

## ANCESTRIES

### DWARF



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

### ELF



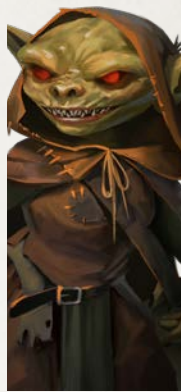
Elves are a tall, slender, long-lived people with a strong tradition of art and magic.

### GNOME



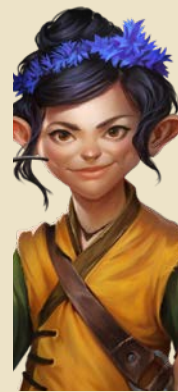
Gnomes are short and hardy folk, with an unquenchable curiosity and eccentric habits.

### GOBLIN



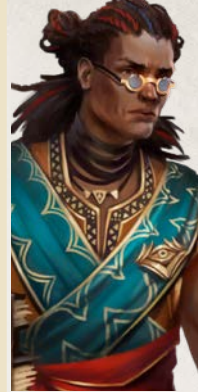
Goblins are a short, scrappy, energetic people who have spent millennia maligned and feared.

### HALFLING



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

### HUMAN



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

## ABILITY BOOSTS

Constitution, Wisdom, free

Dexterity, Intelligence, free

Constitution, Charisma, free

Dexterity, Charisma, free

Dexterity, Wisdom, free

Two free ability boosts

## ABILITY FLAW

Charisma

Constitution

Strength

Wisdom

Strength

—

## CLASSES

### ALCHEMIST



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

### BARBARIAN



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

### BARD



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

### CHAMPION



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

## KEY ABILITY SCORE\*

Intelligence

Strength

Charisma

Strength or Dexterity

## SECONDARY ABILITY SCORES

Constitution, Dexterity

Constitution, Dexterity

Constitution, Dexterity

Charisma, Constitution



CLASSES

CLERIC



The cleric calls on the power of a deity to cast spells that can heal allies or harm foes.

DRUID



The druid uses the magic of the natural world to bolster allies and strike down enemies.

FIGHTER



The fighter is a master of weapons, martial techniques, and powerful attack combinations.

MONK



The monk wields the secrets of martial arts in dazzling displays of battlefield prowess.

KEY ABILITY SCORE\*

Wisdom

Wisdom

Dexterity or Strength

Dexterity or Strength

SECONDARY ABILITY SCORES

Charisma, Constitution

Constitution, Dexterity

Constitution

Constitution, Wisdom

CLASSES

RANGER



The ranger is a master of using their surroundings, traps, and animal allies to harry enemies.

ROGUE



The rogue is a multitasking master of skulduggery who strikes when enemies least expect it.

SORCERER



The sorcerer's magical might flows from their blood and manifests as fantastic spells and abilities.

WIZARD



The wizard is a scholar whose reservoirs of arcane knowledge powers their wondrous spells and abilities.

KEY ABILITY SCORE\*

Dexterity or Strength

Dexterity or other

Charisma

Intelligence

SECONDARY ABILITY SCORES

Constitution, Wisdom

Charisma, Constitution

Dexterity, Constitution

Dexterity, Constitution

\* A character receives an ability boost to their class's key ability score.

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## CHAPTER 3: CLASSES

*Just as your character's ancestry plays a key role in expressing their identity and worldview, their class indicates the training they have and will improve upon as an adventurer. Choosing your character's class is perhaps the most important decision you will make for them. Groups of players often create characters whose skills and abilities complement each other mechanically—for example, ensuring your party includes a healer, a combat-oriented character, a stealthy character, and someone with command over magic—so you may wish to discuss options with your group before deciding.*

The rules within each class allow you to bring a wealth of character concepts to life. Perhaps you want to create a brilliant but scatterbrained alchemist who can rattle off complex formulas for alchemical items but has trouble remembering his best friend's birthday. Or perhaps you want your character to be a muscle-bound swordswoman who becomes as immovable as a mountain when she hoists a shield. Maybe they'll be a hot-tempered sorcerer whose gesticulating fingers pulse with light from an angelic ancestor. The choices you make for your character within their class—such as a cleric's choice of deity, a fighter's choice of weapon, or a sorcerer's bloodline—bring these visions to life within the context of the rules and the world.

The entries on the pages that follow describe the 12 core classes in Pathfinder. Each entry contains the information you need to play a character of that class, as well as to advance them from their humble beginnings at 1st level to the dizzying heights of power at 20th level. In addition to the class entries, you might need to reference the following sections, which detail additional character options and how to advance your character in level.

- **Leveling Up** on page 31 tells you how to make your character stronger when you get enough Experience Points to reach a new level.
- **Animal Companions and Familiars** on page 214 provides rules to create an animal companion or a familiar to share your adventures with. You must have a class feature or feat that grants you a companion or familiar to use these rules.
- **Archetypes** on page 219 gives you thematic options that allow you to further customize your character's abilities. Though these rules are not recommended for beginners, the archetypes in this book allow you to gain abilities from other classes starting at 2nd level.

### READING CLASS ENTRIES

Every class entry includes information about typical members of the class, plus suggestions for roleplaying characters of that class and playing these characters in the game's various modes. Each class provides your character with an ability boost to a key ability score; a number of Hit Points they receive at each level; proficiency ranks for

various abilities, equipment, and skills; special abilities from their class features; and more. Your character's class entry also provides the information needed when they gain levels, so it will be a vital reference throughout the course of your campaign.

### PLAYING THE CLASS

The first section of each class describes the interests and tendencies typical of that class, as well as information on how others view them. This can help inspire you as you determine your character's actions and define their personality, but you aren't obligated to play your character as this section describes.

### KEY ABILITY

This is the ability score that a member of your class cares about the most. Many of your most useful and powerful abilities are tied to this ability in some way.

For instance, this is the ability score you'll use to determine the Difficulty Class (DC) associated with your character's class features and feats. This is called your class DC. If your character is a member of a spellcasting class, this key ability is used to calculate spell DCs and similar values.

Most classes are associated with one key ability score, but some allow you to choose from two options. For instance, if you're a fighter, you can choose either Strength or Dexterity as your key ability. A fighter who chooses Strength will excel in hand-to-hand combat, while those who choose Dexterity prefer ranged or finesse weapons.

Additionally, when you choose your character's class, they gain an ability boost to their key ability score, increasing that ability score by 2. For more about ability boosts, see page 20.

### HIT POINTS

This section tells you how many Hit Points your character gains from their class at each level. To determine your character's starting Hit Points, add together the Hit Points they got when you chose their ancestry and the amount listed in this entry, which equals your Constitution modifier plus a fixed number. Classes that intend for characters to rush into battle with weapons bared gain a higher number of Hit Points

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each level, while those for characters who cast spells or engage in trickery gain fewer.

Each time your character gains a level, they increase their maximum Hit Points by the amount listed in this entry. For more about calculating your character's Constitution modifier and determining their Hit Points, see page 26.

## INITIAL PROFICIENCIES

When you choose your character's class, they gain a set of initial proficiencies. Proficiencies measure your character's ability to perform tasks, use abilities, and succeed at checks. Proficiency ranks range from trained to legendary. For instance, a character who is trained with a longbow can use it effectively, while a person who is legendary with the weapon might be able to split an arrow from 100 paces away!

Each class entry specifies your character's initial proficiency rank in Perception, saving throws, attacks, defenses, and either spells or class DC. You gain the trained proficiency rank in several skills—the exact number depends on your class, and some classes specify certain additional skills that you're trained in. If your class would make you trained in a skill you're already trained in (typically due to your background), you can select another skill to become trained in.

A proficiency rank can unlock various feats and class features, and it also helps determine the modifier for any check you roll or DC you calculate related to that statistic. If your character is trained in Perception, a saving throw, or another statistic, they gain a proficiency bonus equal to their level + 2, while if they have expert proficiency, they gain a proficiency bonus equal to their level + 4. For more about proficiency ranks, see page 13.

Spellcasting classes grant a proficiency rank for spell attacks and DCs, which are further detailed in each class's entry.

If something isn't listed in your character's class entry, their proficiency rank in that statistic is untrained unless they gain training from another source. If your character is untrained in something, you add a proficiency bonus of +0 when attempting a check or calculating a DC related to that statistic.

## ADVANCEMENT TABLE

This table summarizes the feats, skill increases, ability boosts, and other benefits your character gains as they advance in level. The first column of the class table indicates a level, and the second column lists each feature your character receives when they reach that level. The 1st-level entry includes a reminder to select your ancestry and background.

## CLASS FEATURES

This section presents all the abilities the class grants your character. An ability gained at a higher level lists the required level next to the ability's name. All classes include the class features detailed below, and each class also gets special class features specific to it. Many class

features require you to choose between options. Unless the specific ability states otherwise, such decisions can't be changed without retraining (as explained on page 481).

## CLASS FEATS

This section specifies the levels at which your character gains class feats—special feats that only members of that class can access. Class feats are granted beginning at 1st or 2nd level, depending on the class. Specific class feats are detailed at the end of each class entry.

## SKILL FEATS

This section specifies the levels at which your character gains feats with the skill trait, called skill feats. Skill feats can be found in Chapter 5: Feats, beginning on page 254. At 2nd level and every 2 levels thereafter, most classes gain a skill feat, though rogues gain them earlier and more often. Your character must be trained in the corresponding skill to take a skill feat.

## GENERAL FEATS

This section specifies the levels at which your character gains general feats. Most classes grant a general feat at 3rd level and every 4 levels thereafter. At each of these levels, you can select any general feat (including skill feats) as long as your character qualifies for it. More information can be found in Chapter 5: Feats (page 254).

## SKILL INCREASES

This section specifies the levels at which your character can increase their proficiency rank in a skill. At 3rd level and every 2 levels thereafter, most classes grant a skill increase, though rogues gain them earlier and more often. Your character can use a skill increase to either become trained in one skill in which they're untrained or become an expert in one skill in which they're already trained.

If your character is at least 7th level, they can use a skill increase to become a master of a skill in which they're already an expert. If they're at least 15th level, they can use an increase to become legendary in a skill of which they're already a master.

## ABILITY BOOSTS

At 5th level and every 5 levels thereafter, your character boosts four different ability scores. Your character can use these ability boosts to increase their ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18. For more about ability boosts and applying them during character creation, see page 20.

## ANCESTRY FEATS

This section serves as a reminder of the ancestry feats your character gains at 5th, 9th, 13th, and 17th levels. Ancestry feats are detailed in each ancestry entry in Chapter 2, which begins on page 32.



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**ALCHEMIST****PAGE 70**

The alchemist uses their skill at crafting to create alchemical items—such as bombs, elixirs, and poisons—that they use to defeat foes and aid allies. Smart and resourceful, an alchemist often has just the right tool for the job and esoteric knowledge to help their friends get out of a jam.

**FIGHTER****PAGE 140**

With calculated daring and fearless determination, the fighter tracks down and confronts their enemies while defending allies from harm. A master of the battlefield, the fighter is quick to exploit opportunities and strike any who stumble within reach of their sword or bow.

**BARBARIAN****PAGE 82**

The barbarian is a fearsome embodiment of rage, focusing the deadly power of their anger against anyone who stands in their way. A barbarian is quick to enter battle and, once their fury has been unleashed, is immensely strong, often unpredictable, and nearly unstoppable.

**MONK****PAGE 154**

The monk seeks perfection in all things, and that includes transforming their body into the perfect weapon. They can be walking with calm purpose and contemplating the subtleties of existence in one minute and then transform into a blur of deadly blows in the next.

**BARD****PAGE 94**

An artist and a scholar, the bard uses performance and esoteric learning to bolster their companions and foil their enemies. Sometimes sneaky and quite often charming, the bard adventures with pizzazz and talent backed up by an impressive repertoire of occult magic.

**RANGER****PAGE 166**

Resourceful and cunning, the ranger is a hunter, tracker, and warrior who preserves the natural world and protects civilization from its ravages. Whether they use a bow, crossbow, a pair of weapons, or snares, the ranger is a fearsome enemy and great ally in the wild.

**CHAMPION****PAGE 104**

A defender of good who straps on armor and wields a righteous weapon, the champion protects the innocent and vanquishes evil. Steadfast in their beliefs, and devoted to both a deity and an aspect of good, they follow a strict code as they fight to make the world a better place.

**ROGUE****PAGE 178**

Cunning and quick, the rogue brings skill and expertise few of their comrades can match. In battle, they excel at sneak attacks and ambushes. Their racket gives them the tools they need to get the job done, and their wide array of skill choices lets them specialize as they see fit.

**CLERIC****PAGE 116**

The cleric is dedicated to the worship of a single deity and draws divine magic from this devotion. Clerics can be vastly different depending on who they worship, and whether they're cloistered clerics who pursue one of their deity's domains or war priests who serve as the sword arm of their god.

**SORCERER****PAGE 190**

The intense magic the sorcerer commands comes from neither study nor worship—it comes from their blood. Their magical abilities depend on whether they have the blood of dragons, angels, fey, aberrant creatures, or some other being flowing through their veins and powering their spells.

**DRUID****PAGE 128**

The druid walks the wild, primordial places of the world without fear, harnessing the primal magic of nature and controlling it with calm purpose. A devotee of the wilderness, the druid finds nourishment in its power, allies among its creatures, and strength in its fury.

**WIZARD****PAGE 202**

The wizard is the arcane master of spellcasting, plucking incredible power from reality through complicated spell formulas. They stride with confidence, without a need for armor or weapons, enacting their will upon the world and bringing woe upon their enemies.





# WIZARD

*You are an eternal student of the arcane secrets of the universe, using your mastery of magic to cast powerful and devastating spells. You treat magic like a science, cross-referencing the latest texts on practical spellcraft with ancient esoteric tomes to discover and understand how magic works. Yet magical theory is vast, and there's no way you can study it all. You either specialize in one of the eight schools of magic, gaining deeper understanding of the nuances of those spells above all others, or favor a broader approach that emphasizes the way all magic comes together at the expense of depth.*

## KEY ABILITY

### INTELLIGENCE

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

## 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 likely try to stay out of the fray, carefully judging when to use your spells. You save your most powerful magic to incapacitate threatening foes and use your cantrips when only weaker foes remain. When enemies pull out tricks like invisibility or flight, you answer with spells like *glitterdust* or *earth bind*, leveling the field for your allies.

## DURING SOCIAL ENCOUNTERS...

You provide a well of knowledge about arcane matters and solve arguments with logic.

## WHILE EXPLORING...

You locate magical auras and determine the arcane significance of magical writing or phenomena you uncover. When you run across an unusual obstacle to further exploration, you probably have a scroll that will make it easier to overcome.

## IN DOWNTIME...

You learn new spells, craft magic items, or scribe scrolls for your party, and seek out new and exciting formulas in addition to spells. You might even forge scholarly connections and establish a school or guild of your own.

## YOU MIGHT...

- Have an unquenchable intellectual curiosity about how everything in the world around you works—magic in particular.
- Believe fervently that your school of magic is superior (if you're a specialist) or that true mastery of magic requires knowledge of all schools (if you're a universalist).
- Use esoteric jargon and technical terms to precisely describe the minutiae of magical effects, even though the difference is probably lost on other people.

## OTHERS PROBABLY...

- Consider you to be incredibly powerful and potentially dangerous.
- Fear what your magic can do to their minds, bodies, and souls, and ask that you avoid casting spells in polite company, as few can identify whether one of your spells is harmless or malevolent until it's too late.
- Assume you can easily solve all their problems, from dangerous weather to poor crop yields, and ask you for spells that can help them get whatever they desire.

## 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 Arcana  
Trained in a number of additional skills equal to 2 plus your Intelligence modifier

### ATTACKS

Trained in the club, crossbow, dagger, heavy crossbow, and staff  
Trained in unarmed attacks

### DEFENSES

Untrained in all armor  
Trained in unarmored defense

### SPELLS

Trained in arcane spell attacks  
Trained in arcane spell DCs

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**TABLE 3-18: WIZARD ADVANCEMENT**

Your Level	Class Features
1	Ancestry and background, initial proficiencies, arcane spellcasting, arcane school, arcane bond, arcane thesis
2	Skill feat, wizard feat
3	2nd-level spells, general feat, skill increase
4	Skill feat, wizard feat
5	3rd-level spells, ability boosts, ancestry feat, lightning reflexes, skill increase
6	Skill feat, wizard feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Skill feat, wizard feat
9	5th-level spells, ancestry feat, magical fortitude, skill increase
10	Ability boosts, skill feat, wizard feat
11	6th-level spells, alertness, general feat, skill increase, wizard weapon expertise
12	Skill feat, wizard feat
13	7th-level spells, ancestry feat, defensive robes, skill increase, weapon specialization
14	Skill feat, wizard feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Skill feat, wizard feat
17	9th-level spells, ancestry feat, resolve, skill increase
18	Skill feat, wizard feat
19	Archwizard's spellcraft, general feat, legendary spellcaster, skill increase
20	Ability boosts, skill feat, wizard feat

## CLASS FEATURES

You gain these abilities as a wizard. Abilities gained at higher levels list the 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. These proficiencies are noted at the start of this class.

### ARCANE SPELLCASTING

Through dedicated study and practice, you can harness arcane power to cast spells. You can cast arcane 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).

At 1st level, you can prepare up to two 1st-level spells and five cantrips each morning from the spells in your

spellbook (see below), plus one extra cantrip and spell of your chosen school of each level you can cast if you are a specialist wizard. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a wizard, your number of spell slots and the highest level of spells you can cast from spell slots increase, shown in Table 3-19: Wizard Spells per Day on page 205.

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 Intelligence, your spell attack rolls and spell DCs use your Intelligence 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, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

### CANTRIPS

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

### SPELLBOOK

Every arcane spell has a written version, usually recorded in a spellbook. You start with a spellbook worth 10 sp or less (as detailed on page 291), which you receive for free and must study to prepare your spells each day. The spellbook contains your choice of 10 arcane cantrips and five 1st-level arcane spells. You choose these from the common spells on the arcane spell list from this book (page 307) or from other arcane spells you gain access to. Your spellbook's form and name are up to you. It might be a musty, leather-bound tome or an assortment of thin metal disks connected to a brass ring; its name might be esoteric, like *The Crimson Libram*, or something more academic, like *A Field Study in Practical Transmutation*.

Each time you gain a level, you add two arcane spells to your spellbook, of any level for which you have spell slots. You can also use the Arcana skill to add other spells that you find in your adventures, as described on page 241.

### ARCANE SCHOOL

Many arcane spellcasters delve deeply into a single school of magic in an attempt to master its secrets. If you want to be a specialist wizard, choose a school in which to specialize.



TABLE 3-19: WIZARD SPELLS PER DAY

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

\* The archwizard's spellcraft class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

You gain additional spells and spell slots for spells of your school. Arcane schools are described in detail on page 207.

If you don't choose a school, you're a universalist, a wizard who believes that the path to true knowledge of magic requires a multidisciplinary understanding of all eight schools working together. Though a universalist lacks the focus of a specialist wizard, they have greater flexibility. Universalist wizards are described on page 209.

## ARCANE BOND

You place some of your magical power in a bonded item. Each day when you prepare your spells, you can designate a single item you own as your bonded item. This is typically an item associated with spellcasting, such as a wand, ring, or staff, but you are free to designate a weapon or other item. You gain the Drain Bonded Item free action.

## DRAIN BONDED ITEM

ARCANE WIZARD

**Frequency** once per day

You expend the power stored in your bonded item. During your turn, you gain the ability to cast one spell you prepared today and already cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements.

## ARCANE THESIS

During your studies to become a full-fledged wizard, you produced a thesis of unique magical research on one of a variety of topics. You gain a special benefit depending on the topic of your thesis research. The arcane thesis

topics presented in this book are below; your specific thesis probably has a much longer and more technical title like "On the Methods of Spell Interpolation and the Genesis of a New Understanding of the Building Blocks of Magic."

## IMPROVED FAMILIAR ATTUNEMENT

You've long held that fine-tuning the magic that bonds wizard and familiar can improve the mystic connection, compared to the safe yet generic bond most wizards currently use. You've formed such a pact with your familiar, gaining more advantages from it than most wizards. You gain the Familiar wizard feat. Your familiar gains an extra ability, and it gains an additional extra ability when you reach 6th, 12th, and 18th levels.

Your connection with your familiar alters your arcane bond class feature so that you store your magical energy in your familiar, rather than an item you own; you also gain the Drain Familiar free action instead of Drain Bonded Item. Drain Familiar can be used any time an ability would allow you to use Drain Bonded Item and functions identically, except that you draw magic from your familiar instead of an item.

## METAMAGICAL EXPERIMENTATION

You've realized that the practice known as metamagic is a holdover from a time long ago, when wizards had to work out their own spells and variations rather than rely on spells recorded by others and passed down over the years. This allows you efficient access to various metamagic effects.

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## SAMPLE SPELLBOOK

You can fill your spellbook with whichever spells you like, but the list below covers a good selection of starter spells for a 1st-level wizard. These are the exact spells found in *Structure and Interpretation of Arcane Magic*, a basic spellbook used by arcane academies and master wizards to teach apprentices good habits in arcane research.

**Cantrips:** *Acid splash*, *detect magic*, *electric arc*, *light*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read aura*, and *shield*.

**1st Level:** *Burning hands*, *color spray*, *grease*, *mage armor*, and *magic missile*, plus one spell of your school if you're a specialist wizard.

You gain one 1st-level metamagic wizard feat of your choice. Starting at 4th level, during your daily preparations, you can gain a metamagic wizard feat of your choice that has a level requirement of no more than half your level, which you can use until your next daily preparations.

## SPELL BLENDING

You theorize that spell slots are a shorthand for an underlying energy that powers all spellcasting, and you've found a way to tinker with the hierarchy of spell slots, combining them to fuel more powerful spells.

When you make your daily preparations, you can trade two spell slots of the same level for a bonus spell slot of up to 2 levels higher than the traded spell slots. You can exchange as many spell slots as you have available.

Bonus spell slots must be of a level you can normally cast, and each bonus spell slot must be of a different spell level. You can also trade any spell slot for two additional cantrips, though you cannot trade more than one spell slot at a time for additional cantrips in this way.

## SPELL SUBSTITUTION

You don't accept the fact that once spells are prepared, they can't be changed until your next daily preparation, and you have uncovered a shortcut allowing you to substitute new spells for those you originally prepared.

You can spend 10 minutes to empty one of your prepared spell slots and prepare a different spell from your spellbook in its place. If you are interrupted during such a swap, the original spell remains prepared and can still be cast. You can try again to swap out the spell later, but you must start the process over again.

## SKILL FEATS

2ND

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.

## WIZARD FEATS

2ND

At 2nd level and every even-numbered level thereafter, you gain a wizard class feat. These feats begin on page 209.

## GENERAL FEATS

3RD

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

## SKILL INCREASES

3RD

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

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're





already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

### ABILITY BOOSTS

5TH

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

### ANCESTRY FEATS

5TH

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

### LIGHTNING REFLEXES

5TH

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

### EXPERT SPELLCASTER

7TH

Extended practice of the arcane has improved your capabilities. Your proficiency ranks for arcane spell attack rolls and spell DCs increase to expert.

### MAGICAL FORTITUDE

9TH

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

### ALERTNESS

11TH

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

### WIZARD WEAPON EXPERTISE

11TH

Through a combination of magic and training, you've learned how to wield wizard weapons more effectively. You gain expert proficiency in the club, crossbow, dagger, heavy crossbow, staff, and unarmed attacks.

### DEFENSIVE ROBES

13TH

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

### WEAPON SPECIALIZATION

13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal an additional 2 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

15TH

You command superlative spellcasting ability. Your proficiency ranks for arcane spell attack rolls and spell DCs 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 at a Will save, you get a critical success instead.

### ARCHWIZARD'S SPELLCRAFT

19TH

You command the most potent arcane magic and can cast a spell of truly incredible power. You gain a single 10th-level spell slot and can prepare a spell in that slot using arcane spellcasting. You can't use this spell slot for abilities that let you cast spells without expending spell slots or that give you more spell slots. Unlike with other spell slots, you don't gain more 10th-level spells as you level up, though you can take the Archwizard's Might feat to gain a second slot.

### LEGENDARY SPELLCASTER

19TH

You are a consummate spellcaster, blending both arcane theory and practical spellcraft. Your proficiency ranks for arcane spell attack rolls and spell DCs increase to legendary.

## ARCANE SCHOOLS

If you specialize in an arcane school, rather than studying each school equally (as universalists do), you gain an extra spell slot at each spell level for which you have wizard spell slots. You can prepare only spells of your chosen arcane school in these extra slots. In addition, you can prepare an extra cantrip of your chosen school. You also add another arcane spell of your chosen school to your spellbook.

You learn a school spell, a special type of spell unique to your arcane school. School 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 study your spellbook or conduct arcane research.

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. Certain 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.

### ABJURATION

As an abjurer, you master the art of protection, strengthening defenses, preventing attacks, and even turning magic against itself. You understand that an ounce of prevention is worth a pound of cure. You add one 1st-level abjuration spell (such as *feather fall*) to your spellbook. You learn the *protective ward* school spell (page 407).

### CONJURATION

As a conjurer, you summon creatures and objects from places beyond, and use magic to transport to distant locales.

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## SAMPLE WIZARD



## CONJURER

*Your magic summons creatures, transports you, and creates useful items. You know about odd creatures and distant realms.*

### ABILITY SCORES

Prioritize Intelligence. Dexterity, Constitution, and Wisdom round out your defenses.

### SKILLS

Arcana, Crafting, Diplomacy, Nature, Occultism, Religion, Society

### SPECIALIZATION

Conjuration

### THESIS

Improved Familiar Attunement

### HIGHER-LEVEL FEATS

Enhanced Familiar (2nd), Advanced School Spell (8th), Effortless Concentration (16th)

You understand that the true key to victory is strength in numbers. You add one 1st-level conjuration spell (such as *summon animal*) to your spellbook. You learn the *augment summoning* school spell (page 406).

### DIVINATION

As a diviner, you master remote viewing and prescience, learning information that can transform investigations, research, and battle strategies. You understand that knowledge is power. You add one 1st-level divination spell (such as *true strike*) to your spellbook. You learn the *diviner's sight* school spell (page 406).

### ENCHANTMENT

As an enchanter, you use magic to manipulate others' minds. You might use your abilities to subtly influence others or seize control over them. You understand that the mind surpasses matter. You add one 1st-level enchantment spell (such as *charm*) to your spellbook. You learn the *charming words* school spell (page 406).

### EVOCATION

As an evoker, you revel in the raw power of magic, using it to create and destroy with ease. You can call forth elements, forces, and energy to devastate your foes or to assist you in other ways. You understand that the most direct approach is the most elegant. You add one 1st-level evocation spell (such as *shocking grasp*) to your spellbook. You learn the *force bolt* school spell (page 407).

### ILLUSION

As an illusionist, you use magic to create images, figments, and phantasms to baffle your enemies. You understand that perception is reality. You add one 1st-level illusion spell (such as *illusory object*) to your spellbook. You learn the *warped terrain* school spell (page 407).

### NECROMANCY

As a necromancer, you call upon the powers of life and death. While your school is often vilified for its association with raising the undead, you understand that control over life also means control over healing. You add one 1st-level necromancy spell (such as *grim tendrils*) to your spellbook. You learn the *call of the grave* school spell (page 406).

### TRANSMUTATION

As a transmuter, you alter the physical properties of things, transforming creatures, objects, the natural world, and even yourself at your whim. You understand that change is inevitable. You add one 1st-level transmutation spell (such as *magic weapon*) to your spellbook. You learn the *physical boost* school spell (page 407).



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## UNIVERSALIST WIZARDS

Instead of specializing narrowly in an arcane school, you can become a universalist wizard—by studying all the schools equally, you devote yourself to understanding the full breadth of the arcane arts. For each level of wizard spell slots you have, you can use Drain Bonded item once per day to recall a spell of that level (instead of using it only once per day in total). You gain an extra wizard class feat, and you add one 1st-level spell of your choice to your spellbook.

## WIZARD FEATS

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

## 1ST LEVEL

## COUNTERSPELL

## FEAT 1

ABJURATION    ARCANE    WIZARD

**Trigger** A creature Casts a Spell that you have prepared.

When a foe Casts a Spell and you can see its manifestations, you can use your own magic to disrupt it. You expend a prepared spell to counter the triggering creature's casting of that same spell. You lose your spell slot as if you had cast the

triggering spell. You then attempt to counteract the triggering spell (page 458).

## ESCHEW MATERIALS

## FEAT 1

WIZARD

You can use clever workarounds to replicate the arcane essence of certain materials. When Casting a Spell that requires material components, you can provide these material components without a material component pouch by drawing intricate replacement sigils in the air. Unlike when providing somatic components, you still must have a hand completely free. This doesn't remove the need for any materials listed in the spell's cost entry.

## FAMILIAR

## FEAT 1

WIZARD

You make a pact with a creature that serves you and assists your spellcasting. You gain a familiar (page 217).

## HAND OF THE APPRENTICE

## FEAT 1

WIZARD

**Prerequisites** universalist wizard

You can magically hurl your weapon at your foe. You gain the *hand of the apprentice* universalist spell. Universalist spells are a type of focus spell, much like school spells. You start with a focus pool of 1 Focus Point. See Arcane Schools on page 207 for more information about focus spells.



## KEY TERM

You'll see the following key term in many wizard 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.

## REACH SPELL ◆

FEAT 1

CONCENTRATE METAMAGIC WIZARD

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 WIZARD

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.

## 2ND LEVEL

### CANTRIP EXPANSION

FEAT 2

WIZARD

Dedicated study allows you to prepare a wider range of simple spells. You can prepare two additional cantrips each day.

## CONCEAL SPELL ◆

FEAT 2

CONCENTRATE MANIPULATE METAMAGIC WIZARD

Hiding your gestures and incantations within other speech and movement, you attempt to conceal the fact that you are Casting a Spell. If the next action you use is to Cast a Spell, attempt a Stealth check against one or more observers' Perception DCs; if the spell has verbal components, you must also attempt a Deception check against the observers' Perception DC. If you succeed at your check (or checks) against an observer's DC, that observer doesn't notice you're casting a spell, even though material, somatic, and verbal components are usually noticeable and spells normally have sensory manifestations that would make spellcasting obvious to those nearby.

This ability 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 into thin air.

## ENHANCED FAMILIAR

FEAT 2

WIZARD

**Prerequisites** a familiar

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

**Special** If your arcane thesis is improved familiar attunement, your familiar's base number of familiar abilities, before adding any extra abilities from the arcane thesis, is four.

## 4TH LEVEL

### BESPELL WEAPON ◆

FEAT 4

WIZARD

**Frequency** once per turn

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

You siphon spell energy 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** 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

## LINKED FOCUS

FEAT 4

WIZARD

**Prerequisites** arcane bond, arcane school

**Frequency** once per day

You have linked your bonded item to the well of energy that powers your school spells. When you Drain your Bonded Item to cast a spell of your arcane school, you also regain 1 Focus Point.

## SILENT SPELL ◆

FEAT 4

CONCENTRATE METAMAGIC WIZARD

**Prerequisites** Conceal Spell

You've learned how to cast many of your spells without speaking the words of power you would normally need to provide. If the next action you use is Casting a Spell that has a verbal component and at least one other component, you can remove the verbal component. This makes the spell quieter and allows you to cast it in areas where sound can't carry. However, the spell still has visual manifestations, so this doesn't make the spell any less obvious to someone who sees you casting it. When you use Silent Spell, you can choose to gain the benefits of Conceal Spell, and you don't need to attempt a Deception check because the spell has no verbal components.

## 6TH LEVEL

### SPELL PENETRATION

FEAT 6

WIZARD

You've studied ways of overcoming the innate magical resistance that dragons, otherworldly beings, and certain



other powerful creatures have. Any creature that has a status bonus to saving throws against magic reduces that bonus by 1 against your spells.

## STEADY SPELLCASTING

**FEAT 6**
**WIZARD**

Confident in your technique, you don't easily lose 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

### ADVANCED SCHOOL SPELL

**FEAT 8**
**WIZARD**

**Prerequisites** arcane school

You gain access to a powerful new school spell depending on your arcane school. If you're an abjurer, you gain *energy absorption*; if you're a conjurer, you gain *dimensional steps*; if you're a diviner, you gain *vigilant eye*; if you're an enchanter, you gain *dread aura*; if you're an evoker, you gain *elemental tempest*; if you're an illusionist, you gain *invisibility cloak*; if you're a necromancer, you gain *life siphon*; and if you're a transmuter, you gain *shifting form*. The descriptions of these spells are on pages 406–407. Increase the number of Focus Points in your focus pool by 1.

### BOND CONSERVATION

**FEAT 8**
**MANIPULATE METAMAGIC WIZARD**

**Prerequisites** arcane bond

**Requirements** The last action you used was Drain Bonded Item.

By carefully manipulating the arcane energies stored in your bonded item as you drain it, you can conserve just enough power to cast another, slightly weaker spell. If the next action you use is to Cast a Spell using the energy from Drain Bonded Item, you gain an extra use of Drain Bonded Item. You must use this extra use of Drain Bonded Item before the end of your next turn or you lose it, and you can use this additional use only to cast a spell 2 or more levels lower than the first spell cast with Drain Bonded Item.

### UNIVERSAL VERSATILITY

**FEAT 8**
**WIZARD**

**Prerequisites** universalist wizard, Hand of the Apprentice

You can access the fundamental abilities of any school of magic. During your daily preparations, choose one of the eight school spells gained by 1st-level specialist wizards. You can use that school spell until your next daily preparations. When you Refocus, you can choose a different school spell from among those eight school spells, replacing the previous one. Increase the number of Focus Points in your focus pool by 1.

## 10TH LEVEL

### OVERWHELMING ENERGY

**FEAT 10**
**MANIPULATE METAMAGIC WIZARD**

With a complex gesture, you alter the energy of your spell 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.

### QUICKENED CASTING

**FEAT 10**
**CONCENTRATE METAMAGIC WIZARD**

**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 wizard cantrip or a wizard spell that is at least 2 levels lower

## WIZARD FEATS

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

Feat	Level
Advanced School Spell	8
Archwizard's Might	20
Bespell Weapon	4
Bond Conservation	8
Bonded Focus	14
Cantrip Expansion	2
Clever Counterspell	12
Conceal Spell	2
Counterspell	1
Effortless Concentration	16
Enhanced Familiar	2
Eschew Materials	1
Familiar	1
Hand of the Apprentice	1
Infinite Possibilities	18
Linked Focus	4
Magic Sense	12
Metamagic Mastery	20
Overwhelming Energy	10
Quickened Casting	10
Reach Spell	1
Reflect Spell	14
Reprepare Spell	18
Scroll Savant	10
Silent Spell	4
Spell Combination	20
Spell Penetration	6
Spell Tinker	16
Steady Spellcasting	6
Superior Bond	14
Universal Versatility	8
Widen Spell	1

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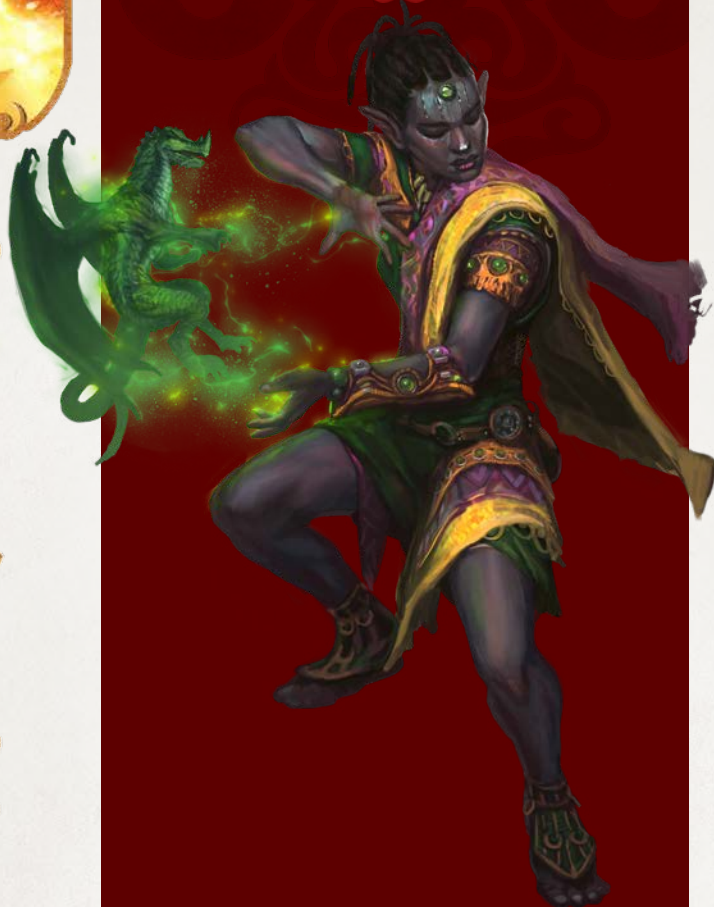
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## SAMPLE WIZARD



## ILLUSIONIST

*You cast illusory spells that fool the senses, and you excel at bypassing threats without violence.*

### ABILITY SCORES

Prioritize Intelligence. Increase Dexterity and Charisma so you can sneak and deceive people with skills as well as spells.

### SKILLS

Arcana, Deception, Diplomacy, Occultism, Society, Stealth, Thievery

### SPECIALIZATION

Illusion

### THESIS

Spell blending

### HIGHER-LEVEL FEATS

Conceal Spell (2nd), Silent Spell (4th), Advanced School Spell (8th), Magic Sense (12th)

than the highest-level wizard spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).

## SCROLL SAVANT

FEAT 10

WIZARD

**Prerequisites** expert in Crafting

During your daily preparations, you can create two temporary scrolls containing arcane spells from your spellbook. These scrolls follow the normal rules for scrolls (page 564), with some additional restrictions. Each scroll must be of a different spell level, and both spell levels must be 2 or more levels lower than your highest-level spell. Any scrolls you create this way become non-magical the next time you make your daily preparations. A temporary scroll has no value.

If you have master proficiency in arcane spell DCs, you can create three temporary scrolls during your daily preparations, and if you have legendary proficiency, you can create four temporary scrolls.

## 12TH LEVEL

## CLEVER COUNTERSPELL

FEAT 12

WIZARD

**Prerequisites** Counterspell, Quick Recognition

You creatively apply your prepared spells to Counterspell a much wider variety of your opponents' magic. Instead of being able to counter a foe's spell with Counterspell only if you have that same spell prepared, you can use Counterspell as long as you have the spell the foe is casting in your spellbook. When you use Counterspell in this way, the prepared spell you expend must share a trait other than its tradition with the triggering spell. At the GM's discretion, you can instead use a spell that has an opposing trait or that otherwise logically would counter the triggering spell (such as using a cold or water spell to counter *fireball* or using *remove fear* to counter a fear spell). Regardless of what spell you expend, you take a -2 penalty to your counteract check, though the GM can waive this penalty if the expended spell is especially appropriate.

## MAGIC SENSE

FEAT 12

ARCANE DETECTION DIVINATION WIZARD

You have a literal sixth sense for ambient magic in your vicinity. 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

## BONDED FOCUS

FEAT 14

WIZARD

**Prerequisites** arcane bond

Your connection to your bonded item increases your focus pool. If you have spent at least 2 Focus Points since the last time



you Refocused and your bonded item is in your possession, you recover 2 Focus Points when you Refocus instead of 1.

## REFLECT SPELL

FEAT 14

WIZARD

**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.

## SUPERIOR BOND

FEAT 14

WIZARD

**Prerequisites** arcane bond

When you draw upon your bonded item, you can leave a bit of energy within it for later use. You can use Drain Bonded Item one additional time per day, but only to cast a spell 2 or more levels lower than your highest-level wizard spell slot.

## 16TH LEVEL

### EFFORTLESS CONCENTRATION ◆

FEAT 16

WIZARD

**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 wizard spells.

### SPELL TINKER ◆◆

FEAT 16

CONCENTRATE WIZARD

You've learned to alter choices you make when casting spells on yourself. After casting a spell on only yourself that offers several choices of effect (such as *resist energy*, *spell immunity*, or a polymorph spell that offers several potential forms), you can alter the choice you made when Casting the Spell (for instance, choosing a different type of damage for *resist energy*). However, your tinkering weakens the spell's integrity, reducing its remaining duration by half.

You can't use this feat if the benefits of the spell have already been used up or if the effects of the first choice would persist in any way after switching (for instance, if one of the choices was to create a consumable item you already used, or to heal you), or if the feat would create an effect more powerful than that offered by the base spell. The GM is the final arbiter of what Spell Tinker can be applied to.

## 18TH LEVEL

### INFINITE POSSIBILITIES

FEAT 18

WIZARD

You've found a way to prepare a spell slot that exists in your mind as many different possibilities at once. Once during your daily preparations, you can use a spell slot to hold that infinite potential, rather than using it to prepare a spell. You can use this

spell slot to cast any spell from your spellbook that's at least 2 levels lower than the slot you designate; the spell acts in all ways as a spell of 2 levels lower. You don't have any particular spell prepared in that slot until you cast it.

## REPREPARE SPELL

FEAT 18

WIZARD

You've discovered how to reuse some of your spell slots over and over. You can spend 10 minutes to prepare a spell that you already cast today, regaining access to that spell slot. The spell must be of 4th level or lower and one that does not have a duration. You can reprepare a spell in this way even if you've already reprepared that spell previously in the same day.

If you have the spell substitution arcane thesis, you can instead prepare a different spell in an expended slot, as long as the new spell doesn't have a duration. Once you've reprepared a spell in that slot even once, you can use your arcane thesis to substitute only spells without durations into that spell slot.

## 20TH LEVEL

### ARCHWIZARD'S MIGHT

FEAT 20

WIZARD

**Prerequisites** archwizard's spellcraft

You have mastered the greatest secrets of arcane magic. You gain an additional 10th-level spell slot.

### METAMAGIC MASTERY

FEAT 20

WIZARD

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

### SPELL COMBINATION

FEAT 20

WIZARD

You can merge spells, producing multiple effects with a single casting. One slot of each level of spell you can cast, except 2nd level and 1st level, becomes a spell combination slot (this doesn't apply to cantrips). When you prepare your spells, you can fill a combination slot with a combination of two spells. Each spell in the combination must be 2 or more spell levels below the slot's level, and both must target only one creature or object or have the option to target only one creature or object. Each spell in the combination must also have the same means of determining whether it has an effect—both spells must require a ranged spell attack roll, require the same type of saving throw, or automatically affect the target.

When you cast a combined spell, it affects only one target, even if the component spells normally affect more than one. If any spell in the combination has further restrictions (such as targeting only living creatures), you must abide by all restrictions. The combined spell uses the shorter of the component spells' ranges. Resolve a combined spell as if were a single spell, but apply the effects of both component spells. For example, if the spell's target succeeded at the save against a combined spell, it would apply the success effect of each spell, and if it critically failed, it would apply the critical failure effect of both spells.

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# ANIMAL COMPANIONS AND FAMILIARS

*Some adventurers travel with loyal allies known as animal companions and familiars. The former begin as young animals but acquire impressive physical abilities as you level up, while the latter share a magical bond with you.*

## ANIMAL COMPANIONS

An animal companion is a loyal comrade who follows your orders. Your animal companion has the minion trait, and it gains 2 actions during your turn if you use the Command an Animal action to command it; this replaces the usual effects of Command an Animal, and you don't need to attempt a Nature check. If your companion dies, you can spend a week of downtime to replace it at no cost. You can have only one animal companion at a time.

## RIDING ANIMAL COMPANIONS

You or an ally can ride your animal companion as long as it is at least one size larger than the rider. If it is carrying a rider, the animal companion can use only its land Speed, and it can't move and Support you on the same turn. However, if your companion has the mount special ability, it's especially suited for riding and ignores both of these restrictions.

## YOUNG ANIMAL COMPANIONS

The following are the base statistics for a young animal companion, the first animal companion most characters get. You adjust these statistics depending on the type of animal you choose. A companion has the same level you do. As you gain levels, you might make further adjustments as your companion grows more powerful. Animal companions calculate their modifiers and DCs just as you do with one difference: the only item bonuses they can benefit from are to Speed and AC (their maximum item bonus to AC is +3).

## PROFICIENCIES

Your animal companion is trained in its unarmed attacks, unarmored defense, barding, all saving throws, Perception, Acrobatics, and Athletics. Animal companions can't use abilities that require greater Intelligence, such as Coerce or Decipher Writing, even if trained in the appropriate skill, unless they have a specialization that allows it.

## ABILITY MODIFIERS

An animal companion begins with base ability modifiers of **Str +2**, **Dex +2**, **Con +1**, **Int -4**, **Wis +1**, **Cha +0**. Each type has its own strengths and increases two of these modifiers by 1 each. These increases are already calculated into the stat blocks in Companion Types below.

## HIT POINTS

Your animal companion has ancestry Hit Points from its type, plus a number of Hit Points equal to 6 plus its Constitution modifier for each level you have.

## MATURE ANIMAL COMPANIONS

To advance a young animal companion to a mature animal companion (usually a result of one of your class feat choices), increase its Strength, Dexterity, Constitution, and Wisdom modifiers by 1. Increase its unarmed attack damage from one die to two dice (for instance 1d8 to 2d8), and its proficiency rank for Perception and all saving throws to expert. Increase its proficiency ranks in Intimidation, Stealth, and Survival to trained, and if it was already trained in one of those skills from its type, increase its proficiency rank in that skill to expert. If your companion is Medium or smaller, it grows by one size.

## NIMBLE ANIMAL COMPANIONS

To advance a mature animal companion to a nimble animal companion, increase its Dexterity modifier by 2 and its Strength, Constitution, and Wisdom modifiers by 1. It deals 2 additional damage with its unarmed attacks. Increase its proficiency ranks in Acrobatics and unarmored defense to expert. It also learns the advanced maneuver for its type. Its attacks become magical for the purpose of ignoring resistances.

## SAVAGE ANIMAL COMPANIONS

To advance a mature animal companion to a savage animal companion, increase its Strength modifier by 2 and its Dexterity, Constitution, and Wisdom modifiers by 1. It deals 3 additional damage with its unarmed attacks. Increase its proficiency rank in Athletics to expert. It also learns the advanced maneuver for its type. If your companion is Medium or smaller, it grows by one size. Its attacks become magical for the purpose of ignoring resistances.

## COMPANION TYPES

The species of animal you choose is called your companion's type. Each companion type has its own statistics. The Size entry indicates your companion's starting size as a young animal companion. Following the size entry are the companion's unarmed attacks, and then its ability modifiers. The Hit Points entry indicates the companion's ancestry Hit Points. The Skill entry indicates an additional trained skill your companion has. The Senses entry lists your companion's special senses. The Speed entry gives your companion's Speeds. The Special entry, if present, lists any other special abilities your companion has, for example whether it often serves as a mount and is particularly appropriate for mounted classes, such as the champion. The Support Benefit entry indicates a special benefit you gain by Commanding the Animal to use the Support action



(see below). The Advanced Maneuver entry indicates a powerful new action your companion learns how to use if it becomes a nimble or savage animal companion.

## SUPPORT ◆

**Requirements** The creature is an animal companion.

Your animal companion supports you. You gain the benefits listed in the companion type's Support Benefit entry. If the animal uses the Support action, the only other actions it can use on this turn are basic move actions to get into position to take advantage of the Support benefits; if it has already used any other action this turn, it can't Support you.

## BADGER

Your companion is a badger, wolverine, or other big mustelid.

**Size** Small

**Melee** ◆ jaws, **Damage** 1d8 piercing

**Melee** ◆ claw (agile), **Damage** 1d6 slashing

**Str** +2, **Dex** +2, **Con** +2, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 25 feet, burrow 10 feet, climb 10 feet

**Support Benefit** Your badger digs around your foe's position, interfering with its footing. Until the start of your next turn, if you hit and deal damage to a creature your badger threatens, the target can't use a Step action (unless it can Step through difficult terrain) until it moves from its current position.

**Advanced Maneuver** Badger Rage

## BADGER RAGE ◆

CONCENTRATE EMOTION MENTAL

**Requirements** The badger isn't fatigued or raging.

The badger enters a state of pure rage that lasts for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. It can't voluntarily stop raging. While raging, the badger is affected in the following ways.

- It deals 4 additional damage with its bite attacks and 2 additional damage with its claw attacks.
- It takes a -1 penalty to AC.
- It can't use actions that have the concentrate trait unless they also have the rage trait. The animal companion can Seek even while raging.

After it has stopped raging, it can't use Badger Rage again for 1 minute.

## BEAR

Your companion is a black, grizzly, polar, or other type of bear.

**Size** Small

**Melee** ◆ jaws, **Damage** 1d8 piercing

**Melee** ◆ claw (agile), **Damage** 1d6 slashing

**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 8

**Skill** Intimidation

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 35 feet

**Support Benefit** Your bear mauls your enemies when you create an opening. Until the start of your next turn, each time you hit a creature in the bear's reach with a Strike, the creature takes 1d8 slashing damage from the bear. If your bear is nimble or savage, the slashing damage increases to 2d8.

**Advanced Maneuver** Bear Hug

## BEAR HUG ◆

**Requirements** The bear's last action was a successful claw Strike. The bear makes another claw Strike against the same target. If this Strike hits, the target is also grabbed, as if the bear had successfully Grappled the target.

## BIRD

Your companion is a bird of prey, such as an eagle, hawk, or owl.

**Size** Small

**Melee** ◆ jaws (finesse), **Damage** 1d6 piercing

**Melee** ◆ talon (agile, finesse), **Damage** 1d4 slashing

**Str** +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 4

**Skill** Stealth

**Senses** low-light vision

**Speed** 10 feet, fly 60 feet

**Support Benefit** The bird pecks at your foes' eyes when you create an opening. Until the start of your next turn, your Strikes that damage a creature that your bird threatens also deal 1d4 persistent bleed damage, and the target is dazzled until it removes the bleed damage. If your bird is nimble or savage, the persistent bleed damage increases to 2d4.

**Advanced Maneuver** Flyby Attack

## FLYBY ATTACK ◆◆

The bird Flies and makes a talon Strike at any point along the way.

## CAT

Your companion is a big cat, such as a leopard or tiger.

**Size** Small

**Melee** ◆ jaws (finesse), **Damage** 1d6 piercing

**Melee** ◆ claw (agile, finesse), **Damage** 1d4 slashing

**Str** +2, **Dex** +3, **Con** +1, **Int** -4, **Wis** +2, **Cha** +0

**Hit Points** 4

**Skill** Stealth

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 35 feet

**Special** Your cat deals 1d4 extra precision damage against flat-footed targets.

**Support Benefit** Your cat throws your enemies off-balance when you create an opening. Until the start of your next turn, your Strikes that deal damage to a creature within your cat's reach make the target flat-footed until the end of your next turn.

**Advanced Maneuver** Cat Pounce

## CAT POUNCE ◆

FLOURISH

The cat Strides and then Strikes. If it was undetected at the start of its Cat Pounce, it remains undetected until after the attack.

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## DROMAEOSAUR

Your companion is a dromaeosaur (also called a raptor), such as a velociraptor or deinonychus.

**Size** Small

**Melee** ♦ jaws (finesse), **Damage** 1d8 piercing

**Melee** ♦ talon (agile, finesse), **Damage** 1d6 slashing

**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 50 feet

**Support Benefit** Your raptor constantly darts into flanking position. Until the start of your next turn, it counts as being in its space or an empty space of your choice within 10 feet when determining whether you and your companion are flanking; you can choose a different space for each of your attacks.

**Advanced Maneuver** Darting Attack

## DARTING ATTACK ♦

### FLOURISH

The raptor Steps up to 10 feet and then Strikes, or Strikes and then Steps up to 10 feet.



## HORSE

Your companion is a horse, pony, or similar equine.

**Size** Medium or Large

**Melee** ♦ hoof (agile), **Damage** 1d6 bludgeoning

**Str** +3, **Dex** +2, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 8

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Special** mount

**Support Benefit** Your horse adds momentum to your charge.

Until the start of your next turn, if you moved at least 10 feet on the action before your attack, add a circumstance bonus to damage to that attack equal to twice the number of damage dice. If your weapon already has the jousting weapon trait, increase the trait's damage bonus by 2 per die instead.

**Advanced Maneuver** Gallop

## GALLOP ♦♦

### MOVE

The horse Strides twice at a +10-foot circumstance bonus to Speed.

## SNAKE

Your companion is a constrictor snake, such as a boa or python.

**Size** Small

**Melee** ♦ jaws (finesse), **Damage** 1d8 piercing

**Str** +3, **Dex** +3, **Con** +1, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Stealth

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 20 feet, climb 20 feet, swim 20 feet

**Support Benefit** Your snake holds your enemies with its coils, interfering with reactions. Until the start of your next turn, any creature your snake threatens can't use reactions triggered by your actions unless its level is higher than yours.

**Advanced Maneuver** Constrict

## CONSTRICT ♦

**Requirements** The snake has a smaller creature grabbed.

The snake deals 12 bludgeoning damage to the grabbed creature; the creature must attempt a basic Fortitude save. If the snake is a specialized animal companion, increase this damage to 20.

## WOLF

Your companion is a wolf or other canine creature, such as a dog.

**Size** Small

**Melee** ♦ jaws (finesse), **Damage** 1d8 piercing

**Str** +2, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 6

**Skill** Survival

**Senses** low-light vision, scent (imprecise, 30 feet)

**Speed** 40 feet

**Support Benefit** Your wolf tears tendons with each opening.

Until the start of your next turn, your Strikes that damage creatures your wolf threatens give the target a -5-foot status penalty to its Speeds for 1 minute (-10 on a critical success).



**Advanced Maneuver** Knockdown**KNOCKDOWN** ◆

**Requirements** The animal companion's last action was a successful jaws Strike.

The wolf automatically knocks the target of its jaws Strike prone.

**SPECIALIZED ANIMAL COMPANIONS**

Specialized animal companions are more intelligent and engage in more complex behaviors. The first time an animal gains a specialization, it gains the following: Its proficiency rank for unarmed attacks increases to expert. Its proficiency ranks for saving throws and Perception increase to master. Increase its Dexterity modifier by 1 and its Intelligence modifier by 2. Its unarmed attack damage increases from two dice to three dice, and it increases its additional damage with unarmed attacks from 2 to 4 or from 3 to 6.

Each specialization grants additional benefits. Most animal companions can have only one specialization.

**AMBUSER**

In your companion's natural environment, it can use a Sneak action even if it's currently observed. Its proficiency rank in Stealth increases to expert (or master if it was already an expert from its type), and its Dexterity modifier increases by 1. Its proficiency rank for unarmored defense increases to expert, or master if it's nimble.

**BULLY**

Your companion terrorizes foes with dominance displays and pushes them around the battlefield. Its proficiency ranks for Athletics and Intimidation increase to expert (or master if it was already expert from its type), its Strength modifier increases by 1, and its Charisma modifier increases by 3.

**DAREDEVIL**

Your companion joins the fray with graceful leaps and dives. It gains the deny advantage ability, so it isn't flat-footed to hidden, undetected, or flanking creatures unless such a creature's level is greater than yours. Its proficiency rank in Acrobatics increases to master, and its Dexterity modifier increases by 1. Its proficiency rank in unarmored defense increases to expert, or master if it's nimble.

**RACER**

Your companion races. It gains a +10-foot status bonus to its Speed, swim Speed, or fly Speed (your choice). Its proficiency in Fortitude saves increases to legendary, and its Constitution modifier increases by 1.

**TRACKER**

Your companion is an incredible tracker. It can move at full Speed while following tracks. Its proficiency rank in Survival increases to expert (or master if it was already an expert from its type), and its Wisdom modifier increases by 1.

**WRECKER**

Your companion smashes things. Its unarmed attacks ignore half an object's Hardness. Its Athletics proficiency increases to master, and its Strength modifier increases by 1.

**FAMILIARS**

Familiars are mystically bonded creatures tied to your magic. Most familiars were originally animals, though the ritual of becoming a familiar makes them something more. You choose a Tiny animal as your familiar, such as a bat, cat, raven, or snake. Some familiars are different, usually described in the ability that granted you a familiar; for example, a druid's lesly familiar is a Tiny plant instead of an animal. A familiar has the same level you do.

Familiars have the minion trait (page 634), so during an encounter, they gain 2 actions in a round if you spend an action to command them. If your familiar dies, you can spend a week of downtime to replace it at no cost. You can have only one familiar at a time.

**MODIFIERS AND AC**

Your familiar's save modifiers and AC are equal to yours before applying circumstance or status bonuses or penalties. Its Perception, Acrobatics, and Stealth modifiers are equal to your level plus your spellcasting ability modifier (Charisma if you don't have one, unless otherwise specified). It can't make Strikes, but it can use trained skill actions for skills for which it adds your spellcasting ability modifier. If it attempts an attack roll or other skill check, it uses your level as its modifier. It doesn't have or use its own ability modifiers and can never benefit from item bonuses.

**HIT POINTS**

Your familiar has 5 Hit Points for each of your levels.

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## SIZE

Your familiar is Tiny.

## SENSES

Your familiar has low-light vision and can gain additional senses from familiar abilities. It can communicate empathically with you as long as it's within 1 mile of you, sharing emotions. It doesn't understand or speak languages normally, but it can gain speech from a familiar ability.

## MOVEMENT

Your familiar has either a Speed of 25 feet or a swim Speed of 25 feet (choose one upon gaining the familiar). It can gain other movement types from familiar abilities.

## FAMILIAR AND MASTER ABILITIES

Each day, you channel your magic into two abilities, which can be either familiar or master abilities. If your familiar is an animal that naturally has one of these abilities (for instance, an owl has a fly Speed), you must select that ability. Your familiar can't be an animal that naturally has more familiar abilities than your daily maximum familiar abilities.

### FAMILIAR ABILITIES

**Amphibious:** It gains a swim Speed of 25 feet (or Speed of 25 feet if it already has a swim Speed).

**Burrower:** It gains a burrow Speed of 5 feet, allowing it to dig Tiny holes.

**Climber:** It gains a climb Speed of 25 feet.

**Damage Avoidance:** Choose one type of save. It takes no damage when it rolls a success on that type of save; this doesn't prevent effects other than damage.

**Darkvision:** It gains darkvision.

**Fast Movement:** Increase one of the familiar's Speeds from 25 feet to 40 feet.

**Flier:** It gains a fly Speed of 25 feet.

**Kinspeech:** It can understand and speak with animals of the same species. To select this, your familiar must be an animal, it must have the speech ability, and you must be at least 6th level.

**Lab Assistant:** It can use your Quick Alchemy action. You must have Quick Alchemy, and your familiar must be in your space. This has the same cost and requirement as if you used it. It must have the manual dexterity ability to select this.

**Manual Dexterity:** It can use up to two of its limbs as if they were hands to perform manipulate actions.

**Scent:** It gains scent (imprecise, 30 feet).

**Speech:** It understands and speaks a language you know.

### MASTER ABILITIES

**Cantrip Connection:** You can prepare an additional cantrip or, if you have a repertoire, designate a cantrip to add to your repertoire every time you select this ability; you can retrain it but can't otherwise change it. You must be able to prepare cantrips or add them to your repertoire to select this.

**Extra Reagents:** Your familiar grows extra infused reagents on or in its body. You gain an additional batch of infused reagents. You must have the infused reagents ability to select this ability.

**Familiar Focus:** Once per day, your familiar can use 2 actions with the concentrate trait to restore 1 Focus Point to your focus pool, up to your usual maximum. You must have a focus pool to select this.

**Lifelink:** If your familiar would be reduced to 0 HP by damage, as a reaction with the concentrate trait, you can take the damage. If you do, you take all the damage and your familiar takes none. However, special effects that would occur due to that damage (such as snake venom) still apply to your familiar.

**Spell Battery:** You gain one additional spell slot at least 3 levels lower than your highest-level spell slot; you must be able to cast 4th-level spells using spell slots to select this master ability.

**Spell Delivery:** If your familiar is in your space, you can cast a spell with a range of touch, transfer its power to your familiar, and command the familiar to deliver the spell. If you do, the familiar uses its 2 actions for the round to move to a target of your choice and touch that target. If it doesn't reach the target to touch it this turn, the spell has no effect.

