

THALEON

PSYCHIC 3

ANCESTRY	ELF (SEER ELF)	BACKGROUND	NOMAD
SPEED	35 FEET	PERCEPTION	+6 (TRAINED)
SENSES	LOW-LIGHT VISION		
LANGUAGES	COMMON, ELVEN, KELISH, MWANGI, OSIRIANI	CLASS DC	19
STRENGTH		DEXTERITY	
STR	+0	DEX	+2
INTELLIGENCE		CONSTITUTION	
INT	+2	CON	+0
		CHARISMA	
		CHA	+4

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	24	17
FORTITUDE	REFLEX	WILL
+5	+7	+8

STRIKES

MELEE	- dagger +7 [+3/-1] (agile, finesse, versatile S), 1d4+0 piercing - shortsword +2 [-2/-6] (agile, finesse, versatile S), 1d6+0 piercing
RANGED	dagger +7 [+3/-1] (agile, thrown 10 feet, versatile S), 1d4+0 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+2	+2	+0
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+9 ●●	+4	+9 ●
INTIMIDATION (CHA)	ART LORE (INT)	DESERT LORE (INT)
+4	+7 ●	+7 ●
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+6 ●	+1	+7 ●
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+4	+1	+7 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+2	+6 ●	+2

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Nimble Elf*, seer elf
CLASS FEATS	Psy Burst
GENERAL FEATS	Godless Healing
SKILL FEATS	Assurance (Survival), Battle Medicine
CLASS ABILITIES	conscious mind (the tangible dream), psi cantrips and psi amps, psychic spellcasting, signature spells*, spell repertoire, subconscious mind (wandering reverie), unleash psyche

* Abilities with an asterisk have already been calculated into Thaleon's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Current 2, 8 L; Maximum 5 Bulk
WORN	backpack, dagger (2), explorer's clothing, healer's toolkit, lesser healing potion (2), shortsword
STOWED	bedroll, chalk (10 pieces), everlight crystal, flint and steel, rations (2 weeks), rope (50 feet), scroll of illusory disguise, soap, torch (5), waterskin
WEALTH	9 gp, 1 sp

SPELLS

SPELL ATTACK	+9	SPELL DC	19
CANTRIPS (AT WILL)	figment, imaginary weapon, phase bolt, prestidigitatation, shield, warp step		
☐ 1ST RANK	dizzying colors, illusory disguise, soothe		
☐ 2ND RANK	invisibility, loose time's arrow		
☐ FOCUS SPELLS	figment, imaginary weapon, shield		



WHAT IS A PSYCHIC?

Guided by your mind, you call forth occult magic with but a thought. You focus less on daily spell slots, instead wielding unique cantrips and unleashing your mind to use strange and powerful abilities.

EQUIPMENT

The following rules apply to Thaleon's equipment.

Agile (trait) The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

☐ **Healing Potion, Lesser** (consumable, healing, magical, potion, vitality) **Activate** $\blacklozenge$ (manipulate); **Effect** Upon drinking this vial of ruby-red liquid you regain 2d8+5 Hit Points.

Everlight Crystal (light, magical) An everlight crystal is one of the most common applications of permanent magic. This stone or gem sheds magical bright light constantly in a 20-foot radius (and dim light for the next 20 feet). The light requires no oxygen, generates no heat, and can't be extinguished, though the crystal can be covered.

Finesse (trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

Healer's Toolkit This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. If you wear your healer's toolkit, you can draw and replace them as part of the action that uses them.

☐ **Scroll of Illusory Disguise** When holding this scroll, you can cast *illusory disguise* (see spells). After you cast the spell, the scroll is destroyed.

Thrown (trait) You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Versatile (trait) A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.

FEATS AND ABILITIES

Thaleon's feats and abilities are described below.

Assurance - Survival (fortune) Even in the worst circumstances, you can perform basic tasks. You can forgo rolling a skill check for Nature to instead receive a result of 13 (do not apply any other bonuses, penalties, or modifiers).

Battle Medicine You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds (*Player Core* 242) and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

Conscious Mind (The Tangible Dream) Whatever the subconscious source of a psychic's power, all find that a specific external

manifestation of their magic comes most easily to them. Thaleon weaves his imagination into creations of force and light.

Fade into Daydreams $\blacklozenge$ (illusion, psyche, psychic) Your flights of imagination spill into the real world, causing you to become indistinct, hazy, or cloaked in figments. You become concealed until the start of your next turn. This concealment can't be used to Hide, as normal for concealing effects that leave your location obvious.

Godless Healing You recover an additional 5 Hit Points from a successful attempt to Treat your Wounds or use Battle Medicine on you. After you or an ally use Battle Medicine on you, you become temporarily immune to that Battle Medicine for only 1 hour, instead of 1 day.

Psi Burst $\blacklozenge$ (concentrate, mindshift, occult, psyche, psychic); **Frequency** once per round; **Effect** With a passing thought, you direct violent psychic energies at a nearby creature. Target one creature within 30 feet. It takes 2d4 bludgeoning damage with a basic Reflex save. You can choose to make this damage mental and require a Will saving throw instead.

Psychic Spellcasting You can cast occult spells using the Cast a Spell activity. See the Spells section below for details on the spells you can cast.

Seer Elf You have an inborn ability to detect and understand magical phenomena. You can cast the *detect magic* cantrip as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up. In addition, you gain a +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature. These skill actions typically use the Arcana, Nature, Occultism, or Religion skill.

Signature Spells You can cast the heightened versions of your *soothe* and *invisibility* spells without needing to learn it separately at a higher rank, but still expending a 2nd-rank spell slot when heightened.

Unleash Psyche $\blacklozenge$ When one thins the barrier between their inner mind and the outer world, one can unleash true psychic power. However, the mind wasn't meant to tap its full strength for long, leading to backlash once your unleashed psyche ends; **Trigger** Your turn begins; **Requirements** You're in an encounter, you Cast a Spell on your previous turn, and you aren't stupefied; **Effect** You call on the depths of your mind and let psychic power flood through. Your Psyche remains Unleashed for 2 rounds or until your fall unconscious, whichever comes first. You can't voluntarily quell your unleashed psyche. While your Psyche is Unleashed, the following effects occur.

- You're constantly surrounded by the visual manifestation of your psychic magic.
- When you cast a damaging spell using your psychic spellcasting, you gain a status bonus to its damage equal to double the spell's rank. This applies only to the initial damage the spell deals when cast, and an individual creature takes this damage only once per spell, even if the spell would damage that creature multiple times.
- You can use actions that have the psyche trait.

After your unleashed psyche subsides, your mind must recover from the strain of channeling its full power. You can't use Unleash Psyche again for 2 rounds, and you're stupefied 1 for 2 rounds.

Subconscious Mind (Wandering Reverie) A psychic's power is born in the depths of their psyche, far from the surface. Your subconscious mind might represent the way your power comes to you naturally, or it may be a framework you use to safely access the infinite potential of your mind. Either way, your subconscious mind fundamentally shapes how you access and wield psychic magic. Thaleon's imagination fuels his magic through instinct and free association.

SPELLS

Thaleon can cast the following spells. He can cast his 1st-rank spells two times per day in any combination, one of his 2nd-rank spells once per day, and he has one additional 1st-rank spell on a scroll.

Key Terms You'll see the following key terms throughout the 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, spending 1 Focus Point as a free action. If the next action you take is to cast a psi cantrip, you gain its amped effects. 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 spellshape 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. If an amp has its own effect, its rank is the same as the amped cantrip's.

Amp Heightened Many amps have heightened entries similar to spells. Add the amp's heightened effects when you cast the cantrip at that rank or higher. These are in addition to any heightened effects of the cantrip, though some adjust the cantrip's normal heightened entry (typically in the case of damage increases).

Mindshift (trait) An action with this trait can always be altered to use the raw power of your mind. When you take this action, you can choose to replace any damage it deals with mental damage, give it the mental trait, and replace any save it requires with a Will save. The action loses any traits matching damage types it no longer deals.

Psyche Your psyche must be unleashed to use abilities that have the psyche trait, and they end automatically when your unleashed psyche subsides.

Psychic Cantrips

Psi Cantrips and Amps The magic of your mind manifests as psi cantrips, which you can modify by spending Focus Points. Like other cantrips, you can cast psi cantrips as often as you like. Each of your psi cantrips has a special amp heading. Whenever you cast a psi cantrip, you can amp it by spending 1 Focus Point as a free action. If the next action you take is to cast the psi cantrip, you add the amp effect.

☐ **Focus Points** You start with a focus pool of 2 Focus Points. 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 another. If you've spent Focus Points only to amp psi cantrips or fuel psychic abilities since the last time you Refocused, you regain 2 Focus Points instead of 1.

Figment **◆◆** (cantrip, concentrate, illusion, manipulate, psychic, subtle) **Range** 60 feet; **Duration** sustained; **Effect** Your minor illusions shift and dance in a way that draws the eye. You create a simple illusory sound or vision. A sound adds the auditory trait to the spell and the sound can't include intelligible words or elaborate music. A vision adds the visual trait, can be no larger than a 5-foot

cube, and is clearly crude and undetailed if viewed from within 15 feet. When you Sustain the spell, you can move the apparent sound or vision up to 15 feet. You can then attempt to Create a Diversion with the illusion, gaining a +2 circumstance bonus to your Deception check. Those creatures who disbelieved the illusion aren't affected by this diversion. Your *figment* also gains the following amp.

Amp When you amp the spell, you can create a particularly distracting illusion as part of its normal effects. Choose an unoccupied square within the spell's range. The illusion in that square provides flanking for a single melee attack made before the beginning of your next turn. If you Sustain the spell, the details of the illusion change and shift to keep your enemies unsettled; the flanking illusion's duration extends until the beginning of your next turn and you can move it to any unoccupied square in the spell's range. The flanking illusion can't provide its benefit against any creature who has disbelieved the figment.

Imaginary Weapon **◆◆** (attack, cantrip, concentrate, force, manipulate, psychic) **Range** touch; **Target** 1 creature; **Defense** AC; **Effect** You create a simple weapon of force and lash out, its arc following your hand. Make a melee spell attack roll against your target's AC. If you hit, you deal 3d6 force damage. On a critical success, you deal double damage and can choose to detonate your weapon to push the target 10 feet away from you.

Critical Success The target takes double damage.

Success The target takes full damage.

Your *imaginary weapon* also gains the following amp.

Amp You form multiple force weapons to lash out at multiple foes. You can target two creatures, making an attack against each. These attacks each increase your multiple attack penalty, but you don't increase your multiple attack penalty until after you make all the spell attack rolls. The damage for the attack also increases to 4d6.

Shield **◆** (cantrip, concentrate, force, psychic) **Duration** Until the start of your next turn; **Target** self or an ally within 30 feet; **Effect** You raise a magical shield of force that can be deployed on behalf of yourself or others. This counts as using the Raise a Shield action (*Player Core* 419), giving the target a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use. While the spell is in effect, you can use the Shield Block reaction (*Player Core* 262) with your magic shield. If the target of the spell is an ally, the option to Shield Block with the spell is still up to you and uses your reaction, not the target's. The shield has Hardness 5. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Your *shield* also gains the following amp.

Amp You create a layered barrier of three shields to improve your defenses. The duration increases to sustained up to 1 minute. The shield still lowers at the start of each of your turns, but you can raise it again when you Sustain the Spell. When you Shield Block with this spell, one of the three layers breaks and you cease to gain the bonus to AC, but the spell doesn't end. You can keep using the spell until the final layer breaks; once it does, the spell ends and you can't cast shield or amped shield again for 10 minutes. You can choose to break additional layers when you Shield Block with this spell to improve your defenses. If you break two layers instead of one, increase the shield's Hardness to 7. If you break all three layers, increase the shield's Hardness to 10.

Cantrips

Phase Bolt ♦♦ (attack, cantrip, concentrate, manipulate) **Range** 60 feet; **Target** 1 creature; **Defense AC**; **Effect** You point your finger and project a bolt of magical energy that stutters in and out of phase until it reaches the target. Make a ranged spell attack roll against your target's AC; if the target has any circumstance bonuses to AC (such as from a shield or cover), reduce that bonus by 2 for this attack. On a success, you deal 4d4 piercing damage.

Prestidigitation ♦♦ (cantrip, concentrate, manipulate) **Range** 10 feet; **Target** 1 object (cook, lift, or tidy only); **Duration** sustained; **Effect** The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the spell. Each time you Sustain the spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or locus or cost for a spell.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the spell.

1st

Dizzying Colors ♦♦ (concentrate, illusion, incapacitation, manipulate, visual) **Area** 15-foot cone; **Defense** Will; **Duration** 1 or more rounds (see below); **Effect** You unleash a swirling multitude of colors that overwhelms creatures based on their Will saves.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is stunned 1, blinded for 1 round, and dazzled for 1 minute.

Critical Failure The creature is stunned for 1 round and blinded for 1 minute.

Illusory Disguise ♦♦ [scroll] (concentrate, illusion, manipulate, visual) **Range** 30 feet; **Target** 1 willing creature; **Duration** 1 hour; **Effect** You create an illusion that causes the target to appear as another creature of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds). The disguise is typically good enough to hide their identity, but not to impersonate a specific individual. The spell changes their appearance and voice, but not mannerisms. You can change the appearance of its clothing and worn items, such as making its armor look like a dress. Held items are unaffected, and any worn item removed from the creature returns to its true appearance.

Casting *illusory disguise* counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties the target might take for disguising itself as a dissimilar creature, gives a +4 status bonus to Deception checks to prevent others from seeing through the disguise, and lets the target add its level to such Deception checks even if untrained. You can Dismiss this spell.

Soothe ♦♦ (concentrate, emotion, healing, manipulate, mental) **Range** 30 feet; **Target** 1 willing creature; **Duration** 1 minute; **Effect** You

grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

Signature Spell You can cast *soothe* in a 2nd-rank slot to heighten it and increase its power. If you cast it using a 2nd-rank slot, the amount of healing increases to 2d10+8.

2nd

Invisibility ♦♦ (illusion, manipulate, subtle) **Range** touch; **Target** 1 creature; **Duration** 10 minutes; **Effect** Illusions bend light around the target, rendering it invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead. If the target uses a hostile action, the spell ends after that hostile action is completed.

Loose Time's Arrow ♦♦ (concentrate, manipulate) **Range** 30 feet; **Target** up to 6 creatures; **Duration** until the end of your next turn; **Effect** You pluck the time stream like a bow—pull one string back, release, and watch a creature fly. All affected targets are quickened. They can use the extra action only to Step or Stride.