATION**

You capture transformative fragments of magic and slam them into the ground, creating a shock wave that alters your surroundings. If your next action is to Cast a non-cantrip transmutation Spell, either each space adjacent to you becomes difficult terrain, or each space adjacent to you is no longer difficult terrain. This doesn't have any effect on greater difficult terrain and doesn't remove the damaging effects of hazardous terrain.

18TH LEVEL

ECHOING SPELL

FEAT 18

CONCENTRATE **METAMAGIC** **SORCERER**

You time the components of your spell with exacting precision, setting up a resonance that duplicates the spell's effects. If your next action is to Cast a Spell of 4th level or lower that has no duration, the spell's energy reverberates and echoes. You can Cast the Spell a second time before the end of your next turn without expending a spell slot.

20TH LEVEL

BLOODLINE MUTATION

FEAT 20

SORCERER

Prerequisites a bloodline based on a specific type of creature

You permanently mutate to become more like the creatures of your bloodline. You gain the appropriate trait or traits for those types of creatures (aberration for aberrant, angel and celestial for angelic, psychopomp and monitor for psychopomp, and so on). You gain low-light vision or darkvision, if one is appropriate for creatures with those traits. Choose one of the following.

- If the creatures associated with your bloodline have the ability to fly, you gain a fly Speed equal to your land Speed.
- If the creatures associated with your bloodline are aquatic or amphibious, you become amphibious, able to breathe water and air equally well, and you gain a swim Speed equal to your Speed.
- If creatures associated with your bloodline have a resistance or immunity to acid, cold, electricity, fire, negative, or sonic, choose an energy type your bloodline is immune or resistant to and gain resistance 20 against that energy type.

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WIZARD

In addition to new ways to manipulate magical energies, this section features a new arcane thesis for wizards that wish to master the art of staff crafting.

ARCANE THESIS

STAFF NEXUS

Your thesis maintains that early and intense adoption of staves from the first days of study can create a symbiotic bond between spellcaster and staff, allowing them to create remarkable magic together. You've formed such a connection with a makeshift staff you built, and you are ready to infuse any staff you encounter with greater power.

You begin play with a makeshift staff of your own invention. It contains one cantrip and one 1st-level spell, both from your spellbook, but it gains no charges normally during your preparations; you must expend a spell slot to grant it charges in the same way you would add additional charges to a normal staff (*Core Rulebook* 592). You can Craft your makeshift staff into any other type of staff for the new staff's usual cost, adding the two spells you originally chose to the staff you Craft.

At 8th level, you can expend two spells instead of one when preparing your staff, adding additional charges equal to the combined levels of the expended spells. At 16th level, you can expend up to a total of three spells to add charges to the staff, adding additional charges equal to the combined levels of all three spells.

WIZARD FEATS

1ST LEVEL

SPELLBOOK PRODIGY

FEAT 1

WIZARD

Prerequisites trained in Arcana

You are particularly adept at learning spells to add to your spellbook. You can Learn a Spell in half the time it normally takes. Further, when you roll a critical failure on your check to Learn a Spell, you get a failure instead. When you roll a failure, you can try again after 1 week.

2ND LEVEL

ENERGY ABLATION

FEAT 2

METAMAGIC WIZARD

When you cast energy spells, you retain some of that energy as a protective barrier. If your next action is to Cast a Spell that deals energy damage (*Core Rulebook* 452), whether or not it successfully deals damage, you gain resistance to that type of energy equal to the spell's level (minimum 1) until the end of your next turn. If the spell deals more than one type of energy damage, choose one and gain resistance to that type.

NONLETHAL SPELL

FEAT 2

MANIPULATE METAMAGIC WIZARD

You can alter offensive spells to be less deadly. If your next action is to Cast a Spell that deals damage and doesn't have the death or negative trait, that spell gains the nonlethal trait.

4TH LEVEL

CALL BONDED ITEM

FEAT 4

CONCENTRATE CONJURATION TELEPORTATION WIZARD

Prerequisites arcane bond

You're mystically connected to your bonded item and can call it to your hand. If your bonded item is 1 Bulk or less, you teleport your bonded item into your hand from up to 1 mile away.

6TH LEVEL

CONVINCING ILLUSION

FEAT 6

ILLUSION WIZARD

Prerequisites expert in Deception

Trigger A creature succeeded, but didn't critically succeed, at a Perception check or Will save to disbelieve an illusion from a spell that you cast.

Requirements You are within 30 feet of the observer and the illusion.

You use your deceptive skills to make your illusions seem even more real. Attempt a Deception check against the target's Perception DC. If you succeed, the target fails to disbelieve the illusion.

SPLIT SLOT

FEAT 6

WIZARD

You can prepare two spells in one slot, giving you the freedom to choose the spell when you cast it. When you prepare your spells for the day, you can choose one spell slot at least 1 level lower than the highest-level spell you can cast and prepare two spells in that slot. When you Cast a Spell from that slot, choose which spell to cast. Once you've chosen, the unused spell dissipates as though you hadn't prepared it at all—for example, it isn't available for use with Drain Bonded Item.

8TH LEVEL

FORM RETENTION

FEAT 8

WIZARD

You have trained your mind and body to tolerate polymorph magic for longer periods of time, so long as you prepare for the change appropriately. When preparing a polymorph spell that lasts 1 minute and grants a battle form, you can prepare the



spell in a slot 2 levels higher than normal. This doesn't grant any of the normal benefits of heightening a spell, but the spell lasts up to 10 minutes. For example, if you prepared *animal form* in a 4th-level slot with Form Retention, you would cast a 2nd-level *animal form* that lasts for up to 10 minutes. If the spell can be Dismissed, that doesn't change.

12TH LEVEL

DIVINER SENSE

FEAT 12

DIVINATION FORTUNE WIZARD

You sense magical dangers. When using the Detect Magic exploration activity, you can roll initiative twice and use the better result so long as at least one opponent has a magical effect or magic item and is in range of your *detect magic*.

FORCIBLE ENERGY

FEAT 12

MANIPULATE METAMAGIC WIZARD

You perform complex manipulations to make the energy from your spells so powerful that your enemies remain vulnerable to it afterward. If your next action is to Cast a Spell that deals acid, electricity, fire, or sonic damage, you can select one target that was damaged to gain weakness 5 to that damage type until the end of your next turn. If a spell deals multiple types of energy damage, choose one that the target gains weakness to. This has no effect on creatures with resistance or immunity to the energy type you choose.

18TH LEVEL

SECOND CHANCE SPELL

FEAT 18

ENCHANTMENT WIZARD

When your target proves resilient to your magical deceptions, you can try them again on someone else. When you cast an enchantment spell that targets one creature and that creature critically succeeds at its Will save, you can Cast the Spell again before the end of your next turn on a different creature without expending an additional spell slot. The second casting doesn't grant you any benefits that you would normally gain for Casting a Spell from a spell slot.

20TH LEVEL

SPELL MASTERY

FEAT 20

WIZARD

You have mastered a handful of spells to such a degree that you can cast them even if you haven't prepared them in advance. Select any four spells of 9th level or lower that you have access to; each spell you select must be of a different level. These spells are automatically prepared when you make your daily preparations, and they have their own spell slots. You can select a different array of spells by spending 1 week of downtime retraining your mastered spells.