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Sorcerer pathfinder guide

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Unlike the studious Wizard, a Pathfinder Sorcerer is someone who is naturally gifted with magical abilities. Whether inherited from ancestors or passed on by a random occult encounter, the Sorcerer 2e class is brimming with spellcasting potential. Crafty, charismatic, and often chaotic, they can be great fun to play. Below you'll find all the essentials for creating a Pathfinder 2e Sorcerer, one of the primary Pathfinder classes found in the Core Rulebook. Once you're armed with arcane knowledge, you can choose one of the Pathfinder races, nab a Pathfinder character sheet, and get playing. Here's your guide to the Pathfinder Sorcerer class: Pathfinder Sorcerer stats and proficiencies Charisma is the most important stat for a Sorcerer, and level-one characters get a boost to this ability score. Your starting hit point maximum is your Constitution modifier plus six, and you'll add this number to your total each time your Sorcerer levels up. Here are the starting proficiencies for a Sorcerer: Type Name Rank Skill Perception Trained Saving throw Fortitude Trained Saving throw Reflex Trained Saving throw Will Expert Attacks Simple weapons Trained Attacks Unarmed attacks Trained Defences All armour Untrained Defences Unarmoured defence Trained There are plenty of additional starting proficiencies for a Sorcerer, and these offer a lot of flexibility. You'll be trained in the spell attack rolls and spell difficulty checks of the spellcasting tradition associated with your bloodline (more on these later).



Your bloodline also decides what extra skill proficiencies you start with. On top of that, you start with a trained level of proficiency in a number of skills equal to your Intelligence modifier plus two. These can be any skill you fancy. Pathfinder Sorcerer class features As they level up, a Pathfinder Sorcerer unlocks all sorts of new abilities. Here's an overview of the class-specific features you'll be able to play with: Level Class features 1 Bloodline, Sorcerer Spellcasting, Spell Repertoire 2 Sorcerer feat 3 Second-level spells, Signature Spells 4 Sorcerer feat 5 Third-level spells, Magical Fortitude 6 Sorcerer feat 7 Fourth-level spells, Expert Spellcaster 8 Sorcerer feat 9 Fifth-level spells, Lightning Reflexes 10 Sorcerer feat 11 Sixth-level spells, Alertness, Weapon Expertise 12 Sorcerer feat 13 Seventh-level spells, Defensive Robes, Weapon Specialisation 14 Sorcerer feat 15 Eighth-level spells, Master Spellcaster 16 Sorcerer feat 17 Ninth-level spells, Resolve 18 Sorcerer feat 19 Bloodline Paragon, Legendary Spellcaster 20 Sorcerer feat Bloodline Level: One Your bloodline tells you where your Sorcerer gets their magic from. As well as giving your backstory flavour, this helps decide what spells and skills will be the bread and butter of your Sorcerer experience. There are ten bloodline options in the Pathfinder Core Rulebook: Aberrant Angelic Demonic Diabolic Draconic Elemental Fey Hag Imperial Undead We'll dive into deeper detail on each bloodline later in the guide. Sorcerer Spellcasting Level: One Sorcerer Spellcasting basically means you can use an action to cast a spell, provided you have the right components. Sorcerers can often replace material components with somatic components (gestures), so these are less of a worry for this kind of spellcaster. Spell Repertoire Level: One A Sorcerer's Spell Repertoire is made up of the standard spells and cantrips they know, plus additional granted spells and cantrips learned through their bloodline. For example, a first-level Sorcerer knows four cantrips and two first-level spells, as well as a cantrip and spell associated with their bloodline. Every time your Sorcerer gains a new spell slot, you can add a spell with the same level to your Spell Repertoire. If a level up allows you to learn spells at a new level, your first new spell will come from your bloodline list. After that, you have more freedom to choose. You can also swap out old spells in your repertoire for new ones when you gain a level and learn new spells (but you can't swap bloodline spells – more on these later). Bear in mind your spell slots and spell repertoire are mechanically separate. This means a feat or ability that adds a spell to your repertoire doesn't automatically give you a new spell slot. The same is true if you obtain a new spell slot by other means. Signature Spells Level: Three For every spell level you can learn, you can choose one spell from that level to be a signature spell. This means you can heighten this spell for free, without having to learn its heightened version separately. If your signature spell was learned at a higher level than minimum, you can also cast lower-level versions without needing to learn them first. You can swap your signature spell with another, as long as the replacement was learned at the same level as the original signature spell. You can also learn a different spell of the same level without swapping if you spend time retraining your spell. Magical Fortitude Level: Five This feature changes your proficiency rank for Fortitude saving throws to expert level. Expert Spellcaster Level: Seven As your Sorcerer develops, their proficiency rank for spell attack rolls and spell difficulty checks when using spells from your bloodline's tradition moves to expert level. Lightning Reflexes Level: Nine Your proficiency rank is now expert for all Reflex saving throws. Alertness Level: 11 Your Sorcerer's proficiency in Perception now reaches expert level. [PIC] Weapon Expertise Level: 11 Now more able to handle yourself in combat, you're now at expert level proficiency for simple weapons and unarmed attacks. Defensive Robes Level: 13 Unarmoured defence proficiency reaches expert rank at this level. Weapon Specialisation Level: 13 If you're an expert with a weapon or unarmed attacks, you can now deal two extra damage with every successful attack. This increases to three at master proficiency rank, and later four at legendary rank. Master Spellcaster Level: 15 Remember those proficiencies in spell attacks and difficulty checks? They both reach master rank at this level when you're casting spells from your bloodline's tradition. Resolve Level: 17 Will saving throws increase their proficiency rank to master. Plus, any time you roll a successful Will save, it counts as a critical success. Bloodline Paragon Level: 19 You can now add two level-ten spells from your tradition to your spell repertoire.



You only get one tenth-level spell slot, but it can't be used for any ability that lets you cast without expending a spell slot. The same goes for abilities that give you more spell slots; the only way to get another level-ten slot is through a feat. Legendary Spellcaster Level: 19 Finally, your spell attack and difficulty check proficiencies reach legendary rank when casting spells from your bloodline's tradition. Pathfinder Sorcerer spells These are the spell slots a Sorcerer has as they level up: Sorcerer level Cantrips 1st-level spells 2nd-level spells 3rd-level spells 4th-level spells 5th-level spells 1 5 3 - - - 2 5 4 - - - 3 5 4 3 - - 4 5 4 4 - - - 5 5 4 4 3 - - 6 5 4 4 4 - - 7 5 4 4 4 3 - 8 5 4 4 4 4 - 9 5 4 4 4 4 3 10 5 4 4 4 4 4 11 5 4 4 4 4 4 12 5 4 4 4 4 4 13 5 4 4 4 4 4 14 5 4 4 4 4 4 15 5 4 4 4 4 4 16 5 4 4 4 4 4 17 5 4 4 4 4 4 18 5 4 4 4 4 4 19 5 4 4 4 4 4 20 5 4 4 4 4 4 4 Sorcerer level 6th-level spells 7th-level spells 8th-level spells 9th-level spells 10th-level spells 1 - - - - 2 - - - - 3 - - - - 4 - - - - 5 - - - - 6 - - - - 7 - - - - 8 - - - - 9 - - - - 10 - - - - 11 3 - - - 12 4 - - - 13 4 3 - - 14 4 4 - - 15 4 4 3 - - 16 4 4 4 - - 17 4 4 4 3 - 18 4 4 4 4 - 19 4 4 4 4 1* 20 4 4 4 4 1* *See Bloodline Paragon class feature. Pathfinder Sorcerer bloodlines Mechanically, a Sorcerer bloodline gives you several things. It grants you the trained rank for specific proficiencies, and it decides your spell list, along with some specific granted spells you gain through the bloodline. It also dictates which Bloodline spells you can learn. Bloodline spells are automatically heightened to half your level (rounded up), and they cost a focus point instead of a spell slot to cast. Although their pool of focus points is pretty limited, Sorcerers can spend ten minutes on the Refocus activity during their preparations to regain them, and their magical lineage means they can do so with ease. A Sorcerer automatically learns one of these extra spells at first level, and they can unlock more through the Advanced Bloodline and Greater Bloodline feats. Finally, your Sorcerer Bloodline grants a Blood Magic effect. This comes into play whenever you cast a Bloodline spell with a focus point or a granted spell with a spell slot. Here are the details of each Pathfinder Sorcerer bloodline: Aberrant Your bloodline once made contact with something humanoid-kind finds hard to define. Maybe it came from space, or maybe it dwells deep in the Darklands. Whatever this thing is, it's graced you with its occult powers.



Your Sorcerer uses the occult spell list, and they become trained in Intimidation and Occultism. There's also the Blood Magic feature, which gives you plus two on Will saving throws for a single round. Here are the granted spells for the Aberrant Sorcerer: Spell level Spell Cantrip Daze 1 Spider Sting 2 Touch of Idiocy 3 Vampiric Touch 4 Confusion 5 Black Tentacles 6 Feeblemind 7 Warp Mind 8 Uncontrollable Dance 9 Unfathomable Song And these are the Bloodline spells for an Aberrant Sorcerer: Spell level Spell Initial Tentacular Limbs Advanced Aberrant Whispers Greater Unusual Anatomy Angelic An Angelic Sorcerer either has noble celestial blood somewhere down the line, or they come from a long line of devoted worshippers. This strain of magic is quite literally a blessing, giving you access to the divine spell list. You become proficient in Diplomacy and Religion, and your Blood Magic feature can be used to give a target a minus one AC penalty for a round, or to give you a plus one to Intimidation checks for a round. Here are the granted spells for the Angelic Sorcerer: Spell level Spell Cantrip Light 1 Heal 2 Spiritual Weapon 3 Searing Light 4 Divine Wrath 5 Flame Strike 6 Blade Barrier 7 Divine Decree 8 Divine Aura 9 Foresight And these are the Angelic Bloodline spells: Spell level Spell Initial Angelic Halo Advanced Angelic Wings Greater Celestial Brand Demonic Someone in your family history once fell prey to the wiles of a demon, and your entire bloodline now pays for this. Or, if you look at it the other way, you all reap the rewards of their awesome demon dealings.



Your spell list is divine, and you are trained in Intimidation and Religion. Like the Angelic Sorcerer, your Blood Magic lets you deal a minus one AC penalty to an opponent for a round, or you can instead add one to your Intimidation checks for a round. Here are the granted spells for the Demonic Sorcerer: Spell level Spell Cantrip Acid Splash 1 Fear 2 Enlarge 3 Slow 4 Divine Wrath 5 Abyssal Plague 6 Disintegrate 7 Divine Decree 8 Divine Aura 9 Implosion Plus, you get the following Bloodline spells: Spell level Spell Initial Glutton's Jaws Advanced Swamp of Sloth Greater Abyssal Wrath Diabolic Diabolic Sorcerers are also affected by their family's evil doings, as they come from a line with connections to devils. Along with the divine spell list, your Diabolic Sorcerer gains trained proficiency in Deception and Religion. Your Blood Magic also grants two potential features; either you deal one fire damage per spell level to a target, or you get plus one to Deception checks for a whole round. These are the granted spells for a Diabolic Sorcerer: Spell level Spell Cantrip Produce Flame 1 Charm 2 Flaming Sphere 3 Enthrall 4 Suggestion 5 Crushing Despair 6 True Seeing 7 Divine Decree 8 Divine Aura 9 Meteor Swarm These are the Bloodline spells for the Diabolic bloodline: Spell level Spell Initial Diabolic Edit Advanced Embrace the Pit Greater Hellfire Plume Draconic There's a little dragon in your blood, so you're able to access some of their strength as well as their magic. Draconic Sorcerers use the Arcane spell list, and they become trained in Arcana and Intimidation skill checks. Their Blood Magic allows them to grow scales on themselves or a target, increasing AC by one for a round. These are the granted spells for Draconic Sorcerers: Spell level Spell Cantrip Shield 1 True Strike 2 Resist Energy 3 Haste 4 Spell Immunity 5 Chromatic Wall 6 Dragon Form 7 Mask of Terror 8 Prismatic Wall 9 Overwhelming Presence Here are the Bloodline spells for Draconic: Spell level Spell Initial Dragon Claws Advanced Dragon Breath Greater Dragon Wings Elemental Elemental Sorcerers could be related to genies, or their ancestors may have simply encountered a creature with particularly potent primal powers. Whatever your origin, you can now cast from the Primal spell list, and you gain proficiency in Intimidation and Nature. The Elemental flavour of Blood Magic either gives you plus one to Intimidation checks for a round, or it deals one bludgeoning or fire damage per spell level to a target. Here are the Elemental Sorcerer's granted spells: Spell level Spell Cantrip Produce Flame 1 Burning Hands 2 Resist Energy 3 Fireball 4 Freedom of Movement 5 Elemental Form 6 Repulsion 7 Energy Aegis 8 Prismatic Wall 9 Storm of Vengeance And these are the Bloodline spells: Spell level Spell Initial Elemental Toss Advanced Elemental Motion Greater Elemental Blast Fey The First World of Golarion is filled with the Fey, and somehow their magic has made its way into your bloodline. This Sorcerer also uses the Primal spell list, and they're trained to be proficient in Deception and Nature skill checks. Fey Blood Magic can be used to conceal you or one other target in a magical glamour (though it can't be used to Hide). These are the granted spells for a Fey Sorcerer: Spell level Spell Cantrip Ghost Sound 1 Charm 2 HIDEOUS Laughter 3 Enthrall 4 Suggestion 5 Cloak of Colours 6 Mislead 7 Visions of Danger 8 Uncontrollable Dance 9 Resplendent Mansion A Fey Sorcerer has the following Bloodline spells: Spell level Spell Initial Faerie Dust Advanced Fey Disappearance Greater Fey Glamour Hag A Hag Sorcerer may have a Hag or Changeling ancestor, or they may be the latest recipient of a long-running Hag curse. Their bloodline is associated with the Occult spell list, as well as proficiencies in Deception and Occultism. Hag Blood Magic can be used to deal two mental damage per spell level to the first creature that deals damage to you before the end of your next turn. Here are the granted spells for a Hag Sorcerer: Spell level Spell Cantrip Daze 1 Illusory Disguise 2 Touch of Idiocy 3 Blindness 4 Outcast's Curse 5 Mariner's Curse 6 Baleful Polymorph 7 Warp Mind 8 Spiritual Epidemic 9 Nature's Enmity These are the Hag's Bloodline spells: Spell level Spell Initial Jealous Hex Advanced Horrifying Visage Greater You're Mine Imperial Supernatural beings aren't the only ones with the magical goods; sometimes a Sorcerer is simply related to an ordinary person who got really good at magic. Imperial Sorcerers (also known as magical nepo babies) cast spells from the Arcane Spell list, and they're trained in Arcana and Society. Their Blood Magic can give them a plus one to skill checks for a round. Here are the Imperial Sorcerer's granted spells: Spell level Spell Cantrip Detect Magic 1 Magic Missile 2 Dispel Magic 3 Haste 4 Dimension Door 5 Frying Eye 6 Disintegrate 7 Prismatic Spray 8 Maze 9 Prismatic Sphere These are the Imperial Bloodline spells: Spell level Spell Initial Ancestral Memories Advanced Extend Spell Greater Arcane Countermeasure Undead Vampires and zombies have families too, and the Undead Sorcerer often pops out of a bloodline that's seen a vampire's bite or the bottom of a grave. Their spell list is Divine, and these Sorcerers are trained in Intimidation and Religion. As for Blood Magic, we hope you like necromancy: this feature gives you temporary hit points equal to the spell's level for a round, or you can force a target to take one negative damage per spell level. This is the Undead granted spell list for Sorcerers: Spell level Spell Cantrip Chill Touch 1 Harm 2 False Life 3 Bind Undead 4 Talking Corpse 5 Cloudkill 6 Vampiric Exsanguination 7 Finger of Death 8 Horrid Wilting 9 Wail of the Banshee And here are the Bloodline spells: Spell level Spell Initial Undeath's Blessing Advanced Drain Life Greater Gasping Grave Pathfinder Sorcerer feats Here's a list of all the feats specific to your Sorcerer: Level Feats 1 Counterspell, Dangerous Sorcery, Familiar, Reach Spell, Widen Spell 2 Cantrip Expansion, Enhanced Familiar 4 Arcane Evolution, Besspell Weapon, Divine Evolution, Occult Evolution, Primal Evolution 6 Advanced Bloodline, Steady Spellcasting 8 Bloodline Resistance, Crossblooded Evolution 10 Greater Bloodline, Overwhelming Energy, Quicken Casting 12 Bloodline Focus, Magic Sense 14 Interweave Dispel, Reflect Spell 16 Effortless Concentration, Greater Mental Evolution, Greater Vital Evolution 18 Bloodline Wellspring, Greater Crossblooded Evolution 20 Bloodline Conduit, Bloodline Perfection, Metamagic Mastery Image used by permission of Yana Orce, Scions of innately magical bloodlines, the chosen of deities, the spawn of monsters, pawns of fate and destiny, or simply flakes of fickle magic, sorcerers look within themselves for arcane prowess and draw forth might few mortals can imagine. Emboldened by lives ever threatening to be consumed by their innate powers, these magic-touched souls endlessly indulge in and refine their mysterious abilities, gradually learning how to harness their birthright and coax forth ever greater arcane feats. Just as varied as these innately powerful spellcasters' abilities and inspirations are the ways in which they choose to utilize their gifts. While some seek to control their abilities through meditation and discipline, becoming masters of their fantastic birthright, others give in to their magic, letting it rule their lives with often explosive results. Regardless, sorcerers live and breathe that which other spellcasters devote their lives to mastering, and for them magic is more than a boon or a field of study; it is life itself. Role: Sorcerers excel at casting a selection of favored spells frequently, making them powerful battle mages. As they become familiar with a specific and ever-widening set of spells, sorcerers often discover new and versatile ways of making use of magics other spellcasters might overlook. Their bloodlines also grant them additional abilities, assuring that no two sorcerers are ever quite alike. Alignment: Any Hit Die: d6 Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less. Class Skills The sorcerer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha). Skill Ranks per Level: 2 + Int modifier. Class Features All of the following are class features of the sorcerer.



Weapon and Armor Proficiency Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a sorcerer's gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor). Spells Table: Sorcerer Spells Known Level Spells Known 0th 1st 2nd 3rd 4th 5th 6th 7th 8th 9th 1st 4 2 ————— 2nd 5 2 ————— 3rd 5 3 ————— 4th 6 3 1 ————— 5th 6 4 2 ————— 6th 7 4 2 1 ————— 7th 7 5 3 2 ————— 8th 8 5 3 2 1 ————— 9th 8 5 4 3 2 ————— 10th 9 5 4 3 2 1 ————— 11th 9 5 5 4 3 2 ————— 12th 9 5 5 4 3 2 1 ————— 13th 9 5 5 4 4 3 2 ————— 14th 9 5 5 4 4 3 2 1 ————— 15th 9 5 5 4 4 3 2 ————— 16th 9 5 5 4 4 3 2 1 ————— 17th 9 5 5 4 4 3 3 2 1 ————— 18th 9 5 5 4 4 3 3 2 2 20th 9 5 5 4 4 3 3 3 3 A sorcerer casts arcane spells drawn primarily from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier. Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Sorcerer. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells). A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new sorcerer level, she gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by her Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of through study. Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one she already knows. In effect, the sorcerer loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. Unlike a wizard or a cleric a sorcerer need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. Bloodline Each sorcerer has a source of magic somewhere in her heritage that grants her spells, bonus feats, an additional class skill, and other special abilities. This source can represent a blood relation or an extreme event involving a creature somewhere in the family's past. For example, a sorcerer might have a dragon as a distant relative or her grandfather might have signed a terrible contract with a devil. Regardless of the source, this influence manifests in a number of ways as the sorcerer gains levels. A sorcerer must pick one bloodline upon taking her first level of sorcerer. Once made, this choice cannot be changed. Do the bonuses granted from Bloodline Arcana apply to all of the spells cast by the sorcerer, or just those cast from the sorcerer's spell list? The Bloodline Arcana powers apply to all of the spells cast by characters of that bloodline, not just those cast using the sorcerer's spell slots. [Source] At 3rd level, and every two levels thereafter, a sorcerer learns an additional spell, derived from her bloodline. These spells are in addition to the number of spells given on Table: Sorcerer Spells Known. These spells cannot be exchanged for different spells at higher levels. At 7th level, and every six levels thereafter, a sorcerer receives one bonus feat, chosen from a list specific to each bloodline. The sorcerer must meet the prerequisites for these bonus feats. Filled with magical power that screams for release, sorcery is not so much a calling as a blessing—or a curse. For some sorcerers, this arcane birthright manifests in subtle and carefully controlled ways, assisting in their manipulation of others or the pursuit of lofty goals. For others, it is wild and unpredictable, the primal and explosive lashing out of a power greater than themselves. Presented below are a number of bloodlines representing the mysterious origin of your sorcerer's abilities. The following bloodlines represent only some of the possible sources of power that a sorcerer can draw upon. Unless otherwise noted, most sorcerers are assumed to have the arcane bloodline. Bloodline Mutations: Although heirs to similar arcane bloodlines may share commonalities, the unique circumstances in which a bloodline enters a bloodrager or sorcerer's lineage can result in the manifestation of particularly strange or unusual bloodline powers known as mutations. Whenever a bloodrager or a sorcerer gains a new bloodline power, she can swap her bloodline power for a bloodline mutation whose prerequisites she meets. Once this choice is made, it cannot be changed, and a bloodrager or sorcerer cannot swap a bloodline power that she has altered or replaced with an archetype for a bloodline mutation. A bloodrager need not be in a bloodrage to use her bloodline mutation powers. Alternatively, a bloodrager or sorcerer can select a bloodline mutation in place of a bloodline bonus feat, provided her class level is at least equal to the level of the bloodline ability the mutation normally replaces. Source: Pathfinder Player Companion: Magic Tactics Toolbox Cantrips Sorcerers learn a number of cantrips, or 0-level spells, as noted on Table: Sorcerer Spells Known under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again. Eschew Materials A sorcerer gains Eschew Materials as a bonus feat at 1st level. Alternative Capstone Ability Source Pathfinder Player Companion: Chronicle of Legends When a character reaches the 20th level of a class, she gains a powerful class feature or ability, sometimes referred to as a capstone. When a character reaches 20th level in this class, the following new ability can be selected instead of the standard 20th level class ability which would normally be gained. In some cases, a capstone specifies what ability it replaces. A character can't select an alternative capstone if she has previously traded away her class capstone via an archetype. Clerics and wizards can receive a capstone at 20th level, despite not having one to begin with. Unique Bloodline (Su) At 20th level, the sorcerer's blood grows wild and strange, become less about her ancestors and more about her specifically. The sorcerer selects a second bloodline and gains the bloodline arcana and the 1st-, 3rd-, and 9th-level bloodline powers. Her level for these powers is the same as for her primary bloodline. Favored Class Bonuses Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have sorcerer as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward. Table: Alternate Favored Class Bonuses Race Bonus Source Paizo Dwarf Add +½ to acid and earth spell or spell-like ability damage. PZO1121 Elf Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +½ to the number of uses per day of that bloodline power. PZO1121 Half-Elf Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +½ to the number of uses per day of that bloodline power. PZO1121 Half-Orc Add +½ point of fire damage to spells that deal fire damage cast by the sorcerer. PZO1115 Halfling Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +½ to the number of uses per day of that bloodline power. PZO1121 Human Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast. PZO1115 Other Races Aasimar Add +¼ to the sorcerer's caster level when casting spells with the good descriptor. PZO1121 Catfolk Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +½ to the number of uses per day of that bloodline power. PZO1121 Dhampir Add +½ point of negative energy damage to spells that deal negative energy damage. PZO1121 Drow Add one spell known from the sorcerer spell list. This spell must have the curse, evil, or pain descriptor, and be at least one level below the highest spell level the sorcerer can cast. PZO1121 Fetchling Add +½ to either cold or electricity resistance (maximum resistance 10 for either type). PZO1121 Gillman Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast. PZO1121 Goblin Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast, and must have the fire descriptor. PZO1121 Ifrit Choose a bloodline power from the elemental (fire) bloodline or the efreeti bloodline that the sorcerer can use. The sorcerer treats her class level as though it were +½ higher (to a maximum of +4) when determining the effects of that power. PZO1121 Kitsune Add +¼ to the DC of enchantment spells. PZO1121 Kobold Choose acid, cold, electricity, or fire damage. Add +½ point of the chosen energy damage cast by the sorcerer. PZO1121 Merfolk Add +½ to the sorcerer's caster level when determining the range of any spells with the water descriptor. PZO1121 Sylph Choose a bloodline power from the djinni or elemental (air) bloodline that the sorcerer can use. The sorcerer treats her class level as though it were +½ higher (to a maximum of +4) when determining the effects of that power. PZO1121 Tengu Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +½ to the number of uses per day of that bloodline power. PZO1121 Tiefling Add +½ to the number of times per day a sorcerer can use the corrupting touch infernal bloodline power, or +1 to the total number of rounds per day the sorcerer can use the claws abyssal bloodline power. The sorcerer must possess the applicable power to select these bonuses. PZO1121 Undine Add a +1 bonus on caster level checks to cast spells underwater. PZO1121 Vishkanya Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +½ point of damage to any illusion spells of the shadow subschool cast by the sorcerer. PZO1121 3rd Party Publishers Jon Brazer Enterprises Android Add a +1/2 bonus to all Spellcraft checks and all check made with the sorcerer's bloodline class skill. JBE:BoHRC AFCCO Changeling Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast. JBE:BoHRC Drow Add one spell known from the sorcerer spell list. This spell must have the curse, evil, or pain descriptor, and be at least one level below the highest spell level the sorcerer can cast. JBE:BoHRC Duergar Add +½ damage of any acid and earth sorcerer spells or spell-like abilities. JBE:BoHRC Fetchling Add +½ to either cold or electricity resistance (to a maximum increase of 10). JBE:BoHRC Hobgoblin When casting sorcerer spells with the fear descriptor, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration. JBE:BoHRC Orc Add +½ point of fire damage to sorcerer spells cast that deal fire damage. JBE:BoHRC Ratfolk Add a +½ bonus on Use Magic Device checks. JBE:BoHRC Tiefling Add +½ to the number of times per day a sorcerer can use the corrupting touch infernal bloodline power, or +1 to the total number of rounds per day the sorcerer can use the claws abyssal bloodline power. The sorcerer must possess the applicable power to select these bonuses JBE:BoHRC Wayang Add +½ point of damage to any sorcerer illusion spells of the shadow subschool. JBE:BoHRC Rogue Genius Games Laphth Choose a new spell in place of one you already know. The new spell's level must be the same as that of the spell being exchanged. You cannot swap any spell gained from your bloodline. SGG:HHO Piper Gain the ability to add metamagic to spells without increasing casting time ½ times/day. (One use of this ability per day for every three times you select this option.) SGG:HHO Archetypes & Alternate Class Features When a character selects a class, he must choose to use the standard class features found or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. For example, the elemental fist class feature of the monk of the four winds replaces the stunning fist class feature of the monk. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options. All of the other class features found in the core class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced when meeting any requirements or prerequisites. A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the core class as another alternate class feature. For example, a paladin could not be both a hospitaler and an undead scourge since they both modify the smite evil class feature and both replace the aura of justice class feature. A paladin could, however, be both an undead scourge and a warrior of the holy light, since none of their new class features replace the same core class feature. Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. Characters may take more than one archetype if they meet the requirements. Section 15: Copyright Notice Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.