



DARK ARCHIVE

CLASS PLAYTEST

Welcome to the playtest for *Pathfinder Dark Archive*! This upcoming sourcebook, scheduled for Gen Con 2022, brings the paranormal to your game tables, with rules for cryptid monsters, apocryphal divine magic, and time-bending temporal anomalies. This content includes two classes that are the focus of this playtest: the psychic and the thaumaturge.

- The psychic is for players who want to unleash the power of their mind. A spontaneous occult spellcaster whose magic comes from the intersection of their conscious and subconscious mind, psychics can move objects, read thoughts, or glimpse distant sights, and they have a wide selection of focus cantrips as well as special ways to amplify them.
- The thaumaturge is for the player who wants to know every rumor and always have the right charm or scrap of lore for the job. Thaumaturges wield weapons, mystic implements, and the unique ability to recognize and capitalize on enemy weaknesses, and they have a number of supernatural tricks they can use in their fight against their stranger enemies.

HOW TO PLAYTEST

The playtest will run until October 29th, 2021. We're looking for your feedback, comments, and criticisms regarding these classes, but we're focusing our attention on feedback from play, both online through play-by-post campaigns and VTTs and at home tables for those of you who can play such games safely. Make new characters, use them as PCs or adversaries, and run a few game sessions or encounters using them!

Anything can change based on the results of the playtest! These are early iterations of the new classes; some abilities might be a bit extreme or stretch some assumptions of the game, and the best way to find out if we've gone too far (or in the wrong direction) is for us to deliver these classes into your hands. We don't expect to release any changes to these classes during the playtest itself, only in the final version of the book.

Once you've had a chance to try these classes, you can submit your feedback in the following ways.

- **Surveys:** Head to <https://www.surveymonkey.com/r/DAClassSurvey> and <https://www.surveymonkey.com/r/DAOpenResponse> to take surveys that will allow us to gather your responses. These surveys will be available starting September 20, 2021, and they will remain open until the end of the playtest.
- **Forums:** On paizo.com, you'll find a *Dark Archive* playtest subforum with threads for discussion and announcements, plus threads for each of the two new classes. When you post to the forums, look for existing threads on your topic before starting a new one. Remember that every poster is trying to make the game better for everyone, so please be polite and respectful.

We'd like to thank you for participating in the *Dark Archive* playtest. We look forward to seeing what you think and using your feedback to make these classes the best they can be!

Sincerely,
Pathfinder Design Team

HOW KNOWN IS THE UNKNOWN?

In Golarion, the magic practiced by psychics is, at least at present, not as commonly known as other types of magic. The class has the uncommon trait to show that you should talk with your GM if you're interested in playing a psychic.

However, psychic magic is known in a few specific areas. Perhaps the most well-known is Vudra, the birthplace of occult magic; naturally, Jalmeray, with its history as a bastion of Vudran culture in the Inner Sea region, is another place familiar with the power of the mind. The nation of Rahadoum respects that psychic magic flows from within the mortal minds of its wielders, and in northern Avistan, the Erutaki and Varki peoples have a long tradition of mental communication often linked to dreams. Psychic magic is also prevalent in places on Golarion with ties to other worlds. Kyonin's link to the distant planet of Castrovel means its elf inhabitants often practice psychic magic, and the alien technologies of Numeria may be responsible for mortals awakening their minds in less natural—but no less powerful—ways. Characters with ties to these regions have access to the psychic class.

While the thaumaturge isn't uncommon in Golarion, some of its abilities have the uncommon trait to show that they have narrative components. For instance, a character who aids fey attendants of the glaistig queen Gendowyn in the Fangwood might be rewarded with a Pact of Fey Glamour, and any thaumaturge might eventually want to claim a demesne. Work together with your GM to determine how to integrate these abilities into your campaign in a way that enriches your character's story!



THALEON

Thaleon is an artist whose creative vision reaches beyond the physical world into unseen realms. Hailing from Rahadoum, a land where religion is forbidden, he believes that effort is the foundation of change and that each person has a duty to cultivate their own talents and use them to shape society for the better. Thaleon embraces his ties to the psychic forces that flow from his emotions and strives to understand them, even as they sometimes surge beyond his control.

PSYCHIC

The mind can perceive truths hidden to the sharpest instruments, hide more secrets than any tome, and move objects and hearts more deftly than any lever. By delving into both the conscious and subconscious aspects of your inner self, you've awoken to the might of psychic magic, allowing you to cast spells not through incantations or a spellbook but by the power of your will alone. While the thin line between your mind and reality means that a single errant thought could have unintended consequences for yourself and your companions, you know that anything is possible, as long as you can imagine it.



<p>KEY ABILITY</p> <p>INTELLIGENCE or CHARISMA At 1st level, your class gives you an ability boost to Intelligence or Charisma, as determined by your choice of subconscious mind.</p>	<p>HIT POINTS</p> <p>6 plus your Constitution modifier You increase your maximum number of HP by this number at 1st level and every level thereafter.</p>
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DURING COMBAT ENCOUNTERS...

You freely wield your psychic cantrips, choosing where and when to amplify them for maximum effect and biding your time until you can unleash your mind's full potential.

DURING SOCIAL ENCOUNTERS...

You use your expanded awareness to navigate social encounters. If your power springs from emotion, you might maneuver with empathy; if you control your power through discipline, you might efficiently note relevant facts and figures to guide the discussion.

WHILE EXPLORING...

You keep your mind's eye open for the many paranormal threats that the less sensitive might not detect. Typically, you either scan for magic or investigate for psychic impressions, veiled thoughts, and wandering spirits.

IN DOWNTIME...

You strive to learn more about the depths of the mind, seeking out new spells to master and phenomena to uncover. You test the limits of your adaptability by retraining yourself to fit your evolving understanding of your hidden potential.

YOU MIGHT...

- Prefer meditation, imagination, dreams, or other intangible manifestations of thought over the immediacy of the physical world.
- Learn new things about yourself constantly, unlocking new depths of hidden potential just when you thought you understood it all.
- Use your psychic magic even when normal methods would suffice, perhaps preferring mental messages or levitating an object to a companion seated nearby.

OTHERS PROBABLY...

- Are awed by your unique mental abilities, especially when your mind is unleashed.
- Have difficulty understanding that the magic you perform with your mind comes from the same source as magic wielded with incantations.
- Wonder if you might be a monster, possessed by spirits, chosen by the gods, or have some other unusual reason for your strange powers.

RARITY

Uncommon

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in Occultism
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in unarmed attacks

DEFENSES

Untrained in all armor
Trained in unarmored defense

SPELLS

Trained in occult spell attack rolls
Trained in occult spell DCs

TABLE 1-1: PSYCHIC ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, psychic spellcasting, spell repertoire, psi cantrips and psi amps, subconscious mind, conscious mind, Unleash psyche
2	Psychic feat, skill feat
3	2nd-level spells, general feat, signature spells, skill increase
4	Psychic feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, precognitive reflexes, skill increase
6	Psychic feat, skill feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Psychic feat, skill feat
9	5th-level spells, ancestry feat, great fortitude, skill increase
10	Ability boosts, psychic feat, skill feat
11	6th-level spells, general feat, skill increase, walls of will, weapon expertise
12	Psychic feat, skill feat
13	7th-level spells, ancestry feat, personal barrier, skill increase, weapon specialization
14	Psychic feat, skill feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Psychic feat, skill feat
17	9th-level spells, ancestry feat, fortress of will, skill increase
18	Psychic feat, skill feat
19	General feat, infinite mind, legendary spellcaster, skill increase
20	Ability boosts, psychic feat, skill feat

CLASS FEATURES

You gain these abilities as a psychic. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

PSYCHIC SPELLCASTING

You access the infinite well of power that resides within your mind, calling forth psychic magic with nothing but thought and will. You can cast occult spells using the Cast a Spell activity. You alter some of the standard spell

components when casting spells you know from your psychic spellcasting. Instead of speaking, you substitute any verbal components with a special mental component determined by your subconscious mind class feature. This represents how you exert your mind toward your intended effect. Any of these components impart the concentrate trait to the spell you're casting. You also substitute any material components with somatic components, though these tend to be simple movements of the hand or head compared to those used by other spellcasters. Your spells still have clear and noticeable visual and auditory manifestations as normal for a spellcaster.

Each day, you can cast one 1st-level spell. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a psychic, your number of spells per day increases, as does the highest level of spells you can cast, as shown on Table 1-2: Psychic Spells per Day.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is determined by your subconscious mind, your spell attack rolls and spell DCs use the modifier for the ability stated in your subconscious mind.

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 it to heighten it to that level. Many spells have specific improvements when they're heightened to certain levels. The signature spells class feature lets you heighten certain spells freely.

CANTRIPS

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will any number of times per day. A cantrip is automatically heightened to half your level rounded up—this is usually equal to the highest level of psychic spell slot you have. For example, as a 1st-level psychic, your cantrips are 1st-level spells, and as a 5th-level psychic, your cantrips are 3rd-level spells.

As a psychic, you get the ability to improve some of your cantrips with special amps. Your choice of conscious mind class feature gives you extra cantrips, amps for them, and a unique cantrip.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn one 1st-level occult spell of your choice and three occult cantrips of your choice.

You choose these spells from the common spells from the occult list or from other occult spells to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level. Your choice of conscious mind also grants you additional spells in your repertoire, starting with an additional 1st level spell and two cantrips listed in your conscious mind.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table 1–2: Psychic Spells per Day), you add a spell to your spell repertoire of the same level. At 2nd level, you select another 1st-level spell; at 3rd level, you select one 2nd-level spell, and so on. When you add spells, you might add a higher-level version of a spell you already have, so you can cast a heightened version of that spell. Your conscious mind also adds additional spells to your repertoire as you gain spells of higher levels.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, such as the spells you gain from your conscious mind, it wouldn't give you another spell slot, and vice versa.

SWAPPING SPELLS IN YOUR REPERTOIRE

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same level. This spell can be a cantrip. You can also swap out spells by retraining during downtime.

PSI CANTRIPS AND AMPS

The unique magic of your mind manifests as psi cantrips, which are a kind of focus cantrip. Like other cantrips, you can cast psi cantrips as often as you like, and they're automatically heightened to half your level rounded up. Your psi cantrips are in addition to the cantrips you choose from the occult list as part of your psychic spellcasting. Generally, only feats can give you more psi cantrips. Unlike other cantrips, you can't swap out psi cantrips gained from psychic feats at a later level, unless you swap out the specific feat via retraining.

At 1st level, you learn three psi cantrips determined by your choice of conscious mind. Two of these are common occult cantrips, which you can cast as psi cantrips. They work the same as the normal cantrip most of the time, but casting them as psi cantrips means you can amp them to boost or modify them. The amp effects of these cantrips appear in your conscious mind, as does your third cantrip, a unique psi cantrip with its own amp.

Amps are specific thoughtforms that alter the nature of psi cantrips. When you cast a psi cantrip, you can amp it by spending 1 Focus Point to add the effect described in the spell's Amp heading. You can gain additional amps through feats, allowing you to substitute a psi cantrip's normal amp effect for another one. You choose which amp to use, if any, each time you cast a psi cantrip.

You start with a focus pool of 2 Focus Points. Rather than spending Focus Points to cast focus spells, you spend them only on amps. (Though if you have focus spells from a source other than psychic, you can still spend Focus Points to cast them, as normal.)

TABLE 1-2: PSYCHIC SPELLS PER DAY

Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	3*	1	–	–	–	–	–	–	–	–	–
2	3*	2	–	–	–	–	–	–	–	–	–
3	3*	2	1	–	–	–	–	–	–	–	–
4	3*	2	2	–	–	–	–	–	–	–	–
5	3*	2	2	1	–	–	–	–	–	–	–
6	3*	2	2	2	–	–	–	–	–	–	–
7	3*	2	2	2	1	–	–	–	–	–	–
8	3*	2	2	2	2	–	–	–	–	–	–
9	3*	2	2	2	2	1	–	–	–	–	–
10	3*	2	2	2	2	2	–	–	–	–	–
11	3*	2	2	2	2	2	1	–	–	–	–
12	3*	2	2	2	2	2	2	–	–	–	–
13	3*	2	2	2	2	2	2	1	–	–	–
14	3*	2	2	2	2	2	2	2	–	–	–
15	3*	2	2	2	2	2	2	2	1	–	–
16	3*	2	2	2	2	2	2	2	2	–	–
17	3*	2	2	2	2	2	2	2	2	1	–
18	3*	2	2	2	2	2	2	2	2	2	–
19	3*	2	2	2	2	2	2	2	2	2	1†
20	3*	2	2	2	2	2	2	2	2	2	1†

* Your conscious mind gives you three additional cantrips with amps. One cantrip is unique to your conscious mind.

† The infinite mind class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

You refill your focus pool during your daily preparations, and you can regain Focus Points by spending 10 minutes using the Refocus activity to explore your mind, whether via meditation, practicing a craft or activity that gives you the mental space to self-reflect, or talking through your thoughts and feelings with yourself or with another. If you've spent at least 2 Focus Points and spent Focus Points only to amp psi cantrips since the last time you Refocused, you regain 2 Focus Points when you Refocus. Otherwise, you regain 1 Focus Point.

SUBCONSCIOUS MIND

A psychic's power is born in the depths of their psyche, far from the surface of their realization. Your subconscious mind might represent the way that your power comes to you naturally, or it might be a framework you use to safely access the limitless potential of your mind, but either way, your subconscious fundamentally shapes how you access and wield psychic magic. Choose one of the following two subconscious minds: emotional acceptance or precise discipline.

EMOTIONAL ACCEPTANCE

The mind's truths come not in learned words or mathematical formulas, but deeper feelings and sensations. Emotions unlock the door to your power—you might consider your heart as the source of your strength, or you might find that the infinite complexity felt in a moment expresses your power more efficiently than any string of mystic words ever could.

Key Ability Your key ability score is Charisma.

Emotion Components When you Cast a Spell you gained from the psychic class, you replace any material components with somatic components and replace any verbal components with emotion components as you call up and hold a specific feeling. An emotion component adds the concentrate trait to your action to Cast a Spell. You might summon the sense of freedom to buoy you through the air or let fear grip your heart even as you plant it in another's mind. Emotion components tend to impart abstract or vivid effects to your visual and auditory spell manifestations as well as more intangible flashes of emotion, such as swirls of joyous color or a sense of growing melancholy.

If you're affected by a harmful emotion effect, the discordant emotions sap some of your concentration, causing your cantrips (including psi cantrips) to heighten to a level 1 lower than normal (or to their minimum level, if it's higher). For instance, if you were 5th level, a *detect magic* cantrip you cast would be 2nd level instead of 3rd level.

PRECISE DISCIPLINE

Determine intended outcomes. Align thoughts. Identify and resolve distractions. Manifest. Intentional focus is the key to unleashing your abilities, whether because your power naturally tends to precise, discrete effects,

or because you've adopted strict discipline to ensure that your mind can change the world only when you intend it to.

Key Ability Your key ability score is Intelligence.

Calculation Components When you Cast a Spell you gained from the psychic class, you replace any material components with somatic components and replace any verbal components with calculation components, as you determine the exact forces needed to realize your psychic magic in the world. A calculation component adds the concentrate trait to your action to Cast a Spell. Perhaps you mentally weigh the mass of an object against the force of gravity to levitate it, or you might determine exactly how much energy is needed for an object to spontaneously combust. Calculation components tend to impart ordered visual and auditory effects to your spell manifestation, such as regular tessellations of light, mathematical spirals, or harmonic tones.

Disruptions to your sequences make it more difficult for you to focus. You're flat-footed against attacks made as reactions as you Cast a Spell, and if your spell is disrupted, you're stupefied 1 until the end of your next turn.

CONSCIOUS MIND

Whatever the subconscious source of a psychic's power, all psychics find that a specific external manifestation of their magic comes most easily to them. This conscious outward expression determines your psi cantrips and adds several additional spells to your spell repertoire.

Your conscious mind determines the following.

Granted Spells You automatically add the spells listed here to your spell repertoire, in addition to those you gain through psychic spellcasting. At 1st level, you gain a 1st-level spell, and you learn the other spells on the list as soon as you gain the ability to cast psychic spells of that level, learning the 2nd-level spell at 3rd level, the 3rd-level spell at 5th level, and so on.

Surface Psi Cantrips These are the psi cantrips you gain automatically at 1st level. The two standard cantrips come from the occult tradition, and the unique cantrip is exclusive to that conscious mind. You always cast these cantrips as psi cantrips, enabling you to amp them. Add the Amp (and Amp Heightened, if applicable) entries to the standard cantrips. The Amp Heightened entry is in addition to any normal Heightened entry for the cantrip.

Deeper Psi Cantrip You can gain this cantrip later in your career by taking the Deeper Psi Breakthrough feat.

We're testing three conscious minds in this playtest: the distant grasp, the infinite eye, and the silent whisper.

DISTANT GRASP

Motion characterizes the physical—a boulder falls, creatures move, the world turns. You believe the truest form of mind over matter is therefore to move things as well, wielding telekinesis as an arm that can grasp the furthest and finest of objects.

Granted Spells 1st: *magic missile*; 2nd: *telekinetic maneuver*; 3rd: *levitate*; 4th: *fly*; 5th: *telekinetic haul*; 6th: *wall of force*; 7th: *force cage* (*Pathfinder Advanced Player's Guide* 219); 8th: *earthquake*; 9th: *implosion*

Surface Psi Cantrips standard: *mage hand* and *telekinetic projectile*; unique: *telekinetic rend*

Deeper Psi Cantrip *arrest trajectory*

MAGE HAND

Amp Your added focus increases your hand's telekinetic finesse. When you Cast the Spell, you can have the *mage hand* grasp an attended object if it's attended by you or a willing ally and is in an easy-to-access location, such as a sheathed weapon or a potion on a belt. The hand grasps and holds the object before the hand moves the object. The item must still be within the Bulk limit of *mage hand*.

TELEKINETIC PROJECTILE

Amp You fling objects with even more force. The damage changes to 1d8 damage plus your spellcasting ability modifier. On a critical success, you push the target 5 feet away from you in addition to dealing double damage.

Amp Heightened (+1) The damage increases by 1d8 instead of by 1d6, and the distance you push the target on a critical success increases by 5 feet.

TELEKINETIC REND

CANTRIP 1

UNCOMMON CANTRIP EVOCATION PSYCHIC

Cast ⚡ somatic, verbal

Range 30 feet; **Area** 5-foot burst

Saving Throw basic Fortitude

Your mind creates a violent axis of motion in a nearby space. You deal your choice of 1d6 bludgeoning or 1d6 slashing damage to all creatures in the area, with a basic Fortitude save.

Heightened (+2) The damage increases by 1d6.

Amp Your thoughts expand in scope and power. You add another 5-foot burst to the area, though the two bursts can't overlap, and as normal, a Large creature in more than one of the bursts takes damage only once. The bursts deal 1d6 bludgeoning damage and 1d6 slashing damage, instead of the usual damage.

Amp Heightened (+2) As amp, but the damage increases by 1d6 bludgeoning and 1d6 slashing.

ARREST TRAJECTORY

CANTRIP 4

UNCOMMON CANTRIP EVOCATION PSYCHIC

Cast 🗨 verbal; **Trigger** You or an ally are the target of a physical ranged Strike.

Range 30 feet; **Targets** the triggering creature

You arrest approaching projectiles in midair. The target gains a +1 circumstance bonus to AC against the triggering attack. If the attack misses, the projectile clatters to the ground harmlessly.

Heightened (7th) The circumstance bonus to AC increases to +2.

Amp You not only block the missile but send it back to its source. Unlike with many amps, you choose to amp this spell after you've successfully blocked an attack with *arrest trajectory*, rather than as part of Casting the Spell. After blocking the missile, you then hurl the intercepted missile back at its source. You cast *telekinetic projectile*, targeting the attacker. You don't need to have the spell in your spell repertoire to cast it in this way, the spell's range is 60 feet, and you can't amp it. You're then slowed 1 until the end of your next turn.

INFINITE EYE

The true strength of the mind lies in the knowledge it contains, with each new observation contributing to the totality of its experiences. To grow your experiences—and with them, your power—you devote yourself to observing as much as possible, casting your senses through space and time with clairvoyance and precognition.

Granted Spells 1st: *true strike*; 2nd: *augury*; 3rd: *clairaudience*; 4th: *clairvoyance*; 5th: *prying eye*; 6th: *true seeing*; 7th: *true target*; 8th: *unrelenting observation*; 9th: *foresight*

Surface Psi Cantrips standard: *detect magic* and *guidance*; unique: *mental scan*

Deeper Psi Cantrip *future path*

DETECT MAGIC

Amp Your pulse of detection magic helps you gain a sense of nearby magic's strengths or weaknesses. As long as you detect the presence of magic, you gain a +1 status bonus to saves against magic for 3 rounds.

Amp Heightened (3rd) When you identify a school of magic, you glean information that helps you tune your defenses against it. When you learn the school of magic for the highest-level effect within range, the status bonus to saves against magic increases to +2 against magic of that school, specifically.

Amp Heightened (4th) You pinpoint a source of magic with great precision. In addition to the bonus against saves, when you pinpoint the source of the highest-level magic in range, you determine its exact location; however, if the target is still hidden to your other senses, it's concealed to you.

GUIDANCE

Amp The guidance granted by your spell is so acute that it can avoid catastrophic failure. When the target uses the bonus from *guidance* and critically fails its check, it gets a failure instead.

MENTAL SCAN

CANTRIP 1

UNCOMMON CANTRIP DIVINATION PSYCHIC SCRYING

Cast 🗨 verbal

Area 30-foot cone

You quickly view your surroundings from a variety of angles, your senses constructing a complex mental picture. You can choose to Seek in the spell's area; however, regardless of

whether you Seek, choose one creature in the area to target. If the target is concealed or hidden from you, you automatically succeed at the flat check to target it with this spell. This counts as preparing to Aid one ally of your choice on an attack roll against the creature, and when you take this Aid reaction and roll a critical failure, you get a failure instead.

Amp Your scans are so minute you can project the creature's likely strengths and weaknesses. You learn which of the target's saving throws is highest and which is lowest, and you and all allies within 30 feet gain a +1 circumstance bonus to attacks and damage against the creature for 1 round. If you take the Aid reaction you prepared for with *mental scan* and succeed, these bonuses increase to +2 on the attack you're Aiding.

FUTURE PATH

CANTRIP 4

UNCOMMON CANTRIP DIVINATION PSYCHIC

Cast ◆◆ somatic, verbal

You see a perfect path through a danger, knowing exactly where to step and how to move to avoid attacks. You Stride. This movement doesn't trigger reactions. If you have the corresponding movement type, you can choose to Burrow, Climb, Fly, or Swim instead of Stride.

Amp Your vision of the future is so precise that you can move more quickly. You Stride twice instead of once.

Amp Heightened (8th) You can choose to instead project your vision to an ally within 30 feet. Instead of moving yourself, you allow your ally to Stride without triggering reactions as a single action. This must be the first action the ally takes on its next turn or the benefit is lost.

SILENT WHISPER

Every mind murmurs constantly, and the static from those nearby reverberates in your head like wind through leaves. What better focus for your magic, then, than the very thoughts of those around you? Your versatile telepathic abilities let you soothe and communicate with your allies or control your enemies.

Granted Spells 1st: *mindlink*; 2nd: *remove fear*; 3rd: *heroism*; 4th: *telepathy*; 5th: *synaptic pulse*; 6th: *sending*; 7th: *visions of danger*; 8th: *uncontrollable dance*; 9th: *telepathic demand*

Surface Psi Cantrips standard: *daze* and *message*; unique: *nudge intent*

Deeper Psi Cantrip *shatter mind*

DAZE

Amp The jolt of energy created by this spell cracks the target's mental defenses, leaving them susceptible to further psychic attack. If the target fails its Will save, it gains weakness 1 to mental damage until the end of your next turn and takes a -1 status penalty to Will saves until the end of your next turn. On a critical failure, the weakness is 3, and the target is also stunned 1. The weakness applies before *daze* deals damage.

Amp Heightened (+2) The weakness on a failure or critical failure increases by 1.

KEY TERMS

You'll see the following key terms in many psychic class features.

Amp: Amps are special thoughtforms that modify the properties of your psi cantrips. You can apply an amp only to a psi cantrip, which is referred to as the *amped cantrip*. Applying an amp to a psi cantrip costs 1 Focus Point and is part of the actions needed to Cast the Spell. The singular focus required to amp a psi cantrip means that unless otherwise noted, you can apply only one amp to a given psi cantrip, and you can't apply both an amp and a metamagic ability to a cantrip at the same time. If both an amp and the *amped cantrip* deal damage of the same type, combine their damage for the purpose of resistances and weaknesses. Feats with the amp trait provide different amps you can apply to psi cantrips in place of their normal amps.

Psyche: A psyche is a mindset you enter with an Unleash psyche action. A psyche usually has a specific requirement to enter it as well as its own benefits and drawbacks. You can't Unleash two different psyches at once.

While your psyche is unleashed, in addition to its other effects, you're constantly surrounded by the manifestation of your psychic magic. This allows you to amp one psi cantrip each round without spending the Focus Point cost to do so. This outpouring of psychic power also overwhelms any other magic you might be able to cast; until you've returned your mind to normal, the only focus spells you can cast are psi cantrips, even if you have other focus spells (such as from an archetype).

Your unleashed psyche persists for 3 rounds or until you fall unconscious. Once your psyche is unleashed, there's no putting it back—you can't voluntarily exit this state. As *heightened stress* and *tension* are necessary elements for accessing this *heightened psychic state*, you can Unleash your psyche only during encounter mode against a significant threat. This requirement typically applies in any easy or more challenging encounter, but the GM might allow it in some trivial encounters. Once you've unleashed your psyche, you can't do so again until you've *Refocused* to bring your mind back to normal.

MESSAGE

Amp Your telepathic message allows you to coordinate your actions with an ally while you pass on information. The target of the message can immediately spend its reaction to Step or Stride.

Amp Heightened (4th) The target of the message can choose to Shove, Strike, or Trip with its reaction instead.

NUDGE INTENT

CANTRIP 1

UNCOMMON CANTRIP EMOTION ENCHANTMENT FEAR MENTAL PSYCHIC

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will

You brush against a foe's thoughts to subtly suggest a course of action. The idea percolates within the depths of their mind, and something feels wrong if they attempt to do anything other than your suggested course of action. Choose either "Strike," "Cast a Spell," or "Use a skill action." If the target can't pursue the option, they're automatically unaffected. For instance, a creature without spells would be unaffected by "Cast a Spell." Otherwise, at the beginning of their next turn, the target must either choose to do their best to perform your chosen action that turn or attempt a Will save. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success The target is temporarily shaken when it attempts to ignore the instincts telling it to perform the action you chose. It becomes frightened 1.

Failure The target is greatly shaken as it resists the urge to follow your suggestion. It becomes frightened 2.

Critical Failure The target can't shake the sense that its choice will lead to calamity. It becomes frightened 3.

Amp Your telepathic push is particularly shocking. If the target fails or critically fails its save, it's also stunned 1.

SHATTER MIND

CANTRIP 4

UNCOMMON CANTRIP ENCHANTMENT MENTAL PSYCHIC

Cast ◆◆ somatic, verbal

Area 15-foot cone

Saving Throw basic Will

You telepathically assail the minds of your foes. You deal 3d6 mental damage to all enemies in the area, with a basic Will save.

Heightened (+2) The damage increases by 1d6.

Amp You increase the area of the spell to your choice of a 30-foot or 60-foot cone. Creatures that fail are stupefied 1 for 1 round (or stupefied 2 on a critical failure).

Amp Heightened (+1) The damage increases by 1d6.

UNLEASH PSYCHE

A psychic who taxes their abilities to the limit thins the barrier between their inner mind and the outer world, truly unleashing their psychic power. However, this state also causes one or more aspects of your mentality to become exaggerated or exposed to outside influence.

When you Unleash your psyche, it lasts for 3 rounds, and during this time, you can amp one psi cantrip each round without paying the Focus Point cost. Each psyche action has requirements you must meet to Unleash your psyche, and each typically also has an additional effect and a drawback while that aspect of your psyche is unleashed. Other rules for while your psyche is Unleashed are described in the psyche trait on page 8.

While you might later learn of other aspects of your psyche, all psychics know how to Unleash Focused Intent.

UNLEASH FOCUSED INTENT ◆

PSYCHE PSYCHIC

Requirements It's your third turn of the encounter or later.

After some time of acclimating to a stressful situation, your psychic magic flares to greater destructive power.

Benefit When you Cast a Spell from your spell slots while you have Unleashed Focused Intent, you gain a status bonus to that spell's damage equal to double the spell's level as long as spell deals damage and doesn't have a duration.

Drawback The focus on offense comes at the expense of your defensive instincts. You take a -2 penalty to AC while you've Unleashed Focused Intent.

PSYCHIC FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a psychic class feat.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

SIGNATURE SPELLS

3RD

Your instinctive grasp of your magic means you've learned to cast some of your 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. 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.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

PRECOGNITIVE REFLEXES

Minor clairvoyance ensures you can react to threats slightly before they occur. Your proficiency rank for Reflex saves increases to expert.

EXPERT SPELLCASTER

Self-reflection has brought you greater knowledge of yourself and, with it, greater psychic power. Your proficiency ranks for occult spell attack rolls and spell DCs increase to expert.

GREAT FORTITUDE

Your mind holds your body to a subconscious mental image of yourself. Your proficiency rank for Fortitude saves increases to expert.

WALLS OF WILL

Your practiced mind resists external influence. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

WEAPON EXPERTISE

Training and magic improved your weapon technique. Your proficiency rank for simple weapons and unarmed attacks increases to expert.

PERSONAL BARRIER

Subtle telekinetic fields dampen and deflect incoming blows. Your proficiency rank in unarmored defense increases to expert.

WEAPON SPECIALIZATION

As you touch a weapon, you psychometrically glimpse the hands that made and wielded it, teaching you how to inflict greater injuries. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

MASTER SPELLCASTER

You've gained access to the deepest corners of your mind, further increasing your psychic power. Your proficiency ranks for occult spell attack rolls and spell DCs increase to master.

FORTRESS OF WILL

Your trained mind is a fortress that none can breach. Your proficiency rank for Will saves increases to legendary. When you roll a success at a Will save, you get a critical success. When you roll a critical failure at a Will save, you get a failure instead. When you roll a failure on a Will save against a damaging effect, you take half damage.

5TH

5TH

7TH

9TH

11TH

11TH

13TH

13TH

15TH

17TH

LEGENDARY SPELLCASTER

You feel as though you understand not just your own mind but the collective unconscious from which all psychic power stems. Your proficiency ranks for occult spell attack rolls and spell DCs increase to legendary.

19TH

INFINITE MIND

Anything you can imagine is now within the realm of possibility. Add two common 10th-level occult spells to your repertoire. You gain a single 10th-level spell slot you can use to cast one of those two spells using psychic spellcasting. You don't gain more 10th-level spells as you level up, unlike other spell slots, and you can't use 10th-level slots with abilities that give you more spell slots or that let you cast spells without expending spell slots. You can take the Mind over Matter psychic feat to gain a second slot.

19TH

PSYCHIC FEATS

At every level that you gain a psychic feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

ANCESTRAL MIND

FEAT 1

PSYCHIC

By unraveling memories and connections passed down from your progenitors, you learn to convert your inherent magic into psychic power. You can cast any innate spells you know from an ancestry feat or heritage using your psychic spellcasting components. When you do so, the spell's tradition becomes occult, if it wasn't already, and you can use your psychic spellcasting ability modifier instead of the ability modifier you would ordinarily use for your ancestry spells, if different, to determine your spell attack roll and spell DC.

COUNTER THOUGHT

FEAT 1

ABJURATION OCCULT PSYCHIC

Trigger A creature Casts a Spell that has the mental trait.
Requirements You have an unexpended spell slot you could use to Cast a Spell that has the mental trait.

When a foe Casts a Spell that has the mental trait and you can see its manifestations, you can use your own mental magic to disrupt it. You expend one of your spell slots to counter the triggering creature's casting of a spell with the mental trait. You lose your spell slot as if you had cast the triggering spell; this spell slot must be one for which you could cast a spell with the mental trait. You then attempt to counteract the triggering spell.

MENTAL BUFFER

FEAT 1

PSYCHIC

Your mind deflects some amount of harm from attacks that induce pain or manipulate your mind directly. You gain

resistance to mental damage equal to half your level. This resistance increases to equal your level while your psyche is Unleashed.

PSYCHIC RAPPORT FEAT 1

PSYCHIC

Your telepathic sensitivity intensifies when you're affected by mental magic, making it easier for you to link to other creatures. When you're affected by a mental spell or have cast a mental spell this round, you gain a +1 circumstance bonus on Deception, Diplomacy, and Intimidation checks, and on Perception checks to Sense Motive.

UNLEASH SELF-DEFENSE FEAT 1

PSYCHE PSYCHIC

Requirements You've cast two beneficial spells on yourself or an ally this encounter, each on a different round.

The conflict-averse aspects of your personality float calmly to the surface, causing your mind to subconsciously deflect incoming attacks, though this comes at the cost of reduced fatal intent behind your spells.

Benefit While this psyche is Unleashed, you gain a +1 status bonus to your AC and to one saving throw of your choice, decided when you Unleash your psyche. All of your spells that don't have the death trait gain the nonlethal trait.

Drawback The pacifist influence on your mind makes it difficult for your spells to strike a killing blow. You take a penalty to spell damage rolls equal to the level of the spell, and you take a -1 penalty to spell attack rolls and DC of any spell that deals damage or otherwise affects the target's health or Hit Points (including those that apply the drained condition, disease or poison the target, or kill the target).

2ND LEVEL

CANTRIP EXPANSION FEAT 2

PSYCHIC

With a bit of introspection, you realize that your mind can accomplish so much more. Add two additional occult cantrips to your repertoire.

MENTAL BALM FEAT 2

AMP EMOTION MENTAL PSYCHIC

As your psychic magic flares, you release soothing mental waves to stabilize the mind. Use this amp in place of the psi cantrip's normal amp entry. You can use this amp only on a psi cantrip that targets or affects one or more of your allies and doesn't target or affect any enemies.

Amp You or one ally within 30 feet gain a +1 bonus to Will saves against emotion effects for 1 round. You can also have the amp psi cantrip attempt to counteract one effect on yourself or the chosen ally imposing the frightened condition, or an effect imposing the stupefied condition that has a duration of 1 hour or less. On a success, you end the frightened and stupefied conditions, but you don't end any other parts of the effect, if any.

WARP SPACE

FEAT 2

AMP PSYCHIC

As you unleash your spell, you use your magic to bend and distort space, allowing your spell to strike your target from an unexpected vector. Use this amp in place of the psi cantrip's normal amp entry. The amp psi cantrip must have a range.

Amp Choose a square within 30 feet and determine your spell's line of effect and line of sight from there as well as whether creatures have cover against the spell. Any bonus from cover the target has is reduced by 2 against this spell. The spell still can't exceed its normal range as measured from you.

4TH LEVEL

PSYCHIC BEACON FEAT 4

AMP OCCULT PSYCHIC

As your spell strikes a target, you plant a beacon in their mind that announces their presence to those nearby. Use this amp in place of the psi cantrip's normal amp entry. The amp spell must be one that has one or more targets and must either require a spell attack roll or have a saving throw.

Amp Choose one creature that's hit by the spell (if the spell has a spell attack roll) or that fails its save against the spell (if the spell requires a save). A magical beacon leaves telltale clues that make it easier to notice the creature for 1 minute. If the target was invisible, it's instead merely concealed for 1 minute. If it was concealed, it's no longer concealed for 1 minute, as the beacon clears up the concealment and makes it perfectly easy to see, even in areas of poor visibility.

SPONTANEOUS IGNITION FEAT 4

AMP FIRE PSYCHIC

The sheer intensity of your mental focus causes spontaneous combustion. Use this amp in place of the psi cantrip's normal amp entry. The amp psi cantrip must be one that deals damage and doesn't have a duration.

Amp Half of any damage dealt by the amp psi cantrip is instead fire damage, and the spell also deals an additional 1 fire damage per spell level. The spell gains the fire trait. If the spell deals more than one type of damage, change half the damage of each type to fire.

STRAIN MIND FEAT 4

PSYCHIC

Frequency once per hour

Requirements You have 0 Focus Points, and you don't have a psyche unleashed.

Trigger You cast a psi cantrip.

You strain your body beyond its limits to use an amp even when your mental power is depleted. You apply an amp you know to the spell. Instead of paying the normal Focus Point cost, you lose Hit Points equal to double the level of the amp psi cantrip as you bleed from your nose or suffer some other visible sign of strain.

6TH LEVEL

INERTIAL BARRIER

FEAT 6

AMP OCCULT PSYCHIC

Your spell leaves behind barriers that reduce shock and motion. Use this amp in place of the psi cantrip's normal amp entry.

Amp You or one target of the spell gain resistance to physical damage equal to 2 + the spell's level until the start of your next turn.

PARALLEL BREAKTHROUGH

FEAT 6

PSYCHIC

You expand your mind beyond your area of psychic specialty. You gain the unique surface psi cantrip for a conscious mind other than your own. You don't gain any other benefits of that conscious mind, such as additional spells known or the amps for the other surface cantrips.

SIXTH SENSE

FEAT 6

DIVINATION OCCULT PSYCHIC

You can detect the lingering thoughts of spirits and similar entities with your psychic abilities. While you're exploring but not Searching, the GM rolls a secret check for you to find haunts that usually require Searching as well as spirits, creatures on the Ethereal Plane, and beings made entirely of spiritual essence, such as celestials, fiends, and monitors.

You can also potentially notice ethereal creatures and spirits inside solid objects, provided they're within 30 feet of you. This applies while Searching, while Seeking, and on the automatic secret check from Sixth Sense. You can still notice spirits only on a successful check, and you can't see them if they're more than 5 feet inside an object.

When you notice a creature with your Sixth Sense, you also learn its location, making it hidden to you if it had been undetected.

THOUGHTFORM SUMMONING

FEAT 6

PSYCHIC

You can create a prototypical creature from the depths of your imagination. Whenever you summon a creature, you can choose to instead create a psychic construct in the shape of that creature. This grants it resistance to physical damage equal to half its level, weakness 5 to force and mental damage, and the ability to pass through enemies' spaces without needing to Tumble Through (though it can't end its turn in such a space).

UNLEASH CALCULATED REASONING

FEAT 6

PSYCHE PSYCHIC

Prerequisites precise discipline subconscious mind

Requirements You've cast two damaging spells since rolling initiative, each on a different round.

Your mind overflows with the calculated confidence that all results should be exactly what you've determined them to be.

Benefit While this psyche is Unleashed, when you would roll damage for a spell, you can instead choose to deal half the spell's maximum damage instead of rolling. (This is the full

damage and is still halved on a half damage result, doubled on a double damage result, and so on.)

Drawback Unlike other psyches, Unleash Calculated Reasoning has no drawback. You've taken everything into account and canceled all of the drawbacks out.

UNLEASH SOARING PASSIONS

FEAT 6

PSYCHE PSYCHIC

Prerequisites emotional acceptance subconscious mind

Requirements You've used two emotion effects since rolling initiative, each on a different round.

Your power crests with each victory and ebbs with each setback.

Benefit While this psyche is unleashed, if you succeed at a spell attack roll, you gain a +2 status bonus to your next spell attack roll, and if an enemy fails its save against your spell, it takes a -2 status penalty to the next save they attempt against one of your spells. This bonus or penalty lasts until the end of your next turn.

Drawback While this psyche is Unleashed, when you fail at a spell attack roll, you take a -1 penalty to your next spell attack roll; if an enemy succeeds at its save against your spell, they gain a +1 status bonus to the next save they attempt against one of your spells. This penalty or bonus lasts until the end of your next turn.

8TH LEVEL

DEEPER BREAKTHROUGH

FEAT 8

PSYCHIC

A deeper understanding of your power has given you a new way to consciously bring it forth. You gain the deeper psi cantrip for your conscious mind.

LINGERING PSYCHE

FEAT 8

PSYCHIC

When you Unleash your psyche, you can remain in that state longer before leaving it. Increase the duration of your psyche to 5 rounds.

MENTAL STATIC

FEAT 8

NONLETHAL OCCULT PSYCHIC

Trigger You roll a critical success on a Will save against a mental effect from a creature.

Your thoughts sting back when a lesser mind tries to invade your own. You deal mental damage equal to your level to the triggering creature. This effect has the nonlethal trait. If you desire, you can also send them a single mental image to coincide with the damage, such as a watching eye or the dread of floating in an infinite sea.

MESMERIZING GAZE

FEAT 8

PSYCHIC VISUAL

Eye contact can help you invade another creature's thoughts, as though you were peering directly through their eyes and into their mind. When you cast an enchantment spell that targets only one creature within 30 feet who can see you, you

can gaze into the creature's eyes, causing the creature to take a -1 status penalty to their saving throw against your spell unless they choose to break the eye contact as a reaction. If they don't look away, you're fascinated with them until the end of your next turn as you maintain the eye contact. When you use Mesmerizing Gaze, the Avert Gaze action provides its bonus to saving throws against your spell, as the spell's effects have become connected to the eye contact.

10TH LEVEL

AUTONOMIC CLAIRVOYANCE FEAT 10

PSYCHIC

Prerequisites infinite eye conscious mind

Your mind constantly scans and observes your surroundings. You gain a +1 status bonus to initiative rolls. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

AUTONOMIC TELEKINESIS FEAT 10

PSYCHIC

Prerequisites distant grasp conscious mind

You can move objects even without casting a specific spell. You can telekinetically perform simple Interact actions within squares adjacent to you, such as opening a door. You can't perform actions that require significant manual dexterity, including any action that would require a check to accomplish, and you can't use it to hold items, though you can use an Interact action to telekinetically draw a nearby item to a hand to hold it.

AUTONOMIC TELEPATHY FEAT 10

AURA DIVINATION LINGUISTIC MENTAL PSYCHIC

Prerequisites silent whisper conscious mind

You can use your mind to communicate at all times. You can communicate mentally with any creatures within a 15-foot aura as long as you share a language. This doesn't give any special access to their thoughts and communicates no more information than normal speech would. The communication is two-way.

In addition, when communicating via any form of telepathy, you gain a +1 circumstance bonus to Perception when attempting to Sense Motive or detect a Lie.

SIGNATURE SPELL EXPANSION FEAT 10

PSYCHIC

Your direct mental grasp of your power lets you cast more spells with greater freedom. You gain two additional signature spells, each of which must have a minimum level of 3rd or lower.

UNLEASH DARK PERSONA FEAT 10

PSYCHE PSYCHIC

Requirements The same enemy has damaged you on at least two of its turns in this encounter.

Your rage and pain coalesce into your dark persona, the portion of your psyche dedicated to cruel and immediate retribution.

Benefit Your focus narrows on the enemy who damaged you; if multiple enemies have damaged you on at least two turns, select one. Whenever you deal damage to the selected enemy with a spell that doesn't have a duration, you gain a status bonus to the damage equal to the spell level, or double the spell level if you cast the spell from your spell slots. Additionally, you gain temporary Hit Points equal to the spell's level that last until the beginning of your next turn.

Drawback Your dark persona is focused on destroying your hated foe and pays little attention to other foes or your allies. While your dark persona is unleashed, you can't cast beneficial spells on your allies, and you take a -1 penalty to your checks and DCs against targets other than your chosen foe. If you defeat the selected enemy, your dark persona ends even if the psyche's duration hasn't passed.

12TH LEVEL

EMPATHIC CONNECTION FEAT 12

CONCENTRATE EMOTION ENCHANTMENT MENTAL PSYCHIC

Prerequisites emotional acceptance subconscious mind

Frequency once per 10 minutes

Trigger An ally within 30 feet benefits from an emotion effect. Your sensitivity to your allies' emotions allows you to benefit from some of the same effects they do. Choose one of the following two benefits.

- If the ally regained Hit Points due to the triggering effect, you gain half these Hit Points as temporary Hit Points that last until the end of your next turn.
- If the ally gained a status bonus to a type of save or other check due to the triggering effect, you gain the same bonus. This benefit ends at the end of your next turn if it hasn't already ended before then due to its normal limitations or duration.

MANTRA OF DISCIPLINE FEAT 12

CONCENTRATE EMOTION MENTAL PSYCHIC

Prerequisites precise discipline subconscious mind

You mentally or audibly utter a word or phrase that gives you the mettle to see through tricks and endure pain. Your mantra grants you a +1 status bonus to saving throws against illusion and enchantment effects until the start of your next turn. You also gain this bonus against any effect that works primarily by causing pain (even if it isn't an illusion or enchantment effect), as well as resistance equal to half your level against damage caused by such an effect. These effects must work primarily by inflicting pain, such as *phantom pain* or *savor the sting*, rather than simply causing injury; the GM is the final arbiter of what counts as such an effect.

UNLEASH IMMEDIATE GRATIFICATION FEAT 12

PSYCHE PSYCHIC

You can push your mind immediately into an overloaded state, though doing so accelerates your mental strain.

Benefit You gain the basic benefits of having your psyche unleashed, allowing you to amp focus spells without paying the cost, but you gain no specific benefits beyond that.

Drawback Prematurely pushing yourself into an overloaded state leaves your mind struggling to catch up. You're stupefied 1 for the duration of your Unleashed psyche, and you can't remove or mitigate this condition in any way.

UNLEASH REFLEXIVE SUSTAINMENT FEAT 12

PSYCHE PSYCHIC

Requirements You've cast a spell with a sustained duration during this encounter and then Sustained it on your next turn to extend its duration.

Your mind partitions itself to automatically handle some of your ongoing spells.

Benefit You become quickened and can use the additional action only to Sustain a Spell.

Drawback Partitioning your mind into a second consciousness makes it more difficult to maintain spells. You can't use reactions or free actions on other creatures' turns, nor can you Sustain a Spell as a free action, such as with the Effortless Concentration feat.

14TH LEVEL

CONSCIOUS SPELL SPECIALIZATION FEAT 14

PSYCHIC

Your practice with the spells of your conscious mind allows you to cast them even more than normal. You gain an additional spell slot of 1st, 2nd, 3rd, and 4th levels. You can use these spell slots to cast only spells granted by your conscious mind.

At 18th level, you also gain an additional 5th-level spell slot with the same restrictions.

DEEP ROOTS FEAT 14

PSYCHIC

Your insidious mind-control spells send burrowing mental roots so deep that they tear at your target's mind even after they are removed or have run their course. When you cast a spell that imposes the controlled condition or otherwise forces the target to take certain actions (such as *command*), you can choose one target who critically failed its save. When that target finishes fulfilling any commands issued by your spell, or when the spell is dispelled or counteracted, it takes 1d4 mental damage per level of the spell.

SHATTER SPACE FEAT 14

AMP PSYCHIC

The sheer power of your psychic magic causes fractures in reality. Use this amp in place of the psi cantrip's normal amp entry.

Amp You or one target of the spell are surrounded in a spiral of torn space. This is an aura in a 5-foot emanation. A creature that starts its turn in the aura takes 1d6 slashing damage for every 2 levels of the amped psi cantrip, with a basic

Reflex save against your spell DC. The aura lasts until the beginning of your next turn. You can choose whether the aura affects the creature emitting it.

16TH LEVEL

CONSTANT LEVITATION FEAT 16

PSYCHIC

Your power has unbound you from the earth below, letting you float harmlessly over traps and unstable terrain. You're affected by a constant *air walk*, except the highest you can walk is 5 feet above the ground. While your psyche is unleashed, you're also affected by a *fly* spell.

UNLEASH POLTERGEIST PHENOMENA FEAT 16

AURA EVOCATION PSYCHE PSYCHIC

Requirements You've cast two evocation spells that affect an area since rolling initiative, each on a different round.

When your mind is unleashed, so is your sense of control, spilling psychic energies forth in an indiscriminate maelstrom.

Benefit While this psyche is Unleashed, you gain an aura of telekinetically whirling debris in a 15-foot emanation. Any creature that starts its turn in the aura takes 1d4 damage for every 2 levels you have, with a basic Reflex save against your spell DC. The damage is generally bludgeoning, piercing, or slashing damage based on the environment (for example, slashing damage if used near a glass window, bludgeoning damage if used in a cobblestone street). The GM might decide that other types of damage are applicable in rarer environments.

Drawback You aren't immune to the chaos of your power. You must be included in the aura of this psyche and must save against it as normal.

18TH LEVEL

CRANIAL DETONATION FEAT 18

AMP PSYCHIC

As your magic fells a creature, you take advantage of their flickering consciousness to release a detonation of psychic energy from the creature's head. Use this amp in place of the psi cantrip's normal amp entry. Unlike with many amps, you choose to add this amp to a spell after you've successfully reduced a non-mindless enemy to 0 Hit Points with the spell, rather than as part of Casting the Spell. You can't use this amp on a nonlethal spell.

Amp The enemy you reduced to 0 Hit Points dies (a death effect), and its head explodes. If the cantrip reduced more than one foe to 0 Hit Points, choose one head to detonate. The detonation generates a shockwave in a 15-foot emanation around that enemy. Each creature in the emanation takes 1d4 damage per level of the amped spell, with a basic save against your spell DC. You choose a physical or mental shockwave, and the explosion deals force damage with a basic Fortitude save (for a physical shockwave) or mental damage with a basic Will save (for a mental shockwave).

DEEPEST WELLSPRING **FEAT 18**
PSYCHIC

You've traveled to the furthest depths of your subconscious, granting you even more focus. Increase the number of Focus Points in your focus pool by 1. If you've spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

20TH LEVEL
BECOME THOUGHT **FEAT 20**
PSYCHIC **TRANSMUTATION**

You shed some of your material form, becoming a being of pure thought. You gain resistance 10 to physical damage but weakness 5 to mental damage and weakness 10 to any effect that deals damage specifically by targeting the spirit, such as *spirit blast*. Once per century, when you die, you automatically return to life as long as one living sentient creature on your plane remembers you; the memories allow you to reconstruct yourself from their thoughts.

DUAL AMPLIFICATION **FEAT 20**
PSYCHIC

You can modify and amplify your spells as much as you like. You can apply two amps to a focus cantrip, instead of one, provided those amps can both be applied to the spell. It costs only 1 Focus Point to add both amps.

MIND OVER MATTER **FEAT 20**
PSYCHIC

Your mind's limits are only what you imagine them to be. You gain an additional 10th-level spell slot.

MULTIFACETED PSYCHE **FEAT 18**
PSYCHIC

Requirements You have at least two psyche abilities.

You've uncovered so many facets of your psyche that you can bring two to the front when your mind is unleashed. If you've met the requirements for two psyche abilities, when you Unleash your psyche, you can enter both simultaneously, gaining both benefits and both drawbacks.



MIOS

As a young adult driving their night coach on the streets of Ustalav, Mios was attacked by a creature and afflicted with a terrible curse. After hunting through rumors by the light of their coach's lantern, they managed to save themselves by piecing together a cure. Now aged into an experienced monster hunter, Mios believes in second chances but not third ones, fearing neither evil nor death.

THAUMATURGE

THAUMATURGE

The world is full of the unexplainable: magic, gods, and even stranger things. You scavenge the best parts of every magical tradition and folk practice to glean deeper laws of the universe, like the rule of three, the laws of symbolism, and the chains of sympathetic connections. You've built up a collection of esoterica—a broken holy relic here, a sprig of mistletoe there—that aid you in capitalizing on the weaknesses of any creature, and you carry a special implement whose symbolic function aids you in manipulating the world around you. Every path to power has its restrictions and costs, but you deftly turn them all to your advantage. You're a thaumaturge, and you work wonders.



KEY ABILITY

CHARISMA

At 1st level, your class gives you an ability boost to Charisma.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You use your esoterica and implements to assist in combat, assessing and exploiting enemies' weaknesses while using the tricks up your sleeve to stay one step ahead.

DURING SOCIAL ENCOUNTERS...

You manipulate and understand the social connections between people, much as you do the magical connections between mysteries and concepts. This helps you find common ground or play one side against the other.

WHILE EXPLORING...

You investigate mystical oddities and other unexplainable phenomena around you, taking appropriate precautions to ward yourself and your allies against paranormal threats.

IN DOWNTIME...

You research deeper into the supernatural mysteries you discovered on your last adventure to see how they can be applied in the future. You scavenge relics, cultivate herbs, or forge trinkets to update your esoterica after each new threat you encounter.

YOU MIGHT...

- Prepare for the worst and impress your allies when you're able to handle anything that fate throws at you.
- Look at everything on a deeper level, rather than be content with what you find on the surface.
- Obsess over a certain supernatural phenomenon, attempting to tie everything back to it.

OTHERS PROBABLY...

- Mistake you for a spellcaster.
- Look to you to explain the origin, nature, or weaknesses of a supernatural threat when one rears its head.
- Rely on you to come up with a solution when the situation seems hopeless.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Trained in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in Arcana, Nature, Occultism, and Religion
Trained in a number of additional skills equal to 2 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in medium armor
Trained in unarmored defense

CLASS DC

Trained in thaumaturge class DC

TABLE 2-1: THAUMATURGE ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, dubious knowledge, esoterica, implement, implement's empowerment 2, initial proficiencies, thaumaturge feat
2	Skill feat, thaumaturge feat
3	Implement's empowerment 4, general feat, great fortitude, skill increase
4	Skill feat, thaumaturge feat
5	Ability boosts, ancestry feat, second implement, skill increase, thaumaturge weapon expertise
6	Skill feat, thaumaturge feat
7	General feat, implement adept, resolve, skill increase, weapon specialization
8	Skill feat, thaumaturge feat
9	Ancestry feat, lightning reflexes, skill increase, thaumaturgic expertise
10	Ability boosts, skill feat, thaumaturge feat
11	Implement's empowerment 6, general feat, medium armor expertise, skill increase, vigilant senses
12	Skill feat, thaumaturge feat
13	Ancestry feat, greater resolve, skill increase, weapon mastery
14	Skill feat, thaumaturge feat
15	Ability boosts, general feat, greater weapon specialization, skill increase, third implement
16	Skill feat, thaumaturge feat
17	Ancestry feat, implement mastery, skill increase, thaumaturgic mastery
18	Skill feat, thaumaturge feat
19	Implement's empowerment 8, general feat, medium armor mastery, skill increase, unlimited esoterica
20	Ability boosts, skill feat, thaumaturge feat

CLASS FEATURES

You gain these abilities as a thaumaturge. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

DUBIOUS KNOWLEDGE

As a thaumaturge, you always see connections between things, even if some of them are misleading. You gain the Dubious Knowledge skill feat. If your background already granted you Dubious Knowledge, you gain the Additional Lore skill feat instead.

KEY TERMS

You'll see the following key terms in many thaumaturge class features.

Esoterica: The esoterica trait is present in many thaumaturge feats and class features that draw upon the various talismans, supernatural trinkets, and other objects you carry with you. Abilities that have the esoterica trait require you to be in possession of your esoterica to use them. Normally, you're assumed to always have your esoterica with you, but in some rare circumstances, you might either not have them on hand or have your gear stripped from you.

Temporary Items: Several feats allow you to prepare temporary items. Much like the infused items created by alchemists, these temporary items last only a short time before becoming useless.

Temporary items are clearly not up to the same quality as other items, so they typically can't be sold. If an ability doesn't list how long a temporary item lasts, the item lasts until the next time you make your daily preparations. Any effect created by a temporary item also ends at that time if it hasn't already (unless it's a permanent effect).

ESOTERICA

You have a collection of esoterica; objects with symbolic significance; bits of various materials known for supernatural affinities; and items used in folk practices. These might include cold-iron nails, scraps of scrolls and scriptures, fragments of bones purportedly from a saint, and other similar objects. You wear your esoterica in a small bag or pouch somewhere on your person that makes it easy to access. While you can eventually learn to use your esoterica for a variety of benefits, the first technique every thaumaturge learns is how to leverage a creature's antithesis to harm it.

You gain the Find Flaws and Esoteric Antithesis actions, which combine to find and exploit an enemy's weaknesses.

FIND FLAWS ↗

THAUMATURGE

Frequency once per round

You determine a creature's weaknesses, whether a literal weakness or a metaphysical one. Recall Knowledge about a creature, using your Charisma modifier instead of the usual ability modifier for the skill you're using to Recall Knowledge. The creature must be either one you can see or one you're specifically Investigating in advance during exploration. The result depends on your Recall Knowledge check, which has the following additional effects as well as the usual effects of Recall Knowledge.

Critical Success You learn all of the creature's resistances, weaknesses, and immunities. If you would have learned any of them already from Recall Knowledge, you learn different information instead. You can then use Esoteric Antithesis without spending an additional action.

Success You learn the creature's highest weakness, if any. If you would have learned it already from Recall Knowledge, you learn different information instead. You can then use Esoteric Antithesis without spending an additional action.

Failure You couldn't quite figure it out, so you decide to invoke a wide range of superstitions and narrow it down from there. You can use Esoteric Antithesis as your next action.

Critical Failure You came up with the wrong information and nearly made a critical mistake, distracting yourself. You become flat-footed until the beginning of your next turn and can't use Esoteric Antithesis this round.

ESOTERIC ANTITHESIS

ESOTERICA MAGICAL THAUMATURGE

Requirements You can take this action only when Find Flaws allows you to.

You search through your esoterica to find the right trinket that will apply a weakness to your attacks against the creature you Found Flaws in. You Interact to apply specific esoterica to yourself and your weapons; you can perform this Interact action with the hand holding your implement. Your unarmed and weapon Strikes against the creature become magical if they weren't already, and you cause them to apply one of the creature's weaknesses even if they don't deal the correct type of damage. If the creature has a weakness with a value of 2 + half your level or higher, set the type of weakness to the creature's highest weakness. Otherwise, you create a custom weakness with a value equal to 2 + half your level; this weakness applies only to your Strikes. For example, against a tyrant, you might attach a chain broken to free a captive. This effect lasts until you use Find Flaws again.

IMPLEMENT

As a thaumaturge, you have a special tool of symbolic importance that you use to focus your thaumaturgy: your implement. Choose an implement from the options presented on page 20. You begin play with a mundane item of that type, and you gain the initiate benefit for that implement. An implement is useful for a thaumaturge, but typically can't be sold. As you continue, you will collect up to three implements and unlock additional benefits for one or more of your implements, allowing you to mix and match their benefits to suit your situation.

IMPLEMENT'S EMPOWERMENT

The power of your implement can also be turned to the rather more common task of combat, as its power flows into your weapon or fist. When you Strike, you can trace mystic patterns with an implement you're holding or a free hand to empower the Strike. When you trace the patterns in this way, your Strike deals 2 additional damage. You can't make this Strike with the implement you're using to trace the patterns; for instance, if you're Striking with a weapon implement, you need to use a free hand or a different implement you're holding to trace the patterns.

This increases to 4 damage at 3rd level, 6 damage at 11th level, and 8 damage at 19th level.

THAUMATURGE FEATS

At 1st level and every even-numbered level, you gain a thaumaturge class feat.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

GREAT FORTITUDE

3RD

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

SECOND IMPLEMENT

5TH

You've developed a greater connection to another item, or found a new item with potential. You choose a second implement, which must be a different type of implement than your first. Consider an implement that complements your first implement, either by building on a similar theme or by contrasting it in a way that reveals an intriguing dichotomy, such as by choosing a protective amulet if your first implement was an offensive weapon. You gain the initiate benefit of your new implement.

THAUMATURGE WEAPON EXPERTISE

5TH

You've learned the secret ways in which your weapons work most effectively. Your proficiency ranks for simple weapons and martial weapons increase to expert.

IMPLEMENT ADEPT 7TH

You have gained a deeper connection to one of your implements, unlocking its adept power. Choose one of your implements and gain the adept benefit for that implement; most thaumaturges choose their first implement.

While you're holding an implement in one hand, you can quickly switch it with another implement you're wearing to use an action of the implement you're switching to. To do so, you can Interact as free action immediately before executing the action. This allows you to meet requirements of having an implement in hand to use its action. For example, if you had your lantern implement in one hand and a weapon in the other, you could swap your lantern for your amulet implement to use its reaction.

RESOLVE 7TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

LIGHTNING REFLEXES 9TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

THAUMATURGIC EXPERTISE 9TH

You've learned deeper secrets of the supernatural, and your abilities are harder to resist. Your proficiency rank for your thaumaturge class DC increases to expert.

You also gain an additional skill increase, which you can apply only to Arcane, Nature, Occultism, or Religion.

MEDIUM ARMOR EXPERTISE 11TH

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

VIGILANT SENSES 11TH

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

GREATER RESOLVE 13TH

Your unbelievable training grants you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a success on a Will save, you get a critical success. When you roll a critical failure on

a Will save, you get a failure instead. When you roll a failure on a Will save against a damaging effect, you take half damage.

WEAPON MASTERY 13TH

You fully understand your weapons. Your proficiency ranks for simple and martial weapons increase to master.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

THIRD IMPLEMENT 15TH

As you come closer to the culmination of your journey, you gain your final implement, completing your set of three. It must be a different type of implement than your first and second implements. Consider an implement that completes the cycle with your other two implements in an interesting way. You gain the initiate benefit of your new implement.

IMPLEMENT MASTERY 17TH

You have gained even further mastery in one of your implements, unlocking a great new power. Choose one of your implements and gain the next benefit for that implement, either the paragon benefit if you choose the implement that already gained the adept benefit at 7th level, or the adept benefit if you choose either of the other implements. Most thaumaturges choose their first implement, gaining its paragon benefit.

THAUMATURGIC MASTERY 17TH

You've become a master in paranormal phenomena, and your esoterica grow in power. Your proficiency rank for your thaumaturge class DC increases to master.

You also gain an additional skill increase, which you can apply only to Arcane, Nature, Occultism, or Religion.

MEDIUM ARMOR MASTERY 19TH

Your skill with light and medium armor improves, increasing your ability to avoid blows. Your proficiency ranks for light and medium armor, as well as for unarmed defense, increase to master.

UNLIMITED ESOTERICA 19TH

Your connection to your esoterica becomes so complete that you can access your mystic tools without even thinking. You can use Find Flaws as a free action, rather than a single action, though still with a frequency of once per round.

IMPLEMENTS

For the playtest, we're focusing on five implements, but the final class will have a total of nine, thrice three.

AMULET

Amulet implements are items worn or carried for good luck and protection. Your amulet might be a magical diagram, a religious symbol, a preserved body part such as a rabbit's foot, or a lucky coin. Choosing an amulet implement as your first implement means that you're focused on the idea of protecting yourself and others from the supernatural. Other thaumaturges might assume that you're cautious and methodical. Amulet implements are associated with the Harrow suit of shields, and the astrological signs of the Bridge and the Ogre.

INITIATE BENEFIT

The protective aspects of your amulet can shield you and your allies from harm. You gain the Amulet's Abyeance reaction.

AMULET'S ABEYANCE

ABJURATION MAGICAL THAUMATURGE

Trigger The subject of your Esoteric Antithesis would damage you or an ally within 15 feet of you.

Requirements You're holding your amulet implement and are benefiting from Esoteric Antithesis.

You forcefully present your amulet to turn away harm. You or a target ally within 15 feet gain resistance to all damage against the triggering damage. The resistance is equal to 2 + your level.

ADEPT BENEFIT

Your amulet offers continued protection. When you use Amulet's Abyeance, the target chooses one type of damage resisted with Amulet's Abyeance and gains resistance 5 against that damage type until the start of your next turn. If you have your third implement, this lingering resistance increases from 5 to 10.

PARAGON BENEFIT

Your amulet provides sanctuary even against wide-ranging or all-encompassing attacks. When you use Amulet's Abyeance, you and all allies within 15 feet gain the initial resistance against the triggering attack and the lingering resistance from your amulet's adept benefit. Even allies that weren't subject to the damage that triggered the reaction get the lingering resistance. If the foe's attack deals multiple damage types, your allies can choose the damage type for their lingering resistance separately.

CHALICE

Chalice implements are vessels that fill with liquid, associating them with healing, nourishment, and life. Your chalice might be a traditional cup or goblet, but it could also be a small amphora, a polished gourd, or even a hollowed-out skull. Choosing a chalice implement as your first implement means you're concerned with your health and the health of others. Other thaumaturges might assume that you're nurturing and considerate.

CARDS AND ASTROLOGY

The thaumaturge class is strongly linked to symbolism from both real-world and fantasy beliefs about divination via cards or reading the stars. The class references the following Golarion-specific divination deck and zodiacs.

The **Harrow** is a divination deck similar to tarot on Earth, but with six suits of nine cards each: one card of each alignment for each suit. The suits each have a symbological correspondence with one of the six ability scores. For example, the suit of Hammers has a connotation of strength, and the suit of Tomes is related to learning and intelligence.

The **Cosmic Caravan** is an astrological zodiac especially common among Varisians but used throughout various regions in the Inner Sea, imagining the 13 different signs as members of a traveling caravan as well as locations and people encountered on the journey.

The **Dragon Empires Zodiac** is popular across the continent of Tian Xia, particularly with the oracles of Po Li who use it to help craft laws. It contains 12 signs, which include the five types of imperial dragon as well as other creatures and archetypes of import in Tian Xia.

Chalice implements are associated with the astrological signs of the Mother and the Newlyweds, as well as the Sea Dragon.

INITIATE BENEFIT

While holding your chalice, you can drink from it or feed its liquid to an ally to improve their health. You gain the Drink from the Chalice action.

DRINK FROM THE CHALICE

MAGICAL NECROMANCY THAUMATURGE

Frequency once per round

Requirements You are holding your chalice implement.

You drink from the liquid that slowly collects in your chalice or administer it to an adjacent ally. The drinker chooses whether to take a small sip or to drain the contents.

- **Sip** A sip grants the drinker an amount of temporary Hit Points equal to 2 + half your level that last until the end of your next turn.
- **Drain** Drinking deep instead heals the drinker 3 Hit Points for each level you have. After the chalice is drained, it's left with only its slowly collecting dregs; the chalice can't be drained again, though it can still be sipped from. If 10 minutes pass without anyone drinking from the chalice, it refills itself and can be drained again.

ADEPT BENEFIT

The life essence shed from your own blood empowers your chalice. If you take piercing or slashing damage from a foe's critical hit or take persistent bleed damage, on your next turn, Drinking from the Chalice grants greater effects. On a sip, the temporary Hit Points increase to

your Charisma modifier + your level. On draining, the healing increases to 4 Hit Points for each level you have.

PARAGON BENEFIT

When you or an ally drain the chalice, in addition to healing wounds, the chalice clears away many negative conditions. Reduce the drinker's clumsy, enfeebled, frightened, stupefied, and stunned conditions by 1. (This reduces the stunned condition only if it has a condition value, not when it has a duration.) The first time each day that a given drinker has the drained condition, reduce that drinker's drained condition by 1 as well.

Finally, the chalice attempts to counteract all poisons, diseases, and curses afflicting the drinker, using half your level rounded up as the counteract level and your class DC - 10 as the counteract modifier. If the chalice fails to counteract a given affliction for a drinker, it can't attempt to counteract that affliction again until midnight.

LANTERN

Lantern implements shine the light of revelation to part shadows and expose truth. You might use a common glass lantern, torch, paper lantern, or other similar light source. Choosing a lantern implement as your first implement means that you're especially interested in peeling away the secrets and illusions that surround the paranormal and shining light on the truth beneath. Other thaumaturges might assume that you are inquisitive and clear-sighted, though potentially too curious for your own good. Lantern implements are associated with the Harrow suit of stars and the astrological signs of the Lantern Bearer and the Archer.

INITIATE BENEFIT

While you hold your lantern, the light it shines reveals secrets to you. The lantern shines bright light out to 20 feet and dim light out 20 feet further; this has the evocation, light, and magical traits. You and your allies within 20 feet and in the area of bright light gain a +1 status bonus to visual Perception checks to notice anything that is also within 20 feet and in the area of bright light, and a +1 status bonus to checks to Recall Knowledge against creatures within 20 feet and in the area of bright light, as the light exposes their true natures. Even if you aren't Searching during exploration, the GM rolls a secret check for you to find traps, environmental hazards, haunts, and secrets (such as secret doors) the first time the hazard or secret comes within 20 feet of you and within the lantern's bright light. The benefits of the lantern's light are magical divination effects.

ADEPT BENEFIT

In addition to the initiate benefits, when you hold your lantern, its light reveals the invisible and the ethereal. While you're holding your lantern, invisible and ethereal creatures within 20 feet of you become visible, though

they are still concealed. This doesn't give you any special ability to affect a creature on the Ethereal Plane, but it ensures you're aware of its presence.

PARAGON BENEFIT

In addition to the other benefits, your lantern reveals all things as they truly are. While you're holding your lantern, the GM rolls a secret counteract check against any illusion or transmutation that comes within 20 feet and into the area of bright light, but only for the purpose of determining whether you and others can see through it (for instance, if the check succeeds against a polymorph spell, you can see the creature's true form, but you don't end the spell). Use half your level rounded up as the counteract level and your class DC - 10 as the counteract modifier. On a failed counteract check, the lantern can't attempt to counteract that illusion or polymorph effect again until midnight.

WAND

Wand implements are short, lightweight batons, usually made of wood but often incorporating other materials. Due to their association with spellcasters, wand implements are connected symbolically to magic and its practice. Choosing a wand implement as your first implement means that you're particularly fascinated by magic, in all its forms. Other thaumaturges might assume that you're prone to mysticism and magical thinking that might be a hindrance in a practical situation but an asset when dealing with the supernatural. Wand implements are associated with the astrological signs of the Thrush and the Sky Dragon.

INITIATE BENEFIT

Your wand slowly collects magic from its surroundings, and when holding it, you can project this magic at a foe in a barely controlled display of charged energy. When you gain this implement, choose whether your wand is aligned with cold, electricity, or fire. You gain the Fling Magic activity.

FLING MAGIC

EVOCATION **MAGICAL** **THAUMATURGE**

Requirements You are holding your wand implement.

You fire a display of energy around a target within 80 feet, dealing damage equal to 1d4 + your Charisma modifier to the target, with a basic Reflex save against your class DC. The damage is of the type you selected when you gained your wand implement. At 3rd level and every 2 levels thereafter, the damage increases by 1d4.

Special This activity has the trait corresponding to the damage type you selected.

ADEPT BENEFIT

You gain versatility and additional benefits when you fire your wand. The range of Fling Magic increases to

120 feet. Choose a second damage type from the list; whenever you Fling Magic, you can select between either of the two damage types you have chosen. Fling Magic has an additional effect if the target fails its save and takes damage, depending on the type.

- **Fire:** The target catches on fire, taking 1d10 persistent fire damage (or 2d10 on a critical failure).
- **Cold:** The target becomes chilled, taking a –10-foot status penalty to its Speeds.
- **Electricity:** The target is shocked, becoming flat-footed until the start of your next turn.

PARAGON BENEFIT

Your mastery of your wand grants you increased versatility, range, and area. The range of Fling Magic increases to 180 feet. You gain the ability to choose between all three damage types (cold, electricity, and fire) each time you use Fling Magic. When you Fling Magic, you can choose to target a single creature or to affect all creatures in a 10-foot burst.

WEAPON

Weapon implements are the most direct and confrontational, representing battle, struggle, and potentially violence. The weapon should speak to your style of conflict. If you're skilled in subtle takedowns, for instance, you might choose a dagger or other agile weapon, whereas a sword is traditional for overt struggles, and you might use a hand crossbow if you're more indirect. Most thaumaturges choose a one-handed weapon to leave a hand free and benefit from implement's empowerment. Whichever weapon you select, choosing a weapon implement as your first implement means you are willing or even eager to fight for your beliefs and ideals. Other thaumaturges might assume that you're hot-headed, aggressive, or dangerous. Weapon implements are associated with the Harrow suit of hammers, and the astrological signs of the Rider and the Swordswoman.

INITIATE BENEFIT

Your weapon trembles slightly in your hand, seeking out your foe's weakness to it and interrupting their actions. You gain the Implement's Interruption reaction.

At 5th level, when you gain thaumaturgic weapon expertise, your instinctive knowledge of your weapon implement also grants you the weapon's critical specialization effect.

IMPLEMENT'S INTERRUPTION

EVOCATION **MAGICAL** **THAUMATURGE**

Trigger The subject of your Esoteric Antithesis uses a concentrate, manipulate, or move action, or leaves a square during a move action it's using.

Requirements You're holding your weapon implement and are benefiting from Esoteric Antithesis against a creature,

and that creature is either within your reach, for a melee weapon, or within 10 feet, for a ranged weapon.

Charged with power inimical to your foe, your weapon lashes out to attack it. Make a Strike against the triggering creature with your weapon implement. If your attack is a critical hit, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

ADEPT BENEFIT

When your implement lashes out at your foe, even a close miss brings the esoterica you've attached to it close enough to harm them. When you use Implement's Interruption and fail (but don't critically fail) the Strike, you deal 1 damage of the weapon's normal type, which triggers the target's weakness, as normal.

PARAGON BENEFIT

The way your implement incorporates your foe's weakness makes its interruptions incredibly disruptive. You now disrupt the triggering action on a hit with Implement's Interruption, rather than needing a critical hit.

THAUMATURGE FEATS

At every level that you gain a thaumaturge feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

BINDING OATH

FEAT 1

AUDITORY **ENCHANTMENT** **LINGUISTIC** **OCCULT** **THAUMATURGE**

Frequency once per day (resetting at sunset)

You bind yourself by speaking an oath. Supernatural power flows through and around you as you speak it, and all those present to hear it intrinsically know that it binds you, preventing you from willingly acting against your declared oath or ignoring promises made as part of the oath. Thaumaturges use this ability to earn trust from others and lend weight to their promises, allowing them to more easily offer an oath or promise as part of a bargain. The oath doesn't prevent unwilling violations and can't be used to try to circumvent mind-control magic, confusion, or similar situations where you perform an action not entirely of your own volition. You gain a +1 circumstance bonus to Request or Coerce creatures aware of your oath if you invoke it as part of a promise you make, due to the fact that the creatures know you must try to keep that promise.

If you have expert proficiency in Arcana, Nature, Occultism, or Religion, you can swear a binding oath two times per day; if you have master proficiency in one of these skills, three times; and if you have legendary proficiency, as many times as you like.

DIVINE DISHARMONY

FEAT 1

DIVINE **ENCHANTMENT** **ESOTERICA** **MANIPULATE** **THAUMATURGE**

You pull out multiple opposing divine objects—such as the

religious symbols of two deities that are hated enemies—and combine them in a display that is not only galling, but also causes discordant clashes of divine energy that are especially distracting to the faithful. Roll your choice of a Deception or Intimidation check against the Will DC of a creature you can see within 60 feet, with the following results. If the creature is particularly devoted to a deity, such as a cleric, celestial, monitor, fiend, or other creature with divine spells, you gain a +2 circumstance bonus to your skill check. The GM might determine that a creature that despises all deities, such as an algholthu, is unaffected.

Critical Success The creature is flat-footed to your attacks until the end of your next turn.

Success The creature is flat-footed against your attacks until the end of your current turn.

ESOTERIC LORE FEAT 1

THAUMATURGE

Your diverse studies into various sources of lore mean you've heard rumors or theories about almost every topic... though admittedly, your sources aren't always the most reliable. You are trained in Esoteric Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic.

If you have legendary proficiency in Arcana, Nature, Occultism, or Religion, you gain expert proficiency in Esoteric Lore, but you can't increase your proficiency rank in Esoteric Lore by any other means.

FAMILIAR FEAT 1

THAUMATURGE

Whether by following occult rituals, piecing together scraps of arcane theory, or some other method, you've called forth a creature that now serves as your constant companion in your studies of the supernatural. You gain a familiar.

HAUNT CUNNING FEAT 1

DIVINATION DIVINE THAUMATURGE

One of the most useful pieces of cunning knowledge is the ability to notice the emotional echo of a soul that passed on, leaving a haunt in its wake. Even when you aren't Searching while in exploration mode, the GM rolls a secret check for you to notice haunts that usually require you to be Searching.

You can disable haunts that require master proficiency rank in a skill as long as you're at least trained in the skill. If you have master proficiency in the skill, you can disable haunts that require a proficiency rank of legendary instead.

While holding a lantern implement, you also gain a +1 circumstance bonus to Perception checks to find haunts, to AC against attacks made by haunts, and to saves against haunts. If you have the lantern implement's adept benefit, the circumstance bonus is +2.

ROOT TO LIFE FEAT 1

ESOTERICA MANIPULATE NECROMANCY PRIMAL THAUMATURGE

Marigold, spider lily, pennyroyal—many primal traditions connect flowers and plants with the boundary between life

and death, and you can leverage this connection to keep an ally on this side of the line. You place a small plant or similar symbol on an adjacent dying creature, immediately stabilizing them; the creature is no longer dying and is instead unconscious at 0 Hit Points.

If you spend 2 actions instead of 1, you empower the act further by uttering a quick folk blessing to chase away ongoing pain, adding the auditory trait to the action. When you do so, attempt flat checks to remove each source of persistent damage affecting the target; due to the particularly effective assistance, the DC is 10 instead of the usual 15.

SCROLL THAUMATURGY FEAT 1

THAUMATURGE

Your multidisciplinary study of magic means you know how to activate the magic in scrolls with ease. You can Activate scrolls of any magical tradition, using your thaumaturge class DC for the scroll's DC, rather than a particular spell DC. If a spell is on the spell list for multiple traditions, you choose which tradition to use at the time you Activate the scroll.

2ND LEVEL

CALL IMPLEMENT FEAT 2

ARCANE CONJURATION MANIPULATE TELEPORTATION THAUMATURGE

You can tug on the connections between yourself and your implement, causing it to find its way back to you. You look down at your hand and find your implement has mysteriously appeared in it, as long as it was within 1 mile and on the same plane of existence. If your implement is attended by another creature, that creature can prevent the implement from teleporting away if it succeeds at a Will save against your class DC. If the creature succeeds, you can't attempt to Call that Implement again; you have to track the creature down to get the implement back.

ENHANCED FAMILIAR FEAT 2

THAUMATURGE

Prerequisites a familiar

By applying the best of multiple traditions of magic, you've found a more efficient way for your familiar to store its energy. You can select four familiar or master abilities each day, instead of two.

ESOTERIC WARDEN FEAT 2

THAUMATURGE

Prerequisites Find Flaws

When you apply antithetical material against a creature successfully, you also ward yourself against its next attacks. When you Find Flaws and succeed at your Recall Knowledge check, in addition to the normal effects, you gain a +1 status bonus to your AC against the creature's next attack and a +1 status bonus to your next saving throw against the creature. These bonuses increase to +2 on a critical success. You can gain these bonuses only once per day against a particular creature.

TALISMAN ESOTERICA

FEAT 2

ESOTERICA THAUMATURGE

You know how to assemble the supernatural objects in your esoterica into a number of temporary talismans. Each day during your daily preparations, you can make two talismans with an item level no higher than half your level. You must know each talisman's formula. A talisman created this way is a temporary item and loses its magic the next time you make your daily preparations.

You know the formulas for all common talismans in the *Core Rulebook* of your level or lower. You remember your talisman formulas through oral tradition or mnemonics, so you don't need a formula book for them.

4TH LEVEL

DRAW WARDING CIRCLE

FEAT 4

ABJURATION CONCENTRATE ESOTERICA MANIPULATE OCCULT THAUMATURGE

Prerequisites Esoteric Antithesis

Requirements You're benefiting from Esoteric Antithesis.

The circle is the simplest way to define a closed space, and by drawing a circle out of materials that resonate with a given creature, you define a space that prevents its entry—or escape. You spend 1 minute constructing a circle along the edges of a 10-foot burst, using materials you identified in the process of figuring out the creature's weaknesses, such as salt to keep out a ghost or anointed silver to contain a devil. Anyone except the chosen creature can cross the circle without trouble, but the chosen creature must attempt a Will save against your class DC whenever it attempts to do so. On a failure, the chosen creature remains on the same side of the circle and the action it was using to attempt to cross the circle is disrupted. Creatures other than the chosen creature can spend a total of three Interact actions scuffing the circle to break the effect early. These actions don't need to be consecutive.

Because of the amount of time it takes, typically you construct a circle in advance after Investigating a specific creature. A circle remains effective until you either Draw another Warding Circle or your Esoteric Antithesis ends (typically until you use Find Flaws on another creature).

PACT OF FEY GLAMOUR

FEAT 4

UNCOMMON ILLUSION PRIMAL THAUMATURGE

You've sworn a pact with fey powers, granting you the otherworldly appearance of your dreams in exchange for oaths of hospitality. As long as you keep your end of the bargain, your base appearance changes indefinitely to any one appearance you wish that is within the bounds of possibility for your ancestry; this effect can't be counteracted or removed except by violating the pact. Additionally, you can cast *illusory disguise* as a primal innate spell once per day, using your thaumaturge class DC instead of your spell DC if you prefer.

In exchange, you promise to accept any fey's request for hospitality, granting them food, drink, and lodging for up to 3 days and 3 nights. You also promise not to harm any creature to whom you've offered hospitality or who has shown

hospitality to you, whether or not that creature is fey, unless that creature does harm first. Refusing hospitality to a fey or violating hospitality causes you to lose the benefits of this feat until you *atone* for your transgressions, instantly reverting your appearance to the one you had before the pact.

ONE MORE ACTIVATION

FEAT 4

THAUMATURGE

You've forged a deeper connection to your invested items, allowing you to activate them more than usual. Once each day, you can Activate an Item you've invested even after you've used that activation the maximum number of times for its frequency. You can do so only if the item's level is half your level or lower, has a frequency of once per day or more, and you haven't already used the activation this round.

THAUMATURGIC RITUALIST

FEAT 4

UNCOMMON THAUMATURGE

Your studies into the supernatural have resulted in an especially strong knowledge of rituals. You gain a +2 circumstance bonus to all primary checks to perform a ritual. You learn two uncommon rituals with a level no higher than half your level; you must meet all prerequisites for casting the ritual to choose it. At 8th level and every 4 levels thereafter, you learn another uncommon ritual with a level no higher than half your level and for which you meet the prerequisites. You can cast these as the primary caster, but you can't teach them to anyone else or allow someone else to serve as primary caster unless they know the ritual as well.

TURN AWAY MISFORTUNE ↻

FEAT 4

ABJURATION ESOTERICA FORTUNE MANIPULATE OCCULT THAUMATURGE

Trigger You would attempt a roll affected by a misfortune effect.

You perform a superstition, such as casting salt over your shoulder to ward off bad luck. Turn Away Misfortune's fortune trait cancels out the misfortune effect, causing you to roll normally.

6TH LEVEL

HANDY ESOTERICA

FEAT 6

ESOTERICA THAUMATURGE

You include just about anything you might need amid all your esoterica. You gain the Prescient Planner and Prescient Consumable feats. When using Prescient Planner, you can pull out the item as a 2-action activity to remove your backpack (or a similar container) and draw the item, rather than taking 1 minute.

SCROLL ESOTERICA

FEAT 6

ESOTERICA THAUMATURGE

Prerequisites Scroll Thaumaturgy

Your esoterica collection includes scraps of scriptures, magic tomes, druidic markings, and the like, which you can use to create temporary scrolls. Each day during your daily preparations, you can create a single temporary scroll

containing a 1st-level spell of any tradition. The spell must be common, or you must otherwise have access to it. This scroll is an unstable, temporary item and loses its magic the next time you make your daily preparations if you haven't used it. It can't be used to Learn the Spell.

At 8th level, add a second temporary scroll containing a 2nd-level spell.

RULE OF THREE FEAT 6

AUDITORY DIVINATION MAGICAL THAUMATURGE

Prerequisites Find Flaws

Frequency once per round

Requirements You're benefiting from Esoteric Antithesis, you can see the subject, and you haven't used Find Flaws this round.

You've learned that there is great value in repetition, especially in sets of three. You must be able to speak your intent to the world and call out to the subject of your Esoteric Antithesis, but the subject doesn't need to understand or even hear you for your Rule of Three to take effect. The benefits depend on how many times you've uttered the Rule of Three and last as long as the creature is subject to your Esoteric Antithesis.

- **First Utterance** No benefit. If you've used Find Flaws in the presence of the creature, that counts as the first utterance (but not if you Found Flaws while Investigating the creature).
- **Second Utterance** You gain a +1 status bonus to attack rolls against the creature.
- **Third Utterance** The status bonus to attack rolls against the creature increases to +2, and the creature becomes flat-footed against your attacks.

8TH LEVEL

ELABORATE TALISMAN ESOTERICA FEAT 8

THAUMATURGE

Prerequisites Talisman Esoterica

As you continue to collect talismanic esoterica, you improve your ability to create temporary talismans. You can create four temporary talismans each day instead of two.

INCREDIBLE FAMILIAR FEAT 8

THAUMATURGE

Prerequisites Enhanced Familiar

Multidisciplinary magical theory grants your familiar even more magic than other familiars. You can select a base of six familiar or master abilities each day, instead of four.

KNOW-IT-ALL FEAT 8

THAUMATURGE

When you've heard of something at all, you've heard about it at length. When you succeed at a Knowledge check, you gain additional information or context. When you critically succeed at a Knowledge check, at the GM's discretion, you might gain even more additional information or context than normal.

PACT OF INFERNAL PROWESS FEAT 8

UNCOMMON DIVINE THAUMATURGE

You've sworn a pact with devils, granting you success in life in exchange for your soul in the afterlife. Once per day, when you critically fail a check, you can reroll the check as a free action; this is a fortune effect. Additionally, you can choose to automatically succeed at checks to Earn Income for tasks below your level, without rolling.

However, when you die, your soul is consigned to Hell. You can't be returned to life except by powerful magic such as *miracle*, and even then, the devils responsible for the contract can track your every move for 1 year. The devils gain the effects of a *discern location* spell. They can also use 10th-level *scrying* on you at will, and you automatically critically fail your saving throw.

Special You can't retrain out of a Pact of Infernal Prowess without journeying to Hell and destroying the devil's written contract spelling out the terms of your pact.

SYMPATHETIC WEAKNESS FEAT 8

THAUMATURGE

Prerequisites Esoteric Antithesis

You've learned how to expand your invocation of esoterica to apply not just to a specific individual, but other creatures with similar weaknesses, bringing you greater power. While you benefit from Esoteric Antithesis, your Strikes also count towards the weakness of any other creature with the same weakness your Esoteric Antithesis is set to. For instance, if you used Esoteric Antithesis on a red dragon, revealing its weakness 20 to cold and causing your Strikes to deal additional damage, you would also deal additional damage to the dragon's fire elemental minions, which have weakness 10 to cold. No other effects of Esoteric Antithesis apply to other creatures with the same weakness, and this feat has no effect when you create a custom weakness in a creature that otherwise has none.

10TH LEVEL

SHARE ANTITHESIS FEAT 10

MANIPULATE THAUMATURGE

Prerequisites Esoteric Antithesis

Requirements Your Esoteric Antithesis is set to a weakness its subject has (not a custom weakness).

You apply esoterica to an adjacent ally's weapons and body. That ally's Strikes apply the weakness of the subject of your esoterica the same way your Strikes do. This benefit ends when Esoteric Antithesis ends or you Share Antithesis again. You can't share a custom weakness you created with Esoteric Antithesis, only a weakness the creature has normally.

THAUMATURGE'S INVESTITURE FEAT 10

THAUMATURGE

Prerequisites Charisma 16

Using your knowledge of esoterica and implements, you can invest far more items than most. You gain the Incredible

Investiture skill feat, increasing your limit on invested items from 10 to 12. The limit increases to 14 if you have Charisma 18, 16 if you have Charisma 20, 18 if you have Charisma 22, and 20 if you have Charisma 24.

TWIN WEAKNESS FEAT 10

THAUMATURGE

Prerequisites Esoteric Antithesis

Requirements You're holding an implement and a weapon, and the subject of your Esoteric Antithesis is within reach of both.

As you make an attack augmented by your esoterica, you also press your implement against the creature to apply its weakness. Make a melee Strike against the subject of your Esoteric Antithesis. On any attack roll result but a critical failure, you also press your implement against the creature, applying its weakness from Esoteric Antithesis. This is in addition to any damage from your Strike, including the weakness it applies. This counts as two attacks when calculating your multiple attack penalty.

12TH LEVEL

ELABORATE SCROLL ESOTERICA FEAT 12

THAUMATURGE

Prerequisites Scroll Esoterica

Your connection to your scroll esoterica grows stronger, allowing you to create much more powerful scrolls. In addition to your daily scrolls from Scroll Esoterica, add a scroll with a 3rd-level spell. At 14th level, add a scroll with a 4th-level spell. At 16th level, add a scroll with a 5th-level spell.

PACT OF THE FINAL BREATH FEAT 12

UNCOMMON **DIVINE** **THAUMATURGE**

You've sworn a pact with powerful psychopomps—typically an olethros advocate or yamaraj judge—granting you a reprieve before your soul will be collected, in exchange for respect for the dead and assistance against the undead. As long as you keep your end of the bargain, you live twice as long as you normally would before dying of natural causes. Additionally, the first time each day that you would be reduced to 0 Hit Points and gain the dying condition, you instead regain a number of Hit Points equal to your level (starting from 0 HP), remain conscious, and gain fast healing equal to half your level for 3 rounds.

In exchange, you swear to treat the dead you come across with respect, performing last rites and final dispositions to ensure their spirits rest in peace and are less likely to rise as undead. Furthermore, you swear to destroy undead you come across, so long as it's within your power to do so without inordinate risk to yourself. Violating your part of the pact causes its protections to immediately end. If at that point you had already lived beyond your natural life span, the psychopomps typically give you a few moments to make any last farewells, and then you simply breathe your final breath and pass on.

QUICK CIRCLE FEAT 12

THAUMATURGE

Prerequisites Warding Circle

Long hours of practice and an instinctive understanding of boundaries lets you create protective circles impossibly quickly. As you fling your esoterica during a quick spin, you find that everything falls in a perfect circle each time. You can Draw a Warding Circle as a three-action activity, instead of taking 1 minute to do so.

THAUMATURGE'S DEMESNE FEAT 12

UNCOMMON **ARCANE** **THAUMATURGE**

You have claimed an area or location as your demesne, granting you the ability to ward and protect it. When you select this feat, choose a demesne, an area of no more than 200 square feet. You must legitimately claim the area; in the case of a building or property, you must own it, and in the case of an unowned plot of land, no other inhabitants can contest your claim.

Once you've chosen your demesne, it becomes automatically protected with an arcane *private sanctum* spell with an unlimited duration, heightened to half your level rounded up and using your thaumaturge class DC in place of a spell DC, if necessary. Additionally, the demesne is attended by three unseen custodians, as called by a successful *unseen custodian* ritual (*Advanced Player's Guide* 245), and one object in the area gains an elemental sentinel, as a successful *elemental sentinel* ritual (*Secrets of Magic* 150).

14TH LEVEL

ESOTERIC REFLEXES FEAT 14

THAUMATURGE

Prerequisites an implement that grants a reaction

Your connection to your implements is so strong that you can use their reactive abilities almost by instinct. At the start of your turn, you gain an additional reaction, which you can use only for the reactions granted by your implements.

GRAND TALISMAN ESOTERICA FEAT 14

THAUMATURGE

Prerequisites Elaborate Talisman Esoterica

You have completed your journey in studying esoteric talismans, gaining yet more temporary talismans each day. You can create six temporary talismans each day instead of four.

SHARED WARDING FEAT 14

THAUMATURGE

Prerequisites Esoteric Warden

You ward your allies from the attacks of your foes whenever you apply those protections to yourself. When you gain a status bonus to AC and saves from Esoteric Warden, you can also choose to grant the same benefit to all allies within 30 feet.

16TH LEVEL

IMPLAUSIBLE ESOTERICA **FEAT 16**

ESOTERICA THAUMATURGE

Prerequisites Handy Esoterica

It seems impossible, but your esoterica are so eclectic and complete that you can keep pulling out exactly the item you need, even in far-flung locations. You can use Prescient Planner even if you've already used it after purchasing goods, and you can use it as a single action instead of a 2-action activity, during which you Interact to draw the item.

In addition, five times per day, you can use Prescient Planner to pull out a common consumable item of a level up to 6 levels lower than your level.

IMPLEMENT'S FLIGHT **FEAT 16**

PRIMAL THAUMATURGE TRANSMUTATION

By weakening your connection to the ground and strengthening your connection to the sky, you've learned to soar through the air, your implement carrying you as surely as any broomstick or pestle. As long as you're holding your implement, you gain a fly Speed equal to your land Speed.

SEVER MAGIC **FEAT 16**

ABJURATION ARCANE ESOTERICA THAUMATURGE

Requirements You're holding an implement in one hand.

You apply a frayed thread, a pinch of fulu ash, or a similar undone charm, and you swing to break a spell. Make a Strike against an enemy. If you hit and deal damage, you attempt to counteract a single spell active on the target (your choice). Your counteract level is equal to half your level (rounded up), and your counteract check modifier is equal to your class DC - 10.

TRESPASS TELEPORTATION **FEAT 16**

CONJURATION OCCULT TELEPORTATION THAUMATURGE

Prerequisites Esoteric Antithesis

Trigger The subject of your Esoteric Antithesis uses a teleportation effect and is within 120 feet.

Requirements You're benefiting from Esoteric Antithesis.

Your mystical connection to your foe is so strong that you can follow them to the ends of this world, or any other. You teleport along with the foe, appearing the same direction and distance from it as you were before it teleported away (or the nearest unoccupied space if your destination is occupied).

18TH LEVEL

GRAND SCROLL ESOTERICA **FEAT 18**

THAUMATURGE

Prerequisites Elaborate Scroll Esoterica

You've completed the third and final step in your assimilation of scroll esoterica, granting you daily scrolls of incredible power. In addition to your daily scrolls from Scroll Esoterica and Elaborate Scroll Esoterica, add a single scroll with a 6th-level spell. At 20th level, add a scroll with a 7th-level spell.

IMPLEMENT'S ASSAULT **FEAT 18**

EVOCATION PRIMAL THAUMATURGE

Requirements You're holding both an implement and a weapon.

You use your implement to gather physical magic and channel it into your weapon, empowering it to shoot an impossible volley of missiles or soar across the battlefield and carve through your foes. Make a Strike with your weapon against each foe within 30 feet of you. Don't increase your multiple attack penalty until after making all the attacks. If your weapon is a melee weapon and any of the attacks are outside your reach, you Release the weapon before the Strikes, and it returns to your grasp after all of them. If your hands are full when the weapon returns, it falls to the ground in your space. As normal, if your weapon requires one or more actions to reload between Strikes, you can't use it to make multiple attacks with Implement's Assault.

INTENSE IMPLEMENT **FEAT 18**

THAUMATURGE

You have an exceptional connection to one of your lesser implements, allowing you to tap into more of its power. You gain the adept benefit for one of your implements for which you have only the initiate benefit.

20TH LEVEL

UBIQUITOUS ANTITHESIS **FEAT 20**

MANIPULATE THAUMATURGE

Prerequisites Share Antithesis

You've channeled your power into the connections you've formed with your comrades, allowing you to share the benefits of your esoterica with all of them. Whenever you use Esoteric Antithesis, all your allies within 30 feet gain the benefits as well. Since this effect depends on magically strengthening your connection to your allies, only allies with whom you've developed a connection over the course of one or more days gain the benefit, rather than new allies you just met.

UNLIMITED DEMESNE **FEAT 20**

ARCANE CONJURATION THAUMATURGE

Prerequisites Thaumaturge's Demesne

You can move your demesne from place to place, bringing it along wherever your journey takes you. Once per day, you can invoke your demesne and call it forth, in a process that takes 1 minute. This has the effects of *resplendent mansion*, except that it conjures forth your demesne from its previous location, with all the benefits of Thaumaturge's Demesne in addition to the benefits of the spell. You must be able to claim the new area as your demesne, with the same restrictions as Thaumaturge's Demesne.

WONDER WORKER **FEAT 20**

THAUMATURGE

Prerequisites legendary in Arcana, Nature, Occultism, or Religion

You've transcended to the culmination of the thaumaturge's path, gaining the ability to work wonders. Once per day, you

can call upon your power to cast a spell of 8th level or lower that takes 1, 2, or 3 actions to cast. The spell must be common or one to which you have access. You can choose a spell of any tradition for which you're legendary in the associated skill (Arcana for arcane, Nature for primal, Occultism for occult, or Religion for divine). Use your thaumaturge class DC in place of any necessary spell DC and your thaumaturge class DC - 10 in place of any necessary counteract modifier or spell attack modifier.

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