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MASTER CLASS:

# Cantripothurge



ROGUE GENIUS GAMES

52-IN-52

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STARFINDER COMPATIBLE

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# MASTER CLASS: CANTRIPOTHURGE

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You are drawn to understand the true nature of cantrips. While many modern 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 an older and more reliable 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, 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 that quantity has a quality all its own.

**Hit Points:** 6

**Stamina Points:** 6

**Key Ability Score:** A cantripothurge studies numerous different ways to performing tasks and overcoming obstacles, and thus can select Intelligence, Wisdom, or Charisma as their key ability score.

**Class Skills:** The cantripothurge’s class skills are Bluff (Cha), Culture (Int), Diplomacy (Cha), Disguise (Cha), Engineering (Int), Intimidate

(Cha), Mysticism (Wis), Perception (Wis), Piloting, Profession (varies), Sense Motive (Wis), Stealth (Dex).

**Skill Ranks Per Level:** 6 + Int modifier

## PROFICIENCIES

**Armor** light armor; **Weapons** basic melee weapons, small arms, longarms, grenades.

## CANTRIP MASTERY – 1ST LEVEL

You can cast 0-level spells (“cantrips”) taken from any spell list. The Difficulty Class for a saving throw against your cantrips is 10 + half your class level + your key ability 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**.

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. 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 to “cantrips” includes any spells you gain as cantrips through the expanded cantrip class feature.

- If the cantrip does Hit Point damage, the amount of damage is increased based on your character level, as noted below. A cantrip that targets a single creature does the listed damage. One that can target multiple creatures of an area does half the listed damage.

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**TABLE 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	Incantation, weapon specialization
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	+2	+6	+6	7	Bonus feat
9	+6	+3	+6	+6	7	Expanded cantrip, tier 3
10	+7	+3	+7	+7	7	Incantation
11	+8	+3	+7	+7	8	Expanded cantrip, tier 4
12	+9	+4	+8	+8	8	Bonus feat
13	+9	+4	+8	+8	8	Expanded cantrip, tier 5
14	+10	+4	+9	+9	9	Incantation
15	+11	+5	+9	+9	9	Expanded cantrip, tier 6
16	+12	+5	+10	+10	9	Bonus feat
17	+12	+5	+10	+10	10	Expanded cantrip, tier 7
18	+13	+6	+11	+11	10	Incantation
19	+14	+6	+11	+11	10	Expanded cantrip, tier 8
20	+15	+6	+12	+12	11	Bonus feat, ultimate cantrip

1	1d8	11	5d8
2	2d4	12	7d6
3	1d10	13	7d8
4	1d12	14	8d8
5	2d6	15	9d8
6	2d8	16	10d8
7	3d6	17	10d10
8	3d8	18	11d10
9	3d10	19	12d10
10	5d6	20	13d10

- If the cantrip requires an attack roll, you may add your key ability bonus to the attack roll rather than your Strength (for melee) or Dexterity (for ranged) ability score bonus. You may also use your key ability bonus in place of your Intelligence, Wisdom, or Charisma bonus for spell calculations that use Int, Wis, or Cha.

- If a cantrip affects only creatures up to a certain CR max, you increase that max by +1 CR 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 19<sup>th</sup> 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 3<sup>rd</sup> 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 5<sup>th</sup> level, and every 5 levels thereafter to a maximum increase of +4 at 20<sup>th</sup> 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 5<sup>th</sup> level, and every 5 levels thereafter to a maximum increase of +4 at 20<sup>th</sup> level.
- If the cantrip grants a numeric pool of expendable resources (such as “+1 temporary hit point”) that pool increased by +1 at 5<sup>th</sup> level, and every 5 levels thereafter to a maximum increase of +4 at 20<sup>th</sup> level.
- If the cantrip has a range of short, it increases to medium at 7<sup>th</sup> level. If it has a range of short or medium, it increases to long at 14<sup>th</sup> level.
- If the cantrip has a listed number of targets, that doubles at 8<sup>th</sup> level, and triples at 16<sup>th</sup> level.

## INCANTATIONS – 2ND LEVEL

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 2<sup>nd</sup> level, and gain an additional incantation at 3<sup>rd</sup> level, 6<sup>th</sup> level, every 4 levels thereafter to a maximum of six incantations at 18<sup>th</sup> 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).

### 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 expend 1 Resolve Point to regain 2 SP per level of the creature. Once a creature has benefited from this incantation, it cannot benefit from it again until after it has expended a Resolve Point to regain Stamina Points following a 10-minute rest.

### 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 key ability bonus to the total damage it deals. If you deal damage to an area or multiple targets, you add half your key ability bonus to the damage.

### INSTANT INCANTATION

You can cast a cantrip as part of any other action you take (including casting another cantrip). Once you have used this ability, you cannot do so again

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until after you have expended a Resolve Point to regain Stamina Points following a 10-minute rest.

## 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.

## 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 the effect originating from you. Creatures must succeed at a Perception check (DC of 10 + 1.5 x your caster level + your key ability bonus) to realize you cast the cantrip.

## WEAPON SPECIALIZATION (EX) - 3RD LEVEL

You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with. For weapons you have gained proficiency with only through the injection expert class feature, rather than the normal Weapon Specialization benefit, you instead add half your character level to damage you deal with those weapons.

## BONUS FEAT - 4TH LEVEL

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 4<sup>th</sup> level you gain a bonus feat. This must be a general feat and you must meet this feat's prerequisites. You gain an additional bonus feat at 8<sup>th</sup> level, and every 4 levels thereafter, to a maximum of five bonus feats at 20<sup>th</sup> level.

## EXPANDED CANTRIP - 5TH LEVEL

By 5<sup>th</sup> 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**.

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 a junk armor spell active as an extended cantrip, casting it again causing your earlier junk armor spell to end.

At 5<sup>th</sup> level you gain a tier 1 expanded cantrip. Select a 1<sup>st</sup> level mystic, technomancer, or witchwarper spell. The spell cannot restore Hit Points or Stamina 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 7<sup>th</sup> level, you gain a tier II cantrip. Select a 1<sup>st</sup> level mystic, technomancer, or witchwarper 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 9<sup>th</sup> level you gain a tier 3 expanded cantrip. This functions as a tier 1 expanded cantrip, except you can select a 2<sup>nd</sup> level spell (subject to all the restrictions of tier 1). Alternatively, you can select two tier 1 cantrips.

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

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

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

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

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

## ULTIMATE CANTRIP – 20<sup>TH</sup> LEVEL

At 20<sup>th</sup> level, you expand your mastery of cantrips to create your ultimate cantrip. Select a 5<sup>th</sup> level spell from any spell list. The spell selected cannot require any credit cost to use, require Resolve Points to cast, or have a casting time greater than 1 round. You gain this 5<sup>th</sup> level spell as an expanded cantrip.

# MASTER CLASS: CANTRIPOTHRGE

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