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| **Sorcery****(Sorcerer Only Spell)***Transmutation (Cantrip)*

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| **1 AP** | **1 Spaces** | **1 min** |

You manifest a minor wonder (Divine), a sign of supernatural power (Primal), or arcane prowess (Arcane) depending on which Spell List you have access to. When you gain this spell, you are to make a choice from the following types of energy: Fire, Water, Lightning, Earth, Holy, Unholy, or Arcane (which manifests as energy of a specific colour). This chosen type will be the form your spell's energy takes.You create one of the following magical effects of your chosen energy type within range and can dismiss it by spending **1 AP**:* Your voice booms up to 3 times louder than normal.
* You can call upon non-harmful magic of your chosen energy type to swirl around you in a visual display.
* Your eyes glow with your chosen energy type.

**Mana Point Enhancements*****Multiple Effects***: **1 MP** for all 3 effects at once. | **Poison Bolt****(Fiendborn Only Spell)***Destruction (Cantrip)*

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| **1 AP** | **10 Spaces** | **Instant** |

**Spell Lists**: Arcane, Primal.You can produce 1 of the following effects:**Spell Attack**: You can make a Spell Check against the PD of a target within range. **Hit**: The target takes **2** Poison damage.**Cantrip Passive**: You deal **+1** damage against creatures that are **Impaired**.**Action Point Enhancements*****Damage***: (1 AP) You deal **+1** Poison damage. ***Range***: (1 AP) Increase the range by +5 Spaces. ***Sicken***: (1 AP) The target makes a Physical Save. **Failure**: Target becomes **Impaired** for 1 minute. A creature can spend **1 AP** to make a **DC 10** Medicine Check on itself or another creature within 1 Space to end the condition early. | **Acid Bolt****(Fiendborn Only Spell)***Destruction (Cantrip)*

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| **1 AP** | **10 Spaces** | **Instant** |

**Spell Lists**: Arcane, Primal.You can produce 1 of the following effects:**Spell Attack**: You can make a Spell Check against the PD of a target within range. **Hit**: The target takes **2** Corrosion damage.**Cantrip Passive**: You deal **+1** damage against creatures that are **Hindered**.**Action Point Enhancements*****Damage***: (1 AP) You deal **+1** Corrosion damage. ***Range***: (1 AP) Increase the range by +5 Spaces.***Corrode***: (1 AP) The target makes a Physical Save. **Failure**: Target becomes **Hindered** for 1 minute or until a creature (including itself) within 1 Space spends **1 AP** to clear off the acid. |
| **Druidcraft***Transmutation (Cantrip),* ***Primal***

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| **1 AP** | **5 Spaces** | **Instant** |

You reach out into nature and create one of the following effects that can happen within a 1 Space cube in range:* You target an area within range and produce a harmless natural smell (such as flowers, faint odour of a skunk, etc) or sound (rustling leaves, a small animal, etc).
* You target a living mundane plant and instantly accelerate the growth of the plant (flowers bloom, seeds open, etc).
* You target a wounded or dead mundane plant (smaller than a 1 Space cube) and bring it back to life.

**Mana Point Enhancements*****Nature’s Wonder****: TBD.* | **Tethering Vines***Conjuration,* ***Primal***

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| **2 AP + 1 MP** | **10 Spaces** | **1 min (C)** |

Choose a Space within range. Vines and weeds sprout up from the ground in a 3 Space Radius from the chosen Space, making the area Difficult Terrain. Make a Spell Check Contested by a Physical Save from all creatures (other than you) within range. **Success**: The creature is **Tethered**. **Tethered**: While Tethered, the creature can’t leave the area. The creature can spend **1 AP** to make a Physical Check of your choice against your Save DC. **Success**: The target is no longer Tethered.When the Spell ends, the conjured plants wilt away.**Mana Point Enhancements*****Widen Vines***: (1 MP) The Radius increases by 1 Space. | **Shield***Protection (Cantrip),* ***Arcane***

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| **1 AP** | **1 Space** | **Instant** |

You create a barrier of magic to protect yourself or someone near you from an Attack.**Trigger**: When you or a creature you can see within range is targeted by an Attack.**Reaction**: You grant the target a +5 bonus to its PD and MD against the Attack.**Mana Point Enhancements****Increase Range**: Spend **1 MP** to increase the Range to 5 Spaces.**Multiple Targets**: Spend **1 MP** to target 1 additional creature in range from the same triggering Attack (such as an Area of Effect).**Increase Duration**: **1 MP** to make the PD and MD bonus last until the start of your next turn. |
| **Find Familiar***Conjuration (Ritual),* ***Arcane*** *&* ***Divine***

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| **1 AP + 1 MP** | **2 Spaces** | **Instant** |

You summon a friendly spirit that enters your service. It takes the form of a Tiny creature of your choice, (except Giant and Humanoid).

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| Level 1/8, Tiny (Chosen Type) |
| HP | Shared | Prime & CM | Shared |
| PD | 8 + CM | MD | 8 + CM |
| PDR | 0 | MDR | 0 |
| MIG | 0 | CHA | 0 |
| AGI | 0 | INT | 0 |
| Check | Shared | DC | Shared |
| AP | Shared | Speed | 5 |

You can only have 1 familiar at a time, each time you use this spell you can summon a different form with different familiar traits.***Familiar Bond***: Familiar shares your HP and Death Threshold. If you are both damaged from the same source, you only take 1 instance of that damage. If your Familiar occupies the same Space as you, it can’t be targeted by Attacks. ***Shared Telepathy***: You can speak Telepathically with each other while within 20 Spaces. 1/4 | **Close Wounds***Restoration (Cantrip)*

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| **1 AP** | **1 Spaces** | **Instant** |

You channel an ally creature's inner life force to cause a surge of natural healing. Touch an ally creature that has at least 1 HP and make a **DC 10** Spell Check. **Success**: The target can spend 1 Rest Point to regain **2** HP. **Failure**: The target spends 1 Rest Point to regain **1** HP.**Mana Point Enhancements*****Range:*** Spend **1 MP** to change the range to 10 Spaces. | **Death Bolt***Destruction (Cantrip)*

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| **1 AP** | **10 Spaces** | **Instant** |

You can produce 1 of the following effects:**Spell Attack**: You can make a Spell Check against the MD of a target within range. **Hit**: The target takes **1** Umbral damage.***Black Orb***: Black wispy magic swirls around your hands. You send chills down the spine of creatures you touch, and small plants wither. You can hold this dark energy in your hands for 1 min or spend **1 AP** to make a Spell Attack with it.**Cantrip Passive**: You deal **+1** damage against creatures that are **Bloodied**.**Action Point Enhancements*****Damage***: (1 AP) You deal **+1** Umbral damage. ***Range***: (1 AP) Increase the range by +5 Spaces.***Dampen Heal***: (1 AP) Creatures that take damage from this Spell can’t regain HP until the start of their next turn. |
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|  |  | ***Spell Delivery***: You can cast spells with a Touch range from the Familiar’s Space.***Additional Traits***: When you cast this Spell, you can give your Familiar 2 extra Traits per MP spent.**Spell Actions*****Pocket Dimension***: A Minor Action to dismiss it to a pocket dimension or summon it from anywhere. When dismissed, items are dropped***Shared Senses***: If its within 20 Spaces, **1 AP** to connect to the Familiar’s senses until the end of your next turn. You are **Deafened** and **Blinded** to your senses, but you can see/hear what they do. This ends if either of you move out of Range.**Managing the Familiar*****Combat***: It shares your Initiative and AP and acts on your turn. It can’t Attack or use Spells unless its traits let it. It can Move immediately before or after your Actions or for free when you Move. If you don’t command it, it takes the Dodge Action.***Shared MCP***: When it makes Checks it shares your Multiple Check Penalty.***Death & Resurrection***: It dies when you die, its body disappears, and its spirit returns to where it came. If you are resurrected, the Familiar doesn’t return to life until you recast this Spell. 2/4 |
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|  |  | **Familiar Traits****Repeatable/Stackable Traits**:***(1) Attribute Increase***: It gains 2 Attribute points.***(1) Defensive***: Its PD or MD increases by 2.***(2) Resistance***: Resistance 1 to a damage type.***(1) Swift***: Speed is increased by 1 Space (max 5). **Unique/Non-Stackable Traits**:***(2) Avian***: Gain a Fly Speed = its Ground Speed.***(1) Masterful***: It gains your Skill/Trade Masteries. ***(2) Chameleon***: **1 AP** it is **Invisible** for 1 min or until it does any Action beside Dodge or Hide.***(1) Distant Link***: Telepathy Range = 100 Spaces, and you always know the location of it.***(1) Extended Spell Delivery***: Within 10 Spaces of it, you can cast Spells of any Range from it.***(1) Familiar Attack***: **1 AP** it can Attack using your Attack bonuses. Range = 10 Spaces, +1 damage if the target is within 1 Space. Pick one of these:* ***Elemental/Physical***: targets PD deals **2** dmg.
* **Mystic**: Targets MD and deals **1** damage.

***(1) Predator***: Requires Familiar Attack. ADV on Attacks vs Bloodied enemies & tracking them.***(1) Friendly Fire***: It’s Immune to effects and damage you deal, unless you choose otherwise. 3/4 |
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| **Unique Familiar Traits Continued:*****(1) Limited Telepathy***: The Familiar can communicate telepathically with any creature it can see within 5 Spaces. If the Familiar can’t speak, it communicates using only simple ideas, emotions, and images.***(2) Malleable***: The Familiar can move through a space as narrow as 3 cm wide without squeezing.***(1) Evasive***: It doesn’t provoke Opportunity Attacks when it leaves an enemy’s reach.***(1) Quiet as a Mouse***: While moving at a Stealthy pace (1/2 Speed), it makes no sound, leaves no trail, and can’t be tracked by mundane means.***(1) Speech***: The Familiar gains the ability to speak and knows all languages you know.***(1) Strong-Willed***: The Familiar has ADV on Saves to avoid being **Charmed** or **Frightened** (including **Rattled** and **Intimidated**). 4/4 |  |  |