

MIOS

THAUMATURGE

3

ANCESTRY	HUMAN (VERSATILE HUMAN)	BACKGROUND	SCHOLAR
SPEED	25 FEET	PERCEPTION	+7 (EXPERT)
LANGUAGES	AKLO, COMMON, CHTHONIAN, NECRIL, VARISIAN	CLASS DC	19
STRENGTH	DEXTERITY	CONSTITUTION	
STR +2	DEX +0	CON +1	
INTELLIGENCE	WISDOM	CHARISMA	
INT +2	WIS +0	CHA +4	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	35	18
FORTITUDE	REFLEX	WILL
+8	+7	+7

STRIKES

MELEE	+1 silver pick +8 [+3/-2] (fatal d10), 1d6+2 piercing - dagger +7 [+3/-1] (agile, versatile S), 1d4+2 piercing
RANGED	dagger +5 [+1/-3] (agile, thrown 10 feet, versatile S), 1d4+2 piercing

* When you Strike with a one-handed weapon while holding an implement, your strikes deal 2 additional damage per weapon damage die.

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+0	+9 ●●	+7 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+7 ●	+9 ●	+9 ●
INTIMIDATION (CHA)	ACADEMIA LORE (INT)	ESOTERIC LORE (CHA)
+4	+7 ●	+11 ●●
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+5 ●	+5 ●	+7 ●
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+4	+5 ●	+7 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+0	+0	+0

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Natural Ambition* (Root to Life), versatile human* (Arcane Sense)
CLASS FEATS	Diverse Lore, Root to Life, Turn Away Misfortune
GENERAL FEATS	Eyes of the City
SKILL FEATS	Assurance (Nature), Battle Medicine
CLASS ABILITIES	esoteric lore, first implement and esoterica (lantern), implement's empowerment, reflex expertise

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

EQUIPMENT

BULK	Current 5, 7 L; Maximum 7 Bulk
WORN	backpack, dagger (2), hide armor, hooded lantern, leg support (brace), +1 silver pick (with predator's claw)
STOWED	bedroll, candle (10 sticks), chalk (10 pieces), flint and steel, healer's toolkit, minor healing potion, marvelous miniature (ladder), minor elixir of life (2), rations (2 weeks), rope (50 feet), soap, torch (5), waterskin, writing set
WEALTH	2 gp, 3 sp



WHAT IS A THAUMATURGE ?

You've scavenged the best parts of every magical tradition and built up a collection of esoterica that you can use to exploit any creature's weaknesses. Your implements leverage occult powers to aid you and your allies.

EQUIPMENT

The following rules apply to Mios'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).

☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing)
Activate $\blacklozenge$ (manipulate); **Effect** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Fatal (trait) The fatal trait includes a die size. On a critical hit, the weapon's damage die increases to that die size instead of the normal die size, and the weapon adds one additional damage die of the listed size.

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.

☐ **Healing Potion, Minor** (consumable, healing, magical, potion, vitality)
Activate $\blacklozenge$ (manipulate); **Effect** Upon drinking this vial of ruby-red liquid you regain 1d8 Hit Points.

Hooded Lantern (implement) A hooded lantern sheds light in a 30-foot radius (and dim light in the next 30 feet) and is equipped with shutters, which you can close to block the light. Closing or opening the shutters takes an Interact action.

Leg Support (Brace) This brace supports Mios as an adventurer, holding their leg steady, and allowing them to move easily after their shattered leg's recovery from a werewolf bite.

☐ **Marvelous Miniature, Ladder** (consumable, expandable, magical)
Activate $\blacklozenge$ (manipulate); **Effect** When activated, this miniature transforms permanently into a 20-foot-long wooden ladder.

☐ **Predator's Claw** (consumable, magical, talisman); **Usage** affixed to a weapon; **Activate** $\blacklozenge$ (concentrate) **Trigger** You critically succeed at an attack roll with the affixed weapon; **Effect** This claw set in an iron clasp and chain is usually that of a large predator. When you activate the claw, the triggering attack gains the weapon's critical specialization effect. For the pick, the weapon viciously pierces the target, who takes 2 additional damage per weapon damage die.

Silver Pick This pick is especially useful against certain creatures such as devils and werewolves

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.

Writing Set Using a writing set, you can draft correspondence and scribe scrolls. A set includes stationery, including a variety of paper and parchment, as well as ink, a quill or ink pen, sealing wax, and a simple seal.

FEATS AND ABILITIES

Mios's feats and abilities are described below.

Arcane Sense Your study of magic allows you to instinctively sense its presence. You can cast 1st-rank *detect magic* at will as an arcane innate spell.

Detect Magic $\blacklozenge\blacklozenge$ (cantrip, concentrate, detection, manipulate) **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower rank than the rank of your detect magic spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

Assurance - Nature (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.

Diverse Lore Your wandering studies mean you've heard rumors or theories about almost every topic... though admittedly, your sources aren't always the most reliable. You can take a -2 penalty to your check to Recall Knowledge with Esoteric Lore to Recall Knowledge about any topic, not just the usual topics available for Esoteric Lore. Additionally, when you succeed at your check to Exploit a Vulnerability, compare the result of your Esoteric Lore check to the DC to Recall Knowledge for that creature; if that number would be a success or a critical success, you gain information as if you had succeeded at the Recall Knowledge check.

Dubious Knowledge You're a treasure trove of information, but not all of it comes from reputable sources. When you fail (but don't critically fail) a Recall Knowledge check using any skill, you learn the correct answer and an erroneous answer, but you don't have any way to differentiate which is which. This can occur as knowing something is significant, but not whether it's good or bad.

Esoteric Lore Your experience with the unknown has taught you about strange phenomena of every kind. You become trained in Esoteric Lore, a special lore skill that can be used to Recall Knowledge regarding haunts, curses, and creatures of any type, but that can't be used to Recall Knowledge of other topics. Unlike a normal Lore skill, you use Charisma as your modifier on Esoteric Lore checks. You also gain the Dubious Knowledge skill feat.

Eyes of the City You can track down targets with the help of locals. You can use Diplomacy or Society, whichever you're trained in, to Track creatures in settlements. You chat with locals to help follow the trail of creatures you Track.

Root to Life $\blacklozenge$ or $\blacklozenge\blacklozenge$ (esoterica, manipulate, primal, thaumaturge)
Requirements You are holding your implement; **Effect** Marigold, spider lily, pennyroyal—many primal traditions connect flowers and plants with the boundary between life and death, and you can

leverage this association 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.

Turn Away Misfortune ☞ (esoterica, fortune, manipulate, occult, thaumaturge); **Trigger** You would attempt a roll affected by a misfortune effect.; **Requirements** You are holding your implement; **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. As normal, you can apply only one fortune ability to a roll, so if you Turned Away Misfortune on an attack roll, you couldn't also use an ability like Halfling Luck, or a Hero Point reroll, to alter the roll further.

IMPLEMENT AND ESOTERICA

Esoterica (trait) The esoterica trait is present in many thaumaturge feats and class features that incorporate 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.

First Implement and Esoterica Your implement is a special object of symbolic importance: your badge as you treat with the supernatural and a powerful tool if things turn violent. Mios has the lantern implement. If you acquire a new object of the same general implement type, you can switch your implement to the new object by spending 1 day of downtime with the new item.

While your implements are your primary tools in your dealings with the supernatural, you know the value of always being prepared. You constantly collect and carry various smaller mystic objects, bits of materials with paranormal affinities, and items used in folk practices: your esoterica. These might include cold-iron nails, scraps of scrolls and scriptures, fragments of bones purportedly from a saint, and other similar objects. You keep your esoterica in easy-to-access places on your person and are well practiced in brandishing your implement and esoterica together, so you can draw and use esoterica with the same hand you're using to wield an implement.

Exploit Vulnerability ♦ (esoterica, manipulate, thaumaturge) You know that every creature, no matter how obscure, has a weakness. By identifying and empowering the right object, you can strike down even the most resilient of monsters; **Frequency** once per round; **Requirements** You are holding your implement; **Effect** You scour your experiences and learning to identify something that might repel your foe. You retrieve an object from your esoterica with the appropriate supernatural qualities, then use your implement to stoke the remnants of its power into a blaze. Select a creature you can see and attempt an Esoteric Lore check against a standard DC for its level, as you retrieve the right object from your esoterica and

use your implement to empower it. You gain the following effects until you Exploit Vulnerabilities again.

Critical Success You remember the creature's weaknesses, and as you empower your esoterica, you have a flash of insight that grants even more knowledge about the creature. You learn all of the creature's resistances, weaknesses, and immunities, including the amounts of the resistances and weaknesses and any unusual weaknesses or vulnerabilities, such as an oni's bean panic. You can exploit either the creature's mortal weakness or personal antithesis (see below). Your unarmed and weapon Strikes against the creature also become magical if they weren't already.

Success You recall an important fact about the creature, learning its highest weakness (or one of its highest weaknesses, if it has multiple with the same value) but not its other weaknesses, resistances, or immunities. You can exploit either the creature's mortal weakness or personal antithesis. Your unarmed and weapon Strikes against the creature also become magical if they weren't already.

Failure Failing to recall a salient weakness about the creature, you instead attempt to exploit a more personal vulnerability. You can exploit only the creature's personal antithesis. Your unarmed and weapon Strikes against the creature also become magical if they weren't already.

Critical Failure You couldn't remember the right object to use and become distracted while you rummage through your esoterica. You become off-guard until the start of your next turn.

You can attempt to Exploit Vulnerabilities in one of two ways: either by invoking properties that repel that type of creature, or by attempting a more improvisational, ad-hoc method with your esoterica that can impose a custom weakness on any creature, albeit one that usually isn't as dire as a creature's existing weakness.

Mortal Weakness After identifying a creature's weakness, you use a thematically resonant bit of esoterica to attune your attacks to your discovery. Your unarmed and weapon Strikes activate the highest weakness you discovered with Exploit Vulnerability, even though the damage type your weapon deals doesn't change. This damage affects the target of your Exploit Vulnerability, as well as any other creatures of the exact same type, but not other creatures with the same weakness. For example, when lighting a pack of werewolves, you might use silver shavings or crushed moonstone to deal damage that applies their weakness to silver to your attacks against any of the werewolves, but you wouldn't apply this damage to any other monsters with a weakness to silver.

Personal Antithesis You improvise a custom weakness on a creature by forcefully presenting and empowering a piece of esoterica that repels it on an individual level; for instance, against a tyrant, you might procure a broken chain that once held a captive. This causes the target creature, and only the target creature, to gain a weakness 3 against your unarmed and weapon Strikes.

Implement's Empowerment The power of your implement can also be turned to the more common task of combat, its power adding to and amplifying the effects of runes and other magical empowerments. When you Strike, you can trace mystic patterns with an implement you're holding to empower the Strike, causing it to deal 2 additional damage per weapon damage die. Channeling the power requires full use of your hands. You don't gain the benefit of implement's empowerment if you are holding anything in either hand other than a single one-handed weapon, other implements, or esoterica, and you must be holding at least one implement to gain the benefit.

Lantern Implement 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. Lantern implements are associated with the astrological signs of the lantern bearer and the archer.

Initiate Benefit While you hold your lantern, its burning light leaves secrets no place to hide. You can light or extinguish your lantern with nothing but a thought, as a free action that has the concentrate trait. While lit, the lantern emits an aura of light in a 20-foot emanation; the aura has the light and magical traits. Everything in the aura is magically lit with bright light regardless of cover, and dim light extends beyond the aura an additional distance equal to the size of the aura. The aura's counteract rank against magical darkness is equal to half your level rounded up.

The lantern's aura attempts to reveal the unseen. You and your allies in the lantern's aura gain a +1 status bonus to visual Perception checks to notice anything that is also within the aura and a +1 status bonus to checks to Recall Knowledge against creatures within the aura, as the light exposes their true natures. During exploration, even if you aren't Searching, the GM rolls a secret check for you to and traps, environmental hazards, haunts, and secrets (such as secret doors). The GM rolls each time a given hazard or secret comes within the lantern's aura. These effects have the magical and revelation traits.