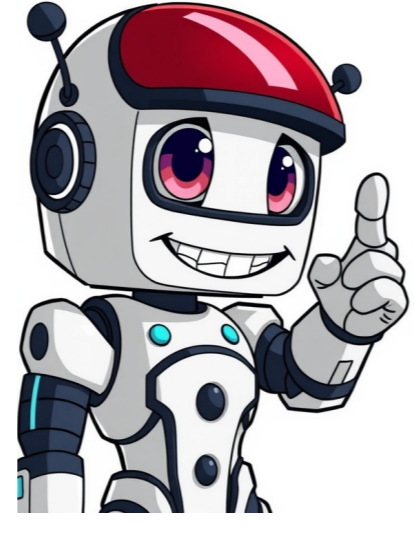


I'm not a bot



I'm happy to help you with your question, but I don't see a specific question in your text. It appears to be a block of text without any clear topic or question. Could you please provide more context or clarify what you would like me to assist you with? I'll do my best to provide a helpful response.

The question of taking a free archetype in Pathfinder 2e has sparked debate among players and DMs. The "free archetype" rule allows characters to choose a new archetype at 2nd level, granting them access to additional feats and abilities. However, the issue arises when considering whether a character can take an additional class feat in place of an archetype feat. The general consensus is that taking a free archetype replaces the need for archetype feats, as it provides a similar benefit. However, some argue that this approach doesn't fully capture the essence of archetypes, which often grant unique powers and abilities not available through traditional class features. To address this concern, the "Class Paragon" archetype offers an alternative solution. This archetype allows characters to gain benefits similar to those granted by free archetypes, but without replacing their existing class feats. By devoting themselves to mastering a single path, characters can develop a depth of tricks that few in their chosen line of action can match. You can select an additional weapon group for your character, gaining access to new abilities and playstyles. At 20th level, you receive a +1 bonus to all attacks with legendary proficiency weapons. The Gunlinger gets to pick another fighting style, the Inventor chooses an extra innovation, the Investigator selects a new methodology, and the Magus can select another hybrid study. Meanwhile, the Monk gains a bonus stance feat that they can enter when rolling for initiative by expending 1 focus point. The Oracle picks another mystery and can choose to also gain its associated curse, with the option to change this decision each time gaining an oracle level. The Psychic selects a new conscious mind, while the Ranger gets to pick another hunter's edge. As for those who deal in melee, the Rogue gains an additional racket and the Sorcerer chooses a bloodline. The Summoner can now manifest an eidolon more easily, taking only 2 actions instead of the usual 3. The Swashbuckler selects another style, while the Thaumaturge gets to pick an additional implement for their magic. The Witch gains access to new spells and can cast a hex cantrip, as well as an extra focus point in their focus pool. Lastly, the Wizard gets to choose an additional arcane thesis or at level 15, they select another one of these important magical theories.

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