

Specials

Bloodline

Special 1

Choose a bloodline that gives you your spellcasting talent. This choice determines the type of spells you cast and the spell list you choose them from, additional spells you learn, and additional trained skills. You also gain Focus Points and special focus spells based on your bloodline. The bloodlines presented in this book are as follows.

Imperial

CRB

Special 1

One of your ancestors was a mortal who mastered magic. Such magical blood can remain latent for generations, but in you it manifested in full.

Spell List arcane

Bloodline Skills Arcana, Society

Granted Spells cantrip detect magic, 1st: magic missile, 2nd: dispel magic, 3rd: haste, 4th: dimension door, 5th: prying eye, 6th: disintegrate, 7th: prismatic spray, 8th: maze, 9th: prismatic sphere

Bloodline Spells initial: ancestral memories, advanced: extend spell, greater: arcane countermeasure

Blood Magic A surge of ancestral memories grants you or one target a +1 status bonus to skill checks for 1 round.

CRB

Darkvision

Special 1

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

CRB

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

Umbral Gnome

Special 1

Whether from a connection to dark or shadowy fey, from the underground deep gnomes also known as svirfneblin, or another source, you can see in complete darkness. You gain darkvision.

CRB

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