PF2

Master Class:

Cantripothurge

Rogue Genius Games

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Pathfinder Compatible

Credits

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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. 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.

KEY ABILITY	HIT POINTS
CHARISMA	**8 PLUS YOUR CONSTITUTION MODIFIER**
At 1st level, your class gives you an ability boost to Charisma.	You increase your maximum number of HP by this number at 1st level, and every level thereafter.

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.

Roleplaying the Cantripothurge

During Combat Encounters…
While you don't want to have to hold the front line or get too far from your allies, you are not afraid to wade into the thick of the fray. With no limit to how often you can cast your spells, you are ready to cast early and cast often.

During Social Encounters…
You are knowledgeable on all matters of magic and mysticism, and often seek answers to problems other characters overlook.

While Exploring…
You have learned when your at-will cantrips can reveal useful information or probe for trouble, and are never shy about using them just to see what will happen.

In Downtime…
You are always researching rare and unique cantrips in the hopes you can add them to your list of never-ending eldritch power. You may find ways to use your powers to expand your local popularity and prestige.

Initial Proficiencies

At 1st level you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank some other way.

Perception
Trained in Perception

Saving Throws
Trained in Fortitude
Expert in Reflex
Expert in Will

Skills
Trained in Arcana, Nature. Occultist, and Religion
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

Attacks
Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

Defenses
Trained in light armor
Trained in unarmed defense

Class DC
Trained in cantripothurge class DC

Spells
Trained in arcane, divine, occult, and primal spell attacks
Trained in arcane, divine, occult, and primal spell DCs

Master Class: Cantripothurge

TABLE 1: CANTRIPOTHURGE ADVANCEMENT

Your Level	Class Feature
1	Ancestry and background, cantrip spellcasting, initial proficiencies
2	Cantrips (6) , cantripothurge feat, skill feat
3	Cantrips (7), general feat, skill increase
4	Cantrips (8), cantripothurge feat, skill feat
5	Ability boosts, ancestry feat, mettle, skill increase
6	Cantrips (9), cantripothurge feat, skill feat
7	Cantrips (10), expert cantripothurge, general feat, skill increase
8	Cantrips (11), cantripothurge feat, skill feat
9	Adamantine will, ancestry feat, cantrips (12), skill increase
10	Ability boosts, cantripothurge feat, skill feat
11	Alertness, cantrips (13), general feat, skill increase
12	Cantrips (14), cantripothurge feat, skill feat
13	Ancestry feat, cantrip specialization, cantrips (15), defensive expertise, skill increase
14	Cantrips (16), cantripothurge feat, skill feat
15	Ability boosts, general feat, master cantripothurge, skill increase
16	Cantrips (17), cantripothurge feat, skill feat
17	Ancestry feat, cantrips (18), defensive mastery, skill increase
18	Cantrips (19), cantripothurge feat, skill feat
19	Cantrips (20), general feat, legendary cantripothurge, skill increase
20	Ability boosts, cantripothurge feat, skill feat

Class Features

You gain these abilities as a cantripothurge. Abilities gained at higher level list the level at which you gain them next to the feature's names.

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2 of the *Pathfinder Core Rulebook*.

Cantrip Spellcasting

Through dedicated study and practice, you can harness a blend of magic powers to cast cantrips. You can cast arcane, divine, occult, and primal cantrips using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting cantrips.

At 1st level, you know five cantrips taken from any or all of the spell lists (arcane, divine, occult, and primal).

As you increase in level as a cantripothurge, your number of cantrips known increases, as shown on **Table 1: Cantripothurge Advancement**. You can select these cantrips form the arcane, divine, occult, or primal spell lists.

Some of your cantrips require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Charisma, your spell attack rolls and spell DCs use your Charisma modifier.

Cantrips are a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up. For example, as a 1st-level cantripothurge, your cantrips are 1st-level spells, and as a 5th-level cantripothurge, your cantrips are 3rd-level spells.

Initial Proficiencies

At 1st level you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Cantripothurge Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a cantripothurge class feat. Class feats can be found in at the end of the class description.

Skill Feats 2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 of the *Pathfinder Core Rulebook*, and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

General Feats 3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats can be found in Chapter 5 of the *Pathfinder Core Rulebook*, and have the skill trait.

Skill Increases 3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expect

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

Ability Boosts 5th

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. This list of feats available to you can be found in your ancestry's entry.

Mettle 5th

The vast cantrip power you have continuously channeled through your body have given you great heartiness. Your proficiency rank for Fortitude saves increases to expert.

Expert Cantripothurge 7th

You have become an expert in casting runes. Your proficiency rank for arcane, divine, occult, and primal spell attack rolls and spell DCs, and cantripothurge class DCs, increase to expert.

Adamantine Will 9th

Constantly strengthening your mind with the study of cantrip magic has made your mental defenses significantly stronger. Your proficiency rank for Will saves increases to master. When you roll a failure at a Will save, you get a success instead.

Alertness 11th

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

Cantrip Specialization 13th

You've learned to inflict greater injuries with cantrips you know best. You deal 2 additional damage with cantrips in which you are an expert for their attack rolls. This increases to 3 if you are a master, and to 4 if you are legendary.

Defensive Expertise 13th

Your experiences have taught you the best way to defend yourself in combat. Your proficiency ranks for light armor, and unarmed defense, increases to expert.

Master Cantripothurge 15th

You have mastered all the intricacies of cantrip use. Your proficiency rank for arcane, divine, occult, and primal spell attack rolls and spell DCs, and cantripothurge class DCs, increase to master.

Defensive Mastery 17th

Your experiences have taught you new and unique ways to defend yourself in combat. Your proficiency ranks for light armor and unarmed defense increases to master.

Legendary Cantripothurge 19th

Your understanding and use of cantrips is unmatched. Your proficiency rank for arcane, divine, occult, and primal spell attack rolls and spell DCs, and cantripothurge class DCs, increase to legendary.

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Cantripothurge Feats

At every level you gain a cantripothurge feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Cantrip on the Run — Feat 1

CANTRIPOTHURGE

You gain the Cantrip on the Run action.

Cantrip on the Run ◆◆

Arcane Divine Move Occult Primal

You take the Cast a Spell action for a cantrip with a casting time of 1 or 2 actions, and Stride. You can cast the cantrip before, after, or at any point during the movement. This action gains all the traits and requirements of the spell you cast.

Cautious Cantrip — Feat 1

CANTRIPOTHURGE

You can take an extra action to cast a cantrip with a casting time of 1 or 2 actions. If you do so, any creature that has a reaction triggered by the Cast a Spell action you take must make a DC 11 flat check to be able to take the reaction. If it cannot take the reaction, it is free to use its reaction later.

Shielded Advance — Feat 1

CANTRIPOTHURGE

Prerequisites You know the shield cantrip

You gain the Shielded Advance action.

Shielded Advance ◆

Arcane Move

You take a Cast a Spell action to cast *shield*, and Stride. You can perform the actions in any order.

2nd Level

Cantrip Focus — Feat 2

CANTRIPOTHURGE

Select one cantrip that can be heightened. It is automatically heightened to half you level, rounded up, +1.

Special: You can select this feat multiple times. Each time you do, it applies to a different cantrip.

Sustaining Cantrip — Feat 2

CANTRIPOTHURGE

You gain the Quickened 1 condition. You can only use the extra action to Sustain a Spell for a cantrip.

War Cantrip — Feat 2

CANTRIPOTHURGE

You gain the War Cantrip action.

War Cantrip ◆◆◆

Arcane Attack Divine Move Occult Primal

You take the Cast a Spell action to cast a cantrip with a casting time of 1 or 2 actions, and Strike, and Stride or Step. You can perform the actions in any order.

4th Level

Mobile Cantrip — Feat 4

CANTRIPOTHURGE

Prerequisites Cantrip on the Run

You gain the Mobile Cantrip action.

Cantrip on the Run ◆◆

Arcane Attack Divine Move Occult Primal

You take the Cast a Spell action to cast a cantrip with a casting time of 1 or 2 actions, and Crawl, Drop Prone, Fly, Leap, Stand, or Step. You can cast the cantrip before or after the movement. This action gains all the traits and requirements of the spell you cast.

Two-Fisted Caster — Feat 4

CANTRIPOTHURGE

You gain the Two-Fisted Caster action.

Two-Fisted Caster ◆◆◆

Arcane Divine Occult Primal

You Cast a Spell twice, each time for a cantrip with a casting time of 1 or 2 actions. All heightened cantrips you cast have their effective spell level reduced by 1.

6th Level

Arcane Cantrip Expansion — Feat 6

CANTRIPOTHURGE

Select a 1st level arcane spell that cannot be heightened. You gain this spell as a cantrip.

Divine Cantrip Expansion Feat 6

CANTRIPOTHURGE

Select a 1st level divine spell that cannot be heightened. You gain this spell as a cantrip.

Occult Cantrip Expansion Feat 6

CANTRIPOTHURGE

Select a 1st level occult spell that cannot be heightened. You gain this spell as a cantrip.

Primal Cantrip Expansion Feat 6

CANTRIPOTHURGE

Select a 1st level primal spell that cannot be heightened. You gain this spell as a cantrip.

8th Level

Arcane Cantrip Expansion II Feat 8

CANTRIPOTHURGE

Prerequisites Arcane Cantrip Expansion I

Select a 2nd level arcane spell that cannot be heightened. You gain this spell as a cantrip.

Divine Cantrip Expansion II Feat 8

CANTRIPOTHURGE

Prerequisites Divine Cantrip Expansion I

Select a 2nd level divine spell that cannot be heightened. You gain this spell as a cantrip.

Occult Cantrip Expansion II Feat 8

CANTRIPOTHURGE

Prerequisites Occult Cantrip Expansion I

Select a 2nd level occult spell that cannot be heightened. You gain this spell as a cantrip.

Primal Cantrip Expansion II Feat 8

CANTRIPOTHURGE

Prerequisites Primal Cantrip Expansion I

Select a 2nd level primal spell that cannot be heightened. You gain this spell as a cantrip.

10th Level

Arcane Cantrip Expansion III Feat 10

CANTRIPOTHURGE

Prerequisites Arcane Cantrip Expansion II

Select a 3rd level arcane spell that cannot be heightened. You gain this spell as a cantrip.

Divine Cantrip Expansion III Feat 10

CANTRIPOTHURGE

Prerequisites Divine Cantrip Expansion II

Select a 3rd level divine spell that cannot be heightened. You gain this spell as a cantrip.

Occult Cantrip Expansion III Feat 10

CANTRIPOTHURGE

Prerequisites Occult Cantrip Expansion II

Select a 3rd level occult spell that cannot be heightened. You gain this spell as a cantrip.

Primal Cantrip Expansion III Feat 10

CANTRIPOTHURGE

Prerequisites Primal Cantrip Expansion II

Select a 3rd level primal spell that cannot be heightened. You gain this spell as a cantrip.

12th Level

Arcane Cantrip Adaptation I Feat 12

CANTRIPOTHURGE

Prerequisites Arcane Cantrip Expansion I

Select a 1st level arcane spell that can be heightened. You gain this spell as a cantrip. It has an effective spell level equal to 1/3 your class level.

Divine Cantrip Adaptation I Feat 12

CANTRIPOTHURGE

Prerequisites Divine Cantrip Expansion I

Select a 1st level divine spell that can be heightened. You gain this spell as a cantrip. It has an effective spell level equal to 1/3 your class level.

Occult Cantrip Adaptation I Feat 12

CANTRIPOTHURGE

Prerequisites Occult Cantrip Expansion I

Select a 1st level occult spell that can be heightened. You gain this spell as a cantrip. It has an effective spell level equal to 1/3 your class level.

Primal Cantrip Adaptation I Feat 12

CANTRIPOTHURGE

Prerequisites Primal Cantrip Expansion I

Select a 1st level primal spell that can be heightened. You gain this spell as a cantrip. It has an effective spell level equal to 1/3 your class level.

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14th Level

Arcane Cantrip Expansion IV Feat 14

CANTRIPOTHURGE

Prerequisites Arcane Cantrip Expansion III

Select a 3rd level arcane spell that cannot be heightened. You gain this spell as a cantrip.

Divine Cantrip Expansion IV Feat 14

CANTRIPOTHURGE

Prerequisites Divine Cantrip Expansion III

Select a 3rd level divine spell that cannot be heightened. You gain this spell as a cantrip.

Occult Cantrip Expansion IV Feat 14

CANTRIPOTHURGE

Prerequisites Occult Cantrip Expansion III

Select a 3rd level occult spell that cannot be heightened. You gain this spell as a cantrip.

Primal Cantrip Expansion IV Feat 14

CANTRIPOTHURGE

Prerequisites Primal Cantrip Expansion III

Select a 3rd level primal spell that cannot be heightened. You gain this spell as a cantrip.

16th Level

Arcane Cantrip Adaptation II Feat 16

CANTRIPOTHURGE

Prerequisites Arcane Cantrip Adaptation I or Arcane Cantrip Expansion II

Select a 2nd level arcane spell that can be heightened. You gain this spell as a cantrip. It has an effective spell level equal to 1/3 your class level.

Divine Cantrip Adaptation II Feat 16

CANTRIPOTHURGE

Prerequisites Divine Cantrip Adaptation I or Divine Cantrip Expansion II

Select a 2nd level divine spell that can be heightened. You gain this spell as a cantrip. It has an effective spell level equal to 1/3 your class level.

Occult Cantrip Adaptation II Feat 16

CANTRIPOTHURGE

Prerequisites Occult Cantrip Adaptation I or Occult Cantrip Expansion II

Select a 2nd level occult spell that can be heightened. You gain this spell as a cantrip. It has an effective spell level equal to 1/3 your class level.

Primal Cantrip Adaptation II Feat 16

CANTRIPOTHURGE

Prerequisites Primal Cantrip Adaptation I or Primal Cantrip Expansion II

Select a 2nd level primal spell that can be heightened. You gain this spell as a cantrip. It has an effective spell level equal to 1/3 your class level.

18th Level

Arcane Cantrip Expansion V Feat 18

CANTRIPOTHURGE

Prerequisites Arcane Cantrip Expansion IV

Select a 4th level arcane spell that cannot be heightened. You gain this spell as a cantrip.

Divine Cantrip Expansion V Feat 18

CANTRIPOTHURGE

Prerequisites Divine Cantrip Expansion IV

Select a 4th level divine spell that cannot be heightened. You gain this spell as a cantrip.

Occult Cantrip Expansion V Feat 18

CANTRIPOTHURGE

Prerequisites Occult Cantrip Expansion IV

Select a 4th level occult spell that cannot be heightened. You gain this spell as a cantrip.

Primal Cantrip Expansion V Feat 18

CANTRIPOTHURGE

Prerequisites Primal Cantrip Expansion IV

Select a 4th level primal spell that cannot be heightened. You gain this spell as a cantrip.

20th Level

Ultimate Cantrip Expansion Feat 20

CANTRIPOTHURGE

Select a 5th level or lower spell from the arcane, divine, occult, or primal spell list. You gain this spell as a cantrip.

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