

THALEON

PSYCHIC

1

ANCESTRY	ELF (SEER ELF)	BACKGROUND	NOMAD
SPEED	35 FEET	PERCEPTION	+4 (TRAINED)
SENSES	LOW-LIGHT VISION		
LANGUAGES	COMMON, ELVEN, KELISH, MWANGI, OSIRIANI	CLASS DC	17
STRENGTH	STR +0	DEXTERITY	DEX +2
INTELLIGENCE	INT +2	CONSTITUTION	CON +0
		CHARISMA	CHA +4

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	12	15
FORTITUDE +3	REFLEX +5	WILL +6

STRIKES

MELEE	- dagger +5 [+1/-3] (agile, finesse, versatile S), 1d4+0 piercing - shortsword +2 [-2/-6] (agile, finesse, versatile S), 1d6+0 piercing
RANGED	dagger +5 [+1/-3] (agile, thrown 10 feet, versatile S), 1d4+0 piercing

SKILLS

ACROBATICS (DEX) +2	ARCANA (INT) +2	ATHLETICS (STR) +0
CRAFTING (INT) +5 ●	DECEPTION (CHA) +4	DIPLOMACY (CHA) +7 ●
INTIMIDATION (CHA) +4	ART LORE (INT) +5 ●	DESERT LORE (INT) +5 ●
MEDICINE (WIS) +4 ●	NATURE (WIS) +1	OCCULTISM (INT) +5 ●
PERFORMANCE (CHA) +4	RELIGION (WIS) +1	SOCIETY (INT) +5 ●
STEALTH (DEX) +2	SURVIVAL (WIS) +4 ●	THIEVERY (DEX) +2

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Nimble Elf*, seer elf
SKILL FEATS	Assurance (Survival)
CLASS ABILITIES	conscious mind (the tangible dream), psi cantrips and psi amps, psychic spellcasting, 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 1, 7 L; Maximum 5 Bulk
WORN	backpack, dagger (2), explorer's clothing, minor elixir of life (3), shortsword
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	3 gp, 1 sp

SPELLS

SPELL ATTACK	+7	SPELL DC	17
CANTRIPS (AT WILL)	figment, imaginary weapon, phase bolt, prestidigitation, shield, warp step		
☐ 1ST RANK	dizzying colors, soothe		
☐ 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.

THALEON

PSYCHIC

1

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).

☐☐☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing)
Activate ➤ (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.

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.

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).

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 ➤ (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.

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.

Unleash Psyche ♦ 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 one of his 1st-rank spell once per day.

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.

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 2d6 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.

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 3d4 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.

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.