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.

BARD

You are a master of artistry, a scholar of hidden secrets, and a captivating persuader. Using powerful performances, you influence minds and elevate souls to new levels of heroics. You might use your powers to become a charismatic leader, or perhaps you might instead be a counselor, manipulator, scholar, scoundrel, or virtuoso. While your versatility leads some to consider you a beguiling ne'erdo-well and a jack-of-all-trades, it's dangerous to dismiss you as a master of none.



KEY ABILITY

CHARISMA

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

HIT POINTS

8 plus your Constitution modifier

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

DURING COMBAT ENCOUNTERS...

You use magical performances to alter the odds in favor of your allies. You confidently alternate between attacks, healing, and helpful spells as needed.

DURING SOCIAL ENCOUNTERS...

You persuade, prevaricate, and threaten with ease.

WHILE EXPLORING...

You're a font of knowledge, folktales, legends, and lore that provide a deeper context and helpful reconnaissance for the group's adventure. Your spells and performances inspire your allies to greater discovery and success.

IN DOWNTIME...

You can earn money and prestige with your performances, gaining a name for yourself and acquiring patrons. Eventually, tales of your talents and triumphs might attract other bards to study your techniques in a bardic college.

YOU MIGHT ...

- Have a passion for your art so strong that you forge a spiritual connection with it.
- · Take point when tact and nonviolent solutions are required.
- Follow your muse, whether it's a mysterious fey creature, a philosophical concept, a psychic force, or a deity of art or music, and with its aid learn secret lore that few others have.

OTHERS PROBABLY...

- Relish the opportunity to invite you to social events, either as a performer or a guest, but consider you to be something of a curiosity in their social circles.
- Underestimate you compared to other spellcasters, believing you are little more than a foppish minstrel and overlooking the subtle power of your magic.
- Respond favorably to your social charm and abilities, but remain suspicious of your beguiling magic.

INITIAL PROFICIENCIES

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

PERCEPTION

Expert in Perception

SAVING THROWS

Trained in Fortitude Trained in Reflex Expert in Will

SKILLS

Trained in Occultism
Trained in Performance
Trained in a number of
additional skills equal to 4 plus
your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in the longsword, rapier,
sap, shortbow, shortsword, and
whip

Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in unarmored defense

SPELLS

Trained in occult spell attacks Trained in occult spell DCs INTRODUCTION

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TABLE 3-5: BARD ADVANCEMENT

TABLE 3-5: BARD ADVANCEMENT							
	Your						
	Level	Class Features					
	1	Ancestry and background, initial proficiencies,					
		occult spellcasting, spell repertoire, composition					
		spells, muse					
	2	Bard feat, skill feat					
	3	2nd-level spells, general feat, lightning reflexes,					
		signature spells, skill increase					
	4	Bard feat, skill feat					
	5	3rd-level spells, ability boosts, ancestry feat,					
		skill increase					
	6	Bard feat, skill feat					
	7	4th-level spells, expert spellcaster, general feat,					
	0	skill increase					
	8	Bard feat, skill feat					
	9	5th-level spells, ancestry feat, great fortitude,					
	10	resolve, skill increase					
	10	Ability boosts, bard feat, skill feat					
	11	6th-level spells, bard weapon expertise, general fea					
	12	skill increase, vigilant senses					
	13	Bard feat, skill feat					
	13	7th-level spells, ancestry feat, light armor expertise skill increase, weapon specialization					
	14	Bard feat, skill feat					
	15	8th-level spells, ability boosts, general feat, master					
	13	spellcaster, skill increase					
	16	Bard feat, skill feat					
	17	9th-level spells, ancestry feat, greater resolve,					
	17	skill increase					
	18	Bard feat, skill feat					
	19	General feat, legendary spellcaster, magnum opus,					
	.0	skill increase					
	20	Ability boosts, bard feat, skill feat					
		The second secon					

CLASS FEATURES

You gain these abilities as a bard. Abilities gained at higher levels list the requisite levels next to the features' names.

ANCESTRY AND BACKGROUND

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

INITIAL PROFICIENCIES

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

OCCULT SPELLCASTING

You draw upon magic from esoteric knowledge. You can cast occult spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells (see Casting Spells on page 302). Because you're a bard, you can usually play an instrument for spells requiring somatic or material components, as long as

it takes at least one of your hands to do so. If you use an instrument, you don't need a material component pouch or another hand free. You can usually also play an instrument for spells requiring verbal components, instead of speaking.

Each day, you can cast up to two 1st-level spells. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a bard, your number of spells per day increases, as does the highest level of spells you can cast, as shown on Table 3–6: Bard Spells per Day on page 98.

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

HEIGHTENING SPELLS

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

CANTRIPS

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

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level occult spells of your choice and five occult cantrips of your choice. You choose these from the common spells from the occult list (page 311) or from other occult spells to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table 3–6), you add a spell to your spell repertoire of the same level. At 2nd level, you select another 1st-level spell; at 3rd level, you select two 2nd-level spells, and so on. When you add spells, you might add a higher-level version of a spell you already have, so you can cast a heightened version of that spell.

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

SWAPPING SPELLS IN YOUR REPERTOIRE

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same level. This spell can be a cantrip. You can also swap out spells by retraining during downtime (page 481).

COMPOSITION SPELLS

You can infuse your performances with magic to create unique effects called compositions. Compositions are a special type of spell that often require you to use the Performance skill when casting them. Composition spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to perform, write a new composition, or otherwise engage your muse.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 300.

You learn the *counter performance* composition spell (page 386), protecting against auditory and visual effects.

COMPOSITION CANTRIPS

Composition cantrips are special composition spells that don't cost Focus Points, so you can use them as often as you like. Composition cantrips are in addition to the cantrips you choose from the occult list. Generally, only feats can give you more composition cantrips. Unlike other cantrips, you can't swap out composition cantrips gained from bard feats at a later level, unless you swap out the specific feat via retraining (page 481).

You learn the *inspire courage* composition cantrip (page 386), which boosts your allies' attacks, damage, and defense against fear.

MUSES

As a bard, you select one muse at 1st level. This muse leads you to great things, and might be a physical creature, a deity, a philosophy, or a captivating mystery.

ENIGMA

Your muse is a mystery, driving you to uncover the hidden secrets of the multiverse. If your muse is a creature, it might be a dragon or otherworldly being; if a deity, it might be Irori or Nethys. You gain the Bardic Lore feat and add *true strike* to your spell repertoire.

MAESTRO

Your muse is a virtuoso, inspiring you to greater heights.

If it's a creature, it might be a performance-loving creature such as a choral angel or lillend azata; if a deity, it might be Shelyn. As a bard with a maestro muse, you are an inspiration to your allies and confident of your musical and oratorical abilities. You gain the Lingering Composition feat and add *soothe* to your spell repertoire.

POLYMATH

Your muse is a jack of all trades, flitting between skills and pursuits. If it's is a creature, it might be an eclectic creature like a fey; if a deity, it might be Desna or Calistria. As a bard with a polymath muse, you are interested in a wide array of topics but rarely dedicated to any one, and you rarely make up your mind—you want to try everything. You gain the Versatile Performance feat and add *unseen servant* to your spell repertoire.



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TABLE 3-6: BARD SPELLS PER DAY

Your	ır Spell Level										
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	- 1
19	5	3	3	3	3	3	3	3	3	3	1*
20	5	3	3	3	3	3	3	3	3	3	1*

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

BARD FEATS SND

At 2nd level and every 2 levels thereafter, you gain a bard class feat. These begin on page 99.

SKILL FEATS SND

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

GENERAL FEATS 3RN

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

LIGHTNING REFLEXES 3RD

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

SIGNATURE SPELLS 3RD

Experience allows you to cast some spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-level versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell level at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that level without swapping any spells; this takes as much time as retraining a spell normally does.

SKILL INCREASES

3RN

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 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

STH

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

EXPERT SPELLCASTER

7TH

Your proficiency ranks for occult spell attack rolls and spell DCs increase to expert.

GREAT FORTITUDE

9TH

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

RESOLVE 9TH

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

BARD WEAPON EXPERTISE 11TH

You have become thoroughly adept with bardic weapons. You gain expert proficiency in simple weapons and unarmed attacks, plus the longsword, rapier, sap, shortbow, shortsword, and whip. When you critically succeed at an attack roll using one of these weapons or an unarmed attack while one of your compositions is active, you apply the critical specialization effect for that weapon or unarmed attack.

VIGILANT SENSES 11TH

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

LIGHT ARMOR EXPERTISE 13TH

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

WEAPON SPECIALIZATION 13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 damage if you're a master, and 4 damage if you're legendary.

MASTER SPELLCASTER 15TH

You've mastered the occult. Your proficiency ranks for occult spell attack rolls and spell DCs increase to master.

GREATER RESOLVE 17TH

Your unbelievable training grants you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a success on a Will save, you get a critical success. When you roll a critical failure on a Will save, you get a failure instead. When you roll a failure on a Will save against a damaging effect, you take half damage.

MAGNUM OPUS 19TH

You have tuned your spellcasting to the highest caliber. Add two common 10th-level occult spells to your repertoire. You gain a single 10th-level spell slot you can use to cast one of those two spells using bard spellcasting. You don't gain more 10th-level spells as you level up, unlike other spell slots, and you can't use 10th-level slots with abilities that give you more spell slots or that let you cast spells without expending spell slots.

KEY TERMS

You'll see the following key terms in many bard class features.

Composition: To cast a composition cantrip or focus spell, you use a type of Performance (page 250). If the spell includes a verbal component, you must use an auditory performance, and if it includes a somatic component, you must use a visual one. The spell gains all the traits of the performance you used. You can cast only one composition spell each turn, and you can have only one active at a time. If you cast a new composition spell, any ongoing effects from your previous composition spell end immediately.

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

LEGENDARY SPELLCASTER

19TH

Your command of occult magic is the stuff of legends. Your proficiency ranks for occult spell attack rolls and spell DCs increase to legendary.

BARD FEATS

At every level that you gain a bard feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

IST LEVEL

BARDIC LORE

FEAT 1

BARD

Prerequisites enigma muse

Your studies make you informed on every subject. You are trained in Bardic Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic. If you have legendary proficiency in Occultism, you gain expert proficiency in Bardic Lore, but you can't increase your proficiency rank in Bardic Lore by any other means.

LINGERING COMPOSITION

FEAT 1

BARD

Prerequisites maestro muse

By adding a flourish, you make your compositions last longer. You learn the *lingering composition* focus spell (page 387). Increase the number of Focus Points in your focus pool by 1.

REACH SPELL •>

FEAT 1

BARD CONCENTRATE METAMAGIC

You can extend your spells' range. If the next action you use is to Cast a Spell that has a range, increase that spell's range by

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BARD FEATS

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

Feat	Level
Allegro	14
Bardic Lore	1
Cantrip Expansion	2
Deep Lore	18
Dirge of Doom	6
Eclectic Polymath	12
Eclectic Skill	8
Effortless Concentration	16
Esoteric Polymath	2
Eternal Composition	18
Fatal Aria	20
Harmonize	6
House of Imaginary Walls	10
Impossible Polymath	18
Inspire Competence	2
Inspire Defense	4
Inspire Heroics	8
Inspirational Focus	12
Know-It-All	8
Lingering Composition	1
Loremaster's Etude	2
Melodious Spell	4
Multifarious Muse	2
Perfect Encore	20
Quickened Casting	10
Reach Spell	1
Soothing Ballad	14
Steady Spellcasting	6
Studious Capacity	16
Symphony of the Muse	20
Triple Time	4
True Hypercognition	14
Unusual Composition	10
Versatile Performance	1
Vorcatile Signature	1

30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

VERSATILE PERFORMANCE

FEAT 1

BARD

Prerequisites polymath muse

You can rely on the grandeur of your performances rather than ordinary social skills. You can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize. You can also use an acting Performance instead of Deception to Impersonate. You can use your proficiency rank in Performance to meet the requirements of skill feats that require a particular rank in Deception, Diplomacy, or Intimidation.

SND LEVEL

CANTRIP EXPANSION

FEAT 2

BARD

Study broadens your range of simple spells. Add two additional cantrips from your spell list to your repertoire.

ESOTERIC POLYMATH

FEAT 2

BARD

Prerequisites polymath muse

You keep a book of occult spells, similar to a wizard's spellbook, and can use its spells to supplement your spell repertoire. Add all the spells in your repertoire to this book for free. You can use the Occultism skill to Learn Spells (page 238) and add them to your spellbook by paying the appropriate cost, similar to a wizard.

During your daily preparations, choose any one spell from your book of occult spells. If that spell is already in your spell repertoire, you can treat it as an additional signature spell that day. If it isn't in your repertoire, treat it as though it were until your next daily preparations.

INSPIRE COMPETENCE

FEAT 2

BARD

Prerequisites maestro muse

You learn the inspire competence composition cantrip (page 386), which aids your allies' skills.

LOREMASTER'S ETUDE

FEAT 2

BARD FORTUNE

Prerequisites enigma muse

You magically unlock memories, making them easier to recall. You learn the *loremaster's etude* composition spell (page 387). Increase the number of Focus Points in your focus pool by 1.

MULTIFARIOUS MUSE

FEAT 2

BARD

Your muse doesn't fall into a single label. Choose a type of muse other than that of your own. You gain a 1st-level feat that requires that muse, and your muse is now also a muse of that type, allowing you to take feats with the other muse as a prerequisite. You don't gain any of the other effects of the muse you chose.

Special You can take this feat multiple times. Each time you do, you must choose a different type of muse other than that of your own.

4TH LEVEL

INSPIRE DEFENSE

FEAT 4

BARD

Prerequisites maestro muse

You learn the inspire defense composition cantrip (page 386), which protects you and allies.



MELODIOUS SPELL ->

FEAT 4

FEAT 4

BARD CONCENTRATE MANIPULATE METAMAGIC

You subtly weave your spellcasting into your performance. If the next action you take is to Cast a Spell, attempt a Performance check against all observers' Perception DCs. If your Performance check is successful against an observer's Perception DC, that observer doesn't notice that you are Casting a Spell, even though normally spells have sensory manifestations that would make spellcasting obvious to those around you, and verbal, somatic, and material components are extremely overt. You hide all of these as part of an ordinary performance.

This hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish.

TRIPLE TIME

BARD

You learn the *triple time* composition cantrip (page 387), which speeds up you and your allies for a round.

VERSATILE SIGNATURE FEAT 4

BARD

Prerequisites polymath muse

While most bards are known for certain signature performances and spells, you're always tweaking your available repertoire. When you make your daily preparations, you can change one of your signature spells to a different spell of that level from your repertoire.

6TH LEVEL

DIRGE OF DOOM

FEAT 6

BARD

You learn the *dirge of doom* composition cantrip (page 386), which frightens your enemies.

HARMONIZE *

FEAT 6

BARD CONCENTRATE MANIPULATE METAMAGIC

Prerequisites maestro muse

You can perform multiple compositions simultaneously. If your next action is to cast a composition, it becomes a harmonized composition. Unlike a normal composition, a harmonized composition doesn't end if you cast another composition, and you can cast another composition on the same turn as a harmonized one. Casting another harmonized composition ends any harmonized composition you have in effect.

STEADY SPELLCASTING

FEAT 6

BARD

You don't lose spells easily. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

8TH LEVEL

ECLECTIC SKILL

FEAT 8

BARD

Prerequisites polymath muse, master in Occultism

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ABILITY SCORES

Make Charisma highest, followed by Dexterity. Add to Constitution for more health and to Intelligence for skills.

SKILLS

Acrobatics, Athletics, Diplomacy, Medicine, Occultism, Performance

MUSE

Maestro

HIGHER-LEVEL FEATS

Inspire Competence (2nd), Triple Time (4th), Allegro (14th)

SPELL REPERTOIRE

1st color spray, illusory disguise, soothe; **Cantrips** detect magic, ghost sound, light, mage hand, read aura

Your broad experiences translate to a range of skills. Your proficiency bonus to untrained skill checks is equal to your level. You can attempt any skill check that normally requires you to be trained, even if you are untrained. If you have legendary proficiency in Occultism, you can attempt any skill check that normally requires you to have expert proficiency, even if untrained or trained.

INSPIRE HEROICS

FEAT 8

BARD

Prerequisites maestro muse

Your performances inspire even greater deeds in your allies. You learn the *inspire heroics* metamagic focus spell (page 387). Increase the number of Focus Points in your focus pool by 1.

KNOW-IT-ALL

FEAT 8

BARD

Prerequisites enigma muse

When you succeed at a Knowledge check, you gain additional information or context. When you critically succeed at a Knowledge check, at the GM's discretion you might gain even more additional information or context than normal.

10TH LEVEL

HOUSE OF IMAGINARY WALLS

FEAT 10

BARD

You erect an imaginary barrier others believe to be real. You learn the house of imaginary walls composition cantrip (page 386).

OUICKENED CASTING

FEAT 10

BARD CONCENTRATE METAMAGIC

Frequency once per day

If your next action is to cast a bard cantrip or a bard spell that is at least 2 levels lower than the highest-level bard spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).

UNUSUAL COMPOSITION

FEAT 10

BARD CONCENTRATE MANIPULATE METAMAGIC

Prerequisites polymath muse

You can translate the emotion and power of a composition to other mediums. If your next action is to cast a composition spell, you can use a different kind of performance than usual for the composition to change any of its somatic components to verbal components or vice versa. As usual for composition spells, this changes whether the composition is auditory or visual.

12TH LEVEL

ECLECTIC POLYMATH

FEAT 12

BARD

Prerequisites Esoteric Polymath

Your flexible mind can quickly shift spells. If you add a spell to your repertoire during your daily preparations using Esoteric Polymath, when you prepare again, you can choose to keep

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the new spell from Esoteric Polymath in your repertoire and instead lose access to another spell of the same level in your repertoire.

INSPIRATIONAL FOCUS

FEAT 12

BARD

Your connection to your muse has granted you unusual focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

14TH LEVEL

ALLEGRO

FEAT 14

BARD

You can quicken your allies with a fast-paced performance. You learn the *allegro* composition cantrip (page 386).

SOOTHING BALLAD

FEAT 14

BARD

You soothe your allies' wounds with the power of your performance. You learn the *soothing ballad* composition spell (page 387). Increase the number of Focus Points in your focus pool by 1.

TRUE HYPERCOGNITION •>

FEAT 14

BARD

Prerequisites enigma muse

Your mind works at an incredible pace. You instantly use up to five Recall Knowledge actions. If you have any special abilities or free actions that would normally be triggered when you Recall Knowledge, you can't use them for these actions.

16TH LEVEL

EFFORTLESS CONCENTRATION ◆

FEAT 16

BARD

Trigger Your turn begins.

You can 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 bard spells.

STUDIOUS CAPACITY

FEAT 16

BARD

Prerequisites enigma muse, legendary in Occultism

Your continued study of occult magic has increased your magical capacity, allowing you to cast spells even when it seems impossible. You can cast one spell each day even after you've run out of spell slots of the appropriate spell level, but you can't use this ability to cast a spell of your highest spell level.

18TH LEVEL

DEEP LORE

FEAT 18

BARD

Prerequisites enigma muse, legendary in Occultism

Your repertoire is vast, containing far more spells than usual. Add one spell to your repertoire of each level you can cast.

ETERNAL COMPOSITION

FEAT 18

BARD

Prerequisites maestro muse

The world is a stage upon which you are always playing. You are permanently quickened; you can use your extra action only to cast a composition cantrip that requires 1 action to cast. While in exploration mode, you can declare that you are performing an eligible composition cantrip while using any exploration tactic. Even before your first turn in a combat encounter, that cantrip is active as if you had cast it on your previous turn.

IMPOSSIBLE POLYMATH

FEAT 18

BARD

Prerequisites trained in Arcana, Nature, or Religion; Esoteric Polymath

Your esoteric formulas are so unusual that they allow you to dabble in magic from diverse traditions that other bards don't understand. As long as you're trained in Arcana, you can add arcane spells to your book from Esoteric Polymath; as long as you're trained in Nature, you can add primal spells to your book; and as long as you are trained in Religion, you can add divine spells to your book.

Like your other spells in your book, you can add one of these spells from another tradition to your repertoire as an occult spell each day using Esoteric Polymath, but you can't retain any spells from another tradition when you prepare again, even if you have Eclectic Polymath.

SOTH LEVEL

FATAL ARIA

FEAT 20

BARD

Your songs overwhelm the target with unbearable emotion, potentially striking them dead on the spot. You learn the *fatal aria* composition spell (page 386). Increase the number of Focus Points in your focus pool by 1.

PERFECT ENCORE

FEAT 20

BARD

Prerequisites magnum opus

You develop another incredible creation. You gain an additional 10th-level spell slot.

SYMPHONY OF THE MUSE

FEAT 20

BARD

Prerequisites Harmonize

You have learned how to weave countless performances together into a solo symphony with multitudinous effects. You are no longer limited to a single composition each turn or a single composition at a time; when you use a new composition, all previous compositions' effects continue for their remaining duration.

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