

<div>Fire & Flames List</div> <div>FIRE BOLT</div> <div>Destruction (Cantrip)</div> <div> <p>Cost: 1 AP Range: 10 Spaces Duration: Instant 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 Fire damage. Fire Orb: A flickering flame appears in your hand. The flame can remain there for 10 minutes and harms neither you nor your equipment. The flame sheds Bright Light in a 5 Space radius. The Spell ends early if you dismiss it for free, if you cast it again, or spend 1 AP to make a Spell Attack with it. Cantrip Passive: You deal +1 damage against creatures that are Burning.</p> </div>	<div>Fire & Flames List</div> <div>FIRE BOLT (CONT'D)</div> <div>Destruction (Cantrip)</div> <div> <p>Action Point Enhancements Damage: (1 AP) You deal +1 Fire damage. Range: (1 AP) You increase the range by +5 Spaces. Burning: (1 AP) The target makes a Physical Save. Failure: Target begins Burning until a creature (including itself) within 1 Space spends 1 AP to put it out.</p> </div>	<div>Fire & Flames List</div> <div>MINOR FLAME BLADE</div> <div>Destruction (Cantrip)</div> <div> <p>Cost: 1 AP Range: Self Duration: Instant You imbue a Melee Weapon you are wielding with flames. Until the end of your next turn, the next Attack Check that hits with this weapon deals an additional 1 Fire damage to your target, or a creature within 1 Space of the target. Mana Point Enhancements Flame Strike: Spend 1 MP to add an additional +2 Fire damage to your Attack Check (before Attack) Miss: Deal 1 Fire dmg to the target Flame Bound: Spend 1 MP to add +1 Fire damage to the target and secondary target</p> </div>	<div>Fire & Flames List</div> <div>DANCING FLAMES</div> <div>Destruction (Cantrip)</div> <div> <p>Cost: 1 AP Range: 20 Spaces Duration: 1 min (Concentration) Make a DC 10 Spell Check. Success: You create up to 3 torch- sized Flames within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. Success (each 5): +1 Flame. Failure: 2 Flames. You can also combine 4 lights into 1 glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds Light in a 2 Space radius.</p> </div>
<div>Fire & Flames List</div> <div>DANCING FLAMES (CONT'D)</div> <div>Destruction (Cantrip)</div> <div> <p>You can spend 1 AP to move the lights up to 10 Spaces to a new spot within range. A light must be within 5 Spaces of another light created by this spell, and be within 20 Spaces from you or it winks out of existence. Mana Point Enhancements Detonate: Spend 2 AP and 1 MP to detonate the Flames. Make a Spell Check against the PD of all targets sharing a space with a Flame. Hit: Each Flame deals 1 Fire damage, but does not benefit from Heavy, Brutal, or Critical Hits.</p> </div>	<div>Fire & Flames List</div> <div>BURNING FLAMES</div> <div>Destruction</div> <div> <p>Cost: 2 AP + 1 MP Range: Self (10 Spaces) Duration: Instantaneous A brilliant flame manifests around you. Choose a type of area: Line, Cone, or Sphere. You are the Spell's Point of Origin. • Line: The Spell affects every target in a 1 Space wide and 10 Space long line. • Cone: The Spell creates a 3 Space long Cone. • Sphere: The Spell affects every target within a 2 Space range of you.</p> <p>Make a Spell Check against every target's PD within the Spell's area. Hit: The target takes 2 Fire damage.</p> </div>	<div>Fire & Flames List</div> <div>BURNING FLAMES (CONT'D)</div> <div>Destruction</div> <div> <p>Mana Point Enhancements Burning: Spend 1 MP to force all targets to Save against Burning for 1 minute. Range: Spend 1 MP to change the origin point of the Spell to 15 Spaces (instead of Self).</p> </div>	<div>Fire & Flames List</div> <div>FOG CLOUD</div> <div>Conjuration</div> <div> <p>Cost: 2 AP + 1 MP Range: 20 Spaces Duration: 1 hour (Concentration) Make a DC 10 Spell Check. Success: You create a sphere of fog with up to a 4 Space radius, centered on a point within range. Success (each 5): Radius +1 Space Failure: 3 Space radius. The sphere spreads around corners, and its area is Fully Concealed. Creatures within 1 Space of each other see each other normally. It lasts for the duration or until a wind of moderate or greater speed disperses it. Mana Point Enhancements Area of Effect: Spend 1 MP to increase the radius of the effect by 3 Spaces.</p> </div>



<div>Fire & Flames List</div> <div>FIRE SHIELD</div> <div>Protection</div> <p>Cost: 2 AP + 1 MP Range: Self Duration: 1 hour A protective magical force surrounds you, manifesting as spectral flames that cover you and your gear. You emit Light in a 2 Space Radius. Make a DC 15 Spell Check. Success: You gain 3 Temp HP. Success (each 5): +1 Temp HP. Failure: 2 Temp HP. If a creature hits you with a Melee Attack while you have this Temp HP, the creature takes 1 Fire damage for each Temp HP it consumes with its Attack. The Spell ends once the Temp HP is consumed.</p>	<div>Fire & Flames List</div> <div>FIRE SHIELD (CONT'D)</div> <div>Protection</div> <p>Mana Point Enhancements Fire Protection: Spend 3 MP to gain Fire Resistance (half) and add 10 more Temp HP. Investiture of Fire: Spend 5 MP and 1 AP to gain Fire Immunity and add 15 more Temp HP. Additionally, while you have this Temp HP you can spend 2 AP to shoot out flames in a 3 Space Cone. Make a Spell Check against the PD of all creatures in the spell's range. Hit: The target takes 5 Fire damage.</p>	<div>Fire & Flames List</div> <div>GREASE</div> <div>Conjuration</div> <p>Cost: 2 AP + 1 MP Range: 10 Spaces Duration: 1 min Make a DC 10 Spell Check. Success: Slick grease covers the ground in 4 Spaces of your choosing. Failure: Only 3 Spaces. The Spaces must connect to each other and all be within range of the spell. These Spaces are now considered to be Difficult Terrain for the duration and are flammable. If Fire touches these Spaces it ignites and deals 1 Fire damage to any creature within the Space instantly and again to any creature who ends their turn in this Space.</p>	<div>Fire & Flames List</div> <div>GREASE (CONT'D)</div> <div>Conjuration</div> <p>If a creature is standing in Grease when the spell initially appears, when they end their turn, or if they enter an area with Grease, they must succeed on an Agility Save or fall Prone. Mana Point Enhancements More Grease: Spend 1 MP to add on 4 more Spaces More Fire: Spend 1 MP to make the Fire damage it deals if on fire increase by 1.</p>
<div>Ice & Illusions List</div> <div>FROST BOLT</div> <div>Destruction (Cantrip)</div> <p>Cost: 1 AP Range: 10 Spaces Duration: Instant 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 Cold damage. Ice Orb: A flurry of ice appears in your hand. The ice can remain there for 10 minutes and harms neither you nor your equipment, cooling the area within 5 Spaces. The Spell ends early if you dismiss it for free, if you cast it again, or spend 1 AP to make a Spell Attack with it. Cantrip Passive: You deal +1 damage against creatures that are Slowed.</p>	<div>Ice & Illusions List</div> <div>FROST BOLT (CONT'D)</div> <div>Destruction (Cantrip)</div> <p>Action Point Enhancements Damage: (1 AP) You deal +1 Cold damage Range: (1 AP) You increase the range by +5 Spaces Slow: (1 AP) The target makes a Physical Save. Failure: Target becomes Slowed until the end of your next turn.</p>	<div>Ice & Illusions List</div> <div>MINOR ILLUSION</div> <div>Illusion (Cantrip)</div> <p>Cost: 1 AP Range: 5 Spaces Duration: 1 min You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.</p>	<div>Ice & Illusions List</div> <div>MINOR ILLUSION (CONT'D)</div> <div>Illusion (Cantrip)</div> <p>If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than 1 Space. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion because things can pass through it. Discerning the Illusion: If the illusion is an image, any physical interaction with the image reveals it to be an illusion. Alternatively, a creature can spend 1 AP to examine the sound or image to attempt to determine if the illusion is real. The creature makes an Investigation Check against your Save DC.</p>



Ice & Illusions List <div> MINOR ILLUSION (CONT'D) </div> <p>Illusion (Cantrip)</p> <p>Success: The creature discerns the illusion for what it is, revealing the illusion to be false. If the illusion is an image, the illusion becomes transparent to the creature.</p> <p>Mana Point Enhancements</p> <p>Sight and Sound: Spend 1 MP to have the image create both sight and sound.</p>	Ice & Illusions List <div> MAGE HAND </div> <p>Conjuration (Cantrip)</p> <p>Cost: 1 AP Range: 5 Spaces Duration: 1 min</p> <p>A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as a Free Action. The hand vanishes if it ever moves outside of the Spell's range or if you cast this spell again. When you cast the Spell or when you spend 1 AP, you can control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 5 Spaces each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.</p>	Ice & Illusions List <div> MAGE HAND (CONT'D) </div> <p>Conjuration (Cantrip)</p> <p>Mana Point Enhancements</p> <p>Spell Hand: When you cast another spell, you spend 1 MP to allow yourself to cast it from your Mage Hand's Space.</p> <p>Range Hand: Spend 1 MP to extend the range to 20 spaces.</p> <p>Lasting Hand: Spend 1 MP to increase the duration to 1 hour.</p>	Ice & Illusions List <div> CATAPULT </div> <p>Destruction</p> <p>Cost: 2 AP + 1 MP Range: 10 Spaces Duration: Instantaneous</p> <p>Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 15 Spaces in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If you attempt to strike a creature, make a Spell Check against the target's PD. Hit: 3 Bludgeoning damage.</p> <p>Mana Point Enhancements</p> <p>Damage: Spend 1 MP to increase the damage by 2.</p>
Ice & Illusions List <div> MAGIC MISSILE </div> <p>Destruction</p> <p>Cost: 2 AP + 1 MP Range: 10 Spaces Duration: Instantaneous</p> <p>You attempt to fire out glowing darts of magical force. Make a DC 10 Spell Check. Success: You create 2 Missiles. Success (each 5): +1 Missile. Failure: only 1 Missile. Each Missile automatically deals 1 True damage to its target. Each missile may have the same or different targets.</p> <p>Mana Point Enhancements</p> <p>Damage: Spend 1 MP for 1 more Missile.</p> <p>Range: Spend 1 MP to increase the range to 15 Spaces.</p>	Ice & Illusions List <div> ICE KNIFE </div> <p>Destruction</p> <p>Cost: 2 AP + 1 MP Range: 10 Spaces Duration: Instantaneous</p> <p>You create a shard of ice and fling it at one creature within range. Make a Spell Check against the target's PD. Hit: The target takes 2 Cold damage and then the knife explodes. Compare your same Spell Check to the PD of each creature within 1 space of the original target (including the target). Hit: Deal 1 Cold damage. Miss: The spell does not explode and only deals half damage to the original target.</p> <p>Mana Point Enhancements</p> <p>Damage: Spend 1 MP to increase the damage of the hit and explosion by 1.</p>	Ice & Illusions List <div> SILENT IMAGE </div> <p>Illusion</p> <p>Cost: 2 AP + 1 MP Range: 10 Spaces Duration: 10 min (Concentration)</p> <p>You create the image of an object, a creature, or some other visible phenomenon in a 3 Space cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can spend 1 AP to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image.</p>	Ice & Illusions List <div> SILENT IMAGE (CONT'D) </div> <p>Illusion</p> <p>Discerning the Illusion: Physical interaction with the image reveals it to be an illusion. Alternatively, a creature can spend 1 AP to examine the image to attempt to determine if the illusion is real. The creature makes an Investigation Check against your Save DC. Success: The creature discerns the illusion for what it is, revealing it to be false and making the illusion transparent to the creature.</p> <p>Mana Point Enhancements</p> <p>Sound and Smell: Spend 1 MP to give the Spell the ability to make sounds and have a smell to it.</p>



<div>Lightning & Teleportation List</div> <div>LIGHTNING BOLT</div> <div>Destruction (Cantrip)</div> <div> <p>Cost: 1 AP Range: 10 Spaces Duration: Instantaneous You can produce 1 of the following effects:</p> <p>Spell Attack: You can make a Spell Check against the PD of a target within range. Hit: The target takes 2 Lightning damage.</p> <p>Lightning Orb: Crackling lightning appears between your hands. The electric energy can remain there for 10 minutes and harms neither you nor your equipment. The energy sheds Bright Light in a 10 Space radius. The Spell ends early if you dismiss it for free, if you cast it again, stop using both hands, or spend 1 AP to make a Spell Attack with it.</p> </div>	<div>Lightning & Teleportation List</div> <div>LIGHTNING BOLT (CONT'D)</div> <div>Destruction (Cantrip)</div> <div> <p>Cantrip Passive: You deal +1 damage against creatures that are wearing metal armor.</p> <p>Action Point Enhancements Damage: (1 AP) You deal +1 Lightning damage Range: (1 AP) You increase the range by +5 Spaces Chain: (1 AP) Choose 1 additional target within 2 Spaces of the original target. Compare your Spell Check against the new target. Hit: The additional target takes 2 Lightning damage, and is unaffected by features that allow you to deal more damage, including Heavy Hits and higher (except the Cantrip Passive). You can use this Enhancement multiple times, choosing an additional target within 2 Spaces of the previously chosen target.</p> </div>	<div>Lightning & Teleportation List</div> <div>LIGHTNING BLADE</div> <div>Destruction (Cantrip)</div> <div> <p>Cost: 1 AP Range: Self (5-foot radius) Duration: 1 Round You imbue a Melee Weapon you're wielding with crackling energy. The next Attack Check that hits with this weapon sheathes the target in booming energy. If the target leaves or is moved from the current Space they're in, they take 2 Sonic damage and the Spell ends. This effect can be "stacked" multiple times from the same or different sources.</p> <p>Mana Point Enhancements Damage: Spend 1 MP to increase the damage dealt by 2. Duration: Spend 1 MP to change the duration to 1 minute.</p> </div>	<div>Lightning & Teleportation List</div> <div>SHOCKING GRASP</div> <div>Destruction (Cantrip)</div> <div> <p>Cost: 1 AP Range: 1 Space Duration: Instantaneous Lightning springs from your hand to shock a creature within range. Make a Spell Check against the target's PD (You have ADV if they are wearing armor made of metal) while the target makes a Physical Save. Hit: 1 Lightning damage. Failed Save: Target can no longer spend AP until the start of its next turn.</p> <p>Mana Point Enhancements Lightning Lure: Spend 1 MP to increase the damage by 1 and change the range to 5 Spaces. Additionally, if the target fails their Save, you can pull them up to 3 spaces toward you.</p> </div>
<div>Lightning & Teleportation List</div> <div>GUST</div> <div>Destruction (Cantrip)</div> <div> <p>Cost: 1 AP Range: 5 Spaces Duration: Instantaneous You seize the air and compel it to create one of the following effects at a point you can see within range:</p> <ul style="list-style-type: none"> Choose one Medium or smaller creature and make a Spell Check Contested by their Might Save. <p>Success: Target is pushed 1 Space in a direction of your choice. Success (each 5): +1 Space.</p> <ul style="list-style-type: none"> Choose one object that is neither held nor carried and that weighs no more than 5 pounds. Make a DC 10 Spell Check. Success: The object is pushed up to 3 Spaces away from you. Success (each 5): +1 Space. Failure: Only 2 Spaces. </div>	<div>Lightning & Teleportation List</div> <div>GUST (CONT'D)</div> <div>Destruction (Cantrip)</div> <div> <ul style="list-style-type: none"> You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters closed, or your clothing to ripple in a breeze. </div>	<div>Lightning & Teleportation List</div> <div>GUST (CONT'D)</div> <div>Destruction (Cantrip)</div> <div> <p>Mana Point Enhancements Wind Tunnel: Spend 1 MP to create a 10 Space long and 2 Space wide Line that lasts 1 minute and requires Concentration. The start of the Wind Tunnel must be within 5 Spaces of you, you choose the direction the Line goes in and what direction the wind is blowing. Creatures in the Wind Tunnel are Slowed 1 (spend 1 additional Move Speed to move 1 Space) moving against the wind, but can move 2 Spaces for every 1 Space spent moving the same direction as the wind. Any creature that starts their turn in the Wind Tunnel must succeed on a Might Save or be pushed 4 Spaces in the direction of the wind. You can spend 1 AP to reverse the direction of the wind in the tunnel.</p> </div>	<div>Lightning & Teleportation List</div> <div>RETURNING SHOCK</div> <div>Destruction</div> <div> <p>Cost: 1 AP + 1 MP Range: 15 Spaces Duration: Instantaneous You can electrocute creatures that damage you.</p> <p>Trigger: You are damaged by a creature within range.</p> <p>Reaction: Make a Spell Check against the target's PD. Hit: 3 Lightning damage.</p> </div>



<div>Lightning & Teleportation List</div> <div>RETURNING SHOCK (CONT'D)</div> <div>Destruction</div> <div> Mana Point Enhancements Chain: Spend 1 MP to choose 1 additional target within 2 Spaces of the original target. Compare your Spell Check against the new target. Hit: The additional target takes 3 Lightning damage, and is unaffected by features that allow you to deal more damage, including Heavy Hits and higher. You can use this Enhancement multiple times, choosing an additional target within 2 Spaces of the previously chosen target. </div>	<div>Lightning & Teleportation List</div> <div>MISTY STEP</div> <div>Astromancy</div> <div> Cost: 1 AP + 1 MP Range: Self Duration: Instantaneous You are briefly surrounded by a silvery mist and attempt to teleport to a new location. Make a DC 20 Spell Check. Success: You teleport up to 5 Spaces to an unoccupied space that you can see. Success (each 5): +2 Spaces. Failure: Only 3 Spaces. Mana Point Enhancements Far Step: Spend 1 MP to increase the distance of the teleport by 4 Spaces. </div>	<div>Lightning & Teleportation List</div> <div>CRACKLING LIGHTNING</div> <div>Destruction</div> <div> Cost: 2 AP + 1 MP Range: Self (10 Spaces) Duration: Instantaneous Crackling lightning forms around you. Choose a type of area: Line, Cone, or Sphere. You are the Spell's Point of Origin. • Line: The Spell affects every target in a 1 Space wide and 10 Space long line. • Cone: The Spell creates a 3 Space long Cone. • Sphere: The Spell affects every target within a 2 Space range of you. Make a Spell Check against every target's PD within the Spell's area. Hit: The target takes 2 Lightning damage. </div>	<div>Lightning & Teleportation List</div> <div>CRACKLING LIGHTNING (CONT'D)</div> <div>Destruction</div> <div> Mana Point Enhancements Frazzled: Spend 1 MP to force all targets to Save against the Dazed Condition for 1 minute. Range: Spend 1 MP to change the origin point of the Spell to 15 Spaces (instead of Self). </div>
<div>Psychic & Enchantment List</div> <div>PSI BOLT</div> <div>Destruction (Cantrip)</div> <div> Cost: 1 AP Range: 10 Spaces Duration: Instantaneous 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 Psychic damage. Headache: You tear into the mind of one creature you can see within range. You can cause a mild headache in a creature for 1 minute or spend 1 AP to make a Spell Attack. Cantrip Passive: You deal +1 damage against creatures that are Dazed. </div>	<div>Psychic & Enchantment List</div> <div>PSI BOLT (CONT'D)</div> <div>Destruction (Cantrip)</div> <div> Action Point Enhancements Damage: (1 AP) You deal +1 Psychic damage Range: (1 AP) You increase the range by +5 Spaces Dazed: (1 AP) The target makes a Mental Save. Failure: Target becomes Dazed (DisADV on Mental Checks) on the next Mental Check it makes before the end of your next turn. </div>	<div>Psychic & Enchantment List</div> <div>MESSAGE</div> <div>Divination (Cantrip)</div> <div> Cost: 1 AP Range: 10 Spaces Duration: 1 Round (each way) You point your finger toward a creature you can see within range and verbally whisper a message. The target hears the message in their head and can reply back with a whisper that you hear in your head. If you are familiar with the target and know it is beyond a wall or barrier you can still cast the Spell, but the range is reduced by half. Mana Point Enhancements Range: Spend 1 MP to increase the range to 30 spaces. </div>	<div>Psychic & Enchantment List</div> <div>BEFRIEND</div> <div>Enchantment (Cantrip)</div> <div> Cost: 1 AP Range: 10 Spaces Duration: 1 min (Concentration) You attempt to Charm a creature within range. Choose a Non-Hostile creature that can see and hear you. Make a Spell Check contested by the target's Charisma Save. Success: You have ADV on all Charisma Checks made against this creature. When the spell effect ends or you fail the check the creature realizes that you used magic to influence its mood and may become hostile towards you. </div>



<div>Psychic & Enchantment List</div> <div>BEFRIEND (CONT'D)</div> <div>Enchantment (Cantrip)</div> <div> <p>Mana Point Enhancements Hostile Charm: Spend 1 MP to cast this on any creature. Clear Suspicion: Spend 2 MP and the target will no longer realize that magic has been cast on them. More Friends: Spend 2 MP and add an additional target to the effect of this spell, and increase the range by 10 Spaces.</p> </div>	<div>Psychic & Enchantment List</div> <div>PSYCHIC FEAR</div> <div>Enchantment</div> <div> <p>Cost: 2 AP + 1 MP Range: 10 Spaces Duration: Instantaneous You whisper a discordant melody to one creature of your choice that you can see within range, wracking it with terrible pain. Make a Spell Check against the target's MD while it makes an Intelligence Save. Hit: The target takes 2 Psychic damage. Save Failure: If it has any AP, the target spends 1 AP to move as far as its Speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. Mana Point Enhancements Loud Whispers: Spend 1 MP for the creature to lose an additional 1 AP (if available) and move that many more spaces away.</p> </div>	<div>Psychic & Enchantment List</div> <div>BANE</div> <div>Enchantment</div> <div> <p>Cost: 2 AP + 1 MP Range: 5 Spaces Duration: 1 min (Concentration) Choose 3 creatures that you can see within range. Make a Spell Check contested by their Mental Save. Failure: The target must roll a d4 and subtract the number from each Attack Check or Save they make until the Spell ends. Mana Point Enhancements Targets: Spend 1 MP to increase the number of targets by 1 Dread: Spend 2 MP to change the d4 to a d6 instead.</p> </div>	<div>Psychic & Enchantment List</div> <div>COMMAND</div> <div>Enchantment</div> <div> <p>Cost: 2 AP + 1 MP Range: 10 Spaces Duration: 1 Round You speak a command to a creature that you can see within range that can hear you. You don't have to be able to see the creature if you've seen them within the last minute. Make a Spell Check contested by the target's Charisma Save. Success: The creature immediately spends 2 AP to follow the command given, regardless of its usual AP cost. The creature also cannot spend any resources (AP, SP, or MP) to modify the Action it takes. Ignoring a Command: The spell has no effect if the target doesn't understand your language, if it's unable to follow your command, or if your command is directly harmful to itself.</p> </div>
<div>Psychic & Enchantment List</div> <div>COMMAND (CONT'D)</div> <div>Enchantment</div> <div> <p>Choosing a Command: You can choose from the list of example commands below or improvise your own at the GM's discretion. • Move: The target moves up to its Speed to a location (or in a direction) of your choice. • Prone: The target falls Prone. • Drop: The target drops anything it's holding. • Attack: The target makes 1 Attack Check or Spell Check (your choice) that normally costs 1 AP. You choose the target of the Attack, which must be within the commanded creature's range.</p> </div>	<div>Psychic & Enchantment List</div> <div>COMMAND (CONT'D)</div> <div>Enchantment</div> <div> <p>Mana Point Enhancements Duration: Spend 1 MP to increase the duration by 1 Round. Targets: Spend 2 MP to add 1 additional target.</p> </div>	<div>Psychic & Enchantment List</div> <div>SLEEP</div> <div>Enchantment</div> <div> <p>Cost: 2 AP + 1 MP Range: 15 Spaces Duration: 1 min This spell sends creatures into a magical slumber. You attempt to force creatures within 4 Spaces of a point you choose within range to fall into a magic sleep. Make a DC 10 Spell Check. Success: This Spell can affect 10 HP worth of creatures. Success (each 5): +2 HP. Failure: 5 HP.</p> </div>	<div>Psychic & Enchantment List</div> <div>SLEEP (CONT'D)</div> <div>Enchantment</div> <div> <p>Starting with the creature with the lowest current HP, each creature affected by this Spell falls unconscious. Subtract each creature's HP from the total before moving on to the creature with the next lowest hit points. A creature's HP must be equal to or less than the remaining total for that creature to be affected. The sleep lasts until the spell ends or another creature spends 1 AP to shake or slap the sleeper awake. Undead and creatures immune to sleep aren't affected by this spell. Mana Point Enhancements Slumber: Spend 1 MP to increase the HP effected by 10.</p> </div>



<div>Holy & Restoration List</div> <div>SACRED BOLT</div> <div>Destruction (Cantrip)</div> <div> <p>Cost: 1 AP</p> <p>Range: 10 Spaces</p> <p>Duration: Instantaneous</p> <p>You can produce 1 of the following effects:</p> <p>Spell Attack: You can make a Spell Check against the MD of a target within range. Hit: The target takes 1 Radiant damage.</p> <p>Heavenly Glow: Bright beam of light descends on a creature that you can see within range. You can make a creature within range glow with a subtle light for 10 minutes or make a spend 1 AP to make a Spell Attack.</p> <p>Cantrip Passive: You deal +1 Radiant damage against Undead and Exposed creatures.</p> </div>	<div>Holy & Restoration List</div> <div>SACRED BOLT (CONT'D)</div> <div>Destruction (Cantrip)</div> <div> <p>Action Point Enhancements</p> <p>Damage: (1 AP) You deal +1 Radiant damage.</p> <p>Range: (1 AP) You increase the range by +5 Spaces.</p> <p>Holy Bolt: (1 AP) The target makes a Mental Save. Failure: Target becomes Exposed (Attack Checks against it have ADV) against the next Attack Check made against it before the end of your next turn.</p> </div>	<div>Holy & Restoration List</div> <div>GUIDANCE</div> <div>Divination (Cantrip)</div> <div> <p>Cost: 1 AP</p> <p>Range: 5 Spaces</p> <p>Duration: 1 Round</p> <p>You can grant a Help Die (d8) to an ally within range. The target can use this Help Die to add to any Check they make before the start of your next turn. Casting <i>Guidance</i> counts as taking the Help Action and still triggers the "Multiple Action Penalty (Help)." If you cast <i>Guidance</i> or take the Help Action again before the start of your next turn, the Help Die becomes a d6, then a d4, then you would not be able to use <i>Guidance</i> any more during that same round of Combat.</p> </div>	<div>Holy & Restoration List</div> <div>GUIDANCE (CONT'D)</div> <div>Divination (Cantrip)</div> <div> <p>Mana Point Enhancement</p> <p>Sustained: Spend 1 MP to increase the duration to 1 minute but it requires Concentration.</p> <p>Expand: Spend 1 MP to grant an additional Help Die (of the same size you grant with the casting of the Spell).</p> </div>
<div>Holy & Restoration List</div> <div>LIGHT</div> <div>Conjuration (Cantrip)</div> <div> <p>Cost: 1 AP</p> <p>Range: Touch</p> <p>Duration: 1 hour</p> <p>You touch one object that is no larger than Medium in Size. Until the spell ends, the object sheds Light in a 5 Space radius. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The Spell ends if you cast it again or dismiss it as a Free Action.</p> <p>If you target an object held or worn by a hostile creature, make an Attack Check contested by the target's Agility Save.</p> <p>Success: You cast Light on the object.</p> </div>	<div>Holy & Restoration List</div> <div>LIGHT (CONT'D)</div> <div>Conjuration (Cantrip)</div> <div> <p>Mana Point Enhancements</p> <p>Blinding Light: Spend 1 MP to make a Spell Check contested by a Physical Save from all targets within 2 Spaces of the Light source. Failure: The target is Blinded for 1 Round.</p> </div>	<div>Holy & Restoration List</div> <div>GUIDING BOLT</div> <div>Destruction</div> <div> <p>Cost: 2 AP + 1 MP</p> <p>Range: 15 Spaces</p> <p>Duration: 1 Round</p> <p>A flash of light streaks toward a creature of your choice within range, surrounding them in a holy glow. Make a Spell Check against the target's Mystical Defense.</p> <p>Hit: The target takes 3 Radiant damage and the next Attack Check made against the target before the end of your next turn has ADV.</p> <p>Mana Point Enhancements</p> <p>Guiding Damage: Spend 1 MP to also add 3 Radiant damage to the next Attack Check. This damage does not come into effect if the Attack misses.</p> </div>	<div>Holy & Restoration List</div> <div>BLESS</div> <div>Divination</div> <div> <p>Cost: 2 AP + 1 MP</p> <p>Range: 5 Spaces</p> <p>Duration: 1 min (Concentration)</p> <p>Make a DC 10 Spell Check. Success: You bless up to 3 creatures of your choice within range. Success (each 10): +1 additional creature. Failure: Only 2 creatures. Whenever a target makes a Check or Save before the spell ends, the target can roll a d4 and add the number rolled to the total.</p> <p>Mana Point Enhancements</p> <p>Targets: Spend 1 MP to increase the number of targets by 1.</p> <p>Grace: Spend 2 MP to change the d4 to a d6 instead.</p> </div>



<div>Holy & Restoration List</div> <div>HEAL</div> <div>Restoration</div> <p>Cost: 2 AP + 1 MP Range: 10 Spaces Duration: Instantaneous Make a DC 10 Spell Check. Success: You heal the target creature within range for 3 HP. Success (each 5): +1 HP. Nat 20: +2 HP. Failure: Only healed for 2 HP Additionally, if you are touching a creature when you cast this spell they heal for an additional 1 HP. Mana Point Enhancements Quick Heal: Spend 1 MP to reduce the AP cost of this spell by 1. Bolster: You can spend MP to increase the HP gained by 3 HP per 1 MP spent.</p>	<div>Holy & Restoration List</div> <div>SHIELD OF FAITH</div> <div>Protection</div> <p>Cost: 1 AP + 1 MP Range: 10 Spaces Duration: 10 min (Concentration) A shimmering field appears and surrounds a creature of your choice within range. Make a DC 10 Spell Check. Success: The target gains +2 PD for the duration. Success (each 10): +1 PD. Failure: The target gains 1 PD instead. Mana Point Enhancements Targets: You can spend 1 MP to increase the number of creatures you can affect by 1.</p>	<div>Sorcerer-Only Spells</div> <div>SORCERY</div> <div>Transmutation (Cantrip)</div> <p>Cost: 1 AP Range: 1 Space Duration: 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 color). This chosen type will be the form your spell's energy takes.</p>	<div>Sorcerer-Only Spells</div> <div>SORCERY (CONT'D)</div> <div>Transmutation (Cantrip)</div> <p>You create one of the following magical effects of your chosen energy type within range and can dismiss it by spending 1 AP:</p> <ul style="list-style-type: none"> • 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. <p>Mana Point Enhancements Multiple Effects: You can spend 1 MP to have all 3 of these effects going at once.</p>
<div>Cleric-Only Spells</div> <div>CLOSE WOUNDS</div> <div>Restoration (Cantrip)</div> <p>Cost: 1 AP Range: 1 Space Duration: Instantaneous 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 Enhancement Range: Spend 1 MP to change the range to 10 Spaces.</p>	<div>Cleric-Only Spells</div> <div>DEATH BOLT</div> <div>Destruction (Cantrip)</div> <p>Cost: 1 AP Range: 10 Spaces Duration: 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 minute or spend 1 AP to make a Spell Attack with it. Cantrip Passive: You deal +1 damage against creatures that are Bloodied.</p>	<div>Cleric-Only Spells</div> <div>DEATH BOLT (CONT'D)</div> <div>Destruction (Cantrip)</div> <p>Action Point Enhancements Damage: (1 AP) You deal +1 Umbral damage. Range: (1 AP) You 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.</p>	<div>Fiendborn Ancestry Spells</div> <div>POISON BOLT</div> <div>Destruction (Cantrip)</div> <p>Cost: 1 AP Range: 10 Spaces Duration: Instant 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.</p>



<div>Fiendborn Ancestry Spells</div> <div>POISON BOLT (CONT'D)</div> <div>Destruction (Cantrip)</div> <div> Action Point Enhancements Damage: (1 AP) You deal +1 Poison damage. Range: (1 AP) You 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. </div>	<div>Fiendborn Ancestry Spells</div> <div>ACID BOLT</div> <div>Destruction (Cantrip)</div> <div> Cost: 1 AP Range: 10 Spaces Duration: Instant 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. </div>	<div>Fiendborn Ancestry Spells</div> <div>ACID BOLT (CONT'D)</div> <div>Destruction (Cantrip)</div> <div> Action Point Enhancements Damage: (1 AP) You deal +1 Corrosion damage. Range: (1 AP) You 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. </div>	<div>New Spells from 0.6</div> <div>DRUIDCRAFT</div> <div>Transmutation (Cantrip)</div> <div> Cost: 1 AP Range: 5 Spaces Duration: Instantaneous You reach out into nature and create one of the following effects that can happen within a 1 Space cube in range: <ul style="list-style-type: none"> • You target an area within range and produce a harmless natural smell (such as flowers, faint odor 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. </div>
<div>New Spells from 0.6</div> <div>DRUIDCRAFT (CONT'D)</div> <div>Transmutation (Cantrip)</div> <div> Mana Point Enhancements Nature's Wonder: TBD </div>	<div>New Spells from 0.6</div> <div>TETHERING VINES</div> <div>Conjuration</div> <div> Cost: 2 AP + 1 MP Range: 10 Spaces Duration: 1 minute (Concentration) 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. </div>	<div>New Spells from 0.6</div> <div>TETHERING VINES (CONT'D)</div> <div>Conjuration</div> <div> Mana Point Enhancements Widen Vines: (1 MP) The Radius increases by 1 Space. </div>	<div>New Spells from 0.6</div> <div>SHIELD</div> <div>Protection (Cantrip)</div> <div> Cost: 1 AP Range: 1 Space Duration: Instantaneous You create a barrier of magic to protect yourself other other around you. Trigger: When a creature you can see within range (including yourself) is targeted by an Attack. Reaction: You grant the target a +5 bonus to its PD and MD against the Attack. </div>



<div>New Spells from 0.6</div> <div>SHIELD (CONT'D)</div> <div>Protection (Cantrip)</div> <div><p>Mana Point Enhancements</p><p>Increase Range: Spend 1 MP to increase the Range to 5 Spaces.</p><p>Multiple Targets: Spend 1 MP to target 1 additional creature in range from the same triggering Attack (such as an Area of Effect).</p><p>Increase Duration: Spend 1 MP to make the PD and MD bonus last until the start of your next turn.</p></div>	<div>New Spells from 0.6</div> <div>FIND FAMILIAR</div> <div>Conjuration (Ritual)</div> <div><p>Cost: 1 AP + 1 MP</p><p>Range: 2 Spaces</p><p>Duration: Instantaneous</p><p>You summon a friendly spirit that enters your service. It takes the form of a Tiny creature of your choice, but with a Creature Type of your choice (except Giant and Humanoid). Your Familiar uses the stat block below:</p></div> <table><tr><td colspan="4">Level 1/8, Tiny (Chosen Type)</td></tr><tr><td>HP</td><td>Shared</td><td>DDT</td><td>0</td></tr><tr><td>PD</td><td>8+CM</td><td>MD</td><td>8+CM</td></tr><tr><td>PDR</td><td>0</td><td>MDR</td><td>0</td></tr><tr><td>MIG</td><td>0</td><td>CHA</td><td>0</td></tr><tr><td>AGI</td><td>0</td><td>INT</td><td>0</td></tr><tr><td>Check</td><td>Shared</td><td>DC</td><td>Shared</td></tr><tr><td>AP</td><td>Shared</td><td>Speed</td><td>4</td></tr></table>	Level 1/8, Tiny (Chosen Type)				HP	Shared	DDT	0	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	4	<div>New Spells from 0.6</div> <div>FIND FAMILIAR (CONT'D)</div> <div>Conjuration (Ritual)</div> <div><p>Recasting the Spell: You can't have more than 1 Familiar at a time. If you cast this Spell while you already have a Familiar, your Familiar can retain its form, adopt a new form of your choice, or it disappears and a new one takes its place. The new Familiar can be a previous one you summoned in the past or a new one altogether. In either case, you can reassign its Familiar Traits.</p><p>Familiar Traits</p><p>Your Familiar has the following Familiar Traits:</p><p>Familiar Bond: Your Familiar shares your HP and Death's Door Threshold. If you both take damage from the same source, you only take 1 instance of that damage. While your Familiar occupies the same Space as you, it can't be targeted by Attacks.</p></div>	<div>New Spells from 0.6</div> <div>FIND FAMILIAR (CONT'D)</div> <div>Conjuration (Ritual)</div> <div><p>Shared Telepathy: While within 20 Spaces, you and your Familiar can speak Telepathically with each other.</p><p>Spell Delivery: While within 10 Spaces of your Familiar, you cast a Spell with a range of Touch as if you were standing in your Familiar's Space.</p><p>Additional Traits: When you cast this Spell, you can spend additional MP (up to your Mana Spend Limit) to grant your Familiar 2 additional Traits per MP spent. You can choose Traits from the Familiar Traits or Beast Traits (you can't choose Negative Traits).</p></div>
Level 1/8, Tiny (Chosen Type)																																			
HP	Shared	DDT	0																																
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<div>New Spells from 0.6</div> <div>FIND FAMILIAR (CONT'D)</div> <div>Conjuration (Ritual)</div> <div><p>Spell Actions</p><p>Pocket Dimension: You can spend a Minor Action to dismiss the Familiar into a pocket dimension, summon it from that pocket dimension, or summon it from anywhere on the same plane of existence. When dismissed, any items it was carrying are left behind. When summoned, it appears in the nearest unoccupied Space of your choice.</p><p>Shared Senses: While your Familiar is within 20 Spaces, you can spend 1 AP to connect your senses to the Familiar's senses until the end of your next turn. For the duration, you are Deafened and Blinded to your own senses, but you can see what your Familiar sees and hear what it hears. The connection ends early if either of you moves farther than 20 Spaces from each other.</p></div>	<div>New Spells from 0.6</div> <div>FIND FAMILIAR (CONT'D)</div> <div>Conjuration (Ritual)</div> <div><p>Managing the Familiar</p><p>Combat: The Familiar shares your Initiative, acting on your turn. You can spend 1 AP to command the Familiar to use an Action. It can't take the Attack Action or Spell Action unless it has a Familiar Feature that allows it to. When you take an Action, your Familiar can move up to its Speed immediately before or after the Action. When you take the Move Action, your Familiar can take the Move Action for free. If you don't command it, it takes the Dodge Action.</p><p>Shared MCP: When the Familiar makes a Check, it shares your Multiple Check Penalty.</p></div>	<div>New Spells from 0.6</div> <div>FIND FAMILIAR (CONT'D)</div> <div>Conjuration (Ritual)</div> <div><p>Death & Resurrection: Your Familiar dies when you die. When it does, its body disappears and its spirit returns from which it came. If you are resurrected, the Familiar doesn't return to life until the next time you cast this Spell. When it does, you follow the normal rules for recasting the Spell.</p><p>Familiar Traits</p><p>Below is a list of repeatable and unique Familiar Traits. You can choose repeatable traits multiple times, but unique traits only once.</p></div>	<div>New Spells from 0.6</div> <div>FIND FAMILIAR (CONT'D)</div> <div>Conjuration (Ritual)</div> <div><p>Repeatable Traits</p><p>(1) Attribute Increase: It gains 2 Attribute points which it can use to increase 2 Attributes by 1, or 1 Attribute by 2 (up to your Attribute Limit).</p><p>(1) Defensive: Its PD or MD increases by 2 (your choice).</p><p>(2) Resistance: It gains Resistance (1) to a damage type of your choice.</p><p>(1) Swift: Its Speed is increased by 1 Space (you can choose this Trait up to 5 times).</p></div>																																



<div>New Spells from 0.6</div> <div>FIND FAMILIAR (CONT'D)</div> <div>Conjuration (Ritual)</div> <div><p>Unique Traits</p><p>(2) Avian: It gains a Fly Speed equal to its Ground Speed.</p><p>(1) Masterful: It benefits from your Skill and Trade Masteries.</p><p>(2) Chameleon: You can spend 1 AP to cause your Familiar to become Invisible for 1 minute or until it takes any Action beside the Dodge or Hide Actions.</p><p>(1) Distant Link: The range of your Shared Telepathy increases to 100 Spaces, and you always know the exact location of your Familiar provided you are both on the same plane of existence.</p><p>(1) Extended Spell Delivery: While within 10 Spaces of your Familiar, you can cast Spells as if you were standing in its Space.</p></div>	<div>New Spells from 0.6</div> <div>FIND FAMILIAR</div> <div>Conjuration (Ritual)</div> <div><p>(1) Familiar Attack: The Familiar can spend 1 AP to make an Attack Check using your Attack Check bonuses instead of its own. The Attack has a range of 10 Spaces, and deals +1 damage if the target is within 1 Space. Choose a damage type when you summon the familiar.</p><ul style="list-style-type: none">• Elemental or Physical: The Attack targets PD and deals 2 damage.• Mystic: The Attack targets MD and deals 1 damage.<p>(1) Predator: Requires Familiar Attack. The familiar has ADV on Attacks against Bloodied creatures, and on Survival Checks to track them.</p><p>(1) Prey: The Familiar has ADV on Stealth Checks and can attempt to Hide even when it's only Partially Concealed.</p></div>	<div>New Spells from 0.6</div> <div>FIND FAMILIAR (CONT'D)</div> <div>Conjuration (Ritual)</div> <div><p>(1) Friendly Fire: The Familiar is Immune to effects and damage you produce, unless you choose otherwise.</p><p>(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.</p><p>(2) Malleable: The Familiar can move through a space as narrow as 1 inch wide without squeezing.</p><p>(1) Evasive: The Familiar doesn't provoke Opportunity Attacks when it leaves an enemy's reach.</p><p>(1) Quiet as a Mouse: While moving at a Stealthy pace (1/2 Speed), the Familiar makes no sound, leaves no noticeable trail, and can't be tracked by mundane means.</p></div>	<div>New Spells from 0.6</div> <div>FIND FAMILIAR (CONT'D)</div> <div>Conjuration (Ritual)</div> <div><p>(1) Speech: The Familiar gains the ability to speak and knows all languages you know.</p><p>(1) Strong-Willed: The Familiar has ADV on Saves to avoid being Charmed or Frightened (including Rattled and Intimidated).</p></div>
<div>New Spells from 0.6</div> <div></div> <div></div>	<div>New Spells from 0.6</div> <div></div> <div></div>	<div>New Spells from 0.6</div> <div></div> <div></div>	<div>New Spells from 0.6</div> <div></div> <div></div>

