

DANCING BLADE**CANTRIP 5**

UNCOMMON	CANTRIP	EVOCATION	PSYCHIC
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Cast ➡➡**Range** 30 feet; **Targets** 1 creature**Duration** sustained up to 1 minute

You telekinetically animate a weapon that's unattended or on your person. It brandishes itself at a foe of your choice as if wielded by an invisible duelist. When you first Cast the Spell, the weapon automatically flies to the target and Strikes. It moves along with its target, always remaining within reach. Each time you Sustain the Spell, the weapon either Changes Partners or Strikes. The weapon's attacks use and contribute to your multiple attack penalty.

- **Change Partners** Change the weapon's target to a different creature within 30 feet. The weapon flies to its new target.
- **Strike** (attack) The weapon attacks its target using your spell attack roll. On a hit, the weapon deals 3d6 damage of a type determined by the weapon (if the weapon has the versatile trait or can otherwise deal multiple types of damage, you choose each time you attack).

Heightened (+2) The damage increases by 1d6.

Amp The weapon's attacks increase in strength, and your control is fine enough for advanced technique. The damage dice for the weapon's Strike change from d6s to d10s. When you Cast or Sustain the spell, you can choose from the following options in addition to the standard ones.

- **Guard** Rather than attacking, the weapon grants a +2 circumstance bonus to AC against melee attacks to the creature it's following. The bonus lasts until the start of your next turn or until the weapon Changes Partners, whichever comes first.
- **Push** (attack) The weapon attempts to Push its target, using your spell attack roll instead of an Athletics check to determine the results of the Push.

THE OSCILLATING WAVE

At the heart of all things is energy. Though it may change its form or resting place, it is eternal, fundamental, the purest of building blocks. Your powers let you shift energy—either concentrating it in a single point to explosive end or freezing objects by plundering it away—in an endless oscillation of temperature.

Granted Spells 1st: *burning hands*; 2nd: *heat metal* (*Advanced Player's Guide* 220); 3rd: *fireball*; 4th: *fire shield*; 5th: *cone of cold*; 6th: *flame vortex* (*Secrets of Magic* 106); 7th: *fiery body*; 8th: *polar ray*; 9th: *meteor swarm*

Standard Psi Cantrips *ignition* and *frostbite*

Unique Psi Cantrips surface: *thermal stasis*; deeper: *entropic wheel*; deepest: *redistribute potential*

CONSERVATION OF ENERGY

Energy can't be created or destroyed, only transferred or changed. Whenever you use your magic to add or remove energy, you must then balance it with the opposing force. The first time in an encounter that you cast a granted spell or standard psi cantrip from your conscious mind, decide whether you're adding energy or removing it. Once you add energy, you must remove energy the next time you cast one of these spells. When you Refocus, you restore yourself to a neutral state, allowing you to once again freely choose whether you add or remove energy on your next spell.

Adding Energy: The ability gains the fire trait, any damage it deals is fire damage, and any resistance it grants is to cold damage. It loses any traits matching damage types it no longer deals.

Removing Energy: The ability gains the cold trait, any damage it deals is cold damage, and any resistance it grants is to fire damage. It loses any traits matching damage types it no longer deals. Fiery body grants *frostbite* instead of *ignition* when cast this way.

Mindshift: When you use an action that has the mindshift trait, you can choose to add or remove energy to it instead of making it mental. Alter it as normal for adding or removing energy and change any save it requires to a Reflex save.

IGNITION

You can drastically increase the heat against adjacent targets. When using *ignition* as a melee attack, increase the damage dice of the initial damage (but not the persistent damage) from d4s to d6s. Your *ignition* also gains the following amp.

Amp You project pure heat that causes a target to combust. The initial damage changes to 1d10 fire damage (not adding your ability modifier) plus 1 fire splash damage. When using amped *ignition* as a melee attack, increase the damage dice of the initial damage from d10s to d12s. You are not harmed by splash damage from amped *ignition*.

Amp Heightened (+1) Instead of using *ignition*'s normal heightened entry, the initial damage increases by 1d10 (1d12 for melee) and the splash damage increases by 1. The persistent fire damage on a critical hit increases by 1d4.

FROSTBITE

Your *frostbite* reaches even further. The range increases to 180 feet. Your *frostbite* also gains the following amp.

Amp You drain thermal energy at a distance, using what you plunder to replenish yourself. The ray deals 1d10 cold damage. You gain temporary Hit Points equal to half the damage the target takes (after applying resistances and the like). You lose any remaining temporary Hit Points after 1 minute.

Amp Heightened (+1) The initial damage increases by 1d10 instead of 1d4.

FORBIDDEN THOUGHT**CANTRIP 1**

UNCOMMON	CANTRIP	ENCHANTMENT	MENTAL	PSYCHIC
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Cast ➤➤ somatic, verbal**Range** 30 feet; **Targets** 1 creature**Saving Throw** Will

You place a psychic lock in a foe's mind that prevents it from a specific action. Choose "Strike," "Stride," "Cast a Spell," or a specific action you know the creature to have (such as "Breath Weapon" against a dragon). If the creature attempts that action on its next turn, it must surmount your lock to do so, causing it to take 2d6 mental damage (with a basic Will save). The target is then temporarily immune for 1 minute.

Heightened (+1) The damage increases by 1d6.**Amp** Your telepathic push is particularly shocking to those who resist it. If the target fails its save, it's also stunned 1.**SHATTER MIND****CANTRIP 3**

UNCOMMON	CANTRIP	ENCHANTMENT	MENTAL	PSYCHIC
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Cast ➤➤ somatic, verbal**Area** 15-foot cone**Saving Throw** Will

You telepathically assail the minds of your foes. You deal mental damage equal to 3d4 to all enemies in the area, with a basic Will save.

Heightened (+1) The damage increases by 1d4.**Amp** You increase the area of the spell to your choice of a 30-foot cone or 60-foot cone, and the damage dice for the spell change to d10s. Creatures that fail are stupefied 1 until the start of your next turn (or stupefied 2 on a critical failure).

THE TANGIBLE DREAM

You pull colors and shapes from the depth of your mind, projecting impossible creations into the world as tapestries of astral thread or sculptures of force and light.

Granted Spells 1st: *color spray*; 2nd: *mirror image*; 3rd: *sea of thought* (page 106); 4th: *resilient sphere*; 5th: *ethereal shards* (page 105); 6th: *blade barrier*; 7th: *project image*; 8th: *scintillating pattern*; 9th: *prismatic sphere*

Standard Psi Cantrips *figment* and *shield*

Unique Psi Cantrips surface: *imaginary weapon*; deeper: *astral rain*; deepest: *hologram cage*

FIGMENT

Your minor illusions shift and dance. The range of *figment* increases to 60 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 as usual. 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*.

SHIELD

Your *shield* spell can be deployed on behalf of others. When you cast *shield*, you can choose a target ally within 30 feet to gain the benefits of the spell instead of you. The option to Shield Block with the spell is up to you and uses your reaction, not the target's. Your *shield* also gains the following amp.

IMAGINARY WEAPON**CANTRIP 1**

UNCOMMON

ATTACK

CANTRIP

EVOCATION

FORCE

PSYCHIC

Cast ♦♦ somatic, verbal**Range** touch; **Targets** 1 creature

You create a simple weapon of force. Make a melee spell attack roll against your target's AC. If you hit, you deal 2d8 bludgeoning or slashing damage (your choice). On a critical success, you deal double damage and can choose to detonate your weapon to push the target 10 feet away from you.

Heightened (+1) The damage increases by 1d8.

Amp You form multiple force weapons to lash out at multiple foes. You make two imaginary weapon Strikes, each against a different target. Your multiple attack penalty doesn't increase until you've made both Strikes.

Amp Heightened (+1) The damage increases by 2d8 instead of 1d8.

ASTRAL RAIN**CANTRIP 3**

UNCOMMON

CANTRIP

EVOCATION

FORCE

PSYCHIC

Cast ♦♦ somatic, verbal**Range** 60 feet; **Area** one 5-foot cube**Saving Throw** Reflex

You fling a mass of furious thoughts into the air, where they expand into numerous blades or other shapes that rain down. Any creature that's in the area or enters the area before the start of your next turn takes 4d4 bludgeoning or piercing damage (your choice), with a basic Reflex saving throw.

Heightened (+1) The damage increases by 1d4.

Amp The area changes to a 5-foot burst, and you can Sustain the Spell up to 1 minute. The first time each round that you Sustain the Spell, you can move the burst up to 20 feet.

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THAUMATURGE WEAPON EXPERTISE 5TH

You've learned the secret ways your weapons work most effectively. Your proficiency ranks for unarmed attacks, simple weapons, and martial weapons increase to expert.

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WEAPON MASTERY

13TH

You fully understand your weapons. Your proficiency ranks for unarmed attacks, simple weapons, and martial weapons increase to master.

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EXPERT PSYCHIC SPELLCASTING

FEAT 12

ARCHETYPE

Basic Psychic Spellcasting, master in Occultism.

You gain the expert spellcasting benefits (Core Rulebook 219).

MASTER PSYCHIC SPELLCASTING

FEAT 18

ARCHETYPE

Expert Psychic Spellcasting, legendary in Occultism.

You gain the expert spellcasting benefits (Core Rulebook 219).

PHASE BOLT**CANTRIP 1****ATTACK** **CANTRIP** **EVOCAION****Cast** ♦♦ somatic, verbal**Range** 30 feet; **Targets** 1 creature

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. On a critical success, the target takes double damage.

Heightened (+1) The bolt's damage increases by 1d4.