

# 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

## 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

### Dragonscaled Kobold

Special 1

Thanks to your warren's association with a dragon, your scales are sturdier than other kobolds'. You gain 10 Hit Points from your ancestry instead of 6. You gain a +1 circumstance bonus to saves against dragon breath, effects with the sleep trait, and effects that would make you paralyzed.

PC2

## 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

PC1

### Enigma

Special 1

Your muse is a mystery, driving you to uncover the hidden secrets of life and the multiverse. These muses can be people you cannot fully grasp, texts layered deeply with symbolism, or emotional paradoxes that underline a lifetime's work. If your muse is an otherworldly

creature, it might be a mysterious aeon or an occult dragon. Art inspired by an enigma muse could be cryptic, eerie, or laden with speculation and conspiracy.

As a bard with the enigma muse, you support your allies by providing knowledge alongside inspiration and occult support.

**Muse Feat** Bardic Lore

**Muse Spell** sure strike