

Specials

Composition Cantrips

Special 1

Composition cantrips are special composition spells that don't cost Focus Points, so you can use them as often as you like. Composition cantrips are in addition to the cantrips you choose with bard spellcasting. Unlike other cantrips, you can't swap out composition cantrips gained from bard feats at a later level, unless you swap out the specific feat via retraining .

You learn the courageous anthem composition cantrip, which boosts your allies' attacks, damage, and defense against fear.

PC1

Composition Spells

Special 1

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

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

You learn the counter performance composition spell, protecting against auditory and visual effects.

PC1

Heritage

Special 1

You select a heritage at 1st level to reflect abilities passed down to you from your ancestors or common among those of your ancestry in the environment where you were born or grew up. You have only one heritage and can't change it later. A heritage is not the same as a culture or ethnicity, though some cultures or ethnicities might have more or fewer members from a particular heritage.

CRB

Leaf Leshy

Special 1

Your body is made mostly from natural foliage, and like a leaf tumbling from a tree, you land from falls with particular grace. You take no damage from falling, regardless of the distance you fall.

PC1

Lion Blade Skill

Special 2

Stealth

CRB

Special 2

You become trained in your choice of Deception or Stealth. If you were already trained, you become an expert instead.

LO:SK

Low-Light Vision

Special 1

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

CRB

Muses

Special 1

As a bard, you select one muse at 1st level. This muse leads you to great things and might be someone you know, a supernatural creature, location, deity, philosophy, or captivating mystery. Depending on the type of inspiration you receive, your 1st-level muse grants you a specific

1st-level bard feat and adds a spell to your repertoire.

In addition to this, each muse opens the door to many later bard feats. If one type of inspiration is not enough to represent your muse, consider the Multifarious Muse feat

Polymath

PC1
Special 1

Your muse is a jack of all trades, flitting between skills and pursuits. Some bards are constantly moved by new muses or draw their inspiration from an idealized being, whether it's based on a real person or purely philosophical. If your muse is a single creature, it might be an eclectic creature like a fey or one who's learned a lot over a long lifespan. Art inspired by a polymath muse is restless, with each composition exhibiting new techniques and an ever-evolving style.

As a bard with a polymath muse, you are interested in a wide array of topics but rarely dedicated to any one, and you rarely make up your mind - you want to try everything.

Muse Feat Versatile Performance

Muse Spell phantasmal minion

PC1

Plant Nourishment

Special 1

You gain nourishment in the same way that the plants or fungi that match your body type normally do, through some combination of photosynthesis, absorbing minerals with your roots, or scavenging decaying matter. You typically do not need to pay for food. If you normally rely on photosynthesis and go without sunlight for 1 week, you begin to starve. You can derive nourishment from specially formulated bottles of sunlight instead of natural sunlight, but these bottles cost 10 times as much as standard rations (or 40 sp).

LO: CG

Reflex Expertise

Special 3

You've developed a knack for dodging danger. Your proficiency rank for Reflex saves increases to expert.

PC1

Signature Spells

Special 3

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

PC1