

CANTRIP - DESTRUCTION - ARCANÉ

FIREBOLT

1 AP 10 SPACES 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.

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.

Source: Core Rules BETA 0.8 p 148

CANTRIP - DESTRUCTION - ARCANÉ

MINOR FLAME BLADE

1 AP SELF INSTANT

You imbue a Melee Weapon you are wielding with flames. Until the end of your next turn, the next successful Attack Check with this weapon deals an additional 1 Fire damage to your target or to 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 (must be done before the Attack is made) **Miss:** Deal 1 Fire damage to the target.

Flame Bound: Spend 1 MP to add +1 Fire damage to the target and secondary target.

Source: Core Rules BETA 0.8 p 148

CANTRIP - DESTRUCTION - ARCANÉ

DANCING FLAMES

1 AP 20 SPACES 1 MINUTE (C)

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. You can spend 1 AP to move the lights up to 10 Spaces to a new spot within range. Each light must be within 5 Spaces of another light created by this spell, and be within 20 Spaces of 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.

Source: Core Rules BETA 0.8 p 148

CANTRIP - DESTRUCTION - ARCANÉ

BURNING FLAMES

2 AP + 1 MP SELF(10SPACES) INSTANT

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.

Make a Spell Check against every target's PD within the Spell's area. **Hit:** The target takes 2 Fire damage.

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).

Source: Core Rules BETA 0.8 p 149

CANTRIP - PROTECTION - ARCANÉ

FIRESHIELD

2 AP + 1 MP SELF 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.

Mana Point Enhancements:

Fire Protection: Spend 3 MP to gain Fire Resist 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.

Source: Core Rules BETA 0.8 p 149

CANTRIP - CONJURATION - ARCANÉ

FOG CLOUD

2 AP + 1 MP 20 SPACES 1 HOUR (C)

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 spell's effect by 3 Spaces

Source: Core Rules BETA 0.8 p 149

CANTRIP - CONJURATION - ARCANÉ

GREASE

2 AP + 1 MP 10 SPACES 1 MINUTE

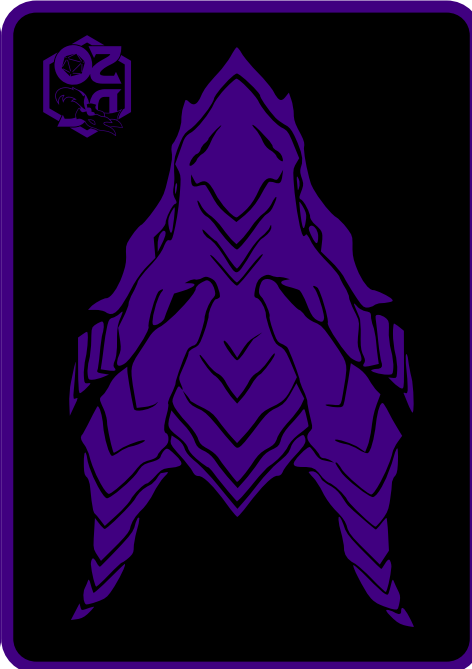
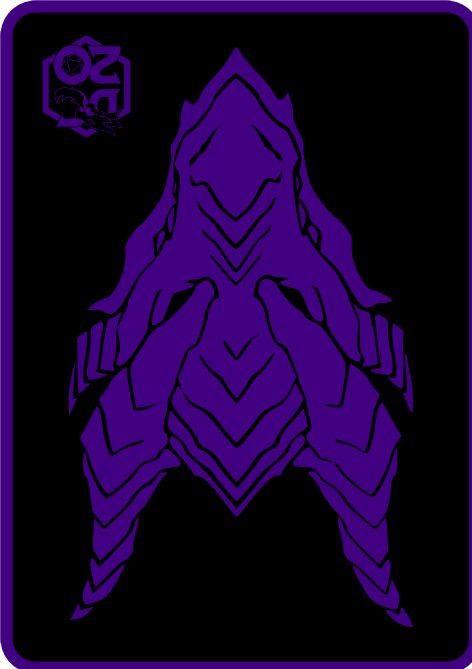
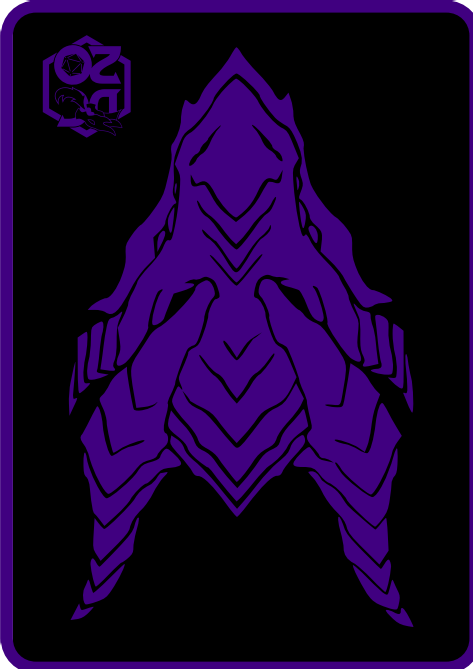
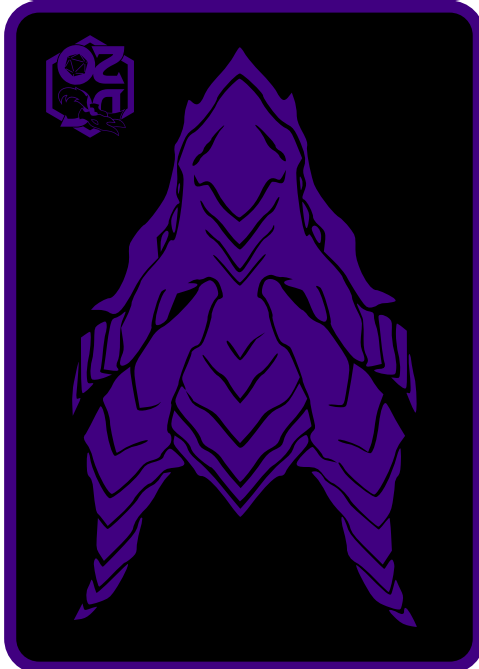
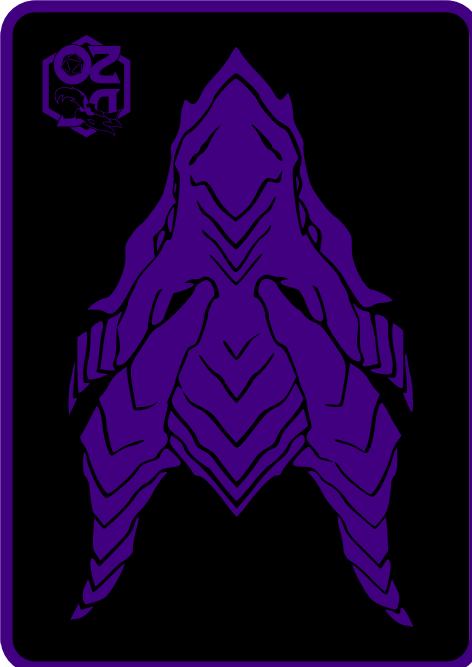
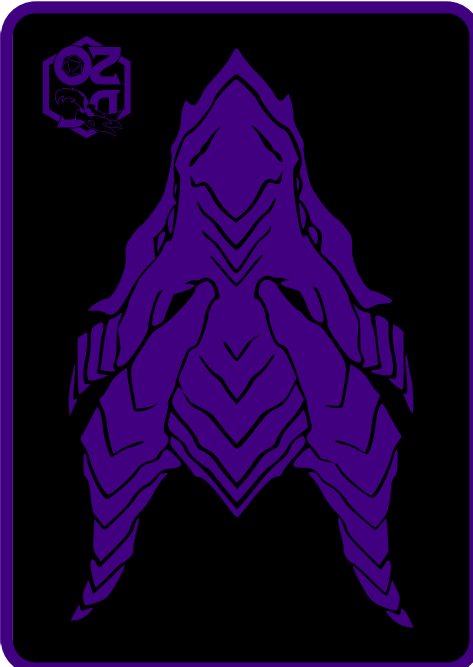
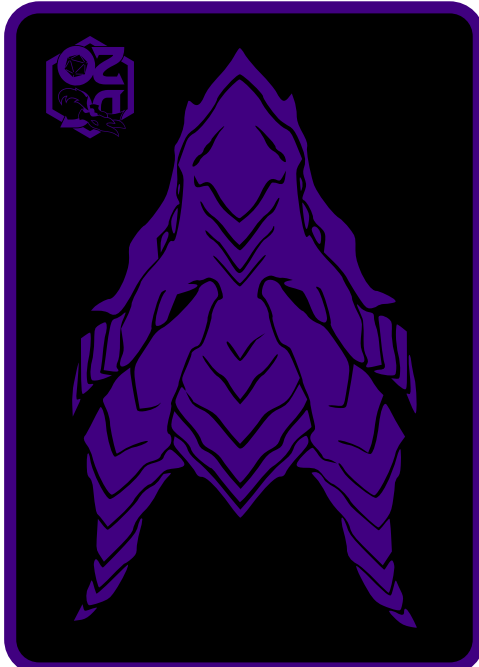
Make a DC 10 Spell Check. Success: Slick grease covers the ground in 4 Spaces of your choosing.

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. 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.

Source: Core Rules BETA 0.8 p 149



CANTRIP - DESTRUCTION - ARCANES

FROST BOLT

1 AP 10 SPACES 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.

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.

Source: Core Rules BETA 0.8 p. 150

CANTRIP - ILLUSION - ARCANES

MINOR ILLUSION

1 AP 10 SPACES INSTANT

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, 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. 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.

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.

Mana Point Enhancements:

Sight and Sound: Spend 1 MP to have the image create both sight and sound.

Source: Core Rules BETA 0.8 p. 150

CANTRIP - CONJURATION - ARCANES

MAGE HAND

1 AP 5 SPACES 1 MINUTE

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.

Mana Point Enhancements:

Spell Hand: When you cast another spell, you spend 1 MP to allow yourself to cast it from your Mage Hand's Space.

Range Hand: Spend 1 MP to extend the range to 20 spaces

Lasting Hand: Spend 1 MP to increase the duration to 1 hour

Source: Core Rules BETA 0.8 p. 150

DESTRUCTION - ARCANES

CATAPULT

2 AP + 1 MP 10 SPACES INSTANT

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.

Mana Point Enhancements
Damage: Spend 1 MP to increase the damage by 2.

Source: Core Rules BETA 0.8 p. 151

DESTRUCTION - ARCANES

MAGIC MISSILE

2 AP + 1 MP 10 SPACES INSTANT

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.

Mana Point Enhancements:

Damage: Spend 1 MP for 1 more Missile.

Range: Spend 1 MP to increase the range to 15 Spaces.

Source: Core Rules BETA 0.8 p. 151

DESTRUCTION - ARCANES

ICE KNIFE

2 AP + 1 MP 10 SPACES INSTANT

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 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.

Mana Point Enhancements:

Damage: Spend 1 MP to increase the damage of the hit and explosion by 1.

Source: Core Rules BETA 0.8 p. 151

ILLUSION - ARCANES

SILENT IMAGE

2 AP + 1 MP 10 SPACES 10 MINUTES (C)

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.

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.

Mana Point Enhancements:

Sound and Smell: Spend 1 MP to give the Spell the ability to make sounds and have a smell to it.

Source: Core Rules BETA 0.8 p. 151

DESTRUCTION - ARCANES

MAGIC MISSILE

2 AP + 1 MP 10 SPACES INSTANT

You attempt to fire out glowing darts of magical force.

Make a DC 10 Spell Check. Success: You create 2 Missiles.

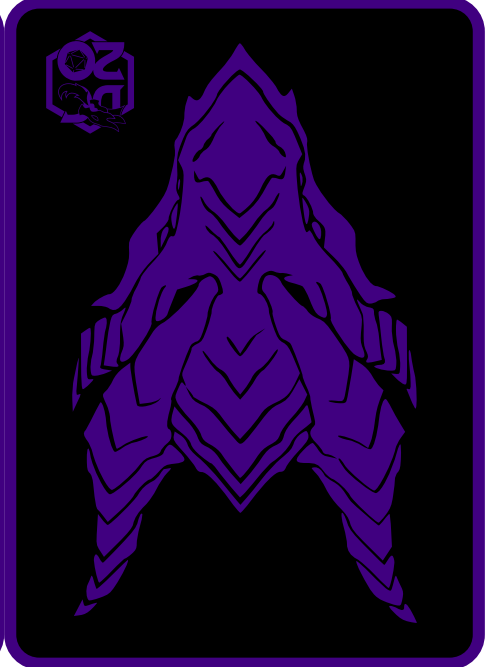
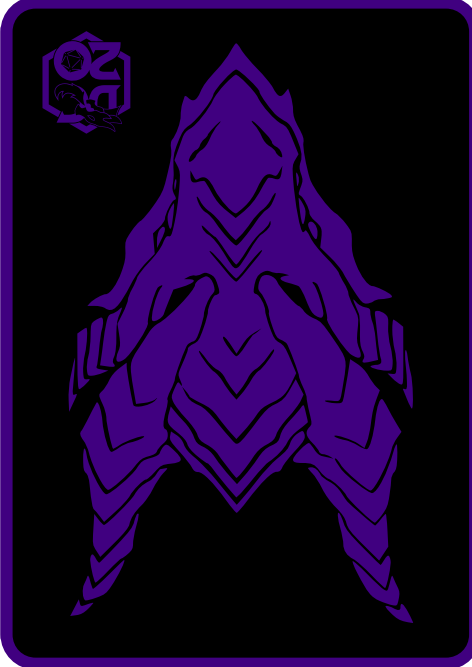
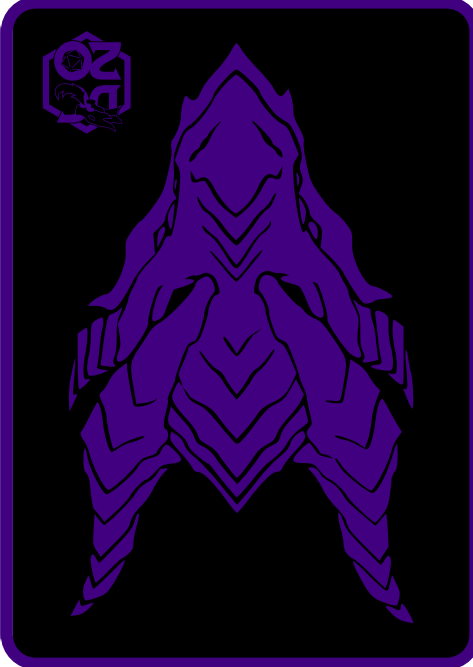
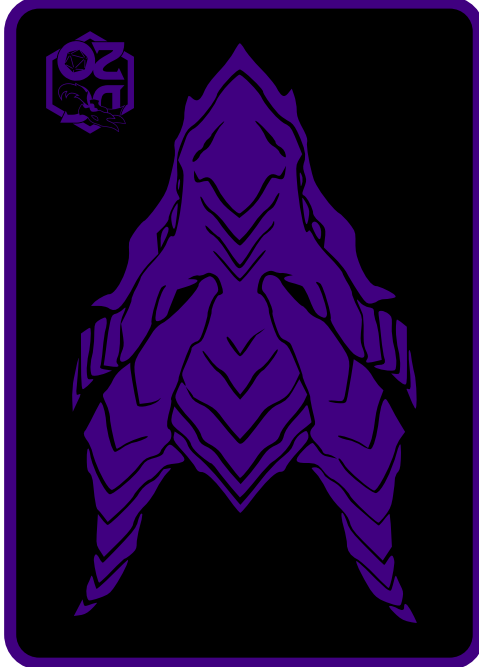
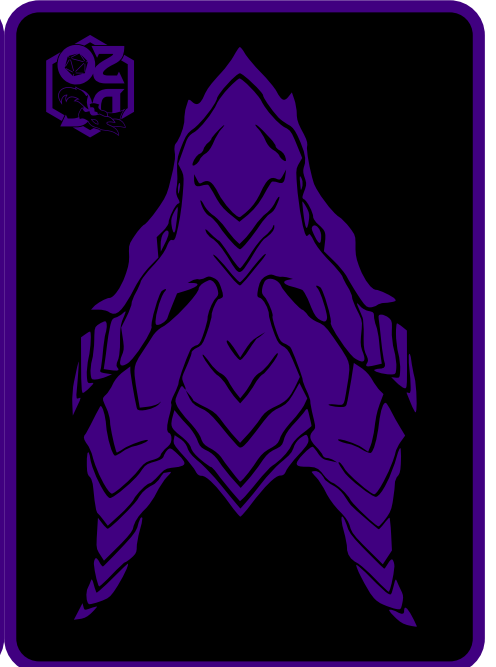
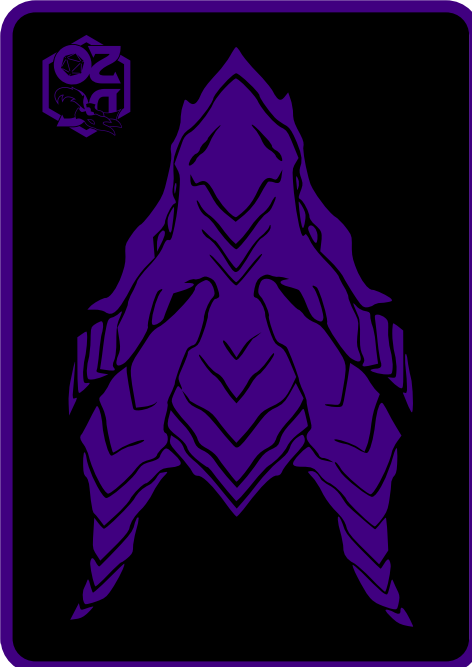
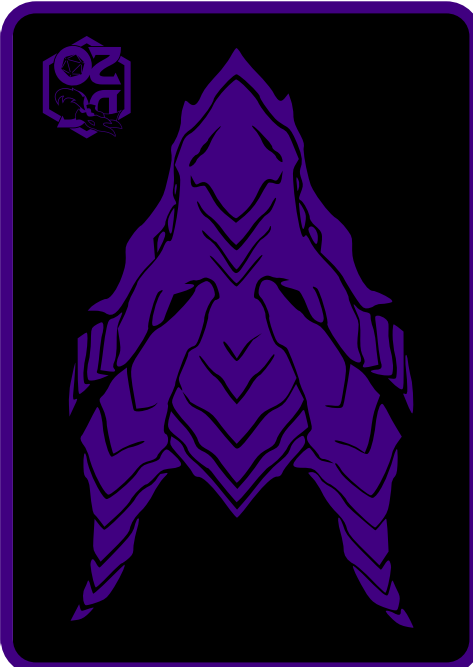
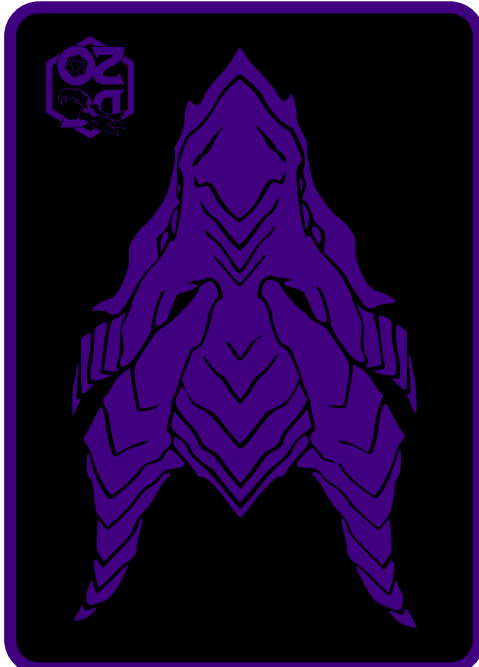
Success (each 5): +1 Missile. Failure: only 1 Missile. Each Missile automatically deals 1 True damage to its target. Each missile may have the same or different targets.

Mana Point Enhancements:

Damage: Spend 1 MP for 1 more Missile.

Range: Spend 1 MP to increase the range to 15 Spaces.

Source: Core Rules BETA 0.8 p. 151



CANTRIP - DESTRUCTION - ARCANÉ

LIGHTNING BOLT

1 AP 10 SPACES 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 Lightning damage.

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.

Cantrip Passive: You deal +1 damage against creatures that are wearing metal armor.

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.

Source: Core Rules BETA 0.8 p. 152

CANTRIP - DESTRUCTION - ARCANÉ

LIGHTNING BLADE

1 AP SELF (5FT RADIUS) 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.

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.

Source: Core Rules BETA 0.8 p. 152

CANTRIP - DESTRUCTION - ARCANÉ

SHOCKING GRASP

1 AP 1 SPACE INSTANT

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.

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.

Source: Core Rules BETA 0.8 p. 152

CANTRIP - DESTRUCTION - ARCANÉ

GUST

1 AP 5 SPACES INSTANT

You seize the air and compel it to create one of the following effects at a point you can see within range:

- Choose one Medium or smaller creature and make a Spell Check Contested by their Might Save.

Success: Target is pushed 1 Space in a direction of your choice.

Success (each 5): +1 Space

- 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

- 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.

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.

Source: Core Rules BETA 0.8 p. 152

DESTRUCTION - ARCANÉ

RETURNING SHOCK

1 AP + 1 MP 15 SPACES INSTANT

You can electrocute creatures that damage you. Crackling lightning forms around you.

Trigger: You are damaged by a creature within range.

Reaction: Make a Spell Check against the target's PD.

Hit: 3 Lightning damage.

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.

Source: Core Rules BETA 0.8 p. 153

ASTROMANCY - ARCANÉ

MISTY STEP

1 AP + 1 MP SELF INSTANT

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.

Source: Core Rules BETA 0.8 p. 153

DESTRUCTION - ARCANÉ

CRACKLING LIGHTNING

2 AP + 1 MP SELF(10 SPACES) INSTANT

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.

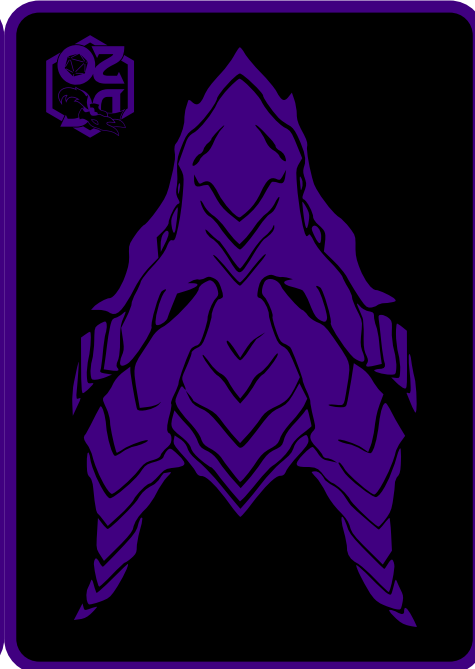
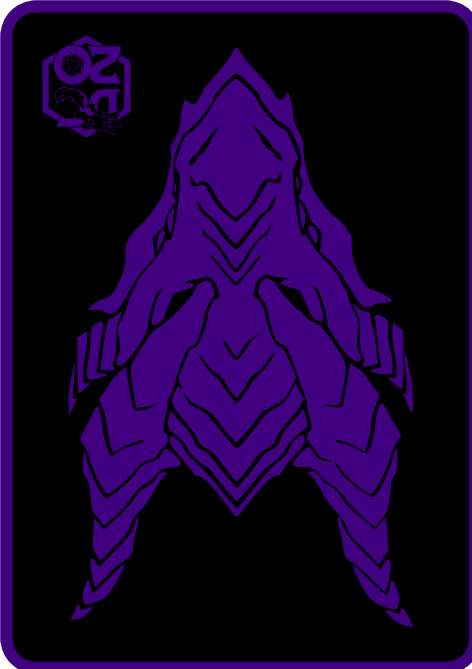
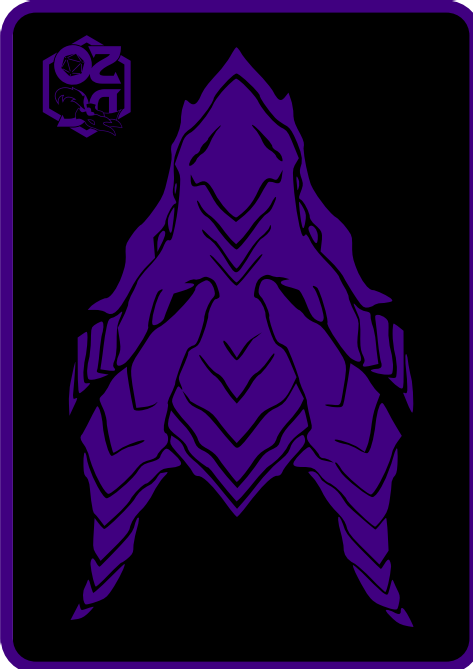
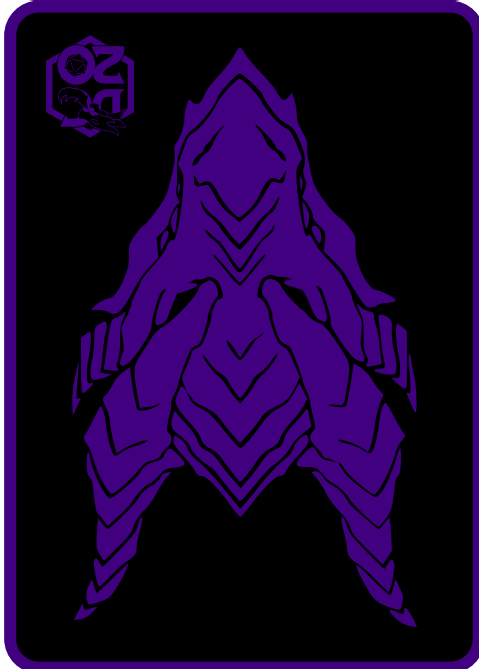
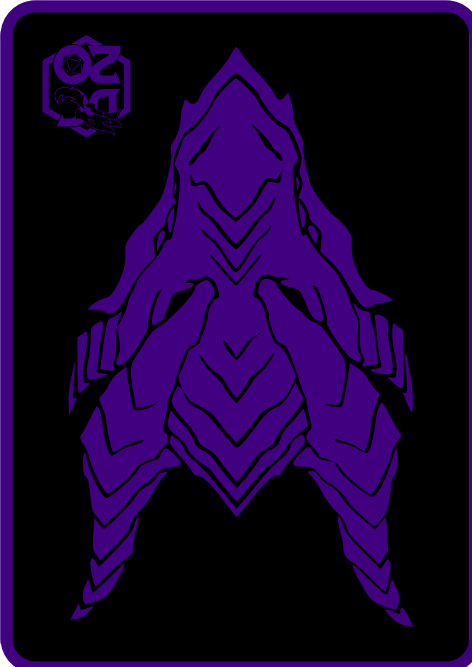
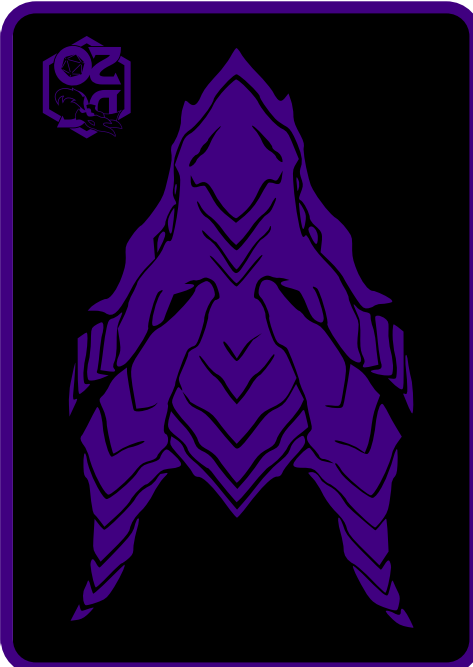
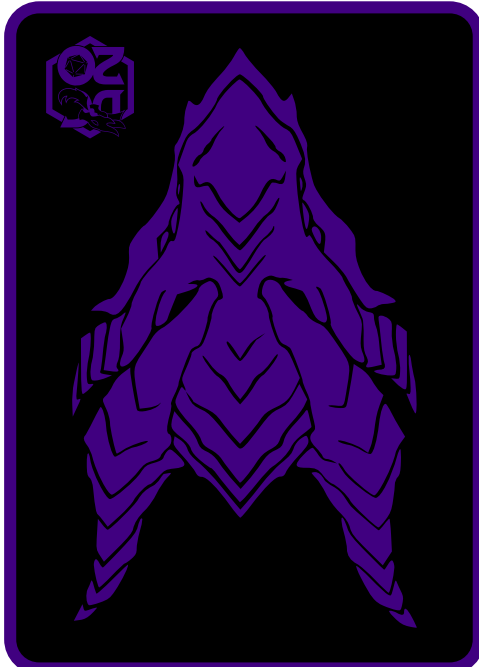
Hit: The target takes 2 Lightning damage.

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).

Source: Core Rules BETA 0.8 p. 153



CANTRIP - DESTRUCTION - ARCANÉ

PSI BOLT

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 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.

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.

Source: Core Rules BETA 0.8 p. 152

CANTRIP - DIVINATION - ARCANÉ

MESSAGE

1 AP SELF (5FT RADIUS) 1 ROUND

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.

Source: Core Rules BETA 0.8 p. 154

CANTRIP - ENCHANTMENT - ARCANÉ

BEFRIEND

1 AP 10 SPACES 1 MINUTE (C)

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 Wbecome hostile towards you.

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.

Source: Core Rules BETA 0.8 p. 154

ENCHANTMENT - ARCANÉ

PSYCHIC FEAR

2 AP + 1 MP 10 SPACES INSTANT

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.

Source: Core Rules BETA 0.8 p. 154

ENCHANTMENT - ARCANÉ

BANE

2 AP + 1 MP 5 SPACES 1 MINUTE(C)

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

Bread: Spend 2 MP to change the d4 to a d6 instead.

Source: Core Rules BETA 0.8 p. 155

ENCHANTMENT - ARCANÉ

COMMAND

2 AP + 1 MP 10 SPACES 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. 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.

Mana Point Enhancements:

Duration: Spend 1 MP to increase the duration by 1 Round.

Targets: Spend 2 MP to add 1 additional target.

Source: Core Rules BETA 0.8 p. 155

ENCHANTMENT - ARCANÉ

SLEEP

2 AP + 1 MP 15 SPACES 1 MINUTE

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.

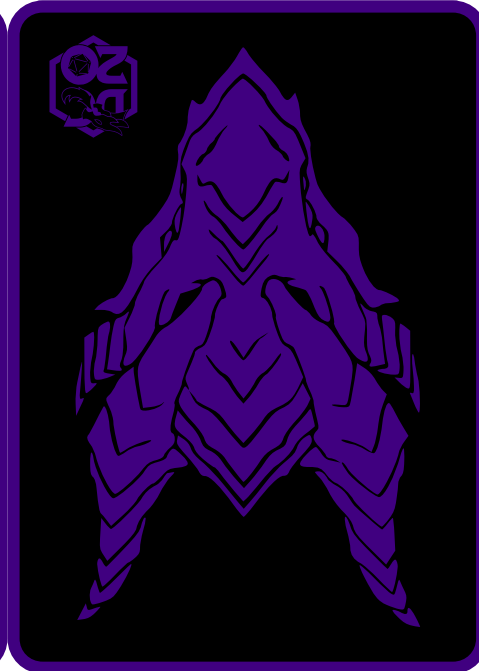
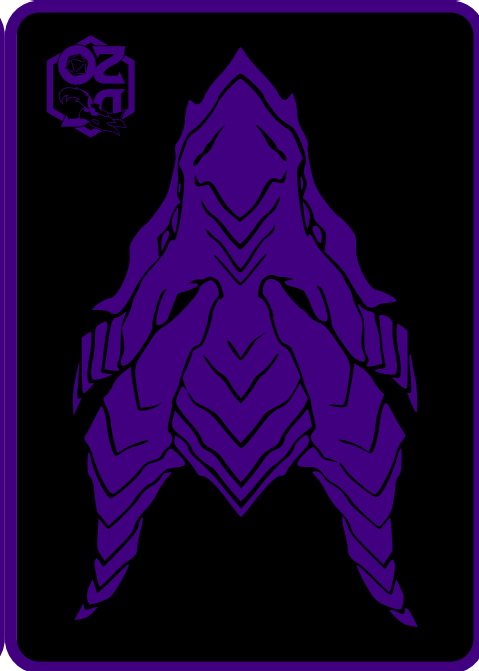
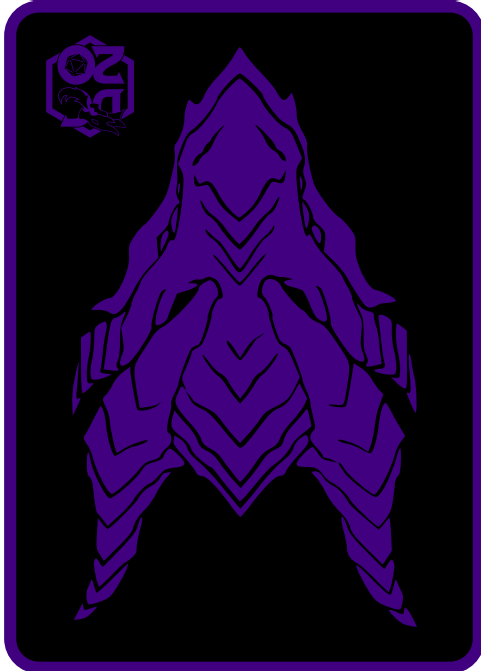
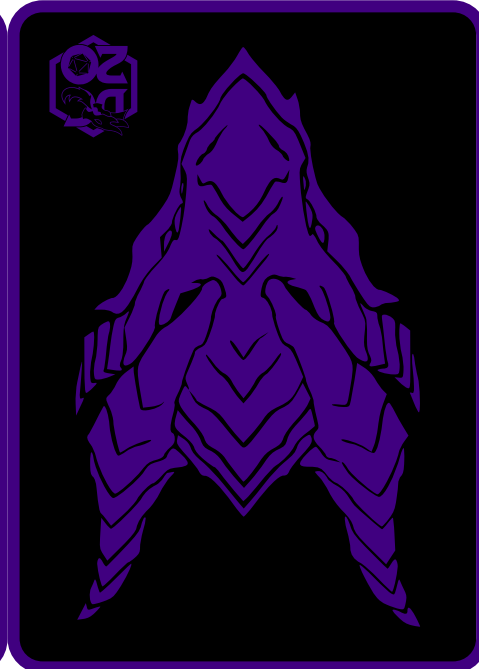
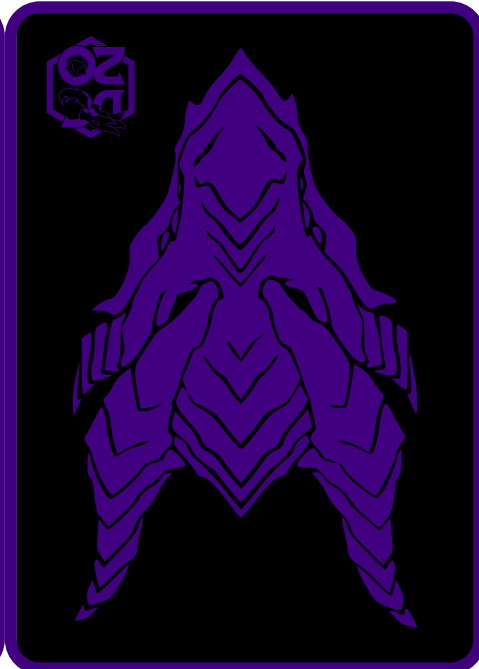
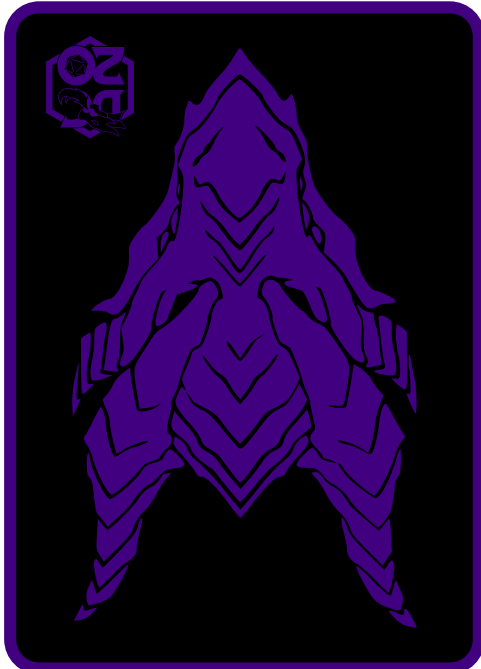
Success (each 5): +2 HP. Failure: 5 HP. Starting with the creature with the lowest current HP, each creature affected by this Spell falls unconscious. Subtract each creature's HP from the total before moving on to the creature with the next lowest hit points. A creature's HP must be equal to or less 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.

Source: Core Rules BETA 0.8 p. 155



CANTRIP - DESTRUCTION - DIVINE

SACRED BOLT

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 Radiant damage.

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 Spell Attack.

Cantrip Passive: You deal +1 Radiant damage against Undead and Exposed creatures.

Action Point Enhancements:

Damage: (1 AP) You deal +1 Radiant damage.

Range: (1 AP) You increase the range by +5 Spaces.

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.

Source: Core Rules BETA 0.8 p 152

CANTRIP - DIVINATION - DIVINE

GUIDANCE

1 AP 5 SPACE 1 ROUND

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 Guidance counts as taking the Help Action and still triggers the "Multiple Action Penalty (Help)." If you cast Guidance 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 Guidance any more during that same round of Combat.

Mana Point Enhancement:

Sustained: Spend 1 MP to increase the duration to 1 minute but it requires Concentration.

Expand: Spend 1 MP to grant an additional Help Die (of the same size you grant with the casting of the Spell).

Source: Core Rules BETA 0.8 p 154

CANTRIP - CONJURATION - DIVINE

LIGHT

1 AP TOUCH 1 HOUR

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.

If you target an object held or worn by a hostile creature, make an Attack Check contested by the target's Agility Save.

Success: You cast Light on the object.

Mana Point Enhancements:

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.

Source: Core Rules BETA 0.8 p 154

DESTRUCTION - DIVINE

GUIDING BOLT

2 AP + 1 MP 15 SPACES 1 ROUND

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.

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.

Mana Point Enhancements:

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.

Source: Core Rules BETA 0.8 p 154

DIVINATION - DIVINE

BLESS

2 AP + 1 MP 5 SPACES 1 MINUTE(C)

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.

Mana Point Enhancements:

Targets: Spend 1 MP to increase the number of targets by 1.

Grace: Spend 2 MP to change the d4 to a d6 instead.

Source: Core Rules BETA 0.8 p 155

ENCHANTMENT - DIVINE

HEAL

2 AP + 1 MP 10 SPACES INSTANT

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

Source: Core Rules BETA 0.8 p 155

PROTECTION - DIVINE

SHIELD OF FAITH

1 AP + 1 MP 10 SPACES 10 MINUTES(C)

A shimmering field appears and surrounds a creature of your choice within range.

Make a DC 10 Spell Check.

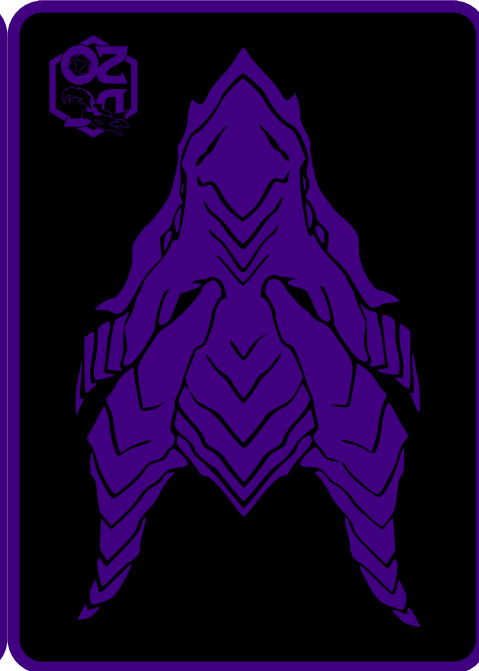
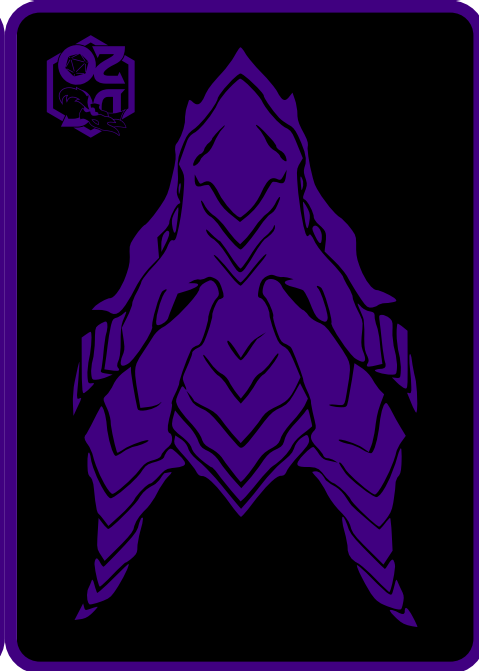
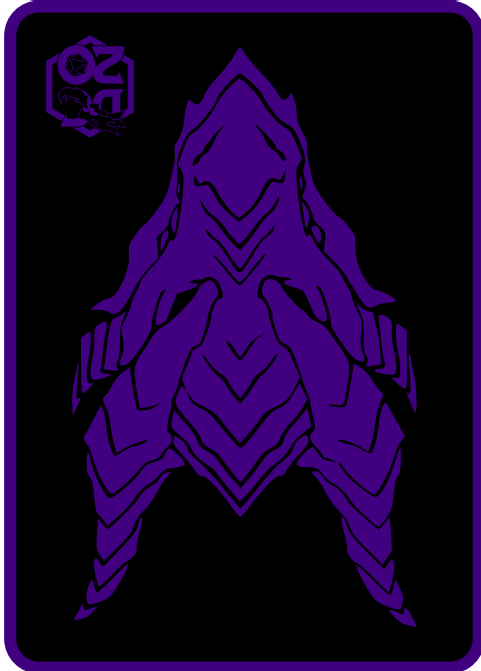
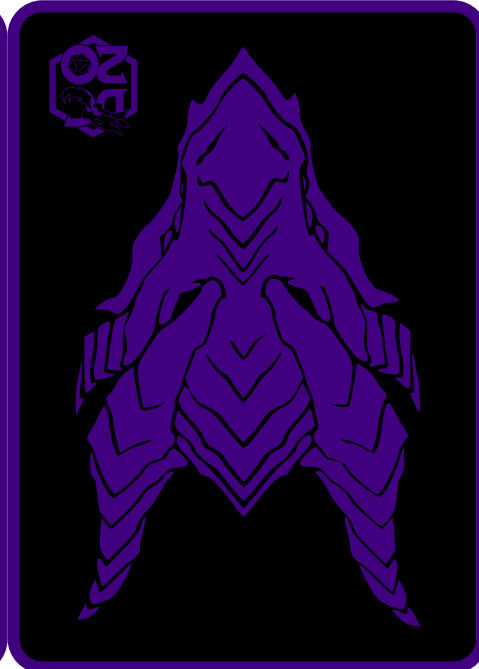
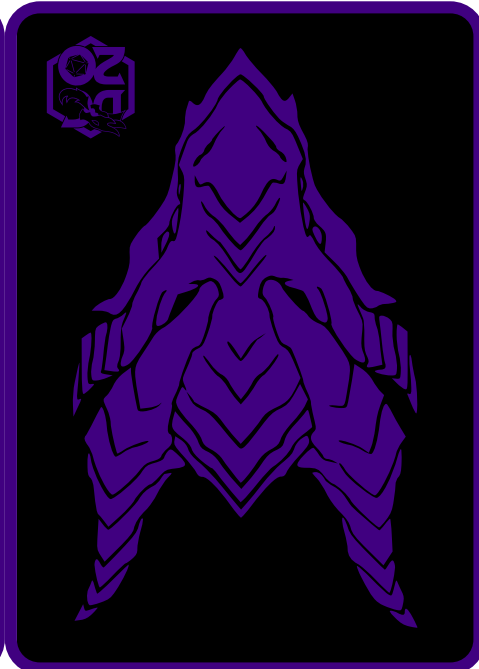
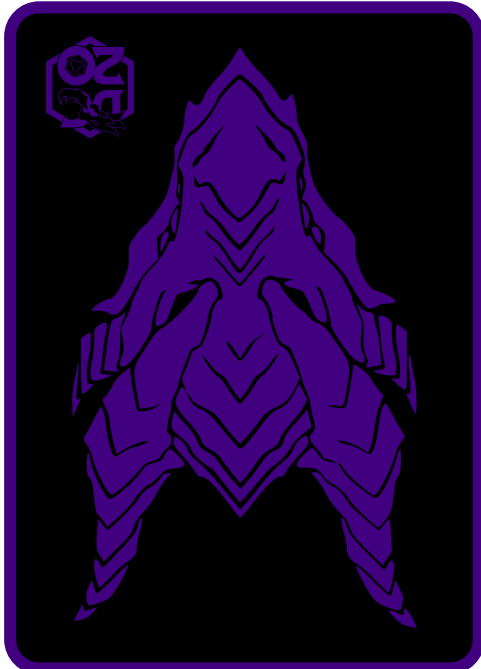
Success: The target gains +2 PD for the duration. Success (each 10): +1 PD.

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.

Source: Core Rules BETA 0.8 p 155



CANTRIP - TRANSMUTATION - ARCANÉ

SORCERY

1 AP 1 SPACES 1 MINUTE

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.

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: You can spend 1 MP to have all 3 of these effects going at once.

Source: Core Rules BETA 0.8 p. 152

CANTRIP - DESTRUCTION - ARCANÉ, PRIMAL

POISON BOLT

1 AP 10 SPACE 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.

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.

Source: Core Rules BETA 0.8 p. 154

CANTRIP - DESTRUCTION - ARCANÉ, PRIMAL

ACID BOLT

1 AP 10 SPACES 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.

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.

Source: Core Rules BETA 0.8 p. 154

CANTRIP - TRANSMUTATION - PRIMAL

DRUID CRAFT

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 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.

Mana Point Enhancements:

Nature's Wonder: TBD

Source: Core Rules BETA 0.8 p. 154

CONJURATION - PRIMAL

TETHERING VINES

2 AP + 1 MP 10 SPACES 1 MINUTE(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.

Source: Core Rules BETA 0.8 p. 155

CANTRIP - PROTECTION - ARCANÉ

SHIELD

1 AP 1 SPACES INSTANT

You create a barrier of magic to protect yourself or 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.

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: Spend 1 MP to make the PD and MD bonus last until the start of your next turn.

Source: Core Rules BETA 0.8 p. 155

CANTRIP - RESTORATION - DIVINE

CLOSE WOUNDS

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 Enhancement:

Range: Spend 1 MP to change the range to 10 Spaces.

Source: Core Rules BETA 0.8 p. 155

CANTRIP - DESTRUCTION - DIVINE

DEATH BOLT

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 minute 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) 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.

Source: Core Rules BETA 0.8 p. 155

