PF1

Master Class:

Cantripothurge

Rogue Genius Games

52-in-52

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Pathfinder Roleplaying Game Compatible

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Product Code: RGG5220May18

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Master Class: Cantripothurge

You are drawn to understand the true nature of cantrips. While many spellcasters dismiss cantrips as "0-level spells," and claim they are so minor that it takes little effort to ingrain them deeply so they can be cast endlessly without loss of energy, you believe cantrips are something very much different than "minor spells." To you, cantrips are a different thing from spells altogether, instead representing a form of eldritch power than can be permanently gained by altering your connection to the power of magic, as fundamental a change as if you grew wings and learned to fly.

Thus while other spellcasters who study magic pass over cantrips after learning a few—in favor of studying more "powerful" spells, and even innate spellcasters mediate on powers beyond the cantrips they access early in their careers, you seek to master cantrips alone, ignore other forms of spells as a different, less-worthy form of magic or at abilities you can *turn into* cantrips. As you come to deeply understand the power and form of cantrips not only do you find ways to expand their power, you begin to manipulate cantrip energies with techniques unimagined by other spellcasters.

Role

A cantripothurge is built for the marathon, rather than the sprint. They provide steady, flexible magic support without tiring or complaining about the need to constantly take rests. While their magics seem minor to some, cantripothurges maintain than quantity has a quality all its own.

Alignment: A cantripothurge may be of any alignment.

Hit Die: d8

Starting Wealth: 4d6 × 10 gp (average 100 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The cantripothurge's class skills are Appraise (Int), Bluff (Cha), Craft (int), Diplomacy (Cha), Disguise (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (all skills, taken individually)(Int), Linguistics (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Skill Ranks Per Level: 6 + Int modifier.

Class Features

The following are the class features of the cantripothurge

Weapon and Armor Proficiency

Cantripothurges are proficient with simple and martial weapons. They are proficient in light and medium armor.

Cantrip Mastery

You can cast 0-level spells ("cantrips") taken from any spell list. These are treated as arcane or divine spells, whichever is most beneficial to you at any given moment. (You do not suffer arcane spell failure, for example.) To learn or cast a cantrip, you must have a Charisma score equal to at least 10. The Difficulty Class for a saving throw against your cantrips is 10 + half your class level + your Charisma modifier. You begin playing knowing 4 cantrips of your choice. You gain additional cantrips as you gain cantripothurge levels, as indicated on **Table 1: The Cantripothurge**. The number of cantrips you know is not affected your Charisma score (the numbers on **Table 1: The Cantripothurge** are fixed.)

At every new cantripothurge level, you can choose to learn a new cantrip in place of one you already know. In effect, you lose the old spell in exchange for the new one. You may swap only a single spell at any given level, and must choose whether or not to swap the spell when you first gain the level.

You need not prepare your cantrips in advance. You can cast any cantrip you know at any time.

As you gain cantripothurge levels, your mastery over cantrips allows you to increase their effectiveness.

Master Class: Cantripothurge

TABLE 1-1: THE CANTRIPOTHURGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Cantrips	Special
1	+0	+0	+2	+2	4	Cantrip mastery
2	+1	+0	+3	+3	5	Incantation
3	+2	+1	+3	+3	5	Eldritch sideboard
4	+3	+1	+4	+4	5	Bonus feat
5	+3	+1	+4	+4	6	Expanded cantrip, tier 1
6	+4	+2	+5	+5	6	Incantation
7	+5	+2	+5	+5	6	Expanded cantrip, tier 2
8	+6/+1	+2	+6	+6	7	Bonus feat
9	+6/+1	+3	+6	+6	7	Expanded cantrip, tier 3
10	+7/+2	+3	+7	+7	7	Incantation
11	+8/+3	+3	+7	+7	8	Expanded cantrip, tier 4
12	+9/+4	+4	+8	+8	8	Bonus feat
13	+9/+4	+4	+8	+8	8	Expanded cantrip, tier 5
14	+10/+5	+4	+9	+9	9	Incantation
15	+11/+6/+1	+5	+9	+9	9	Expanded cantrip, tier 6
16	+12/+7/+2	+5	+10	+10	9	Bonus feat
17	+12/+7/+2	+5	+10	+10	10	Expanded cantrip, tier 7
18	+13/+8/+3	+6	+11	+11	10	Incantation
19	+14/+9/+4	+6	+11	+11	10	Expanded cantrip, tier 8
20	+15/+10/+5	+6	+12	+12	11	Bonus feat, ultimate cantrip

Your cantrips interact with other spells and effects as if they had a spell level equal to 1/3 your character level. Specific aspects of your cantrips also increase in power, as noted below. Any ability that refers only to "cantrips" includes any spells you gain as cantrips through the expanded cantrip class feature. Any ability that notes it applies to "true cantrips" only apply to those that are normally 0-level spells.

- If the true cantrip does hit point damage, the amount of damage is increased based on your character level, as follows: **1st** 1d4; **2nd** 1d6; **3rd-4th** 1d8; **5th-6th** 1d10; **7th-8th** 2d6; **9th-11th** 3d6; **12th-14th** 4d6; **15th-17th** 5d6; **18th-20th** 6d6. You can always choose to do the cantrip's original damage dice, or the dice listed for a lower level.
- If the cantrip requires an attack roll, you may add your Charisma bonus to the attack roll rather than your Strength (for melee) or Dexterity (for ranged) ability score bonus. You may also use your Charisma bonus in place of your Intelligence or Wisdom bonus for spell calculations that use Int or Wis.

- If a cantrip affects only creatures up to a certain HD max, you increase that max by +1 HD for every 2 class levels you possess.
- If the cantrip has a listed duration other than permanent or instantaneous, that duration is doubled at 3rd level, and increased by the same amount (to x3 the duration, then x4, and so on) every 2 levels thereafter to a maximum of x10 the original duration at 19th level. This does not affect how often a spell with limited uses can be used—if it has a duration of "1 minute of until discharged" for example, at 3rd level that becomes "2 minutes or until discharged."
- If the cantrip grants a numeric bonus (such as "+1 resistance bonus") to anything other than ability scores or grants DR or resistance (such as DR 1/cold iron"), that bonus or value increased by +1 at 5th level, and every 5 levels thereafter to a maximum increase of +4 at 20th level.
- If the cantrip inflicts a bonus that is not part of a defined condition (such as "-1 penalty to attacks") or grants DR or resistance (such as DR 1/cold iron"), that bonus or value increased by +1 at 5th level, and every 5 levels thereafter to a maximum increase of +4 at 20th level.
- If the cantrip grants a numeric pool of expendable resources (such as "+1 temporary hit point") that pool increased by +1 at 5th level, and every 5 levels thereafter to a maximum increase of +4 at 20th level.
- If the cantrip has a range of short, it increases to medium at 7th level. If it has a range of short or medium, it increases to long at 14th level.
- If the cantrip has a listed number of targets, that doubles at 8th level, and triples at 16th level.

Incantations

In your ongoing study of the eldritch power of cantrips, you have discovered there are words, gestures, and even thoughts you can combine with the standard means of creating a cantrip that causes the cantrip to act differently or grow in power. Known as incantations, these are strong evidence for your claim that cantrips and spells are inherently different things.

You gain your first incantation at 2nd level, and gain an additional incantation every 4 levels thereafter to a maximum of five incantations at 18th level. You can use only a single incantation on a single cantrip each round, unless you gain dual incantation.

Dual Incantation

You can use two incantations in the same round (either two appropriate incantations on the same cantrip or, if you can cast 2 or more cantrips in a round, 1 incantation on 2 different cantrips).

Eldritch Incantation

When you cast a cantrip that requires an attack roll or forces a creature to make a saving throw to avoid damage, you do +1d6 more damage than the listed amount (if the cantrip targets a single creature) or +1 damage per target or area (if the cantrip targets multiple creatures or an area).

Far Incantation

When you cast a cantrip that has a range determined by your level, you treat your level as +5 higher for that calculation.

Healing Incantation

When you cast a cantrip on a willing, living creature, and the cantrip does not require an attack roll or force the target to make a saving throw, the target can choose to heal 1 HP per level of the creature. The creature's natural healing from rest and sleep over the next 24 hours is reduced by the amount if healing it receives from this cantrip (to a minimum of no further healing). Once a creature has benefited from this incantation, it cannot benefit from it again for 1 day.

Incantation of Bolting

You can have a cantrip that does damage, or that does not affect targets that make a successful saving throw against it, become a 30-foot-line (beginning adjacent to you). If the cantrip normally does damage, it does half as much damage and that amount is halved again if the target succeeds at a Reflex save. (No attack roll is required, even if the cantrip normally has one). If the cantrip is one that does not affect creatures that make a successful

save, all targets in the line gain a +4 bonus to their save against it.

You can select this incantation a second time, increasing the line to 60 feet.

Incantation of Admonishment

When you damage a creature with a cantrip, you can push it 10 feet directly away from you.

Incantation of Blasting

You can have a cantrip that does damage, or that does not affect targets that make a successful saving throw against it, become a 15-foot-cone (beginning adjacent to you). If the cantrip normally does damage, it does half as much damage and that amount is halved again if the target succeeds at a Reflex save. (No attack roll is required, even if the cantrip normally has one). If the cantrip is one that does not affect creatures that make a successful save, all targets in the cone gain a +4 bonus to their save against it.

You can select this incantation a second time, increasing the cone to 30 feet.

Incantation of Might

When you do damage to a single target with a cantrip, you add your Charisma modifier to the total damage it deals.

Lasting Incantation

When you cast a cantrip with a duration of concentration, it lasts up to 1 minute without you concentrating on it at all (though if you concentrate on it and the stop, it ends if the duration has already been 1 minute or more). When you cast a cantrip that has a duration determined by your level, you treat your level as +5 higher for that calculation.

Metamagic Incantation

You have learned to apply metamagic variation to cantrips. Select one metamagic feat you meet the prerequisites for. You gain this as a bonus feat. You also gain a metamagic pool, with a daily number of metamagic points equal to your Charisma modifier. You can apply metamagic feats you know (from any source) to your cantrips by expending one metamagic point per spell level slot required by the metamagic feat when you cast it. You must spend a minimum of one metamagic point per metamagic feat you add to a specific casting, and you cannot add more metamagic points to one casting than 1/3 your class level.

Reach Incantation

When you cast an incantation with a range of touch, you can instead cast it at a range of 25 feet +5 feet/2level.

Subtle Incantation

When you cast a true cantrip you can do so without using any verbal or somatic components, and without the effect originating from you. Creatures must succeed at a Perception check (DC of 10 + your caster level + your Charisma bonus) to realize you cast the cantrip.

Eldritch Sideboard

You have studied hard to expand your total number of cantrips known, and have found a way to ritualistically imbue yourself with more options each day. Select three true cantrips you do not know. Once each day after meditating for 10 minutes, you may select one of these cantrips to have access to as if it were a cantrip known. This lasts until you next regain your daily abilities. If you ever gain one of the cantrips in your eldritch sideboard as a cantrip known, you may select a new cantrip for the eldritch sideboard.

Bonus Feat

Your search to master an ancient and lost form of magic causes you to explore and master a wide range of knacks and esoteric techniques. At 4th level you gain a bonus feat. This must be a general feat or a feat with “amateur” in the title, or one that as a prerequisite requires you to not have levels in some specific class. You must meet this feat’s prerequisites. You gain an additional bonus feat at 8th level, and every 4 levels thereafter, to a maximum of five bonus feats at 20th level.

Expanded Cantrips

By 5th level, you have begun to master the art of recreating other spells as cantrips, allowing you to cast them at-will. You begin with a single tier

1 expanded cantrip, and gain additional expanded cantrips as you gain levels, as indicated on **Table 1: The Cantripothurge**.

When casting an expanded cantrip, your caster level is one third your cantripothurge level. For example, if a 10th level cantripothurge gains *magic missile* as an expanded cantrip, their caster level for it is 3rd (resulting in two missiles, each doing 1d4+1 damage).

While you can cast expanded cantrips at will, you cannot have more than one of the same extended cantrip active at a time. When you cast an extended cantrip, and previous casting ends. For example, if you already have an *alarm* spell active as an extended cantrip, casting it again causing your earlier *alarm* spell to end.

At 5th level you gain a tier 1 expanded cantrip. Select a 1st level cleric, druid, psychic, witch, or wizard spell. The spell cannot restore hit points, grant bonuses to attack rolls, damage, saving throws, armor class, ability scores or bonuses, grant DR or resistance, deal damage, force creatures to make saving throws, be a conjuration (summoning) spell, or refer to or modify class features you do not possess. You gain the selected spell as an expanded cantrip.

At 7th level, you gain a tier II cantrip. Select a 1st level cleric, druid, psychic, witch, or wizard spell. The spell cannot restore hit points, be a conjuration (summoning) spell, or refer to or modify class features you do not possess. You gain the selected spell as an expanded cantrip.

At 9th level you gain a tier 3 expanded cantrip. This functions as a tier 1 expanded cantrip, except you can select a 2nd level spell (subject to all the restrictions of tier 1). Alternatively, you can select two tier 1 cantrips.

At 11th level you gain a tier 4 expanded cantrip. This functions as a tier 2 expanded cantrip, except you can select a 2nd level spell (subject to all the restrictions of tier 1). Alternatively, you can select two cantrips taken from tiers 1, 2, or both.

At 13th level you gain a tier 5 expanded cantrip. This functions as a tier 1 expanded cantrip, except you can select a 3rd level spell (subject to all the restrictions of tier 1). Alternatively, you can select two cantrips taken from tiers 1, 2, or both.

At 15th level you gain a tier 6 expanded cantrip. This functions as a tier 2 expanded cantrip, except you can select a 3rd level spell (subject to all the restrictions of tier 1). Alternatively, you can select two cantrips taken from tiers 1, 2, or both.

At 17th level you gain a tier 7 expanded cantrip. This functions as a tier 1 expanded cantrip, except you can select a 4th level spell (subject to all the restrictions of tier 1). Alternatively, you can select two cantrips taken from tiers 1-3.

At 19th level you gain a tier 8 expanded cantrip. This functions as a tier 2 expanded cantrip, except you can select a 4th level spell (subject to all the restrictions of tier 1). Alternatively, you can select two cantrips taken from tiers 1-3.

Ultimate Cantrip

At 20th level, you expand your mastery of cantrips to create your ultimate cantrip. Select a 5th level spell from any spell list. The spell selected cannot have expensive material components, or have a casting time greater than 1 round. You gain this 5th level spell as an expanded cantrip.

Cantrip List

A cantripothurge is not restricted to true cantrips from any specific spell list – anything that is normally a 0-level spell is appropriate for the cantripothurge. For purposes of GMs considering what material from expanded sources to allow, the following official cantrips were all considered during the design of this class.

Cantrips: *Acid splash, arcane mark, bleed, brand, create water, dancing lights, daze, detect magic, detect poison, detect psychic significance, disrupt undead, flare ghost sound, grasp, grave words, guidance, haunted fey aspect, jolt, know direction, light, lullaby, mage hand, mending, message, oath of anonymity, open/close, prestidigitation, purify food and magic, ray of frost, read magic, resistance, scrivener's chant, sift, sotto voice, spark, stabilize, summon instrument, telekinetic projectile, touch of fatigue, unwitting ally, vacuous vessel, vigor, virtue*.

Master Class: Cantripothurge

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