



SECOND CLASS GUIDE WIZARD

PATHFINDER
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BY NATHAN REINECKE



SECOND CLASS GUIDE
WIZARD



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WHAT YOU WILL FIND INSIDE

SECOND CLASS GUIDE

Pathfinder Second Edition is here, bringing with it a wealth of amazing new character options, but there are so many new choices it can be hard to figure out which will work best for you. The *Second Class Guides* from Legendary Games are here to help, with comprehensive advice and ratings for hundreds of class features, ancestries, backgrounds, magic items, equipment, and so much more, color coded and rated for their utility for a wide range of character builds, brought to you by some of the most experienced class designers in the business. Everyone's play style is different, so you may love some things our guide authors don't or hate things they like, but our mission is to help you wade through a ton of new rules and come out with a character that is exciting, effective, and flat-out fun to play!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Check it out and **Make Your Game Legendary!**





INTRODUCTION

"I walk the way of explosions...no, not with magic. Like different explosions. You know, the bomb kind." Drake the Maverick, 24th alchemy savant, 7th rank

Welcome to the latest in our line of class guides for *Pathfinder Second Edition*! These class guides take a close look at the mechanics and playability of various options for the new version of the class, this time for wizards!

The life cycle of wizards, and other full casters for that matter, has always been like that of a dragon: you begin life as weak and helpless as an egg, quickly become a whelp that can defend itself but still needs protection, and eventually can raze villages to the ground out of boredom and an insatiable hunger for gold. This is no longer true; the Pathfinder second edition wizard skips the egg stage entirely.

With the addition of cantrips as a viable damage option and Focus Spells giving a more readily renewable resource, low level wizards no longer have to hoard their precious spell slots. The new heightening mechanic benefits wizards more than any other class, as they no longer have to individually learn every upgrade to their favorite spells (although I will miss you dearly, overland flight.)

RATING SYSTEM

Black (X): This option cannot be rated.

Red/One Star (*): This option grants negligible versatility/power, offering only niche value

Orange/Two Stars ():** This option grants limited versatility/power, proving useful at times

Green/Three Stars (*):** This option grants general versatility/power, allowing it to be used often

Blue/Four Stars (**):** This option grants strong versatility/power, making it almost always useful

Purple/Five Stars (***):** This option grants unmatched versatility/power, a class defining option

PART 1: CLASS CHASSIS AND CLASS FEATURES

CLASS CHASSIS

Hit Points: 6 per level (*) You are a squishy child, and in a world of critical damage and no armor you'll need to take precautions not to suffer.

INITIAL PROFICIENCIES

Trained in Perception (*)** Standard stuff, nothing to see here.

Trained in Fortitude ()** While this is normally your "not die" save, this isn't the worst thing in the world.

Trained in Reflex ()** This is the worst thing in the world. For you and your low hp, critically failing a Reflex save is going to sting hard.

Expert in Will (**)** Some solace here. Good Will saves will protect you from the stunned and stupefied conditions, your two worst nemeses as a caster.

Trained in Arcana +2 (+Int) (**)** You're a wizard, you invented high Intelligence. Skills are your wheelhouse.

Trained in the club, crossbow, dagger, heavy crossbow, and staff ()** You're a wizard and don't strictly need weapons, but if you want them your options are limited.

Trained in Unarmed Attacks ()** I mean that's just kinda everyone. Good for transmuters though.

Untrained in all armor ()** This was less of an insult when you weren't allowed to wear armor anyway and mage armor was good.

Trained in Unarmored Defense (*)** You're stuck with an adventurer's shirt or bracers.

Trained in arcane spell attacks and DCs (**)** In line with other classes.

CLASS FEATURES

Arcane Spellcasting (**)** Welcome to wizards, population you. Spellcasting has been significantly nerfed in this edition, but it remains incredibly versatile, especially prepared and from the arcane list.

Arcane School (X) You get your choice from the either schools of magic, or universalist. The ratings are as follows:

- **Abjuration (***)** Protective Ward is alright but takes a while to ramp up, and you rarely want to be up close. There are a lot of great abjuration spells to choose from though.
- **Conjuration (***)** Conjuration has some good spell choices at a lot of levels and those it doesn't, you can always put in a summon.
- **Divination (****)** Divination has consistently strong spells, and Diviner's Sight is a nifty if limited fortune effect.
- **Enchantment (***)** Good combat control, good out of combat utility, and a single action power that can protect you from encroaching threats. It'd be 4 stars if mental immunity weren't a thing.
- **Evocation (****)** Blasting is pretty viable, and Force Bolt gives you a good third action to lean on. Unsurprisingly you'll have plenty of good options.
- **Illusion (***)** Illusion has gotten great buffs this edition, and Warped Terrain is a decent control power.



Your mileage will vary based on your own creativity with the spells and your GM's treatment of illusions.

- **Necromancy (*)** Call of the Grave is a decent power and you get some good spells, but very little choice within levels and you don't even get a 4th-level spell.
- **Transmutation (**)** Good spell choices all around but compared to the other powers Physical Boost just doesn't measure up.
- **Universalist (****)** Hand of the Apprentice is solid and the increased uses of Drain give both more and less flexibility than school spell slots.

Arcane Bond (**)** A built-in pearl of power is fantastic for extending your spells per day, especially once we can start modifying it.

Arcane Thesis (X): You get two subclasses because wizards are special. Ratings are as follows:

- **Improved Familiar Attunement (***)** Normally using familiars to deliver touch spells is dangerous business and costs you valuable powers, but between this and Improved Familiar you can actually make really good use of it.
- **Metamagical Experimentation (**)** The extra meta-magic feat at level 1 is nice, but the flexible one isn't worth giving up the other options.
- **Spell Blending (****)** Being able to turn low level slots into high level slots starts off slow, but by late game will let you turn out a ridiculous amount of firepower. Less good for universalists with fewer slots to work with.
- **Spell Substitution (***)** Locked door? Swap in knock. Surprise trip to the Plane of Fire? Exchange fireballs for lightning bolts. Solid ability.

Lightning Reflexes (*)** Back in business, a nice bump that will keep you from exploding. The downside is this is as good as it gets.

Expert Spellcaster (***)** More powerful magic? Yes please.

Magical Fortitude (*)** More stuff keeping you alive. As with Reflex, this is the best it's gonna get for you.

Alertness (*)** More Perception means better seeing and better initiative.

Wizard Weapon Expertise ()** Um, okay? Frankly if you're using these weapons enough that this matters, you're using these weapons too much.

Defensive Robes (**)** Your hp is a valuable resource. Fewer hits, fewer crits, fewer near-death experiences.

Weapon Specialization ()** See Expertise. If this included spell damage it might be worth more.

Master Spellcaster (***)** Even more powerful magic? Yes please with a cherry on top.

Resolve (*)** Master Will saves are great, but almost every other class got their first master save between 7 and 11. This is wizard discrimination.

Archwizard's Spellcraft (***)** Welcome to godhood, we'll take a tour of your newfound power later on.

Legendary Spellcaster (***)** The pinnacle of magical power and you're just loving it, aren't you?





PART 2: ABILITY SCORES, ANCESTRIES AND BACKGROUNDS

"Longlegs says Mooby can't be finger wiggler, but longlegs didn't notice Mooby took his book!" The Dread Lichlord, five years before his reign of terror began.

ABILITY SCORES

One of the least nuanced classes for ability scores, as even the more melee inclined will rely more on spells than muscle for fighting prowess.

Strength (*) You are a wizard, the heaviest thing you should be lifting is a book. Worth more if you're one of those weird melee wizard types.

Dexterity (**)** You have no armor proficiency and a bad Reflex save, a low Dex is asking to die.

Constitution (**)** At 6 hp per level you're going to be in trouble without a high Con.

Intelligence (**)** The only time you shouldn't have the maximum possible Intelligence is if you cast exclusively buff spells, in which case knock it down a star.

Wisdom ()** Not dump-worthy, but not nearly as important as the others.

Charisma (*) If friends are that important go learn charm, you have no other use.

ANCESTRIES

Mattering far more than they ever have, the proper ancestry can help form the basis of a far more powerful wizard, so be sure to read what each provides as well as their ancestry feats.

DWARVES

Hit Points: 10 (**)** The goal here is to not die.

Speed: 20 ft ()** Not as bad as other classes, with magic mobility and range, but not good.

Ability Boosts/Flaw: +Con, +Wis, -Cha (**)** Solid on its own for you. Consider taking Wisdom and Strength flaws for a boost to Dex.

Vision: Darkvision (**)** Save yourself a spell slot.

HERITAGES

Ancient Blooded (**)** You have some good options for reactions but this is a nice addition.

Death Warden ()** While a crit success is nice, the effect is more niche.

Forge (**)** Free resistance is great. For added flex, cast fireball on top of yourself.

Rock ()** Another situational bonus, it's fine but nothing amazing.

Strong-Blooded (**)** With low Fort and low hp, poison is a dangerous enemy.

ANCESTRY FEATS

1ST LEVEL

Dwarven Lore (*) I'm all for flavor but there's more valuable feats.

Dwarven Weapon Familiarity (**)** If you want to wade into melee, here's your chance to pick up an actually good weapon.

Rocky Runner ()** Your movement isn't as important to you as to others.

Stonecunning (**)** If you don't want weapons this is probably your best choice at 1.

Unburdened Iron ()** What armor?

Vengeful Hatred (*) Even if you're primarily fighting a single enemy, weapons aren't your wheelhouse.

5TH LEVEL

Boulder Roll (*) You don't like Strength, you don't like being in melee, and you don't particularly want Rock Runner.





Dwarven Weapon Cunning (*)** Decent crit effects make this a good follow up.

9TH LEVEL

Mountain's Stoutness (*)** More survivability is good.

Stonewalker (*)** The free spell is nice, as is the buff to what you can perceive since you'll never be legendary in Perception.

13TH LEVEL

Dwarven Weapon Expertise (*)** We pick this up conveniently just a little after getting Expert in our wizard weapons, so we aren't falling too far behind.

ELF

Hit Points: 6 ()** This is suffering, truly.

Speed: 30 ft (*)** Best speed of the core ancestries.

Ability Boosts/Flaw: +Dex, +Int, -Con (**)** It's two of our favorite things, but with the Con penalty you're committing to being a glass cannon.

Vision: Low Light Vision (*)** Not as good as darkvision, but better than normal vision.

HERITAGES

Arctic (*)** Not as good flexing opportunity as fire but resistance is always good.

Cavern (*)** Still saving ourselves a spell slot.

Seer ()** Not that I'm complaining about saving a cantrip spot but we don't need it. The skill bonus is nice though.

Whisper ()** A situational bonus, so, uh meh?

Woodland ()** Taking cover is almost always going to be inferior to casting shield, and the forest limitation means it's situational.

ANCESTRY FEATS

1ST LEVEL

Ancestral Longevity (*)** Being good at things when you know to prepare for them? Well isn't that just the wizard's way.

Elven Lore ()** It's a free fixed skill after a feat that gives you a free flexible skill, hard pass.

Elven Weapon Familiarity (**)** Even if you don't want to be a melee person, having access to bows will give you options for your third action after casting.

Forlorn ()** Free crit successes are nice, but this is a very narrow category.

Nimble (*)** The need for speed. Being able to keep up with your allies is even better if you have a lot of touch buffs.

Otherworldly Magic ()** You, uh, already have arcane cantrips.

Unwavering Mein ()** Mental effects are bad. We don't like mental effects. Too niche for three stars though.

5TH LEVEL

Ageless Patience (*)** Thematically fitting for an elven wizard, a +2 bonus any time you can take a bit of extra time on a skill isn't something to sneeze at.

Elven Weapon Elegance (*)** An upgrade to an already impressive set of weapons, very nice.

9TH LEVEL

Elf Step (*)** Useful to get away from enemies with reach.

Expert Longevity (*)** A solid buff to an already solid ability.

13TH LEVEL

Universal Longevity (*)** Another solid buff to that already solid ability.

Elven Weapon Expertise (*)** This is never not going to be good.

GNOME

Hit Points: 8 (*)** A good average amount of hit points.

Speed: 25 (*)** Average speed

Ability Boosts/Flaw: +Con, +Cha, -Str ()** Cha is the worst mental to boost, but nothing we care about is hurt.

Vision: Low Light (*)** Again, better than nothing.

HERITAGES

Chameleon ()** Fun, flavorful, not great.

Fey-Touched (**)** Sniping from other spell lists, and not just one spell but a bunch of options? Heck yeah.

Sensate ()** A strong nose is nothing to sneeze at.

Umbral (*)** Another day another spell slot saved.

Wellspring (*)** Using arcane instead of primal proficiency means we can squeeze a few more full power spells per day out.

ANCESTRY FEATS

1ST LEVEL

Animal Accomplice ()** You can easily get a familiar from class feats or your thesis.

Burrow Elocutionist ()** Not terrible, but burrowing animals make terrible witnesses on account of the fact that they're typically burrowed.

Fey Fellowship ()** Situational bonuses against a specific creature type are a no.

First World Magic (*)** Free cantrip. Bonus points if you took Wellspring.

Gnome Obsession (**)** That's seven free skill boosts right there.

Gnome Weapon Familiarity (*)** Another automatic pickup if you're planning a melee wizard.

Illusion Sense (*)** Bonus to Perception and by extension initiative and an automatic advantage against illusions make this a good choice.



5TH LEVEL

Animal Elocutionist (*)** Now we can interview birds and tree squirrels and stuff, who are much better witnesses.

Energized Font (*)** Gets better the better your focus powers are.

Gnome Weapon Innovator (*)** Still taking straight down this line for you warmages.

9TH LEVEL

First World Adept ()** It's free spell slots, what's not to love?

Vivacious Conduit (*)** Extra healing is like extra hp right? And we love our extra hp.

13TH LEVEL

Gnome Weapon Expertise (*)** Proficiency boosts yet again.

GOBLIN

Hit Points: 6 ()** Kill me. No seriously this is putting a sign on your chest that says "kill me at level 1."

Speed: 25 (*)** Average speed

Ability Boosts/Flaw: +Dex, +Cha, -Wis ()** We have good Will saves and can eat that Wisdom flaw alright, but the Cha boost is a waste.

Vision: Darkvision (**)** Always a plus.

HERITAGES

Charhide (**)** Dab on them from inside your own fireball. It's the goblin thing to do.

Irongut ()** The only real value from this is always being able to feed yourself in a settlement, saving you money and downtime you could be using to fill your spellbook.

Razortooth (*)** A viable alternative to the weapon familiarity line for melee wizards.

Snow (*)** Still not as good as fire.

Unbreakable ()** We've established that more hp is good, although you have resistances as options instead.

ANCESTRY FEATS

1ST LEVEL

Burn it! ()** Adding four damage to a 9th Level spell isn't my idea of a good investment.

City Scavenger (*) Man this is silly.

Goblin Lore ()** Two decent knowledge skills, not bad.

Goblin Scuttle (*)** Hide behind your friend when they come to save you.

Goblin Song (*)** If you're inclined towards targeting Will saves and raising your Performance skill, leading your spell with goblin song can be a good use of an action.

Goblin Weapon Familiarity (*)** You know this song and dance by now.

Junk Tinkerer ()** If you go into crafting it can save you

a bit of downtime and gold, but not really enough to be worth the feat.

Rough Rider ()** Mount is a good feat but not necessarily worth your ancestry feat.

Very Sneaky ()** If you're stealthily inclined it's not a bad choice, but you can turn invisible on a whim.

5TH LEVEL

Goblin Weapon Frenzy (*)** Critting is fun.

9TH LEVEL

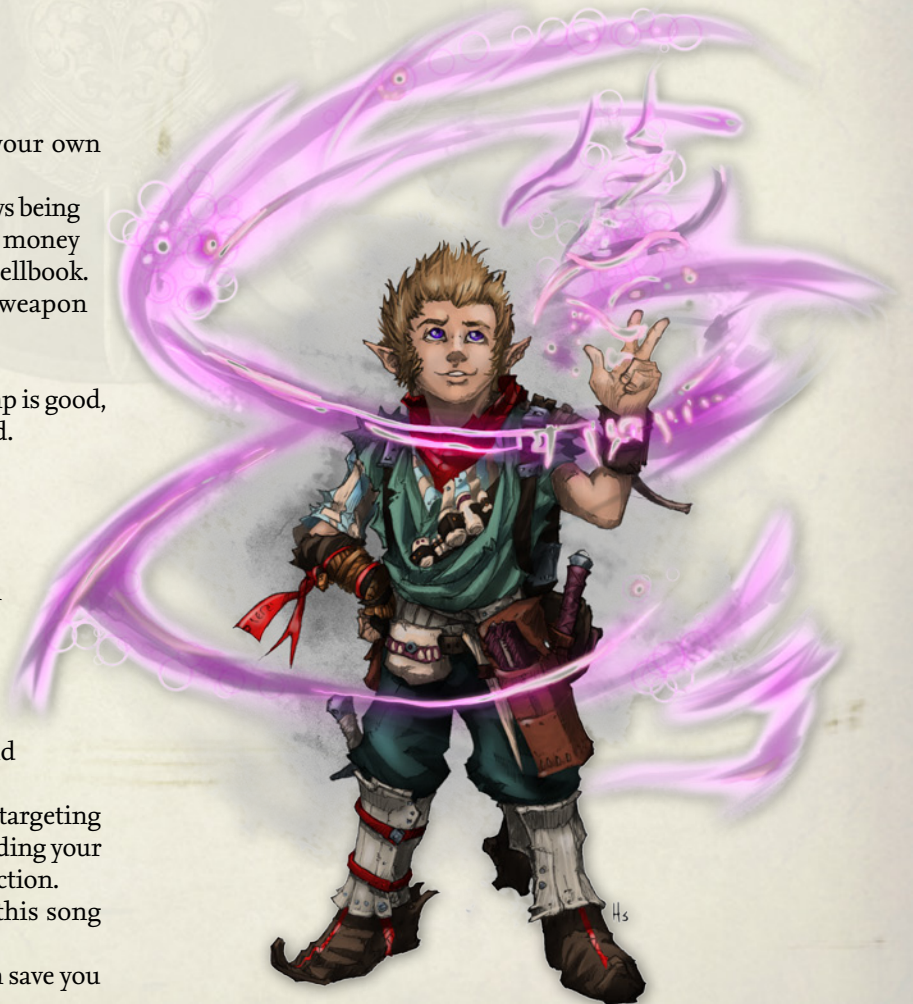
Cave Climber ()** You're a wizard, you have plenty of options for movement types.

Skittering Scuttle (*)** Stride as a reaction, even at half speed, is delightful for you and your tight action economy.

13TH LEVEL

Goblin Weapon Expertise (*)** Weapon proficiencies are rated green. Shocker.

Very, Very Sneaky (*)** Look I'm just saying that invisibility is a spell that you can learn. A good upgrade if you did want Very Sneaky though.





HALFLING

Hit Points: 6 ()** I want to leave the land of the low hit points please.

Speed: 25 (*)** Even more average speed.

Ability Boosts/Flaw: +Dex, +Wis, -Str (*)** Better than goblin, but not as good as it could be.

Vision: Keen Eyes ()** The most uniquely special eyes in the game, but they're not that great. Better if you don't really use AoEs that often.

HERITAGES

Gutsy (*)** Emotion effects are kind of specific, but there's enough of them that the boost to crit success is worthwhile.

Hillock (*)** More heals means less time needed to patch your squishy butt up.

Nomadic (*) You're already getting a bunch of free languages from your Intelligence.

Twilight (*) You already have special eyes, and they might not be as good as other special eyes but they're yours.

Wildwood ()** Difficult terrain isn't as much of a hindrance to you but it's still a hindrance.

ANCESTRY FEATS

1ST LEVEL

Distraction Shadow (*)** At early levels when a stiff breeze can kill you being able to hide in almost any situations might legitimately save your skin.

Halfling Lore ()** Free Acrobatics and Stealth isn't the best for you but if you want them, they're there.

Halfling Luck (*)** Your saves aren't great and will never be great, so a free reroll is very welcome.

Halfling Weapon Familiarity (*)** This is the second worst weapon familiarity in the game, but it's better than nothing. If you're starting at 5, Cultural Adaptability into another race's weapon familiarity is better.

Sure Feet ()** Very situational but to be fair you're never going to be that good at Athletics and probably not at Acrobatics either.

Titan Slinger (*) You have so many better tools than a sling even before suggesting that +1 average damage per die is worth an ancestry feat.

Unfettered Halfling (*)** You like casting spells. Being grabbed makes it harder to cast spells. Don't be grabbed.

Watchful Halfling ()** Normally I'm all about free checks but this is a very specific instance so unless you expect a lot of enchantment and possession, I'd give this a pass.

5TH LEVEL

Cultural Adaptability (*)** Use this for a better selection of weapons, or for something fun like Nimble Elf or Stonecunning.

Halfling Weapon Trickster ()** Still an inferior choice to

Cultural Adaptability.

9TH LEVEL

Guiding Luck (*)** Your spells are a valuable and limited resource, so being able to reroll when you miss one is great.

Irrepressible (*)** Laugh off any emotion effect.

13TH LEVEL

Ceaseless Shadows (*)** Hide anywhere, any time, like if you're low on spells and the party is getting wiped.

Halfling Weapon Expertise (*)** If you took it to start you might as well finish it.

HUMAN

Hit Points: 8 (*)** Not as good as dwarf, better than almost everyone else.

Speed: 25 (*)** Look at how perfectly average humans are.

Ability Boosts/Flaw: +Any, +Any (*)** Did someone order a boost to Intelligence and Dexterity? I do believe they did.

Vision: None ()** **Looks like we're not saving a spell slot.**

HERITAGES

Half-Elf (*)** Elf feats and low-light vision are a plus.

Half-Orc (*)** Orc feats and low-light vision, still a plus.

Skilled ()** You get plenty of starting skills already.

Versatile (*)** More feats are always welcome in this magical house.

ANCESTRY FEATS

1ST LEVEL

Adapted Cantrip (*)** Steal another list's cantrip. We like sniping spells, so let's go for it.

Cooperative Nature ()** Aid can be good, but it's not ideal.

General Training (*)** Effectively adds every level 1 general feat to your ancestry feat list, which is good.

Haughty Obstinance (*) You have good Will saves already, and it's unlikely enemies will try to dominate you over, say, your barbarian friend over there with the big axe.

Natural Ambition (*)** More class feats is never, ever not good.

Natural Skill (*)** Two free skills trained for an ancestry feat is better than one free for a heritage.

Unconventional Weaponry (*) You aren't trained in simple weapons, so you get no use out of this whatsoever. Take General Training for a weapon proficiency instead.

(Half-Elf) Elf Avatism (*)** Lot of good heritage options on elves for you to take.

(Half-Orc) Monstrous Peacemaker (*) So specific it hurts.

(Half-Orc) Orc Ferocity (*)** This can keep a particularly nasty hit from taking you out of the fight.

(Half-Orc) Orc Sight ()** Honestly is saving a spell slot really worth a feat? I don't think so.



(Half-Orc) Orc Superstition (*)** It was good for dwarves and it's good now.

(Half-Orc) Orc Weapon Familiarity (*)** Now this is a weapon familiarity feat.

5TH LEVEL

Adaptive Adept (*)** More list sniping is always good. Since it can't be heightened, spells like sanctuary that have no heighten effect are a good choice.

Clever Improviser ()** While this leads into a line that makes you effectively trained in everything, you've got options to be actually trained in everything that feel less like cheating.

(Half-Elf) Inspire Imitation ()** It has its uses but honestly it's just not going to come up very often if ever.

(Half-Elf) Supernatural Charm (*)** Free spell slot is free, and it runs off of your arcane proficiency to boot.

(Half-Orc) Orc Weapon Carnage (*)** If you're going down this line you're probably looking for some carnage anyway.

(Half-Orc) Vigorous Victor ()** Such a small number of temp hp with such a short duration is meh.

9TH LEVEL

Cooperative Soul (*)** Aid just became ideal.

Incredible Improvisation ()** Still cheating.

(Half-Orc) Pervasive Superstition (*)** A permanent bonus like this is hard to come by, and for good reason too.

13TH LEVEL

Unconventional Expertise (*) Still bad for us.

(Half-Orc) Incredible Ferocity (*)** More defenses against getting suddenly knocked out.

(Half-Orc) Orc Weapon Expertise (*)** Will it ever not be good? Tune in next time and find out.

BACKGROUNDS

It's really hard to go wrong on a background so long as it gives you a boost to one of Int, Dex or Con. Skills and feats will be discussed in their own section, so this is going to be the lightning round, with no commentary given, but a lot of emphasis for rating will be on the skill feat.

Acolyte (*)**

Boost: Int/Wis (***)

Trained: Religion/Scroll Lore (***)

Skill Feat: Student of the Canon (***)

Acrobat ()**

Boost: Str/Dex (***)

Trained: Acrobatics/Circus Lore (***)

Skill Feat: Steady Balance (**)

Animal Whisperer ()**

Boost: Wis/Cha (**)

Trained: Nature/[Terrain] Lore (***)

Skill Feat: Train Animal (***)

Artisan (*)**

Boost: Str/Int (***)

Trained: Craft/Guild Lore (***)

Skill Feat: Specialty Crafting (***)

Artist (*)**

Boost: Dex/Cha (***)

Trained: Craft/Art Lore (***)

Skill Feat: Specialty Crafting (***)

Barkeep ()**

Boost: Con/Cha (***)

Trained: Diplomacy/Alcohol Lore (**)

Skill Feat: Hobnobber (**)

Barrister (*)**

Boost: Int/Cha (***)

Trained: Diplomacy/Legal Lore (**)

Skill Feat: Group Impression (**)

Bounty Hunter (*)

Boost: Str/Wis (**)

Trained: Survival/Legal Lore (**)

Skill Feat: Experienced Tracker (**)

Charlatan (*)**

Boost: Int/Cha (***)

Trained: Deception/Underworld Lore (**)

Skill Feat: Charming Liar (***)

Criminal (*)**

Boost: Dex/Int (***)

Trained: Stealth/Underworld Lore (***)

Skill Feat: Experienced Smuggler (***)

Detective (*)**

Boost: Int/Wis (***)

Trained: Society/Underworld Lore (***)

Skill Feat: Streetwise (***)

Emissary (*)**

Boost: Int/Cha (***)

Trained: Society/[City] Lore (***)

Skill Feat: Multilingual (**)

Entertainer (*)

Boost: Dex/Cha (***)

Trained: Performance/Theater Lore (**)

Skill Feat: Fascinating Performance (*)

Farmhand ()**

Boost: Con/Wis (**)**

Trained: Athletics/Farming Lore ()**

Skill Feat: Assurance (Athletics) ()**

Field Medic ()**

Boost: Con/Wis (**)**

Trained: Medicine/Warfare ()**

Skill Feat: Battle Medic ()**

Fortune Teller (**)**

Boost: Int/Cha (**)**

Trained: Occultism/Fortune-Telling Lore (**)**

Skill Feat: Oddity Identification ()**

Gambler (**)**

Boost: Dex/Cha (**)**

Trained: Deception/Games Lore ()**

Skill Feat: Lie to Me (**)**

Gladiator (*)

Boost: Str/Cha (*)

Trained: Performance/Gladiatorial Lore (*)

Skill Feat: Impressive Performance ()**

Guard (*)

Boost: Str/Cha (*)

Trained: Intimidate/Legal Lore ()**

Skill Feat: Quick Coercion ()**

Herbalist (**)**

Boost: Con/Wis (**)**

Trained: Nature/Herbalism Lore (**)**

Skill Feat: Natural Medicine (**)**

Hermit (**)**

Boost: Con/Int (**)**

Trained: Nature or Occultism/[Location] Lore (**)**

Skill Feat: Dubious Knowledge (**)**

Hunter ()**

Boost: Dex/Wis (**)**

Trained: Survival/Tanning Lore ()**

Skill Feat: Survey Wildlife ()**

Laborer (*)

Boost: Str/Con (**)**

Trained: Athletics/Labor Lore ()**

Skill Feat: Hefty Hauler (*)

Martial Disciple (**)**

Boost: Str/Dex (**)**

Trained: Acrobatics or Athletics/Warfare Lore (**)**

Skill Feat: Catfall or Quick Jump (or ****)**

Merchant (**)**

Boost: Int/Cha (**)**

Trained: Diplomacy/Merchant Lore ()**

Skill Feat: Bargain Hunter ()**

Miner (*)

Boost: Str/Wis ()**

Trained: Survival/Mining Lore ()**

Skill Feat: Terrain Expertise [Underground] (*)

Noble (**)**

Boost: Int/Cha (**)**

Trained: Society/Genealogy or Heraldry Lore (**)**

Skill Feat: Courtly Graces (**)**





Nomad (**)

Boost: **Con/Wis** (***)

Trained: **Survival/[Terrain] Lore** (**)

Skill Feat: **Assurance (Survival)** (**)

Prisoner (***)

Boost: **Str/Con** (***)

Trained: **Stealth/Underworld Lore** (***)

Skill Feat: **Experienced Smuggler** (***)

Sailor (*)

Boost: **Str/Dex** (***)

Trained: **Athletics/Sailing Lore** (**)

Skill Feat: **Underwater Marauder** (*)

Scholar (****)

Boost: **Int/Wis** (****)

Trained: **Arcana, Nature, Occultism, or Religion/Academia**

Lore (*****)

Skill Feat: **Assurance [Chosen trained skill]** (****)

Scout (*)

Boost: **Dex/Wis** (***)

Trained: **Survival/[Terrain] Lore** (**)

Skill Feat: **Forager** (*)

Street Urchin (**)

Boost: **Dex/Con** (***)

Trained: **Thievery/[City] Lore** (***)

Skill Feat: **Pickpocket** (**)

Tinkerer (*****)

Boost: **Dex/Int** (****)

Trained: **Crafting/Engineer Lore** (*****)

Skill Feat: **Specialty Crafting** (*****)

Warrior (**)

Boost: **Str/Con** (***)

Trained: **Intimidate/Warfare Lore** (**)

Skill Feat: **Intimidating Glare** (**)

Familiar (**)** Familiars are great, and you can upgrade them to be even greater later.

Hand of the Apprentice (**)** A must for universalists. **Reach Spell (****)** Range is your best friend, you poor squishy wizard.

Widen Spell (**)** It's a very small increase in radius, but if you plan to use a lot of AoE then it's worth picking up.

2ND LEVEL

Cantrip Expansion (**)** More spells, prepared, yes please.

Conceal Spell (**)** There are so many hoops involved in this metamagic, but if you build into it then it can work really well.

Enhanced Familiar (**)** Double the bang from your familiar's buck, nice.

4TH LEVEL

Bespell Weapon (**)** For melee wizards and hand of the apprentice universalists, it's free damage.

Linked Focus (**)** Unlike other casters you can't reach the Focus cap without multiclassing, so more ways of getting it back are good.



PART 3: CLASS FEATS

"Counterspells? Do I look like I care what other wizards try to do?"
Phillip Wilder, shortly before being incinerated with his party.

1ST LEVEL

Counterspell (**)** Counterspelling always seems fun, but needing to have the spell you're countering prepared renders it fairly useless until much later.

Eschew Materials (**)** Really just makes you not need a spell component pouch, very niche uses.



Silent Spell (**)** You effectively become immune to silence and deafened, and take out one of Conceal Spell's hoops, what's not to love?

6TH LEVEL

Spell Penetration (*)** Effectively a conditional penalty to enemy saves, nice.

Steady Spellcasting (**)** You know what sucks? Losing spells to AoOs. Don't lose spells to AoOs.

8TH LEVEL

Advanced School Spell (X) Varies from school to school, of course.

- **Abjuration (****)** Reactions are good, reactions that make you take less damage are even better.

- **Conjuration (***)** One action magical reposition, I'm a fan.

- **Divination (***)** Free clairvoyance, but it can only act as a security camera. Still, magic security camera.

- **Enchantment (**)** A pretty good saveless debuff, but the sustain holds it back and you don't want to stay within 30' of too many enemies if you can help it.

- **Evocation (***)** Extra damage is good, especially when there are enemies in your face and you want them dead right now please.

- **Illusion (****)** Invisibility is a fantastic spell, and having it on a focus power is even better.

- **Necromancy (****)** If you're committed to necromancy anyway, getting to turn a Focus point into healing as a reaction is always great.

- **Transmutation (***)** Gives you a suite of good options for when you really need them right now.

Bond Conservation (or **** [Universalist])** Get even more spells per day. Gives universalists a major edge because of how many uses of Arcane Bond they get per day.

Universal Versatility (**)** More focus points, sniping whatever school power you want, and trading it out every time you Refocus? An infinite supply of yes.

10TH LEVEL

Overwhelming Energy (*)** If you're into blasting this is really good, but it's very specific to blasts.

Quickened Casting (**)** The one/day limitation is painful but being able to free up an action on a spell at a clutch moment is still good.

Scroll Savant (*)** Effectively gives you two, three or four more spell slots per day of your lower level spells, but at this point there's some really stiff competition from all the levels before.

12TH LEVEL

Clever Counterspell (*)** Counterspell gets better now, since you should have a thick spellbook full of magic.

Magic Sense (*) Detect magic is a cantrip for crying out loud.

14TH LEVEL

Bonded Focus (*)** If you use your Focus a lot this is a good pick, if not you can pass.

Reflect Spell (**)** Okay, now Counterspelling is good. Make every mage terrified of casting spells at you.

Superior Bond (** or ** [Universalist])** More Arcane Bond uses per day. Worse for universalists, who already have plenty.

16TH LEVEL

Effortless Concentration (or **** [Conjurer])** Naturally, the usefulness of this feat depends on your spell selection, but it's especially important for conjurers, who can now command their summons as a free action each turn.

Spell Tinker ()** Durations are already low enough without cutting them for a niche ability.

18TH LEVEL

Infinite Possibilities (*)** Use it to turn one of your mid-level spells into any of your low-level utility spells.

Reprepare Spell (*)** Getting back expended spell slots is always great, but if you rarely rest for more than 10 minutes at a time you'll probably be better off just regaining Focus.

20TH LEVEL

Archwizard's Might (**)** More spell slots is always good. More spell slots of 10th level is divine (but not, like, the magic kind of divine).

Metamagic Mastery (*)** Metamagic as a free action frees up your action economy, but naturally dependent on how much metamagic you have.

Spell Combination (**)** Dear god yes. Increasing the number of spells you have per day dramatically and doubling the impact of your actions is beautiful.

PART 4: GENERAL FEATS AND SKILL FEATS

"You could rely solely on magic, if you want to be completely out of it twenty minutes into the day with half a castle and a dragon left to go." Luna Solra.

1ST LEVEL

Adopted Ancestry ()** If there's something you really want from another ancestry then sure, but not the best.

Armor Proficiency ()** Despite the pain that is no armor, you do get Expert Proficiency with unarmored which is better than light armor. If you really want heavy armor archetype into champion instead.

Canny Acumen ()** You get expert in all of these anyway. The master prof at 17 is worth it but it takes a while



to get there.

Diehard (*) Oh no, you die slightly slower.

3RD LEVEL

Ancestral Paragon (*)** As powerful as a first level ancestry feat.

Breath Control? (*) In the rare instance this is relevant you. Have. Magic.

7TH LEVEL

Expeditious Search ()** You don't get master in Perception and even if you did the speedup isn't really worth it.

SKILL FEATS

1ST LEVEL

Additional Lore (*) More lore skills might be worth a skill rank but never a skill feat.

Alchemical Crafting (*)** You have a great setup for crafting.

Arcane Sense (*) You get detect magic as one of your cantrips anyway.

Assurance (*)** Ironically better for skills you aren't boosting, but still a worthy pickup.

Automatic Knowledge (*)** You'll have one action to spare most rounds and you don't want to waste it on Recall Knowledge.

Bargain Hunter ()** You're better suited to Earn Income or gain discounts on stuff via Craft, but if your background gives it to you the free gold is nice. If you want to skip Craft for Diplomacy it ain't half bad though.

Battle Medicine (*)** It's not likely that you'll be the party medic, but if you are this is a must grab.

Catfall ()** Nice but situational, and there are magical solutions to the threat of fall damage.

Charming Liar (*)** Charisma isn't naturally one of your strong suits, but if you're invested in Deception it's pretty neat.

Combat Climber (*) You should not be climbing mid-combat enough to need this.

Confabulator ()** You should invest feats into making yourself better at things, not into mitigating failure.

Connections (X) Ranges from 5 star in an urban intrigue game to 1 star in a dungeon crawler.

Continual Recovery ()** If you're the medic and your party regularly takes beatings this can save you some time, but you'd rather not have to take it.

Courtly Graces (*)** Only really works if you expect to interact with nobles a lot, but replacing a Cha skill with an Int skill is still worth looking at.

Dubious Knowledge (*)** I unabashedly love this feat and wish it were the base Fail result for knowledge. It's fun, it's useful, and it can lead to great stories.

Experienced Professional (*) You have better options for income than Lore and this is boring besides.

Experienced Smuggler ()** Getting your spellbook and component pouch through unseen can be really helpful in some situations.

Experienced Tracker ()** You aren't well suited to being the tracker.

Fascinating Performance (*) That's a big fat no, fascination is too easily interrupted and besides that, this is kind of a tank feat and you are the opposite of that.

Fast Recovery ()** Healing is plentiful, but the disease effect can be nice.

Feather Step (*)** Stepping can be the difference between getting smacked in the face and not getting smacked in the face.

Fleet (*)** Getting the most bang out of your Strides is important for delivering touch spells.

Forager (*) There are more important things you could be doing with your downtime, load the pack barbarian with food instead.

Group Coercion ()** Bump it up a star if you like Charisma because it is a good feat for face type folks.

Group Impression ()** As Group Coercion.

Hefty Hauler (*) You shouldn't have much to carry and if you don't have a friend willing to carry the excess a pack horse is super cheap.

Hobnobber ()** Faster Diplomacy is only really relevant if you're on a time crunch, but avoiding the critical failure is helpful.

Impressive Performance (*)** Skill consolidation is always good.

Incredible Initiative (**)** Going first is never not good, and Perception isn't one of your best bonuses.

Intimidating Glare ()** Even if you've invested in Intimidation this is situational at best.

Lengthy Diversion (*) Disregarding the unpredictable duration, you're likely only using Create a Diversion to get away from an enemy in the moment.

Lie to Me (*)** You can get Deception to master and up, and you can't do that for Perception.

Multilingual (*) You have so many languages already.

Natural Medicine (*)** Skill consolidation, always good. Putting Treat Wounds into a knowledge skill, even better.

Oddity Identification ()** Such a niche subset of traits I can't justify a better rating.

Pickpocket ()** Has some utility, but it's really only useful if you want to be a wizard thief.

Quick Coercion ()** Not the worst but coercing isn't great to begin with.

Quick Identification ()** Effectively means you can pick up and use magic items right away instead of waiting for a party rest break.

Quick Jump (*)** When you need to jump, you need to





jump, and your action economy is tight as it is.

Quick Repair ()** This really isn't an important skill unless you use a shield.

Quick Squeeze (*) So niche it hurts.

Read Lips ()** A nifty bonus if you want to play a deaf character, but not worth the feat on its own.

Recognize Spell (*)** Mandatory if you want to take the Counterspell line, although you can wait to take it.

Ride ()** Either you ride a mount and want this, or don't and don't.

Robust Recovery ()** It's an alright boost if you're going hard on being the party medic.

Shield Block (*) You have the shield spell, you don't need this.

Sign Language (X) Depends on your party and the type of campaign. Like read lips, a nice little bonus for deaf or mute characters.

Skill Training (*) You get so many skills trained at 1, you don't need it.

Snare Crafting ()** You can craft snares, but do you really want to?

Specialty Crafting (*)** You can be really good at crafting, and now you can be even better.

Steady Balance ()** As all things should be.

Streetwise (*)** Replacing Cha skills with Int skills, and expanding what you can use to Recall Knowledge, always good things.

Student of the Canon (*)** Avoiding critical fails on knowledge is good, and the ribbon effect will keep you from embarrassing yourself.

Subtle Theft (*) You can turn invisible, stop embarrassing yourself.

Survey Wildlife (*) Why is this a feat and not just part of the skill again?

Terrain Expertise (*) No one liked Favored Terrain before and now it's even worse.

Terrain Stalker ()** Invisibility, still a spell.

Titan Wrestler (*) You don't want to be in range to use combat maneuvers on things bigger than you, and you don't really want to be using combat maneuvers anyway.

Toughness (*)** More health, yes please.

Train Animal (*)** C'mon, who doesn't want a puppy.

Trick Magic Item ()** You mostly won't need this, but if you expect a lot of non-arcane stuff it might be worth looking at.

Underwater Marauder (*) In your average campaign this is garbage you don't want. In an underwater campaign, it's still mostly garbage you don't want, because you don't use weapons.

Virtuosic Performance (*) You're not a performer by nature. If you do take Perform then it's a nice little boost.

Weapon Proficiency (*)** If you're a melee type you kind of need this, because you have no native proficiencies. Can

be bypassed or combined with an ancestral weapon feat.

2ND LEVEL

Bonded Animal (*)** It's not quite an animal companion, but it's the next best thing.

Glad-Hand ()** Two chances at an impression isn't bad if you're the diplomatic type.

Intimidating Prowess (*) The only thing more likely to be bad than your Intimidation is your Strength, and a feat for a +1 isn't worth it.

Lasting Coercion (*)** Makes coercion more worthwhile.

Magical Crafting (*)** You're suited to crafting and this is a traditional role for a wizard, but remember that downtime spent crafting is downtime not spent adding spells to your spellbook.

Magical Shorthand (*)** Downtime spent adding spells to your spellbook for free, on the other hand, is great.

Nimble Crawl (*) Just... stand up?

Powerful Leap (*) You can fly, my friend.

Quick Disguise ()** You know what's even faster than this? Illusory disguise.

Quiet Allies ()** Combined with Follow the Expert it actually makes group stealth viable, but that's niche.

Rapid Mantel ()** More action economy yay. Things that magic makes irrelevant a lot of the time boo.

Unmistakable Lore ()** Lore skills are niche enough that this is mediocre.

Ward Medic (*)** Are you the party medic? Then this is your feat.

Wary Disarmament (*) You're not really the one who should be disarming traps with that frail body of yours.

3RD LEVEL

Untrained Improvisation (*)** Every so often you'll run into a situation where you have to use a skill you don't have trained and no one else can do it for you. This will make those situations less terrifying.

7TH LEVEL

Battle Cry ()** One free Demoralize is mediocre, but if you're a ray specialist (or a battle mage, but then why do you have Charisma?) the reaction Demoralize on crits is nice.

Bizarre Magic (*) ... meh? It's a very niche ability with very little actual utility.

Foil Sense (*)** Even invisible people need precautions against scent and blindsight.

Impeccable Crafting (*)** If you took the crafting route, this is a surefire way to improve your gold and downtime efficiency.

Inventor ()** Because it's for common items, you're probably better suited just buying the formulae from someone.

Kip Up ()** So when I said to just stand up earlier I didn't mean "spend feats to stand up better."



Planar Survival ()** Plane hopping is a staple of wizardry, but Subsisting is still not something you want to rely on.

Quick Climb ()** The eventual climb speed is nice, but you're not going to be great at Athletics most of the time.

Quick Recognition (*)** Still mandatory for counterspelling.

Quick Swim (*) Or just polymorph yourself into a dolphin.

Quick Unlock ()** If you find yourself needing to pick locks in combat a lot, then this lets you actually do that and still cast.

Shameless Request (*) If you're in this situation you're better off falling back on enchantment.

Slippery Secrets (*) Niche. Looks almost like nice, but it very much isn't.

Swift Sneak (*)** Nothing in invisibility lets you do this, so go for it.

Terrifying Retreat (*) There's so many good fear spells, why would you waste a feat to do it?

Wall Jump ()** You have much better options for this kind of mobility that don't rely on Strength. Freaking cool though.

11TH LEVEL

Incredible Investiture (*)** The Cha requirement is the only reason this isn't 4 star, since those are points you could have put in Dex, Con or Wis.

15TH LEVEL

Cloud Jump ()** As a 15th level wizard you can do this with magic.

Craft Anything (*)** Disregard requirements, acquire gear.

Divine Guidance (X) Too GM dependent to rate, but if your GM is good at it it's an easy 3 stars.

Legendary Codebreaker ()** A bit too niche to be worth the feat.

Legendary Linguist (*) Comprehend language is a 1st Level spell, you have no excuse.

Legendary Medic (*)** Party medic, ho!

Legendary Negotiation ()** Cool ability that's too dependent on the situation to be worth taking at this level.

Legendary Performer (X) Thematically, this is such a cool ability, but it really just depends on if Perform is something you use to earn income or not.

Legendary Professional (X) See above.

Legendary Survivalist (*) You are a demigod at this point with the power to magic yourself solutions to all of these things.

Legendary Thief (*)** Pfff, this is such hilarious ability, I love it.

Scare to Death (*)** Really this is just a flat out buff to Demoralize that can potentially instant kill, what's not to love?

Unified Theory (*)** As a wizard your solution to everything should already be Arcana, so this just makes it formal.

PART 5: SPELLS

"YEEEEEEAAAAAAAAAAAAAAAAAAAAAH!" Mona Magnifique, apprentice wizard, during her first flight.

Wizards have easily the most diverse spell list, able to approach multiple different magical approaches at the expense of some of the other casters' more specialized spells. Naturally not all spells are created equal, but please note that almost any spell has its use cases. As such, ratings will be based on what you should prepare at the start of every day, rather than what should go in your spellbook (which you should endeavor to have every spell in existence eventually anyway).

CANTRIPS

Acid Splash (evo) ()** In general the other attack cantrips will be better than this, but there are some nice uses for the splash.

Chill Touch (nec) (*) Touch range, requires a successful attack and they still get a Fortitude save. Pass.

Dancing Lights (evo) ()** Good for scouting, but the second combat breaks out you don't want to spend those actions sustaining.

Daze (enc) (*)** Not as good damage as other cantrips but it's targeted and has a chance of stunning which is a plus.

Detect Magic (div) (*)** Someone's gotta be the magic radar, it might as well be you.

Electric Arc (evo) (*)** Scales every spell level, you get multiple targets, and targeted is better than attack rolls. Probably the best damage cantrip.

Ghost Sound (ill) (*)** Relatively limited utility, but it can have its uses with a creative player and a permissive GM.

Light (evo) (*)** Provides vision and counters magical darkness, what's not to like?

Mage Hand (evo) ()** Minor telekinesis that's only ever situationally useful.

Message (ill) (*)** Silent communication is always a plus, as is the massive range of the spell.

Prestidigitation (evo) ()** Once known as Least Wish, prestidigitation got its claws removed and is only minimally useful, although still very fun to fill a spare slot.

Produce Flame (evo) (*)** Throw fire, simple. The persistent damage on crit is the main draw.

Ray of Frost (evo) (*)** The critical effect is only alright, but we're here for the insane range.

Read Aura (div) ()** You're better off just pulsing detect over and over on all your possible magic items one at a time.

Shield (abj) (*)** With no native proficiencies, being able to pull up a magic shield is great, and the shield block will help protect you precious hp.

Sigil (tra) (*) You have the power to warp reality according



to your whims, and you use it for graffiti?

Tanglefoot (con) (*)** Slow enemies down and potentially waste their actions. Daze is better, but this ignores mental immunity.

Telekinetic Projectile (evo) (**)** The highest damage output of any cantrip and a wide variety of damage types at the cost of no critical effect.

1ST-LEVEL SPELLS

Air Bubble (con) ()** Situational with the low duration but if you know you're going to be fighting in toxic environments the reaction cast can be worthwhile.

Alarm (abj) ()** Not worth spending a spell slot on

Ant Haul (tra) (*) One person with an extra 3 bulk isn't worth a spell.

Burning Hands (evo) (*)** A classic, it does a decent amount of damage that can scale well if you heighten it, although fireball outclasses it for 3rd and up.

Charm (enc) (*)** How to make friends and influence people through mind control. That they don't know what you did without a crit success is icing on the cake.

Color Spray (ill) (**)** These are some nasty conditions and even on a success, dazzled is pretty good.

Command (enc) ()** No effect on a success, and the failure isn't that great either. Better when heightened to 5th, where you can at least hit a crapton of targets.

Create Water (con) (*) Remember when this was a cantrip? It was neat when it was a cantrip. Increase a star if your

campaign is in the desert.

Fear (enc) (*)** Point and click debuff with the possibility of control, I dig it.

Feather Fall (abj) (*)** Feather fall has always been one of those spells that seems dumb until you need it. As your 1st Level spells become less impactful consider keeping one of these in your pocket.

Fleet Step (tra) (*)** More than double speed for most wizards means two Strides for one action, and we always want to make the most of our third action.

Floating Disk (con) ()** For the rare instance where your party needs that much more carrying capacity, a pack horse costs like two gold and you can tie it up outside of the dungeon.

Goblin Pox (nec) ()** Touch range to afflict some minor conditions is not great. More dangerous on NPCs than PCs.

Grease (con) (**)** Has grease ever not been a great spell?

Grim Tendrils (nec) (*)** A nice line spell that does decent damage, although it falls off at higher levels compared to similar spells.

Gust of Wind (evo) (*)** A good counter to some common environmental hazards and some good control to boot.

Hydraulic Push (evo) (*)** Decent damage for the level, but the guaranteed knockback on hit is the real benefit. Don't bother heightening it.

Illusory Disguise (ill) (*)** A variety of potential out of combat utility. The 2nd level is probably the best general version.



Illusory Object (ill) (*)** This is your illusionist's combat utility. Fake a door closing, the appearance of a wall, or with the second level version add fire or noise. Remember, illusions are as powerful as you can imagine them to be.

Item Facade (ill) ()** There's some limited utility here, but unless you plan on scamming shopkeepers there's better uses of your spell slots.

Jump (tra) (*)** Screw Athletics, we're magic. Bonus points for being a single action.

Lock (abj) ()** Another situational utility spell.

Longstrider (tra) (**)** While the effect isn't quite as good as fleet step, the duration is much better, especially heightened to 2nd.

Magic Armor (abj) (*)**, falls to *****) In the early game mage armor is an okay spell for a 1st Level slot, acting as your armor. Around 8th level, though, you should be able to afford bracers of armor and they're just superior in every conceivable way. The heightened effects are simple not worth the higher spell slots.

Magic Aura (ill) (*) Situational doesn't even begin to describe this. A spell for NPCs, not you.

Magic Missile (evo) (**)** Guaranteed damage has always been great but the versatile action economy and sheer number of missiles you can put out is fantastic.

Magic Weapon (tra) (*)**, falls to *****) In the early game this is cool, but once everyone who cares has their +1 striking weapon it stops being relevant entirely.

Mending (tra) (*) The Craft skill is good now, there's very little reason to use this spell.

Negate Aroma (abj) ()** Very niche, but can be potentially useful.

Pest Form (tra) ()** Turn yourself into a tiny animal. Decent for scouting, but you're incredibly weak if combat breaks out and can't cast spells either, so it's a dangerous prospect.

Ray of Enfeeblement (nec) ()** Enfeebled is a good condition, but I'm critical of any spell that requires both an attack roll and a save.

Shocking Grasp (evo) (**)** Touch range, but it does decent damage and the persistent damage against metal armored enemies is a nice boost.

Sleep (enc) (*)** Good utility as an out of combat spell, as even on a success you're hurting the target's initiative when it inevitably tries to kill you. The level 4 is kinda trash though.

Spider Sting (nec) (*) Touch range, attack roll and a save, and the poison isn't particularly good unless they critically fail or are going to be around for a while.

Summon Animal (con) (or ***) [Conjurer]** This is not to say that summoned animals aren't viable, because their numbers keep up surprisingly well, but there are better uses. If you're a conjurer, might as well.

Summon Construct (con) (or ***) [Conjurer]** As summon animal.

True Strike (div) (*)** If you really need to land your next attack

Unseen Servant (con) ()** There's not really much your unseen servant can do that you can't.

Ventriloquism (ill) (*)** Magically throwing your voice is cool and the long duration is even better. 1st Level is more of a 2 star rating but you can get really creative with the 2nd level.

2ND-LEVEL SPELLS

Acid Arrow (evo) (*)** A decent amount of damage on hit, but we're here for the persistent acid. Fire at things with acid weakness and laugh in acid burns.

Blur (ill) (*)** One minute of miss chance for your ally is pretty sweet.

Comprehend Language (div) (*)** A staple spell that should be in everyone's spellbook and carried on a scroll at all times.

Continual Flame (evo) (*) Because of the long duration on the light spell the cost of this isn't really justifiable for an adventurer.

Create Food (con) ()** Good to stick in the spellbook just in case, but you're not gonna be preparing this regularly.

Darkness (evo) ()** The level 2 version is meh because a lot of enemies have darkvision and you can only use it if all your allies do. The level 4 version is awful because it will affect your allies too, and greater darkvision is hard for PCs to come by.

Darkvision (div) (*)** Don't have darkvision? Good spell. The 3rd level is alright, but the 5th level is great for its endless duration.

Deafness (nec) (*)** A good anti-caster measure, as on a failure they'll be taking failure chance on all of their verbal spells.

Dispel Magic (abj) (**)** Should be a staple of every wizard's arsenal.

Endure Elements H (abj) (**)** Situational, but a common enough situation. Stick it in the spellbook, pull it out on trips to the desert or the arctic.

Enlarge (tra) (**)** Want your fighter or barbarian to love you? This is how you get them to love you.

False Life (nec) ()** The temporary hp is small and falls off quickly, but at the level you get it an extra 10 hp every day isn't bad.

Flaming Sphere (evo) ()** Gives you 3d6 damage every turn for one action, but no damage on a save is painful.

Gentle Repose (nec) (*) Pure situational flavor that will rarely, if ever, come up.

Glitterdust (evo) (*)** 2 rounds of negated invisibility is plenty on a success, and the conditions just get better from there.

Hideous Laughter (enc) ()** The success condition is mediocre and the failure condition is meh, but the critical



failure is almost good enough to make up for it.

Humanoid Form (tra) ()** Good for infiltration, but very little utility outside of that.

Illusory Creature (ill) ()** Your illusory minion gives a lot of versatility with the various damage types you can pretend to have, but the flipside is that unlike a real summon, it's very easy to overcome.

Invisibility (ill) (**)** We've all had times we wanted to be invisible.

Knock (tra) ()** A +4 is huge and locked doors never go out of style, but unless you're a thievery person yourself you're probably not gonna be prepping this often. Decent scroll.

Magic Mouth (ill) (*) Mostly exists for GMs to leave messages for you, not the other way around. A piece of paper will do fine.

Mirror Image (ill) ()** With only a one minute duration you can only use it in combat, and unless you're in immediate danger you're better off just trying to kill folks.

Misdirection (ill) ()** Some utility but very situational.

Obscuring Mist (con) ()** Unless your party can ignore the effect it does nothing but slow combat down. Best use is to drop it on enemy ranged and force them forward.

Phantom Steed (con) (*) Unusable in combat even as mobility because of how frail it is. Outside of combat, just buy a horse.

Resist Energy (abj) (**)** Long duration and resistance. Always use it at the highest level when you know you'll be facing a certain energy type to save your party a ton of hp.

See Invisibility (div) (**)** Enemy invisibility is awful, but now you can pinpoint them and save a lot of hassle. Pop the 5th Level before every adventure and let the fun begin.

Shrink (tra) (*)** The loss of reach aside, turning someone tiny has a bunch of good utility out of combat and even some in combat.

Spectral Hand (nec) (*) With only a one-minute duration, if you want to use touch spells at a distance you're better off taking Reach Spell.

Spider Climb (tra) (*)** Can be a good alternative to flight.

Summon Elemental (con) (or *** [Conjurer])** As summon animal.

Telekinetic Maneuver (evo) (*)** Disarming or tripping an enemy at 60' range is always great, and your spell attack roll should be on par with the average meaty person's Athletics.

Touch of Idiocy (enc) (*) Attack roll plus saving throw plus no effect on a success equals pass.

Water Breathing (tra) (*)** When you need it, you need it. The duration is great, too. In a heavily aquatic campaign it goes up to 5 stars.

Water Walk (tra) ()** Predicting you're going to need to walk on water is unlikely.

Web (con) ()** An indiscriminate area control spell that most of the time won't do more than hamper movement speed, but in the right hands on the right battlefield it can

save a lot of hassle.

3RD-LEVEL SPELLS

Bind Undead (nec) ()** Being limited to the spell's level, you're not usually going to have much use for undead you bind with this.

Blindness (nec) (*)** You'll usually get at least one turn of blinded out of this, and on a failure that person is likely blind for the rest of combat.

Clairaudience (div) (*)** A classic spying tool.

Dream Message (enc) ()** Worth spellbooking, but not slotting every day.

Earthbind (tra) (*)** Sick of the fighter complaining about flying enemies? Deliver them on a silver platter.

Enthral (enc) (*) Fascinated is never a condition you want in combat, and out of combat it only takes one critical failure to ruin the whole thing. There are better enchantments out there.

Feet to Fins (tra) (*)** As with water breathing, when you need to swim you need to swim.

Fireball H (evo) (**)** Your bread and butter blasting spell.

Ghostly Weapon (tra) ()** Worth spellbooking if you fight a lot of undead, but not a daily prep.

Glyph of Warding (abj) ()** There's some potential gimmicky stuff you can do, but by and large a situational spell.

Haste (tra) ()** Quickening one creature for one minute isn't the best use of your actions or spell slots. 7th level, on the other hand, will hit your entire party and is worth looking at.

Hypnotic Pattern (ill) ()** Even though it isn't on you, fascinated is still a mediocre condition, and there's easier ways to dazzle enemies. Bonus negative points for no effect on success.

Invisibility Sphere (ill) (*)** A solid out of combat utility spell.

Levitate (evo) ()** Mobility is good, but this mobility is very limited.

Lightning Bolt (evo) (*)** Your other bread and butter blast spell. Outshined because fireball has much better average damage, but lightning bolt's area of effect is easier.

Locate (div) ()** Very specific use cases, plus the limitations give your GM a lot of control over the value.

Meld into Stone (tra) (*)** Hide in a wall and cast spells that don't need line of effect. A good emergency escape button if you get stabbed horribly.

Mind Reading (div) ()** Thematically cool, but "vague surface thoughts" is a lot of GM fiat. Worse than that, you might find out your target is smarter than you.

Nondetection (abj) ()** Situational utility, but when you want it it's pretty cool. Spellbook.

Paralyze (enc) (**)** A pretty dang good control spell, denying enemy actions is always great. The 7th-level upgrade is also really good.

Secret Page (ill) ()** Cool, but very situational utility.



Shrink Item (tra) ()** Great for smuggling, not great for basically anything else.

Slow (tra) (*)** Anything that denies enemy actions is alright by me. Worth heightening.

Stinking Cloud (con) ()** As obscuring mist.

Vampiric Touch (nec) ()** Attack roll and saving throw hold back an otherwise cool spell.

Wall of Wind (evo) (*)** Good way to protect yourself in a tough fight.

4TH-LEVEL SPELLS

Aerial Form (tra) ()** Fun though being a bird is you can't cast in battle forms and it's a very short duration.

Blink (con) ()** A fun little spell, but spending a spell slot and a turn on some self-only resistance and the ability to say "GM move me however you want to" is not good.

Clairvoyance (div) (*)** Even more surveillance powers, this time with sight.

Confusion (enc) (*)** Drop on rear melees for maximum impact.

Creation (con) (*) I'll be honest I like the spell in theory but I spent like 10 minutes thinking of a good enough use to justify 2 stars and I just couldn't.

Detect Scrying (div) ()** The 4th level version is mediocre, since if you suspect you're being scryed on enough to cast then you already know you're being scryed on. The 6th level version is worth always having on when travelling.

Dimension Door (con) (*)** The oldest emergency button in the game, although hampered by being self-only.

Dimensional Anchor (abj) ()** Very specific use cases, but good to have when you hunt that blasted BBEG who's teleported away from your last four fights.

Discern Lies (div) (*)** Useful any time you're going into a social situation.

Fire Shield (evo) (*) Single combat self-only defensive buff that relies on enemies hitting you to do damage, pass.

Fly (tra) (*)** Flight is the best movement type in the game.

Freedom of Movement (abj) (*)** Negating crowd control with a long duration, always good.

Gaseous Form (tra) ()** Not the worst emergency button but there are better ones.

Globe of Invulnerability (abj) (*)** Automatically swatting down any magic that targets you or your archer friends is very nice.

Hallucinatory Terrain (ill) ()** I can think of some fun uses for this but nothing powerful enough to warrant prepping every day.

Nightmare (ill) (*)** If you know the name of the BBEG then hitting them with this the day before the final battle is effective. Or just, y'know, spamming it every day. For fun.

Outcast's Curse (enc) (*)** Valuable in social encounters, especially if they're inspired by the social combat systems of 1st edition's Ultimate Intrigue.

Phantasmal Killer (ill) (*)** Point and click damage, debuff and the potential of an instant kill.

Private Sanctum (abj) (*) Creating a 10 story tall bubble of darkness is not how you want to start a secret meeting.

Resilient Sphere (abj) (*)** Nice to see an offensive abjuration. Stick enemies in the timeout bubble, protect vulnerable NPCs, or stick this on a contingency to replicate the old emergency force sphere.

Rope Trick (con) ()** While a pocket dimension to rest in sounds nice, it won't last through your daily preparations anyway and would be harder to guard.

Shape Stone (tra) ()** Some utility and the offensive action is a nice bonus.

Solid Fog (con) ()** As obscuring mist.

Spell Immunity (abj) ()** If you're really terrified of a specific spell I guess it's fine.

Stoneskin (abj) (*)** The shorter the duration, the more damage you're saving. It's like the best of both worlds.

Suggestion (enc) (*)** No effect on success means it's worse for combat, but going unnoticed as a spell makes it great for out of combat.

Telepathy (div) ()** With the low range you're better off using message.

Veil (ill) (*)** As illusory disguise.

Wall of Fire (evo) (*)** Low damage, but decent area control besides.

Weapon Storm (evo) (*) The low damage compared to similar spells is a shame, because the idea of a wizard with a greatsword she doesn't know how to use just for this spell is hilarious.

5TH-LEVEL SPELLS

Banishment (abj) (*) The success is no effect, the critical success hurts you, and the failure is negated if the outsider can just plane shift back. Hard pass.

Black Tentacles (con) (*)** Classic control spell and it continues to be good.

Chromatic Wall (abj) ()** Random effect that could screw with your party as well as your enemies. Pass.

Cloak of Colors (ill) (*)** No effect on a save, but made better by dazzling enemies and having multiple chances to land a good effect.

Cloudkill (nec) ()** As obscuring mist.

Cone of Cold (evo) (*)** A huge area with huge damage, yes please.

Control Water (evo) ()** Situational utility, but in an aquatic campaign shoots up to 5 stars for becoming a mass slow.

Crushing Despair (enc) (*) Gives two saves for an effect that you can apply more reliably elsewhere.

Drop Dead (ill) (*)** I'm a fan of reaction spells, and this one can save an ally from certain death.

Elemental Form (tra) ()** I'm not a fan of battle forms for wizards, and these aren't that good anyway.





False Vision (ill) (*)** Like with the 6th level detect scrying, putting this up while traveling (specifically while resting) will keep you safe from magic spying.

Hallucination (ill) (**)** The utility in and out of combat is endless. As with all illusions, the limit is your imagination (and the GM's patience).

Illusory Scene (ill) (*)** I admit I'm biased towards illusions, but there's once again a lot of mileage you can get out of this spell with some creativity.

Mariner's Curse (nec) (*) Attack roll and save for a minor condition for this level that only gets good if you're on a boat. Pass.

Mind Probe (div) (*) No effect on success, and they get to repeatedly try to mislead you. You might as well just question them mundanely.

Passwall (con) (*)** Doors are so last year.

Prying Eye (div) (**)** Unlimited scouting power.

Sending (div) (*)** Consider how often you'll go somewhere without your phone. That's how useful this spell is.

Shadow Siphon (ill) (*)** Not quite a pocket counterspell but very good mitigation.

Shadow Walk (con) (*) There are significantly methods of teleporting.

Subconscious Suggestion (enc) (*)** As suggestion, but even more applications.

Summon Dragon (con) (*) or **** [Conjurer]** As summon animal, but bumped a star because dragons are both cool and pretty strong.

Telekinetic Haul (evo) ()** Situational utility.

Telepathic Bond (div) (**)** Now this is telepathy. Good for nonverbal communication and for committing the greatest sin of splitting the party.

Tongues (div) (*)** As comprehend language. Note that on occasion a 4th-level comprehend language will be more efficient, but not always.

Wall of Ice (evo) ()** Walls are neat, but this one's out-classed by...

Wall of Stone (con) (**)** A vast array of utility allowing you to block off enemies, make bridges, building ramps, etc. The sheer length of the wall can cut a battlefield into a labyrinth to which only you know the answer. 10/10 would wall again.

6TH-LEVEL SPELLS

Baleful Polymorph (tra) (*)** Minor effect on success, but the fail will cost the enemy at least one turn and critical fail is effectively death.

Chain Lightning (evo) (*)** Lower damage than an equivalent area spell but most of the time you'll get every enemy in a fight without hitting allies which compensates a lot.

Collective Transposition (con) (*)** Valuable for repositioning allies, but offensively is almost as likely to screw you as to help you.

Disintegrate (evo) (*)** Attack roll and save, bleh. Don't waste on enemies, instead use it for the instant destruction on objects.

Dominate (enc) (*)** The enchanter's dream.

Dragon Form (tra) (*)** I don't really like battle forms for wizards but, I mean... you get to turn into a dragon.

Feeblemind (enc) ()** You have ways of screwing with enemy casting that don't have the incapacitation trait.

Flesh To Stone (tra) ()** The slowed condition even on success is good, but it's slow acting and gives them multiple chances to save.

Mislead (ill) (*)** Do you know how many hoops I had to jump through to do this in 1st edition? A lot. It was a lot of hoops.

Phantasmal Calamity (ill) (*)** Mental damage fireball with a potential bonus effect on critical fail, what's not to like?

Purple Worm Sting (nec) (*)** Well at least you do base damage from just the attack. The poison is actually pretty good too.

Repulsion (abj) (*) One-combat duration and it affects allies which can backfire horrendously.

Scrying (div) (**)** The basic wizard's formula, Knowledge=Power.

Spellwrack (abj) (*)** That much persistent damage will add up quickly, and you shred their buffs too.

Teleport (con) (X) The usefulness of teleport depends too heavily on the campaign to rate. You either need it or you don't.

True Seeing (div) (*)** Handy to have in your pocket, but not particularly reliable.

Vampiric Exsanguination (nec) (*)** Damage, temp hp, the whole nine yards.

Vibrant Pattern (ill) ()** No success on effect and a small radius make a disappointing AoE blind spell.

Wall of Force (evo) (*)** This is the time out button. Block bad guys in, bad guys don't come out.

7TH-LEVEL SPELLS

Contingency (abj) (**)** Puts your favorite emergency button on speed dial.

Dimensional Lock U (abj) ()** As dimensional anchor.

Duplicate Foe (con) (*) There are much better summons with better hp, don't hemorrhage hp every turn, and don't give your enemies a save against their existence.

Eclipse Burst (nec) (**)** Giant fireball of ice and darkness that can blind? I'm in love.

Energy Aegis (abj) (*)** It might be low resistance but to every energy for 24 hours is amazing.

Fiery Body (tra) (*)** Solid defenses and machine gun produce flame at +1 die, now this is how you turn into an elemental.

Magnificent Mansion (con) (*)** This spell is probably an inefficient use of spells, but at this point as a wizard you



should be living in style.

Mask of Terror (ill) (*)** Better used as an 8th level to get the whole party.

Plane Shift (con) (X) As teleport.

Power Word Blind (enc) (**)** Point and click blindness with no save should need no explanation.

Prismatic Spray (evo) ()** The random effects make it unreliable, particularly if you can't avoid collateral damage.

Project Image (ill) (*) ... okay but mislead is just better. How this isn't, like, 3rd level is beyond me.

Reverse Gravity (evo) ()** An alright control spell, but plenty of enemies at this level fly and everything else can just kind of swim through the air out of it and tank through their fall damage.

Spell Turning (abj) ()** Great duration, great effect, but you can accomplish this just as well with the Counterspell feats.

True Target (div) (*)** True strike for everyone! Varies wildly depending on party of course.

Warp Mind (enc) (*) For what it does as a PC, confusion is just as good for a much lower slot.

8TH-LEVEL SPELLS

Antimagic Field (abj) ()** You're shutting down all magic, but that includes your magic. And you, uh, need that.

Disappearance (ill) (*)** The best version of invisibility. The slot price is really high but at this level nothing cares about regular invisibility.

Discern Location (div) (*)** Situational utility, but better than any other form of locating spell.

Dream Council (ill) ()** Very situational. Even when it's useful it's heavily overcosted, and I'd rather it was a high-level ritual.

Earthquake (evo) ()** The effects are cool but fissures are the only really applicable ones and most enemies at this level can overcome them. Everything else is too indiscriminate and will hurt allies too.

Horrid Wilting (nec) ()** The damage is super low compared to other spells, but if you regularly fight plants and water elementals it's pretty dang good.

Maze (con) (*)** Guaranteed to waste at least one and probably three actions with no save, and against the right target it takes them completely out.

Mind Blank (abj) (*)** Automatic all-day protection against divinations, fantastic.

Monstrosity Form (tra) ()** Still not a fan of battle forms, but the phoenix form is cool.

Polar Ray (evo) (*)** Inflicting drained on hit with no save is great.

Power Word Stun (enc) (*)** Not nearly as good as power word blind but still really good.

Prismatic Wall (abj) ()** Much better than chromatic wall, but gets a low rating because forcing 8 saving throws on anyone who passes through is going to slow the game down.

Scintillating Pattern (ill) ()** No effect on success. Just use the 8th level confusion.

Uncontrollable Dance (enc) (*)** The effect is decent but mostly this spell is just funny.

Unrelenting Observation (div) ()** Knowledge is still power, but prying eye or scrying are still better in my opinion.

9TH-LEVEL SPELLS

Disjunction (abj) ()** You can break an enemy toy, but there's so much better at this level..

Foresight (div) (*)** Situational utility but it's also a great buff with a great reaction.

Implosion (evo) ()** Big damage but only one target per turn.

Massacre (nec) (*)** Very big damage even on save with the potential to outright kill.

Meteor Swarm (evo) (*)** For when you need to wipe out a literal army.

Power Word Kill (enc) (*) You have better options to blow up low-level enemies, and 50 damage once isn't worth it on high level.

Prismatic Sphere (abj) ()** As prismatic wall.

Resplendent Mansion (con) (*) Magnificent mansion is just as good.

Shapechange (tra) (*) Even if I liked battle forms, changing between them isn't worth a 9th-level spell.

Telepathic Demand (enc) ()** As suggestion, but the restrictions hold it back.

Weird (ill) (*)** Everything we liked about phantasmal killer, but AoE.

10TH-LEVEL SPELLS

Cataclysm (evo) (*)** Big damage that can affect any weakness they have and reduces resistance, nice.

Gate (con) (X) As teleport.

Remake (con) ()** Very situational, but worth spellbook-ing and using in downtime.

Time Stop (tra) (***)** There's so much you can do with this spell, it's amazing.

Wish (div) (***)** The "anything I want" button.

PART 6: ARCHETYPES

"My greatest strength is my magic and my second greatest my mind. Of course, it's nice to have a sword to fall back on too." Damien Markesh, current champion of the Aramere Arena.

While wizard feats are very good, there are few that are mandatory towards a build, making archetypes an excellent alternative.

MC ALCHEMIST

Alchemist Dedication (*)** Naturally, as an intelligent



character you're going to be good at alchemy, using elixirs or bombs to supplement your spells. Held back because in order to make good use of it you'll need to invest multiple feats.

Basic Concoction ()** Alchemist feats are cool for alchemists, but when alchemy is your backup and not your primary they're not great.

Quick Alchemy (*)** Quick flexibility is a valuable addition to your toolkit.

Advanced Concoction ()** As Basic Concoction.

Expert Alchemy (*)** Necessary if you want more powerful alchemy.

Master Alchemy (*)** As Expert Alchemy.

MC BARBARIAN

Barbarian Dedication (*) You can't cast most of your spells while raging unless you Silent Spell, and what you get in return is some temp hp. You don't even get weapon proficiencies.

Barbarian Resiliency ()** Bonus hp is never a bad choice, but you have to invest more into barbarian to get it.

Basic Fury (*)** If you're here anyway, you might as well take Moment of Clarity.

Advanced Fury ()** There are a few decent options but nothing exciting.

Instinct Ability (*) Most instinct abilities are just "modify your rage damage" and that's meh for us.

Juggernaut's Fortitude ()** If you find a way to get expert Fort, this might make Barb multiclass vaguely worth it. Kinda.

MC BARD

Bard Dedication (*)** Caster classes are a good choice if you're willing to invest all of your feats, but this one requires Charisma, so it's not as good.

Basic Bard Spellcasting (**)** Advance that magic of yours.

Basic Muse's Whispers (**)** Bardic Lore, Esoteric Polymath, Inspire Competence and Loremaster's Etude are all good choices here.

Advanced Muse's Whispers (**)** Your options are really good, arguably better than your wizard class feats. Special mention goes to Melodious Spell, which is just better than Conceal Spell.

Counter Perform ()** An okay power, but your Focus pool is limited.

Inspirational Performance (*)** It's a use for that third action of yours, and a good one at that.

Occult Breadth (*)** At the level you get it it's only okay, but as you start unlocking more spell levels it gets more and more attractive.

Expert Bard Spellcasting (**)** Still advancing that magic.

Master Bard Spellcasting (**)** Even more advancing that magic.

MC CHAMPION

Champion Dedication (**)** The ability scores and code are restrictive, but I believe it's genuinely worth it for instant heavy armor proficiency. Goes up to 5 stars if you're doing a warmage type wizard.

Basic Devotion ()** You can augment your champion reaction but that's about the only good choice here.

Champion Resiliency ()** Champion is more of a splash but if you're going all in or need to qualify for another dedication more hp isn't a bad choice.

Healing Touch ()** If you really want a healing option go for it, but your Focus is a limited resource.

Advanced Devotion ()** A few decent options but nothing particularly great or standout.

Champion's Reaction (**)** The champion reactions are all pretty good.

Divine Ally ()** No shield proficiency and and no way to advance your horse very far hold this back hard.

Diverse Armor Expert ()** A feat for 2 extra AC is kind of meh, especially at this level.





MC CLERIC

Cleric Dedication (****) More casting is great. As an added bonus, you get to recreate the Mystic Theurge prestige class.

Basic Cleric Spellcasting (****) Advance that magic of yours.

Basic Dogma (***) You don't have divine font, so you're mostly here for Domain Initiate.

Advanced Dogma (***) Again, as a devoted caster without divine font you're probably here for Advanced Domain.

Divine Breadth (***) As Occult Breadth.

Expert Cleric Spellcasting (****) Still advancing that magic.

Master Cleric Spellcasting (****) Even more advancing that magic.

MC DRUID

Druid Dedication (****) You're a wizard, more magic good. This one even comes with a secret language.

Basic Druid Spellcasting (****) Advance that magic of yours.

Basic Wilding (****) Poison Resistance is a good option, and Leshy Familiar is a fun alternative to a regular familiar.

Order Spell (**) Tempest surge is a good order spell, the others aren't worth the focus cost for you.

Advanced Wilding (***) Some good flavor options, but the best for you mechanically are Storm Retribution and Wind Caller.

Primal Breadth (**) As Occult Breadth.

Expert Druid Spellcasting (****) Still advancing that magic.

Master Druid Spellcasting (****) Even more advancing that magic.

MC FIGHTER

Fighter Dedication (****) You're free of the shackles of bad weapon proficiencies. If you're here then you're doing a melee mage, and all ratings are based on that.

Basic Maneuver (***) Give some preference to single action rather than two action feats that won't compete with spellcasting for your action economy.

Fighter Resiliency (***) More hp will keep you alive on the front lines.

Opportunist (***) One of the most versatile reactions in the game.

Advanced Maneuver (***) As Basic Maneuver.

Diverse Weapon Expert (****) Up your to-hit and your damage with all weapons, a solid choice.

MC MONK

Monk Dedication (**) Powerful fist isn't bad but it's not your best weapon option, and requiring both Dex and Str hurts.

Basic Kata (**) There are no good options for a dedicated casting wizard thanks to the dedication requirements, but a martial wizard willing to waste two boosts on Dex can get a lot out of Mountain Stance, and Ki Rush unlocks some later choices.

Monk Resiliency (***) As long as you're focusing monk, more hp is always good.

Advanced Kata (***) There's good options for everyone now. Deflect Arrow is good, Mountain Stronghold makes Mountain Stance better, and anything that gives a Focus point is nice.

Monk Moves (***) You don't wear armor and going faster is always good for you.

Monk's Flurry (**) Attacking twice in the same turn as casting a spell is okay.

Perfection's Path (***) Master saves are always nice.

MC RANGER

Ranger Dedication (**) Hunt Prey in combat is basically useless to you. 3 stars if you rely on a bow.

Basic Hunter's Trick (**) Hunted shot will give you two attacks on a round when you cast, while Monster Hunter improves your knowledge effects. These aren't impressive choices, but they are valid.

Ranger Resiliency (**) Ranger isn't worth the investment to make this good.

Advanced Hunter's Trick (**) Mostly not great, but there are some gems. Scout's Warning is pretty much a permanent initiative buff to everyone and Blind Fight helps with invisibility.

Master Spotter (****) In two levels you can go from trained to master and that's just nice.

MC ROGUE

Rogue Dedication (****) Free skill feat, surprise attack and armor proficiency. Arcane Trickster's back baby.

Basic Trickery (***) Nimble Dodge and Trap Finder are both really good choices.

Sneak Attacker (*) Requires two feats for a very small boost of damage.

Advanced Trickery (***) Plenty of good choices here.

Skill Mastery (****) Two free skill ranks and a free skill feat, sign me the heck up.

Uncanny Dodge (**) Deny advantage is a nice class feature but not really worth a class feat.

Evasiveness (***) Master saves, yay.

MC SORCERER

Sorcerer Dedication (****) Same situation as bard, but slightly better for the choice of casting tradition. Bloodlines that give divine or primal are better, as you're already arcane and bard does occult better.

Basic Sorcerer Spellcasting (****) Advancing that magic.

Basic Blood Potency (**) Nothing you can't take as a wizard, but it's a prereq for advanced blood potency anyway.

Basic Bloodline Spell (***) Diabolic edict and faerie dust are both good options to augment your spellcasting.

Advanced Blood Potency (***) Options aren't generally



great, but this gets you your advanced bloodline spell and your third point of Focus.

Bloodline Breadth (*)** As Occult Breadth.

Expert Sorcerer Spellcasting (**)** Keep advancing that magic.

Master Sorcerer Spellcasting (**)** Even more advancing of that magic.

PART 7: MAGICAL ITEMS

"Do you like my robes? They're both more comfortable and more protective than the tin can you walk around in." Archmage Vivion Valrus

The following is an assortment of gear that might be of special interest to wizards.

CONSUMABLES

Oil of Repulsion (*)** If bad guys are getting into your bubble, pouring this on your explorer's clothing can give you a bit of breathing room without expending magic.

Salve of Slipperiness (**)** One of the worst times you can have is being grabbed, and this will help you get out if you expect to fight grabby things.

Panacea (*)** Generally good, but it's especially important that you have a solution for deafened.

Potion/Scroll/Wand of X ()** As a rule this will be how you approach spells that you want in your pocket but won't use every day, like comprehend language.

HELD ITEMS

Bag of Holding (**)** Your scrawny butt is going to need one of these to carry your fair share.

Broom of Flying (*)** Now that overland flight is gone, you'll need tools to never touch the ground again like the good wizard you are.

Possibility Tome (*)** As a wizard, you're going to be looked to as a knowledge monkey.

Primeval Mistletoe ()** In the event you find yourself regularly swinging a staff at people like some primitive, nonmagical chimp, the shillelagh buff will help.

STAVES

Really you can't go too wrong with your choice of staff other than the animal staff, mentalist's staff, and staff of

healing, which are for the other casting traditions. Having a staff gives you a weapon and some extra spells per day, though, so I recommend picking one up.

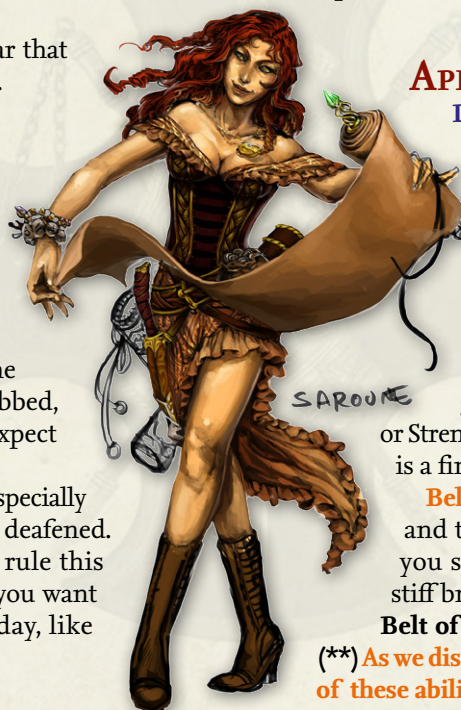
SPECIALTY WANDS

Wand of Continuation (*)** If you're getting a wand with 10 minutes or more duration, this is worth consideration.

Wand of Manifold Missiles ()** Wands are meant for utility spells, so even though it's a cool bonus effect this wand is a pass.

Wand of Smoldering Fireballs ()** As wand of manifold missiles.

Wand of Widening ()** Most area spells you would want to put this on, you would also want to use a spell slot on.



APEX ITEMS

Diadem of Intellect (**)** You're a wizard, naturally.

Anklets of Alacrity (*)** If you don't use magic offensively, shoring up your dexterity and giving yourself movement speed boost is a viable alternative.

Headband of Inspired Wisdom (*)**

Surprisingly quite good. Augury is a good daily ability, protection from stupefied is great for you, and if you boosted Charisma or Strength instead for some reason then Wisdom is a fine choice to jump.

Belt of Regeneration ()** The constitution and temporary hp are okay, but at this level you should have enough hp not to die to a stiff breeze.

Belt of Giant Strength/Circlet of Persuasion ()** *As we discussed, you don't care much about either of these ability scores, and the abilities are mediocre by now at best.*

WORN ITEMS

Boots of Bounding (*)** More speed is always good.

Boots of Speed (**)** More speed is still always good, and now we can get an extra stride too.

Bracers of Armor (***)** You should be getting these bracers the second you can afford them, as they outclass mage armor easily. You can alternatively get explorer's clothing and runes, but this is more centralized.

Cape of the Mountebank (*)** A free dimension door every day is nice.

Gloves of Storing (*)** For wands, scrolls and other consumables you might want in combat.

Hand of the Mage (*)** Fairly low cost and gives you an extra cantrip every day.

Hat of the Magi (*)** Another extra cantrip and this one also comes with skill bonus. Greater version is worth it for more Arcana and a utility summon.

Ring of Counterspells ()** If there's a spell you're particularly concerned about it might be worth it, but if that's the case then just go into the Counterspell feat line.

Ring of Spell Turning (*)** You've got better options in your class feats but if you don't want to take them this is still better than casting spell turning yourself.

Ring of Wizardry (***)** You should never not have the highest level ring of wizardry you can afford.

Robe of the Archmagi (***)** Replaces your bracers of armor. This should be an instant buy as soon as you can afford it.

Third Eye (***)** This has everything. Higher Perception means higher initiative, constant magic sight is a major boon, spend an action to see enemy health bar, instant true seeing just add two actions. 11/10.





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