

PATHFINDER 2E SPELLCASTER MODIFICATIONS

Design Goals: lessen restrictions on both classes of casters while still maintaining distinction between types and flavor/intent. Maintain balance by compensating for changes with reasonable restrictions.

SPONTANEOUS CASTERS

HEIGHTENING SPELLS

~~When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level to match the spell slot. You must have a spell in your spell repertoire at the level you want to cast in order to heighten it to that level. Many spells have specific improvements when they are heightened to certain levels (page 299). The signature spells class feature lets you heighten certain spells freely.~~ As a spontaneous caster, you may freely heighten any spells you have in your repertoire.

SIGNATURE SPELLS

Experience allows you to cast some spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. ~~You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-level versions without learning those separately.~~ Signature spells can be cast once per day at their base level without expending a spell slot; they otherwise behave like a normal spell you have in your repertoire. You regain the free cast during daily preparations. If you swap out a signature spell, you can choose a replacement signature spell of the same spell level at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that level without swapping any spells; this takes as much time as retraining a spell normally does.

PREPARED CASTERS

PREPARED SPELLS

Source [Core Rulebook pg. 298](#)

If you're a prepared spellcaster—such as a [cleric](#), [druid](#), or [wizard](#)—you must spend time each day preparing spells for that day. At the start of your daily preparations, you select a number of spells of different spell levels determined by your character level and class. Your spells remain prepared until you cast them or until you prepare spells again.

~~Each prepared spell expended after a single casting, so if you want to cast a particular spell more than once in a day, you need to prepare that spell multiple times. The exceptions to this rule are spells with the [cantrip](#) trait; once you prepare a cantrip, you can cast it as many times as you want until the next time you prepare spells. See page 300 for more information on cantrips.~~ Can only be cast at the level which it was prepared for; so if you want to cast the same spell at multiple levels, you must prepare it for each spell level you wish to cast it at. Spell slots may only be used to cast spells that have been prepared for their level. E.g. you cannot use a level 2 spell slot to cast a spell you have prepared in your level 1 spells.

You might gain an ability that allows you to swap prepared spells or perform other aspects of preparing spells at different times throughout the day, but only your daily preparation counts for the purpose of effects that last until the next time you prepare spells.