

PATHFINDER PLAYTEST RULEBOOK

Multiclass Archetypes, Update 1.0 — Release Date: 9/24/2018

Archetypes. They've been a critical part of the Pathfinder Roleplaying Game since the *Advanced Player's Guide*. With the launch of the Pathfinder Playtest, we realized the opportunity to roll multiclassing rules into the archetype system as well, making each class accessible as an multiclass archetype that anyone who meets the prerequisites can take.

Although we were very excited for the idea, there just wasn't enough space in the *Pathfinder Playtest Rulebook* to include all 12 of them. Fortunately, we can correct this oversight right now. Contained in this document are all 12 of the multiclass archetypes for you to use during your playtest! We even had a chance to make a few updates based on some early survey data, so we've included the four multiclass archetypes that appeared in the *Pathfinder Playtest Rulebook* as well. If your character was a multiclass cleric, fighter, rogue, or wizard, you might want to examine these rules to make sure you're using the latest iteration of those archetypes.

As always, the design team at Paizo would like to thank you for taking the time to playtest our game. We look forward to hearing what you think about these new options.

—Pathfinder Playtest Design Team

ALCHEMIST

You enjoy tinkering with alchemical formulas and substances in your spare time, and you've advanced your studies to something beyond mere experimentation.

ALCHEMIST DEDICATION

FEAT 2

Archetype
Dedication
Multiclass

Prerequisites Intelligence 16

You become trained in alchemical bombs and Crafting; if you were already trained in Crafting, you instead become trained in a skill of your choice. You gain 2 additional Resonance Points. You gain the Alchemical Crafting feat and four additional formulas for alchemical items. During your daily preparations, you can spend Resonance Points to create alchemical items, as the Advanced Alchemy ability (see page 45 of the *Pathfinder Playtest Rulebook*), though the highest level of item you can create this way is 2.

Special You cannot select another dedication feat until you have gained two other feats from the alchemist archetype.

BASIC DISCOVERY

FEAT 4

Archetype

Prerequisites Alchemist Dedication

Gain a level 1 or level 2 alchemist feat.

QUICK ALCHEMY

FEAT 4

Archetype

Prerequisites Alchemist Dedication

You gain the Quick Alchemy action (see page 46 of the *Pathfinder Playtest Rulebook*), but you can use it to create only an alchemical item of a level you could create during your daily preparations.

ADVANCED DISCOVERY

FEAT 6

Archetype

Prerequisites Basic Discovery

Gain one alchemist feat. For the purposes of meeting its prerequisites, your alchemist level is equal to half your level.

Special You can select this feat more than once. Each time you select it, you gain a new alchemist feat.

EXPERT CONCOCTION

FEAT 6

Archetype

Prerequisites Alchemist Dedication, expert in Crafting

When you create alchemical items during your daily preparations, you can create up to 3rd-level items. At 8th level, you can create up to 4th-level items, and at 10th level, you can create up to 5th-level items.

INTENSE BOMBS

FEAT 8

Archetype

Prerequisites Expert Concoction

You gain empower bombs as a 3rd-level alchemist. If you have Master Concoction, you gain empower bombs as an alchemist 5 levels lower than your actual level.

MASTER CONCOCTION

FEAT 12

Archetype

Prerequisites Expert Concoction

When you create alchemical items during your daily preparations, you can create items up to your level – 5.

BARBARIAN

There's a rage deep inside you that sometimes breaks loose, granting you some of the might of a barbarian in addition to your other abilities.

BARBARIAN DEDICATION

FEAT 2

Archetype
Dedication
Multiclass

Prerequisites Strength 16

You become trained in simple weapons and martial weapons. You become trained in medium armor if you were trained in light armor, or become trained in light armor if you weren't already. You become trained in Athletics; if you were already trained in Athletics, you instead become trained in a skill of your choice.

You can use the Rage action (see page 53 of the *Pathfinder Playtest Rulebook*) once per day. For the purposes of the temporary Hit Points and damage bonus from Rage, your barbarian level is equal to half your level.

Choose a totem as you would if you were a barbarian. You become bound by that totem's anathema. You don't gain any other abilities from your choice of totem.

Special You cannot select another dedication feat until you have gained two other feats from the barbarian archetype.

BARBARIAN RESILIENCY

FEAT 4

Archetype **Prerequisites** Barbarian Dedication, class granting 10 or fewer Hit Points per level

You gain 3 additional Hit Points for each barbarian archetype feat you have. As you continue selecting barbarian archetype feats, you continue to gain additional Hit Points.

BASIC FURY

FEAT 4

Archetype **Prerequisites** Barbarian Dedication

Gain a level 1 or level 2 barbarian feat.

RAGER

FEAT 4

Archetype **Prerequisites** Barbarian Dedication

You can use the Rage action gained from Barbarian Dedication any number of times per day.

TOTEM

FEAT 4

Archetype **Prerequisites** Barbarian Dedication

You gain the totem ability for the totem you chose for Barbarian Dedication. You don't gain any of the totem's other abilities.

ADVANCED FURY

FEAT 6

Archetype **Prerequisites** Basic Fury

Gain one barbarian feat. For the purposes of meeting its prerequisites, your barbarian level is equal to half your level.

Special You can select this feat more than once. Each time you select it, you gain a new barbarian feat.

JUGGERNAUT'S FORTITUDE

FEAT 12

Archetype **Prerequisites** Barbarian Dedication, expert in Fortitude

Your proficiency rank in Fortitude saves increases to master. When you succeed at a Fortitude save, treat it as a critical success.

BARD

A muse has called you to dabble in occult lore, allowing you to cast a few spells. The deeper you delve, the more powerful your performances become.

BARD DEDICATION

FEAT 2

Archetype **Dedication** **Multiclass** **Prerequisites** Charisma 16

You cast spells like a bard. You gain access to the Cast a Spell activity and the Material Casting, Somatic Casting, and Verbal Casting actions. You gain a spell repertoire with two common cantrips from the occult spell list, or any other cantrips you learn or discover. You're trained in spell rolls and spell DCs for casting occult spells and in attacks you make with occult spells. Your key spellcasting ability for these spells is Charisma. You can use wands, scrolls, and staves, but only for spells of a spell level that you can cast. You become trained in Occultism and Performance; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.

Special You cannot select another dedication feat until you have gained two other feats from the bard archetype.

BASIC BARD SPELLCASTING

FEAT 4

Archetype **Prerequisites** Bard Dedication

Add a level 1 occult spell to your repertoire. You gain a level 1 spell slot that you can use to cast that spell as a bard spell. At 6th level, you add a level 2 spell to your repertoire and gain a spell slot to cast it in the same way, and at 8th level, you add a level 3 spell to your repertoire and gain a spell slot to cast it in the same way.

Even though you can cast spells, the spell level of your bard cantrips and powers is still half your level rounded up.

BASIC MUSE'S WHISPERS

FEAT 4

Archetype **Prerequisites** Bard Dedication

Gain a level 1 or level 2 bard feat.

ADVANCED MUSE'S WHISPERS

FEAT 6

Archetype **Prerequisites** Basic Muse's Whispers

Gain one bard feat. For the purposes of meeting its prerequisites, your bard level is equal to half your level.

Special You can select this feat more than once. Each time you select it, you gain a new bard feat.

COUNTER PERFORMER

FEAT 6

Archetype **Prerequisites** Bard Dedication

You gain the *counter performance* power and a pool of Spell Points equal to your Charisma modifier that you can use to cast that power.

If you already have a pool of Spell Points, you use the higher ability score to determine the pool, as normal, and your Spell Point pool increases by 1.

INSPIRATIONAL

FEAT 8

Archetype **Prerequisites** Bard Dedication

You gain the *inspire courage* cantrip.

OCCULT BREADTH

FEAT 8

Archetype **Prerequisites** Basic Bard Spellcasting

Your repertoire expands, and you can cast more occult spells each day. Increase the number of spells in your repertoire and the number of spell slots you gain from bard archetype feats by 1 for each spell level other than your two highest spell levels.

EXPERT BARD SPELLCASTING

FEAT 12

Archetype **Prerequisites** Basic Bard Spellcasting, master in Occultism

You gain a level 4 occult spell in your repertoire and a spell slot to cast it in the same way as your basic bard spellcasting. You become an expert in spell rolls and spell DCs for casting divine spells and in attacks you make with divine spells.

At 14th level, you gain a level 5 occult spell in your repertoire and a spell slot to cast it in the same way, and at 16th level, you gain a level 6 spell in your repertoire and a spell slot to cast it in the same way.

MASTER BARD SPELLCASTING

FEAT 18

Archetype **Prerequisites** Expert Bard Spellcasting, legendary in Occultism

You gain a level 7 occult spell in your repertoire and a spell slot to cast it in the same way as your basic bard spellcasting. You become a master

in spell rolls and spell DCs for casting divine spells and in attacks you make with divine spells.

At 20th level, you gain a level 8 occult spell in your repertoire and a spell slot to cast it in the same way.

CLERIC

You are an ordained priest of your deity and have even learned how to cast a few divine spells. Though your main training lies elsewhere, your religious calling provides you with divine gifts.

CLERIC DEDICATION

FEAT 2

Archetype
Dedication
Multiclass

Prerequisites Wisdom 16

You cast spells like a cleric. You gain access to the Cast a Spell activity and the Material Casting, Somatic Casting, and Verbal Casting actions. You can prepare two common cantrips each day from the divine spell list, or any other cantrips you learn or discover. You're trained in spell rolls and spell DCs for casting divine spells and in attacks you make with divine spells. Your key spellcasting ability for these spells is Wisdom. You can use wands, scrolls, and staves, but only for spells of a spell level that you can cast.

Choose a deity as you would if you were a cleric. You become bound by that deity's anathema. You become trained in Religion and your deity's associated skill; for each of these skills in which you were already trained, you instead become trained in a skill of your choice. You don't gain any other abilities from your choice of deity.

Special You cannot select another dedication feat until you have gained two other feats from the cleric archetype.

BASIC CLERIC SPELLCASTING

FEAT 4

Archetype

Prerequisites Cleric Dedication

You gain a level 1 spell slot that you can use to prepare a level 1 cleric spell. At 6th level, you gain a level 2 spell slot that you can use to prepare a level 2 cleric spell. At 8th level, you gain a level 3 spell slot that you can use to prepare a level 3 cleric spell.

Even though you can cast spells, the spell level of your cleric cantrips and domain powers is still half your level rounded up.

BASIC DOGMA

FEAT 4

Archetype

Prerequisites Cleric Dedication

Gain a level 1 or level 2 cleric feat.

DOMAIN

FEAT 4

Archetype

Prerequisites Cleric Dedication

Select one of your deity's domains. You gain the initial domain power tied to your domain and a pool of Spell Points equal to your Wisdom modifier that you can use to cast that power.

If you already have a pool of Spell Points, you use the higher ability score to determine the pool, as normal, and your Spell Point pool increases by 1.

ADVANCED DOGMA

FEAT 6

Archetype

Prerequisites Basic Dogma

Gain one cleric feat. For the purposes of meeting its prerequisites, your cleric level is equal to half your level.

Special You can select this feat more than once. Each time you select it, you gain a new cleric feat.

DIVINE BREADTH

FEAT 8

Archetype

Prerequisites Basic Cleric Spellcasting

You can cast more divine spells each day. Increase the spell slots you gain from cleric archetype feats by 1 for each spell level other than your two highest spell levels.

EXPERT CLERIC SPELLCASTING

FEAT 12

Archetype

Prerequisites Basic Cleric Spellcasting, master in Religion

You gain a level 4 spell slot that you can use to prepare a level 4 cleric spell. You become an expert in spell rolls and spell DCs for casting divine spells and in attacks you make with divine spells.

At 14th level, you gain a level 5 spell slot that you can use to prepare a level 5 cleric spell. At 16th level, you gain a level 6 spell slot that you can use to prepare a level 6 cleric spell.

MASTER CLERIC SPELLCASTING

FEAT 18

Archetype

Prerequisites Expert Cleric Spellcasting, legendary in Religion

You gain a level 7 spell slot that you can use to prepare a level 7 cleric spell. You become a master in spell rolls and spell DCs for casting divine spells and in attacks you make with divine spells.

At 20th level, you gain a level 8 spell slot that you can use to prepare a level 8 cleric spell.

DRUID

You have entered a druidic circle and learned a few of the order's secrets, granting you primal power.

DRUID DEDICATION

FEAT 2

Archetype
Dedication
Multiclass

Prerequisites Wisdom 16

You cast spells like a druid. You gain access to the Cast a Spell activity and the Material Casting, Somatic Casting, and Verbal Casting actions. You can prepare two common cantrips each day from the primal spell list, or any other cantrips you learn or discover. You're trained in spell rolls and spell DCs for casting primal spells and in attacks you make with primal spells. Your key spellcasting ability for these spells is Wisdom. You can use wands, scrolls, and staves, but only for spells of a spell level that you can cast. You learn the Druidic language.

Choose an order as you would if you were a druid. You become bound by that order's anathema and count as a member of the order. You become trained in Nature and your order's associated skill; for each of these skills in which you were already trained, you become trained in a skill of your choice. You don't gain any other abilities from your choice of order.

Special You cannot select another dedication feat until you have gained two other feats from the druid archetype.

BASIC DRUID SPELLCASTING

FEAT 4

Archetype

Prerequisites Druid Dedication

You gain a level 1 spell slot that you can use to prepare a level 1 druid spell. At 6th level, you gain a level 2 spell slot that you can use to

prepare a level 2 druid spell. At 8th level, you gain a level 3 spell slot that you can use to prepare a level 3 druid spell.

Even though you can cast spells, the spell level of your druid cantrips and powers is still half your level rounded up.

BASIC WILDING FEAT 4

Archetype **Prerequisites** Druid Dedication
Gain a level 1 or level 2 druid feat.

ADVANCED WILDING FEAT 6

Archetype **Prerequisites** Basic Wilding
Gain one druid feat. For the purposes of meeting its prerequisites, your druid level is equal to half your level.
Special You can select this feat more than once. Each time you select it, you gain a new druid feat.

PRIMAL BREADTH FEAT 8

Archetype **Prerequisites** Basic Druid Spellcasting
You can cast more primal spells each day. Increase the spell slots you gain from druid archetype feats by 1 for each spell level other than your two highest spell levels.

EXPERT DRUID SPELLCASTING FEAT 12

Archetype **Prerequisites** Basic Druid Spellcasting, master in Nature
You gain a level 4 spell slot that you can use to prepare a level 4 druid spell. You become an expert in spell rolls and spell DCs for casting primal spells and in attacks you make with primal spells.

At 14th level, you gain a level 5 spell slot that you can use to prepare a level 5 druid spell. At 16th level, you gain a level 6 spell slot that you can use to prepare a level 6 druid spell.

MASTER DRUID SPELLCASTING FEAT 18

Archetype **Prerequisites** Expert Druid Spellcasting, legendary in Nature

You gain a level 7 spell slot that you can use to prepare a level 7 druid spell. You become a master in spell rolls and spell DCs for casting primal spells and in attacks you make with primal spells.

At 20th level, you gain a level 8 spell slot that you can use to prepare a level 8 druid spell.

FIGHTER

You have spent time learning the art of warfare, increasing your skill at martial arms and at wearing armor. With further training, you can become a true combat specialist.

FIGHTER DEDICATION FEAT 2

Archetype **Dedication** **Multiclass** **Prerequisites** Strength or Dexterity 16
You become trained in simple weapons and martial weapons. If you are trained in medium armor, you become trained in heavy armor; if you are trained in light armor, you become trained in medium armor, and if you are not trained in light armor, you become trained in light armor.

You can use the Attack of Opportunity reaction (see page 87 of the *Pathfinder Playtest Rulebook*) once per day.

You become trained in your choice of Acrobatics or Athletics; if you

are already trained in both of these skills, you instead become trained in a skill of your choice.

Special You cannot select another dedication feat until you have gained two other feats from the fighter archetype.

BASIC MANEUVER FEAT 4

Archetype **Prerequisites** Fighter Dedication
Gain a level 1 or level 2 fighter feat.

FIGHTER RESILIENCY FEAT 4

Archetype **Prerequisites** Fighter Dedication, class granting 8 or fewer Hit Points per level
You gain 3 additional Hit Points for each fighter archetype feat you have. As you continue selecting fighter archetype feats, you continue to gain additional Hit Points.

ADVANCED MANEUVER FEAT 6

Archetype **Prerequisites** Basic Maneuver
Gain one fighter feat. For the purposes of meeting its prerequisites, your fighter level is equal to half your level.
Special You can select this feat more than once. Each time you select it, you gain a new fighter feat.

OPPORTUNIST FEAT 6

Archetype **Prerequisites** Fighter Dedication
You can use the Attack of Opportunity reaction gained from Fighter Dedication any number of times per day.

WEAPON EXPERT FEAT 12

Archetype **Prerequisites** Fighter Dedication
Choose one weapon group (see page 182 of the *Pathfinder Playtest Rulebook*). You become an expert with all simple and martial weapons that belong to that group.

Special You can select this feat more than once. Each time you select it, you choose a new group.

MONK

Your monastic training has taught you martial arts skills and allowed you to hone your mind, body, and spirit to new heights.

MONK DEDICATION FEAT 2

Archetype **Dedication** **Multiclass** **Prerequisites** Strength or Dexterity 16
You become trained in all unarmed attacks and gain the powerful fist class feature (see page 97 of the *Pathfinder Playtest Rulebook*).

You become trained in your choice of Acrobatics or Athletics; if you were already trained in both of these skills, you instead become trained in a skill of your choice.

Special You cannot select another dedication feat until you have gained two other feats from the monk archetype.

BASIC KATA FEAT 4

Archetype **Prerequisites** Monk Dedication
Gain a level 1 or level 2 monk feat.

UNARMORED EXPERTISE

FEAT 4

Archetype **Prerequisites** Monk Dedication

Your proficiency rank in unarmed defense increases to expert.

MONK RESILIENCY

FEAT 4

Archetype **Prerequisites** Monk Dedication, class granting 8 or fewer Hit Points per level

You gain 3 additional Hit Points for each monk archetype feat you have. As you continue selecting monk archetype feats, you continue to gain additional Hit Points.

ADVANCED KATA

FEAT 6

Archetype **Prerequisites** Basic Kata

Gain one monk feat. For the purposes of meeting its prerequisites, your monk level is equal to half your level.

Special You can select this feat more than once. Each time you select it, you gain a new monk feat.

MONK MOVES

FEAT 8

Archetype **Prerequisites** Monk Dedication

You gain a +10-foot conditional bonus to your Speed when you're not wearing armor.

MONK'S FLURRY

FEAT 10

Archetype **Prerequisites** Monk Dedication

You gain the Flurry of Blows action (see page 97 of the *Pathfinder Playtest Rulebook*).

EXPERT STRIKES

FEAT 12

Archetype **Prerequisites** Monk Dedication

Your proficiency rank in unarmed attacks increases to expert. Your unarmed attacks become magical (see the magic strikes class feature on page 98 of the *Pathfinder Playtest Rulebook*).

PALADIN

You have sworn a solemn and sacred oath to your deity, the act of which has imparted to you paladin powers and techniques that you can employ to defend your allies and defeat evildoers.

PALADIN DEDICATION

FEAT 2

Archetype **Dedication** **Multiclass** **Prerequisites** Strength or Charisma 16

Choose a deity as you would if you were a paladin. You become trained in your deity's favored weapon. You become trained in light, medium, and heavy armor, and in shields. You become trained in Religion and your deity's associated skill; for each of these skills in which you were already trained, you instead become trained in a skill of your choice. You become bound by your deity's anathema and must abide by the paladin's code of conduct and alignment requirements (though you might not lose any benefits for breaking it unless you take other paladin archetype feats). You don't gain any other abilities from your choice of deity.

Once per day, you can use the Retributive Strike reaction.

Special You cannot select another dedication feat until you have gained two other feats from the paladin archetype.

BASIC BENEDICTION

FEAT 4

Archetype **Prerequisites** Paladin Dedication

Gain a level 1 or level 2 paladin feat.

HEALING TOUCH

FEAT 4

Archetype **Prerequisites** Paladin Dedication

You gain the *lay on hands* power and a pool of Spell Points equal to your Charisma modifier that you can use to cast that power.

If you already have a pool of Spell Points, you use the higher ability score to determine the pool, as normal, and your Spell Point pool increases by 1.

PALADIN RESILIENCY

FEAT 4

Archetype **Prerequisites** Paladin Dedication, class granting 8 or fewer Hit Points per level

You gain 3 additional Hit Points for each paladin archetype feat you have. As you continue selecting paladin archetype feats, you continue to gain additional Hit Points.

ADVANCED BENEDICTION

FEAT 6

Archetype **Prerequisites** Basic Benediction

Gain one paladin feat. For the purposes of meeting its prerequisites, your paladin level is equal to half your level.

Special You can select this feat more than once. Each time you select it, you gain a new paladin feat.

RETRIBUTION

FEAT 6

Archetype **Prerequisites** Paladin Dedication

You can use the Retributive Strike reaction gained from Paladin Dedication any number of times per day.

RIGHTEOUS ALLY

FEAT 6

Archetype **Prerequisites** Paladin Dedication

You gain a righteous ally of your choice (see page 106 of the *Pathfinder Playtest Rulebook*).

ARMOR EXPERT

FEAT 12

Archetype **Prerequisites** Paladin Dedication

Your proficiency rank for heavy armor and shields increases to expert.

RANGER

You have studied hunting, tracking, and wilderness survival, adding a ranger's tools to your skill set.

RANGER DEDICATION

FEAT 2

Archetype **Dedication** **Multiclass** **Prerequisites** Strength or Dexterity 16

You become trained in simple weapons and martial weapons. If you were already trained in light armor, you become trained in medium armor. If you were not, you become trained in light armor.

You become trained in Survival and one other skill of your choice; if you were already trained in Survival, you instead become trained in a skill of your choice.

You can use the Hunt Target action (see page 113 of the *Pathfinder Playtest Rulebook*) once per day; however, you don't decrease the

multiple attack penalty for your attacks, and if you share your Hunt Target benefits with others, neither do they.

Special You cannot select another dedication feat until you have gained two other feats from the ranger archetype.

BASIC HUNTER'S TRICK FEAT 4

Archetype **Prerequisites** Ranger Dedication
Gain a level 1 or level 2 ranger feat.

RANGER RESILIENCY FEAT 4

Archetype **Prerequisites** Ranger Dedication, class granting 8 or fewer Hit Points per level
You gain 3 additional Hit Points for each ranger archetype feat you have. As you continue selecting ranger archetype feats, you continue to gain additional Hit Points.

ADVANCED HUNTER'S TRICK FEAT 6

Archetype **Prerequisites** Basic Hunter's Trick
Gain one ranger feat. For the purposes of meeting its prerequisites, your ranger level is equal to half your level.
Special You can select this feat more than once. Each time you select it, you gain a new ranger feat.

TARGETED HUNTER FEAT 6

Archetype **Prerequisites** Ranger Dedication
You can use the Hunt Target action gained from Ranger Dedication any number of times per day.

MASTER SPOTTER FEAT 12

Archetype **Prerequisites** Ranger Dedication, expert in Perception
Your proficiency rank in Perception increases to master.

ROGUE

You've practiced sneaking, stealing, and disabling traps. With a little time and luck, you'll become a skilled rogue, moving through shadows, striking unseen, and escaping without notice.

ROGUE DEDICATION FEAT 2

Archetype **Dedication** **Multiclass** **Prerequisites** Dexterity 16
You gain a skill feat and the rogue's surprise attack class feature (see page 119 of the *Pathfinder Playtest Rulebook*). You become trained in light armor. In addition, you become trained in Stealth or Thievery and any two skills of your choice; if you are already trained in both Stealth and Thievery, you instead become trained in an additional skill of your choice.
Special You cannot gain another dedication feat until you have gained two other feats from the rogue archetype.

BASIC TRICKERY FEAT 4

Archetype **Prerequisites** Rogue Dedication
Gain a level 1 or level 2 rogue feat.

SNEAK ATTACKER FEAT 4

Archetype **Prerequisites** Rogue Dedication
You gain the sneak attack class feature (see page 119 of the *Pathfinder*

Playtest Rulebook), except that it deals 1d4 damage, which increases to 1d6 at 6th level. You don't increase the number of dice as you gain levels.

ADVANCED TRICKERY FEAT 6

Archetype **Prerequisites** Basic Trickery
Gain one rogue feat. For the purposes of meeting its prerequisites, your rogue level is equal to half your level.
Special You can select this feat more than once. Each time you select it, you gain a new rogue feat.

SKILL MASTERY FEAT 8

Archetype **Prerequisites** Rogue Dedication, at least one skill trained and one skill expert
Increase your proficiency in one of your skills from expert to master and in another of your skills from trained to expert, and you gain a skill feat associated with one of the skills you picked.
Special You can select this feat up to 5 times.

UNCANNY DODGE FEAT 10

Archetype **Prerequisites** Rogue Dedication
You gain the deny advantage class feature (see page 120 of the *Pathfinder Playtest Rulebook*).

EVASIVENESS FEAT 12

Archetype **Prerequisites** Rogue Dedication, expert in Reflex
Your proficiency rank in Reflex saves increases to master. When you succeed at a Reflex save, treat it as a critical success.

SORCERER

Your blood surges with magical power, granting you access to magic others might not expect you to have.

SORCERER DEDICATION FEAT 2

Archetype **Dedication** **Multiclass** **Prerequisites** Charisma 16
Choose a bloodline. You become trained in the bloodline's two skills; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.
You cast spells like a sorcerer. You gain access to the Cast a Spell activity and the Material Casting, Somatic Casting, and Verbal Casting actions. You gain a spell repertoire with two common cantrips from the spell list associated with your bloodline, or any other cantrips you learn or discover. You're trained in spell rolls and spell DCs for casting your tradition's spells and in attacks you make with such spells. Your key spellcasting ability for these spells is Charisma. You can use wands, scrolls, and staves, but only for spells of a spell level that you can cast. You don't gain any other abilities from your choice of bloodline.
Special You cannot select another dedication feat until you have gained two other feats from the sorcerer archetype.

BASIC SORCERER SPELLCASTING FEAT 4

Archetype **Prerequisites** Bard Dedication
Add a level 1 spell of your bloodline's tradition, one of your bloodline's spells, or another spell you learned or discovered to your repertoire. You gain a level 1 spell slot that you can use to cast that

spell as a sorcerer spell. At 6th level, you gain a level 2 spell in your repertoire and a spell slot to cast it in the same way, and at 8th level, you gain a level 3 spell in your repertoire and a spell slot to cast it in the same way.

Even though you can cast spells, the spell level of your sorcerer cantrips and powers is still half your level rounded up.

BASIC BLOOD POTENCY FEAT 4

Archetype **Prerequisites** Sorcerer Dedication
Gain a level 1 or level 2 sorcerer feat.

BASIC BLOODLINE POWER FEAT 4

Archetype **Prerequisites** Sorcerer Dedication
You gain the initial bloodline power of your bloodline and a pool of Spell Points equal to your Charisma modifier that you can use to cast that power.

If you already have a pool of Spell Points, you use the higher ability score to determine the pool as normal, and your Spell Point pool increases by 1.

ADVANCED BLOOD POTENCY FEAT 6

Archetype **Prerequisites** Basic Blood Potency
Gain one sorcerer feat. For the purposes of meeting its prerequisites, your sorcerer level is equal to half your level.
Special You can select this feat more than once. Each time you select it, you gain a new sorcerer feat.

BLOODLINE BREADTH FEAT 8

Archetype **Prerequisites** Basic Sorcerer Spellcasting
Your repertoire expands, and you can cast more spells of your bloodline's tradition each day. Increase the number of spells in your repertoire and number of spell slots you gain from sorcerer archetype feats by 1 for each spell level other than your two highest spell levels.

ADVANCED BLOODLINE POWER FEAT 12

Archetype **Prerequisites** Basic Bloodline Power
You gain the advanced bloodline power of your bloodline and increase your Spell Point pool by the appropriate amount (see page 130 of the *Pathfinder Playtest Rulebook*).

EXPERT SORCERER SPELLCASTING FEAT 12

Archetype **Prerequisites** Basic Sorcerer Spellcasting; master in Arcana, Nature, Occultism, or Religion depending on bloodline
You gain a level 4 spell of your bloodline's tradition in your repertoire and a spell slot to cast it in the same way as your basic sorcerer spellcasting. You become an expert in spell rolls and spell DCs for casting your tradition's spells and in attacks you make with such spells.
At 14th level, you gain a level 5 spell in your repertoire and a spell slot to cast it in the same way, and at 16th level, you gain a level 6 spell in your repertoire and a spell slot to cast it in the same way.

MASTER SORCERER SPELLCASTING FEAT 18

Archetype **Prerequisites** Expert Sorcerer Spellcasting; legendary in Arcana, Nature, Occultism, or Religion, depending on your bloodline
You gain a level 7 spell of your bloodline's tradition in your repertoire and a spell slot to cast it in the same way as your basic sorcerer spellcasting. You become a master in spell rolls and spell DCs for casting your tradition's spells and in attacks you make with such spells.

At 20th level, you gain a level 8 spell in your repertoire and a spell slot to cast it in the same way.

WIZARD

You have dabbled in the arcane arts and learned how to cast a few spells. Given enough time and practice, you are confident that you might become an accomplished mage.

WIZARD DEDICATION FEAT 2

Archetype **Dedication** **Multiclass** **Prerequisites** Intelligence 16, trained in Arcana
You cast spells like a wizard and gain a spellbook containing four common cantrips of your choice from the arcane spell list. You gain access to the Cast a Spell activity and the Material Casting, Somatic Casting, and Verbal Casting actions. You can prepare two cantrips each day from those found in your spellbook. You're trained in spell rolls and spell DCs for casting arcane spells and in attacks you make with arcane spells. Your key spellcasting ability for these spells is Intelligence. You can use wands, scrolls, and staves, but only for spells of a spell level you can cast.

You become trained in Arcana; if you were already trained in Arcana, you instead become trained in a skill of your choice.

Special You cannot select another dedication feat until you have gained two other feats from the wizard archetype.

ARCANE SCHOOL FEAT 4

Archetype **Prerequisite** Wizard Dedication
Select one school of magic from those found in the wizard class (see pages 137-138 of the *Pathfinder Playtest Rulebook*). You gain the school power tied to your school and a pool of Spell Points equal to your Intelligence modifier that you can use to cast that power.
If you already have a pool of Spell Points, use the higher ability score to determine the pool, as normal, and your Spell Point pool increases by 1.

BASIC ARCANA FEAT 4

Archetype **Prerequisites** Wizard Dedication
Gain a level 1 or level 2 wizard feat of your choice.

BASIC WIZARD SPELLCASTING FEAT 4

Archetype **Prerequisites** Wizard Dedication
Add two level 1 arcane spells to your spellbook. You gain a single level 1 spell slot that you can use to prepare a level 1 spell from your spellbook. At 6th level, add two level 2 arcane spells to your spellbook, and you gain a level 2 spell slot that you can use to prepare a level 2 spell from your spellbook. At 8th level, add two level 3 arcane spells to your spellbook, and you gain a level 3 spell slot that you can use to prepare a level 3 spell from your spellbook.

Even though you can cast spells, the spell level of your cantrips and arcane powers is half your level rounded up.

ADVANCED ARCANA FEAT 6

Archetype **Prerequisites** Basic Arcana
Gain one wizard feat. For the purposes of meeting its prerequisites, your wizard level is equal to half your level.
Special You can select this feat more than once. Each time you select it, you gain a new wizard feat.

ARCANE BREADTH

FEAT 8

Archetype Prerequisites Basic Wizard Spellcasting

You can cast more arcane spells each day. Increase the spell slots you gain from wizard archetype feats by 1 for each spell level other than your two highest spell levels. For example, at 8th level you could prepare two level 1 spells, one level 2 spell, and one level 3 spell.

EXPERT WIZARD SPELLCASTING

FEAT 12

Archetype Prerequisites Basic Wizard Spellcasting, master in Arcana

Add two level 4 arcane spells to your spellbook. You gain a single level 4 spell slot that you can use to prepare a level 4 spell from your spellbook. You become an expert in spell rolls and spell DCs for casting arcane spells and in attacks you make with arcane spells.

At 14th level, add two level 5 arcane spells to your spellbook, and you gain a level 5 spell slot that you can use to prepare a level 5 spell from your spellbook. At 16th level, add two level 6 arcane spells to your spellbook, and you gain a level 6 spell slot that you can use to prepare a level 6 spell from your spellbook.

MASTER WIZARD SPELLCASTING

FEAT 18

Archetype Prerequisites Expert Wizard Spellcasting, legendary in Arcana

Add two level 7 arcane spells to your spellbook. You gain a single level 7 spell slot that you can use to prepare a level 7 spell from your spellbook. You become a master in spell rolls and spell DCs for casting arcane spells and in attacks you make with arcane spells.

At 20th level, add two level 8 arcane spells to your spellbook, and you gain a level 8 spell slot that you can use to prepare a level 8 spell from your spellbook.

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