

SYMBOL REFERENCE

Actions

CRB 17

- free action
- single action
- two actions
- three actions
- reaction

Degrees of Success

CRB 445

- critical success
- failure
- success
- critical failure

SYMBOL REFERENCE

Damage Types

CRB 451

- bludgeoning
- sonic
- lawful
- slashing
- positive
- poison
- piercing
- negative
- magic
- cold
- force
- mental
- fire
- chaotic
- bleed
- acid
- evil
- good
- electricity

ABBREVIATIONS

- CRB Core rule book
- HP Hit points
- BT Broken threshold
- DC Difficulty class
- AC Armor class
- prof Proficiency
- str Strength
- dex Dexterity
- con Constitution
- int Intelligence
- wis Wisdom
- cha Charisma

BULK

RULE
CRB 272

Carrying especially heavy or unwieldy items can make it more difficult for you to move, as can overloading yourself with too much gear. The Bulk value of an item reflects how difficult the item is to handle, representing its size, weight, and general awkwardness.

Bulk Limits

CRB 272

Carry Capacity / encumbered / max
current str + 5 str + 10

Bulk Values

CRB 272

Bulk *n* Light L (0.1) Negligible - (0)

The total bulk value is computed by the sum over all items, fractions are rounded down.

DEMORALIZE

ACTION
CRB 247

Emotion Fear Mental

With a sudden shout, a well-timed taunt, or a cutting putdown, you can shake an enemy's resolve.

Target a creature you're aware of within 30 feet. The target becomes immune to your attempts to Demoralize it for 10 minutes.

Demoralize Auditory Concentrate

CRB 247

If you speak a language that the target understands.

1d20 + ≥ Will DC
cha + prof

Frightened 2
 Frightened 1

Demoralize Auditory Concentrate

CRB 247

1d20 + ≥ Will DC
cha + prof + -4

Frightened 2
 Frightened 1

ENCUMBERED

CONDITION
CRB 619

Encumbered

CRB 619

You are carrying more weight than you can manage.

While you're encumbered, you're Clumsy 1 and take a 10-foot penalty to all your Speeds. As with all penalties to your Speed, this can't reduce your Speed below 5 feet.

Clumsy *n*

CRB 618

Your movements become clumsy and inexact.

You take a status penalty equal to the condition value *n* to Dexterity-based checks and DCs. This includes AC, Reflex saves, ranged attack rolls, and skill checks using Acrobatics, Stealth, and Thievery.

FRIGHTENED

CONDITION
CRB 620

You're gripped by fear and struggle to control your nerves. The frightened condition always includes a value. You take a status penalty equal to this value to all your checks and DCs. Unless specified otherwise, at the end of each of your turns, the value of your frightened condition decreases by 1.

ANTIVENOM POTION

ITEM 2
TIO 60

Potion Consumable Magical Necromancy

This cloudy, white liquid helps protect against poisons.

Drink Manipulate

TIO 60

Duration 1 minute

Immediately attempt a DC 10 flat check to end any persistent poison damage you're taking.

In addition, for 1 minute after drinking the potion, you gain a +1 item bonus to Fortitude saving throws to avoid taking persistent poison damage.

Feed Manipulate

TIO 60

Target 1 willing or helpless creature within touch range. Apply effect of Drink action.

Hands 1 Bulk L Price 6gp

BACKPACK

ITEM 0
CRB 287

A backpack holds up to 4 Bulk of items. The first 2 Bulk of these items don't count against your Bulk limits.

If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

Price 1sp Bulk -

BEDROLL

ITEM 0
CRB 288

Price 2cp Bulk L

BREASTPLATE

ITEM 0
CRB 275

The breastplate consists of several pieces of plate or half-plate armor that protect the torso, chest, neck, and sometimes the hips and lower legs.

It strategically grants some of the protection of plate while allowing greater flexibility and speed.

AC Bonus +4 Dex Cap +1

$$\text{AC} = 14 + \max(\text{dex}, 1) + \text{prof} \\ + \text{bonuses} - \text{penalties}$$

Strength 16 Check Penalty -2 Speed Penalty -5 ft

Category Medium Armor Group Plate

Price 8gp Bulk 2 Hardness 9 HP 36 BT 18

CHALK

ITEM
CRB 288

Price 1cp (10 pieces) Bulk - Hands 1


CROSSBOW

ITEM 1
CRB 281

This ranged weapon has a bow-like assembly mounted on a handled frame called a tiller. The tiller has a mechanism to lock the bowstring in place, attached to a trigger mechanism that releases the tension and launches a bolt.

Strike  Attack CRB 471

Range Incr 120 ft Ammo (10 bolts Price 1sp Bulk L)

1d20 +  1d8
dex + prof

Reload  Manipulate CRB 279

Prepare your next shot by loading another bolt.

Price 3gp Bulk 1 Hands 2 Type Ranged Category Simple Group Bow

DAGGER

ITEM 1
CRB 280

Agile Finesse

This small, bladed weapon is held in one hand and used to stab a creature in close combat. It can also be thrown.

Strike  Attack CRB 471

1d20 +  1d4 +
str/dex + prof str

Throw  Attack CRB 283

Range increment 10 ft.

1d20 +  1d4 +
dex + prof str

Price 2sp Bulk L Hands 1 Type Melee Category Simple Group Knife

FLINT AND STEEL

ITEM 0
CRB 290

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Price 5cp Bulk - Hands 2

HAT OF DISGUISE

ITEM 2
CRB 611

Illusion Invested Magical

This ordinary-looking hat allows you to cloak yourself in illusions.

Activate (1 minute) Manipulate CRB 611

Frequency once per day Duration 1 hour

The hat casts a 1st-level illusory disguise spell on you (CRB 345).

While setting up the disguise, you can magically alter the hat to appear as a comb, ribbon, helm, or other piece of headwear.

Price 30gp Bulk - Usage worn headwear

HEALER'S TOOLS

ITEM 0
CRB 290

A kit of bandages, herbs, and suturing tools

You can wear two sets of tools. If you wear your healer's tools, you can use them with 1 hand and draw and replace them as part of the action that uses them. Otherwise, you use them with 2 hands and it is an action to draw or replace them.

Stabilize  Manipulate CRB 248

Stop Bleeding  Manipulate CRB 248

Treat Poison  Manipulate CRB 248

Treat Wounds (10 minutes) CRB 249

Exploration Healing Manipulate

Treat Disease (8 hours) Downtime Manipulate CRB 248


Price 5gp Bulk 1 Hands 2

MINOR HEALING POTION

ITEM 1
CRB 290

Positive Potion Consumable Healing Magical Necromancy

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly.

Drink  Manipulate CRB 562

1d8

Feed  Manipulate CRB 562

Target 1 willing or helpless creature within touch range.

1d8

Hands 1 Bulk L Price 4gp

LESSER HEALING POTION

ITEM 3

CRB 290

Positive Potion Consumable Healing Magical Necromancy

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly.

Drink Manipulate CRB 562

2d8+5

Feed Manipulate CRB 562

Target 1 willing or helpless creature within touch range.

2d8+5

Hands 1 Bulk L Price 12gp

MODERATE HEALING POTION

ITEM 6

CRB 290

Positive Potion Consumable Healing Magical Necromancy

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly.

Drink Manipulate CRB 562

3d8+10

Feed Manipulate CRB 562

Target 1 willing or helpless creature within touch range.

3d8+10

Hands 1 Bulk L Price 50gp

GREATER HEALING POTION

ITEM 12

CRB 290

Positive Potion Consumable Healing Magical Necromancy

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly.

Drink Manipulate CRB 562

6d8+20

Feed Manipulate CRB 562

Target 1 willing or helpless creature within touch range.

6d8+20

Hands 1 Bulk L Price 400gp

MAJOR HEALING POTION

ITEM 18

CRB 290

Positive Potion Consumable Healing Magical Necromancy

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly.

Drink Manipulate CRB 562

8d8+30

Feed Manipulate CRB 562

Target 1 willing or helpless creature within touch range.

8d8+30

Hands 1 Bulk L Price 5000gp

LONGSWORD

ITEM 0

CRB 281

Longswords can be one-edged or two-edged swords. Their blades are heavy and they're between 3 and 4 feet in length.

Strike Attack CRB 471

1d20 +

str + prof

1d8 +

str

Price 1gp Bulk 1 Hands 1 Type **Melee** Category **Martial** Group **Sword**

RATIONS

ITEM

CRB 288

Price 4sp (1 week) Bulk L Hands 1

REPAIR KIT

ITEM 0

CRB 291

Perform simple repairs while traveling. Contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood.

You can draw and replace a worn repair kit as part of the action that uses it.

Repair (10 minutes) Exploration Manipulate CRB 243

You attempt to fix a damaged item, placing the item on a stable surface and using the repair kit with both hands. The GM sets the DC, it's usually about the same DC as it is to craft the item in the first place. You can't repair a destroyed item.

1d20 +

int + prof

5*(rank+1)

rank =
crafting prof rank



The item gets double the amount of HPs



The item takes 2d6 damage instead

Price 2gp Bulk 1 Hands 2

ROPE

ITEM 0

CRB 288

Price 5sp (50 ft) Bulk L Hands 2

SCIMITAR

ITEM 0

CRB 281

Forceful Sweep

This one-handed curved blade is sharp on one side.

+1 circumstance bonus to damage for the second attack on your turn, +2 for subsequent attacks.

Strike Attack CRB 471

1d20 +

str + prof

1d6 +

str

Sweeping Strike Attack CRB 471

If you already attacked a different target this turn using this weapon.

1d20 +

str + prof + 1

1d6 +

str

Price 1gp Bulk 1 Hands 1 Type **Melee** Category **Martial** Group **Sword**

+1 SCIMITAR

ITEM 2

Forceful Sweep Magical

This one-handed curved blade is sharp on one side.

+1 circumstance bonus to damage for the second attack on your turn, +2 for subsequent attacks.

Strike  Attack CRB 471

1d20 + str + prof + 1  1d6 + str

Sweeping Strike  Attack CRB 471

If you already attacked a different target this turn using this weapon.

1d20 + str + prof + 1 + 1  1d6 + str


Price 35gp Bulk 1 Hands 1 Type Melee Category Martial Group Sword

SHORTBOW

ITEM 0

Deadly d10

Strike  Attack CRB 471Range Incr 60 ft Ammo (10 arrows Price 1sp Bulk L)

1d20 + dex + prof  1d6

Price 3gp Bulk 1 Hands 1+ Type Ranged Category Martial Group Bow

SMOKING SWORD

ITEM 3

 Fire Magical Evocation

Smoke constantly belches from this longsword.

Strike  Attack CRB 471

1d20 + str + prof + 1  1d8 + str  1

Activate  Concentrate BB-GMG 51

The blade's edges light on fire.

Until the end of your turn, the blade deals 1d6 extra fire damage instead of just 1. After you use this action, you can't use it again for 10 minutes.

Price 60gp Bulk 1 Hands 1 Type Melee Category Martial Group Sword

SOAP

ITEM 0

CRB 288

STEEL SHIELD

ITEM 1

CRB 277

Steel shields come in a variety of shapes and sizes.

Hardness 5 HP / 20 BT 10
current**Raise a Shield**  CRB 472

You position your shield to protect yourself.

Gain +2 circumstance bonus to AC until the start of your next turn.

Shield Bash  Attack CRB 281

Thrust or swing your shield to hit your foe with an impromptu attack.

1d20 + str + prof  1d4 + str

Price 2cp Bulk - Hands 1

Price 2gp Bulk 1 Hands 1 Type Melee Category Martial Group Shield

THIEVES' TOOLS

ITEM 0

CRB 291

You can wear two sets of tools.

If you wear your thieves' tools, you can use them with 1 hand and draw and replace them as part of the action that uses them. Otherwise, you use them with 2 hands and it is an action to draw or replace them.

Pick a Lock   Manipulate CRB 253**Disable a Device**   Manipulate CRB 253**Replace Broken Lock Picks**  CRB 291

Replacement Picks Price 3sp

Price 3gp Bulk 1 Hands 1 or 2



INFILTRATORS' TOOLS

ITEM 3

CRB 291

You can wear two sets of tools.

If you wear your infiltrators' tools, you can use them with 1 hand and draw and replace them as part of the action that uses them. Otherwise, you use them with 2 hands and it is an action to draw or replace them.

Pick a Lock   Manipulate CRB 253Add a +1 item bonus to .**Disable a Device**   Manipulate CRB 253Add a +1 item bonus to .**Replace Broken Lock Picks**  CRB 291

Infiltrator Picks Price 3gp

Price 50gp Bulk 1 Hands 1 or 2

TORCH

ITEM 0

CRB 292

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet) for 1 hour.

It can be used as an improvised weapon.

Strike  Attack CRB 471

1d20 + str + prof - 2  1d4  1

Price 1cp Bulk L Hands 1 Type Melee Category Simple

WAND OF HEAL

ITEM 3

CRB 587

Wand Magical Healing Necromancy

Restore 1d8 hit points to willing living creatures. Deal 1d8 positive damage to undead creatures. They get a basic Fortuitate save.

Cast  Somatic CRB 343

Target 1 creature within touch range.

Cast   Somatic Verbal CRB 343

Target 1 creature within 30 feet. You can restore 1d8 +8 instead of 1d8 hit points.

Cast    Somatic Verbal CRB 343

Disperse positive energy in a 30-foot emanation.

Target every creature within 30 feet.

WATERSKIN


ITEM 0
CRB 292

When it's full, a waterskin contains roughly 1 day's worth of water for a Small or Medium creature.


Price 5cp Bulk L Hands 1

ACID SPLASH


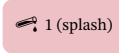
CANTRIP 1
CRB 316

 Acid Evocation

You splash a glob of acid that splatters your target and nearby creatures.

Cast  **Attack Somatic Verbal** CRB 316


Target one creature within 30 feet.

1d20 + spell atk  1d6  1 (splash)

 The target takes  1 persistent damage.

ACID SPLASH


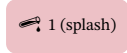
CANTRIP 2
CRB 316

 Acid Evocation

You splash a glob of acid that splatters your target and nearby creatures.

Cast  **Attack Somatic Verbal** CRB 316

Target one creature within 30 feet.

1d20 + spell atk  1d6  1 (splash)

 The target takes  1 persistent damage.

ACID SPLASH

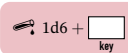
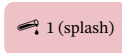
CANTRIP 3
CRB 316

 Acid Evocation

You splash a glob of acid that splatters your target and nearby creatures.

Cast  **Attack Somatic Verbal** CRB 316


Target one creature within 30 feet.

1d20 + spell atk  1d6 + key  1 (splash)

 The target takes  2 persistent damage.

ACID SPLASH

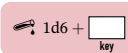
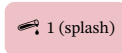
CANTRIP 4
CRB 316

 Acid Evocation

You splash a glob of acid that splatters your target and nearby creatures.

Cast  **Attack Somatic Verbal** CRB 316


Target one creature within 30 feet.

1d20 + spell atk  1d6 + key  1 (splash)

 The target takes  2 persistent damage.

ACID SPLASH

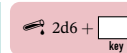
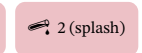
CANTRIP 5
CRB 316

 Acid Evocation

You splash a glob of acid that splatters your target and nearby creatures.

Cast  **Attack Somatic Verbal** CRB 316


Target one creature within 30 feet.

1d20 + spell atk  2d6 + key  2 (splash)

 The target takes  3 persistent damage.

ACID SPLASH

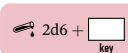
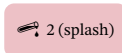
CANTRIP 6
CRB 316

 Acid Evocation

You splash a glob of acid that splatters your target and nearby creatures.

Cast  **Attack Somatic Verbal** CRB 316

Target one creature within 30 feet.

1d20 + spell atk  2d6 + key  2 (splash)

 The target takes  3 persistent damage.

ACID SPLASH

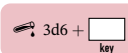
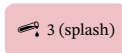
CANTRIP 7
CRB 316

 Acid Evocation

You splash a glob of acid that splatters your target and nearby creatures.

Cast  **Attack Somatic Verbal** CRB 316


Target one creature within 30 feet.

1d20 + spell atk  3d6 + key  3 (splash)

 The target takes  4 persistent damage.

ACID SPLASH

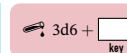
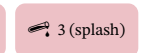
CANTRIP 8
CRB 316

 Acid Evocation

You splash a glob of acid that splatters your target and nearby creatures.

Cast  **Attack Somatic Verbal** CRB 316

Target one creature within 30 feet.


1d20 + spell atk  3d6 + key  3 (splash)

 The target takes  4 persistent damage.


ACID SPLASH

CANTRIP 9

CRB 316


 Acid Evocation


You splash a glob of acid that splatters your target and nearby creatures.

Cast  Attack Somatic Verbal CRB 316

Target one creature within 30 feet.

1d20 + spell atk

 4d6 + key


 4 (splash)

 The target takes  5 persistent damage.

ACID SPLASH

CANTRIP 10

CRB 316


 Acid Evocation


You splash a glob of acid that splatters your target and nearby creatures.

Cast  Attack Somatic Verbal CRB 316

Target one creature within 30 feet.

1d20 + spell atk

 4d6 + key

 4 (splash)

 The target takes  5 persistent damage.

BURNING HANDS

SPELL 1

CRB 322

Evocation  Fire

Gouts of flame rush from your hands.

Cast  Somatic Verbal CRB 322

Affect all creatures in a 15-foot cone.


They get a basic Reflex save.

 2d6


BURNING HANDS

SPELL 2

CRB 322

Evocation  Fire

Gouts of flame rush from your hands.

Cast  Somatic Verbal CRB 322

Affect all creatures in a 15-foot cone.

They get a basic Reflex save.

 4d6

BURNING HANDS

SPELL 3

CRB 322

Evocation  Fire

Gouts of flame rush from your hands.

Cast  Somatic Verbal CRB 322

Affect all creatures in a 15-foot cone.

They get a basic Reflex save.

 6d6

BURNING HANDS

SPELL 4

CRB 322

Evocation  Fire

Gouts of flame rush from your hands.

Cast  Somatic Verbal CRB 322

Affect all creatures in a 15-foot cone.

They get a basic Reflex save.

 8d6

BURNING HANDS

SPELL 5

CRB 322

Evocation  Fire

Gouts of flame rush from your hands.

Cast  Somatic Verbal CRB 322

Affect all creatures in a 15-foot cone.

They get a basic Reflex save.

 10d6

BURNING HANDS

SPELL 6

CRB 322

Evocation  Fire

Gouts of flame rush from your hands.

Cast  Somatic Verbal CRB 322

Affect all creatures in a 15-foot cone.

They get a basic Reflex save.

 12d6

BURNING HANDS

SPELL 7

CRB 322

Evocation  Fire

Gouts of flame rush from your hands.

Cast  Somatic Verbal CRB 322

Affect all creatures in a 15-foot cone.

They get a basic Reflex save.

 14d6

BURNING HANDS

SPELL 8

CRB 322

Evocation  Fire

Gouts of flame rush from your hands.

Cast   Somatic Verbal CRB 322

Affect all creatures in a 15-foot cone.


They get a basic Reflex save.

 16d6

BURNING HANDS

SPELL 9

CRB 322

Evocation  Fire

Gouts of flame rush from your hands.

Cast   Somatic Verbal CRB 322

Affect all creatures in a 15-foot cone.

They get a basic Reflex save.

 18d6

BURNING HANDS

SPELL 10

CRB 322

Evocation  Fire

Gouts of flame rush from your hands.

Cast   Somatic Verbal CRB 322

Affect all creatures in a 15-foot cone.

They get a basic Reflex save.

 20d6

CHILL TOUCH



CANTRIP 1

CRB 323


Necromancy  Negative

Siphoning negative energy into yourself, your hand radiates a pale darkness.

Touch 1 living or undead creature.


Weaken Living   Somatic Verbal CRB 323

 1d4 + (Fortitude Save)
spell mod

 Also enfeebled 1 for 1 round.

Disorient Undead   Somatic Verbal CRB 323

Flat-footed for 1 round (Fortitude save).

 Also fleeing for 1 round (Will save).

CHILL TOUCH



CANTRIP 2


CRB 323


Necromancy  Negative

Siphoning negative energy into yourself, your hand radiates a pale darkness.

Touch 1 living or undead creature.


Weaken Living   Somatic Verbal CRB 323

 2d4 + (Fortitude Save)
spell mod

 Also enfeebled 1 for 1 round.

Disorient Undead   Somatic Verbal CRB 323

Flat-footed for 1 round (Fortitude save).

 Also fleeing for 1 round (Will save).

CHILL TOUCH



CANTRIP 3

CRB 323


Necromancy  Negative

Siphoning negative energy into yourself, your hand radiates a pale darkness.

Touch 1 living or undead creature.


Weaken Living   Somatic Verbal CRB 323

 3d4 + (Fortitude Save)
spell mod

 Also enfeebled 1 for 1 round.

Disorient Undead   Somatic Verbal CRB 323

Flat-footed for 1 round (Fortitude save).

 Also fleeing for 1 round (Will save).

CHILL TOUCH



CANTRIP 4


CRB 323

Necromancy  Negative

Siphoning negative energy into yourself, your hand radiates a pale darkness.

Touch 1 living or undead creature.


Weaken Living   Somatic Verbal CRB 323

 4d4 + (Fortitude Save)
spell mod

 Also enfeebled 1 for 1 round.

Disorient Undead   Somatic Verbal CRB 323

Flat-footed for 1 round (Fortitude save).

 Also fleeing for 1 round (Will save).

CHILL TOUCH



CANTRIP 5


CRB 323

Necromancy  Negative

Siphoning negative energy into yourself, your hand radiates a pale darkness.

Touch 1 living or undead creature.


Weaken Living   Somatic Verbal CRB 323

 5d4 + (Fortitude Save)
spell mod

 Also enfeebled 1 for 1 round.

Disorient Undead   Somatic Verbal CRB 323

Flat-footed for 1 round (Fortitude save).

 Also fleeing for 1 round (Will save).

CHILL TOUCH



CANTRIP 6


CRB 323

Necromancy  Negative

Siphoning negative energy into yourself, your hand radiates a pale darkness.

Touch 1 living or undead creature.


Weaken Living   Somatic Verbal CRB 323

 6d4 + (Fortitude Save)
spell mod

 Also enfeebled 1 for 1 round.

Disorient Undead   Somatic Verbal CRB 323

Flat-footed for 1 round (Fortitude save).

 Also fleeing for 1 round (Will save).

CHILL TOUCH

CANTRIP 7

CRB 323

Necromancy ● Negative

Siphoning negative energy into yourself, your hand radiates a pale darkness.

Touch 1 living or undead creature.

Weaken Living ◆◆ Somatic Verbal CRB 323

● 7d4 + (Fortitude Save)
spell mod

☠ Also enfeebled 1 for 1 round.

Disorient Undead ◆◆ Somatic Verbal CRB 323

Flat-footed for 1 round (Fortitude save).

☠ Also fleeing for 1 round (Will save).

CHILL TOUCH

CANTRIP 8

CRB 323

Necromancy ● Negative

Siphoning negative energy into yourself, your hand radiates a pale darkness.

Touch 1 living or undead creature.

Weaken Living ◆◆ Somatic Verbal CRB 323

● 8d4 + (Fortitude Save)
spell mod

☠ Also enfeebled 1 for 1 round.

Disorient Undead ◆◆ Somatic Verbal CRB 323

Flat-footed for 1 round (Fortitude save).

☠ Also fleeing for 1 round (Will save).

CHILL TOUCH

CANTRIP 9

CRB 323

Necromancy ● Negative

Siphoning negative energy into yourself, your hand radiates a pale darkness.

Touch 1 living or undead creature.

Weaken Living ◆◆ Somatic Verbal CRB 323

● 9d4 + (Fortitude Save)
spell mod

☠ Also enfeebled 1 for 1 round.

Disorient Undead ◆◆ Somatic Verbal CRB 323

Flat-footed for 1 round (Fortitude save).

☠ Also fleeing for 1 round (Will save).

CHILL TOUCH

CANTRIP 10

CRB 323

Necromancy ● Negative

Siphoning negative energy into yourself, your hand radiates a pale darkness.

Touch 1 living or undead creature.

Weaken Living ◆◆ Somatic Verbal CRB 323

● 10d4 + (Fortitude Save)
spell mod

☠ Also enfeebled 1 for 1 round.

Disorient Undead ◆◆ Somatic Verbal CRB 323

Flat-footed for 1 round (Fortitude save).

☠ Also fleeing for 1 round (Will save).

DAZE

CANTRIP 1

CRB 327

Enchantment 🧠 Mental Nonlethal

You cloud the target's mind and daze it with a mental jolt.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 creature within 60 feet.

The target gets a basic Will save.

🧠
spell mod

☠ The target is also stunned 1.

DAZE

CANTRIP 2

CRB 327

Enchantment 🧠 Mental Nonlethal

You cloud the target's mind and daze it with a mental jolt.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 creature within 60 feet.

The target gets a basic Will save.

🧠
spell mod

☠ The target is also stunned 1.

DAZE

CANTRIP 3

CRB 327

Enchantment 🧠 Mental Nonlethal

You cloud the target's mind and daze it with a mental jolt.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 creature within 60 feet.

The target gets a basic Will save.

🧠 1d6 +
spell mod

☠ The target is also stunned 1.

DAZE

CANTRIP 4

CRB 327

Enchantment 🧠 Mental Nonlethal

You cloud the target's mind and daze it with a mental jolt.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 creature within 60 feet.

The target gets a basic Will save.

🧠 1d6 +
spell mod

☠ The target is also stunned 1.

DAZE

CANTRIP 5

CRB 327

Enchantment 🧠 Mental Nonlethal

You cloud the target's mind and daze it with a mental jolt.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 creature within 60 feet.

The target gets a basic Will save.

🧠 2d6 +
spell mod

☠ The target is also stunned 1.

DAZE


CANTRIP 6
CRB 327


Enchantment  Mental Nonlethal

You cloud the target's mind and daze it with a mental jolt.

Cast   Somatic Verbal CRB 348

Target 1 creature within 60 feet.
The target gets a basic Will save.

 2d6 +
spell mod

 The target is also stunned 1.

DAZE


CANTRIP 7
CRB 327


Enchantment  Mental Nonlethal

You cloud the target's mind and daze it with a mental jolt.

Cast   Somatic Verbal CRB 348

Target 1 creature within 60 feet.
The target gets a basic Will save.

 3d6 +
spell mod

 The target is also stunned 1.

DAZE


CANTRIP 8
CRB 327


Enchantment  Mental Nonlethal

You cloud the target's mind and daze it with a mental jolt.

Cast   Somatic Verbal CRB 348

Target 1 creature within 60 feet.
The target gets a basic Will save.

 3d6 +
spell mod

 The target is also stunned 1.

DAZE


CANTRIP 9
CRB 327


Enchantment  Mental Nonlethal

You cloud the target's mind and daze it with a mental jolt.

Cast   Somatic Verbal CRB 348

Target 1 creature within 60 feet.
The target gets a basic Will save.

 4d6 +
spell mod

 The target is also stunned 1.

DAZE


CANTRIP 10
CRB 327


Enchantment  Mental Nonlethal

You cloud the target's mind and daze it with a mental jolt.

Cast   Somatic Verbal CRB 348

Target 1 creature within 60 feet.
The target gets a basic Will save.

 4d6 +
spell mod

 The target is also stunned 1.

DETECT MAGIC

CANTRIP 1
CRB 328

Detection Divination

You send out a pulse that registers the presence of magic.

Area 30-foot emanation

Cast   Somatic Verbal CRB 328

You receive no information beyond the presence or absence of magic.

You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You cannot detect illusion magic.

DETECT MAGIC

CANTRIP 2
CRB 328

Detection Divination

You send out a pulse that registers the presence of magic.

Area 30-foot emanation

Cast   Somatic Verbal CRB 328

You receive no information beyond the presence or absence of magic.

You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

Detect illusion magic for effects with a level ≤ 1 .

DETECT MAGIC

CANTRIP 3
CRB 328

Detection Divination

You send out a pulse that registers the presence of magic.

Area 30-foot emanation

Cast   Somatic Verbal CRB 328

You learn the school of magic for the highest-level effect within range that the spell detects.

You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

Detect illusion magic for effects with a level ≤ 2 .

DETECT MAGIC

CANTRIP 4
CRB 328

Detection Divination

You send out a pulse that registers the presence of magic.

Area 30-foot emanation

Cast   Somatic Verbal CRB 328

You learn the school of magic for the highest-level effect within range that the spell detects and pinpoint its source to a 5-foot cube.

You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

Detect illusion magic for effects with a level ≤ 3 .

DETECT MAGIC

CANTRIP 5

CRB 328

Detection Divination

You send out a pulse that registers the presence of magic.

Area 30-foot emanation

Cast  Somatic Verbal CRB 328

You learn the school of magic for the highest-level effect within range that the spell detects and pinpoint its source to a 5-foot cube.

You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

Detect illusion magic for effects with a level ≤ 4 .

DETECT MAGIC

CANTRIP 6

CRB 328

Detection Divination

You send out a pulse that registers the presence of magic.

Area 30-foot emanation

Cast  Somatic Verbal CRB 328

You learn the school of magic for the highest-level effect within range that the spell detects and pinpoint its source to a 5-foot cube.

You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

Detect illusion magic for effects with a level ≤ 5 .

DETECT MAGIC

CANTRIP 7

CRB 328

Detection Divination

You send out a pulse that registers the presence of magic.

Area 30-foot emanation

Cast  Somatic Verbal CRB 328

You learn the school of magic for the highest-level effect within range that the spell detects and pinpoint its source to a 5-foot cube.

You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

Detect illusion magic for effects with a level ≤ 6 .

DETECT MAGIC

CANTRIP 8

CRB 328

Detection Divination

You send out a pulse that registers the presence of magic.

Area 30-foot emanation

Cast  Somatic Verbal CRB 328

You learn the school of magic for the highest-level effect within range that the spell detects and pinpoint its source to a 5-foot cube.

You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

Detect illusion magic for effects with a level ≤ 7 .

DETECT MAGIC

CANTRIP 9

CRB 328

Detection Divination

You send out a pulse that registers the presence of magic.

Area 30-foot emanation

Cast  Somatic Verbal CRB 328

You learn the school of magic for the highest-level effect within range that the spell detects and pinpoint its source to a 5-foot cube.

You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

Detect illusion magic for effects with a level ≤ 8 .

DETECT MAGIC

CANTRIP 10

CRB 328

Detection Divination

You send out a pulse that registers the presence of magic.

Area 30-foot emanation

Cast  Somatic Verbal CRB 328

You learn the school of magic for the highest-level effect within range that the spell detects and pinpoint its source to a 5-foot cube.

You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

Detect illusion magic for effects with a level ≤ 9 .

FEATHER FALL

SPELL 1

CRB 337

Abjuration

You cause the air itself to arrest a fall.

Cast  Verbal CRB 337

Trigger A creature within range is falling Duration 1 minute

Target one falling creature within 60 feet.

The target's fall slows to 60 feet per round, and the portion of the fall during the spell's duration doesn't count when calculating falling damage. If the target reaches the ground while the spell is in effect, it takes no damage from the fall. The spell ends as soon as the target lands.

FORCE BOLT

FOCUS 1

CRB 407

 Force Evocation Uncommon Wizard

You fire an unerring dart of force from your fingertips. It automatically hits and deals force damage to the target.

Cast  Somatic CRB 362

Target 1 creature within 30 feet.

 1d4 + 1

FORCE BOLT

FOCUS 2

CRB 407

 Force Evocation Uncommon Wizard

You fire an unerring dart of force from your fingertips. It automatically hits and deals force damage to the target.

Cast  Somatic CRB 362

Target 1 creature within 30 feet.

 1d4 + 1

FORCE BOLT

Focus 3

CRB 407

☞ Force Evocation Uncommon Wizard

You fire an unerring dart of force from your fingertips. It automatically hits and deals force damage to the target.

Cast  Somatic CRB 362

Target 1 creature within 30 feet.

☞ 2d4 + 2


FORCE BOLT

Focus 4

CRB 407

☞ Force Evocation Uncommon Wizard

You fire an unerring dart of force from your fingertips. It automatically hits and deals force damage to the target.

Cast  Somatic CRB 362

Target 1 creature within 30 feet.

☞ 2d4 + 2

FORCE BOLT

Focus 5

CRB 407

☞ Force Evocation Uncommon Wizard

You fire an unerring dart of force from your fingertips. It automatically hits and deals force damage to the target.

Cast  Somatic CRB 362

Target 1 creature within 30 feet.

☞ 3d4 + 3

FORCE BOLT

Focus 6

CRB 407

☞ Force Evocation Uncommon Wizard

You fire an unerring dart of force from your fingertips. It automatically hits and deals force damage to the target.

Cast  Somatic CRB 362

Target 1 creature within 30 feet.

☞ 3d4 + 3

FORCE BOLT

Focus 7

CRB 407

☞ Force Evocation Uncommon Wizard

You fire an unerring dart of force from your fingertips. It automatically hits and deals force damage to the target.

Cast  Somatic CRB 362

Target 1 creature within 30 feet.

☞ 4d4 + 4

FORCE BOLT

Focus 8

CRB 407

☞ Force Evocation Uncommon Wizard

You fire an unerring dart of force from your fingertips. It automatically hits and deals force damage to the target.

Cast  Somatic CRB 362

Target 1 creature within 30 feet.

☞ 4d4 + 4

FORCE BOLT

Focus 9

CRB 407

☞ Force Evocation Uncommon Wizard

You fire an unerring dart of force from your fingertips. It automatically hits and deals force damage to the target.

Cast  Somatic CRB 362

Target 1 creature within 30 feet.

☞ 5d4 + 5

FORCE BOLT

Focus 10

CRB 407

☞ Force Evocation Uncommon Wizard

You fire an unerring dart of force from your fingertips. It automatically hits and deals force damage to the target.

Cast  Somatic CRB 362

Target 1 creature within 30 feet.

☞ 5d4 + 5

GHOST SOUND

CANTRIP 1

CRB 340

Auditory Illusion

You create an auditory illusion of simple sounds.

Cast  Somatic Verbal CRB 340

Sounds emanate from a square within 30 feet.

The sound cannot be louder than four normal humans shouting. You can't create intelligible words or other intricate sounds (such as music).

GHOST SOUND

CANTRIP 2

CRB 340

Auditory Illusion

You create an auditory illusion of simple sounds.

Cast  Somatic Verbal CRB 340

Sounds emanate from a square within 30 feet.

The sound cannot be louder than four normal humans shouting. You can't create intelligible words or other intricate sounds (such as music).

GHOST SOUND

CANTRIP 3

CRB 340

Auditory Illusion

You create an auditory illusion of simple sounds.

Cast  Somatic Verbal CRB 340

Sounds emanate from a square within 60 feet.

The sound cannot be louder than four normal humans shouting. You can't create intelligible words or other intricate sounds (such as music).

GHOST SOUND

CANTRIP 4

CRB 340

Auditory Illusion

You create an auditory illusion of simple sounds.

Cast  Somatic Verbal CRB 340

Sounds emanate from a square within 60 feet.

The sound cannot be louder than four normal humans shouting. You can't create intelligible words or other intricate sounds (such as music).

GHOST SOUND

CANTRIP 5

CRB 340

Auditory Illusion

You create an auditory illusion of simple sounds.

Cast  Somatic Verbal CRB 340

Sounds emanate from a square within 120 feet.

The sound cannot be louder than four normal humans shouting. You can't create intelligible words or other intricate sounds (such as music).

GHOST SOUND

CANTRIP 6

CRB 340

Auditory Illusion

You create an auditory illusion of simple sounds.

Cast  Somatic Verbal CRB 340

Sounds emanate from a square within 120 feet.

The sound cannot be louder than four normal humans shouting. You can't create intelligible words or other intricate sounds (such as music).

GHOST SOUND

CANTRIP 7

CRB 340

Auditory Illusion

You create an auditory illusion of simple sounds.

Cast  Somatic Verbal CRB 340

Sounds emanate from a square within 120 feet.

The sound cannot be louder than four normal humans shouting. You can't create intelligible words or other intricate sounds (such as music).

GHOST SOUND

CANTRIP 8

CRB 340

Auditory Illusion

You create an auditory illusion of simple sounds.

Cast  Somatic Verbal CRB 340

Sounds emanate from a square within 120 feet.

The sound cannot be louder than four normal humans shouting. You can't create intelligible words or other intricate sounds (such as music).

GHOST SOUND

CANTRIP 9

CRB 340

Auditory Illusion

You create an auditory illusion of simple sounds.

Cast  Somatic Verbal CRB 340

Sounds emanate from a square within 120 feet.

The sound cannot be louder than four normal humans shouting. You can't create intelligible words or other intricate sounds (such as music).

GHOST SOUND

CANTRIP 10

CRB 340

Auditory Illusion

You create an auditory illusion of simple sounds.

Cast  Somatic Verbal CRB 340

Sounds emanate from a square within 120 feet.

The sound cannot be louder than four normal humans shouting. You can't create intelligible words or other intricate sounds (such as music).

HEAL

SPELL 1

CRB 343

Positive Healing Necromancy

Restore 1d8 hit points to willing living creatures. Deal 1d8 positive damage to undead creatures. They get a basic Fortitude save.

Cast  Somatic CRB 343

Target 1 creature within touch range.

Cast   Somatic Verbal CRB 343

Target 1 creature within 30 feet. You can restore 1d8 +8 instead of 1d8 hit points.

Cast    Material Somatic Verbal CRB 343

Disperse positive energy in a 30-foot emanation.

Target every creature within 30 feet.

HEAL

SPELL 2

CRB 343

Positive Healing Necromancy

Restore 2d8 hit points to willing living creatures. Deal 2d8 positive damage to undead creatures. They get a basic Fortitude save.

Cast  Somatic CRB 343

Target 1 creature within touch range.

Cast   Somatic Verbal CRB 343

Target 1 creature within 30 feet. You can restore 2d8 +16 instead of 2d8 hit points.

Cast    Material Somatic Verbal CRB 343

Disperse positive energy in a 30-foot emanation.

Target every creature within 30 feet.

HEAL

SPELL 3

CRB 343

Positive Healing Necromancy

Restore 3d8 hit points to willing living creatures. Deal 3d8 positive damage to undead creatures. They get a basic Fortitude save.

Cast  Somatic CRB 343

Target 1 creature within touch range.

Cast   Somatic Verbal CRB 343

Target 1 creature within 30 feet. You can restore 3d8 +24 instead of 3d8 hit points.

Cast    Material Somatic Verbal CRB 343

Disperse positive energy in a 30-foot emanation.

Target every creature within 30 feet.

HEAL

SPELL 4



CRB 343

Positive Healing Necromancy

Restore 4d8 hit points to willing living creatures. Deal 4d8 positive damage to undead creatures. They get a basic Fortitude save.

Cast  Somatic CRB 343

Target 1 creature within touch range.

Cast   Somatic Verbal CRB 343

Target 1 creature within 30 feet. You can restore 4d8 +32 instead of 4d8 hit points.

Cast    Material Somatic Verbal CRB 343

Disperse positive energy in a 30-foot emanation.

Target every creature within 30 feet.

HEAL

SPELL 5

CRB 343

Positive Healing Necromancy

Restore 5d8 hit points to willing living creatures. Deal 5d8 positive damage to undead creatures. They get a basic Fortitude save.

Cast  Somatic CRB 343

Target 1 creature within touch range.

Cast   Somatic Verbal CRB 343

Target 1 creature within 30 feet. You can restore 5d8 +40 instead of 5d8 hit points.

Cast    Material Somatic Verbal CRB 343

Disperse positive energy in a 30-foot emanation.

Target every creature within 30 feet.

HEAL

SPELL 6

CRB 343

Positive Healing Necromancy

Restore 6d8 hit points to willing living creatures. Deal 6d8 positive damage to undead creatures. They get a basic Fortitude save.

Cast  Somatic CRB 343

Target 1 creature within touch range.

Cast   Somatic Verbal CRB 343

Target 1 creature within 30 feet. You can restore 6d8 +48 instead of 6d8 hit points.

Cast    Material Somatic Verbal CRB 343

Disperse positive energy in a 30-foot emanation.

Target every creature within 30 feet.

HEAL

SPELL 7

CRB 343

Positive Healing Necromancy

Restore 7d8 hit points to willing living creatures. Deal 7d8 positive damage to undead creatures. They get a basic Fortitude save.

Cast  Somatic CRB 343

Target 1 creature within touch range.

Cast   Somatic Verbal CRB 343

Target 1 creature within 30 feet. You can restore 7d8 +56 instead of 7d8 hit points.

Cast    Material Somatic Verbal CRB 343

Disperse positive energy in a 30-foot emanation.

Target every creature within 30 feet.

HEAL

SPELL 8

CRB 343

Positive Healing Necromancy

Restore 8d8 hit points to willing living creatures. Deal 8d8 positive damage to undead creatures. They get a basic Fortitude save.

Cast  Somatic CRB 343

Target 1 creature within touch range.

Cast   Somatic Verbal CRB 343

Target 1 creature within 30 feet. You can restore 8d8 +64 instead of 8d8 hit points.

Cast    Material Somatic Verbal CRB 343

Disperse positive energy in a 30-foot emanation.

Target every creature within 30 feet.

HEAL

SPELL 9

CRB 343

Positive Healing Necromancy

Restore 9d8 hit points to willing living creatures. Deal 9d8 positive damage to undead creatures. They get a basic Fortitude save.

Cast  Somatic CRB 343

Target 1 creature within touch range.

Cast   Somatic Verbal CRB 343

Target 1 creature within 30 feet. You can restore 9d8 +72 instead of 9d8 hit points.

Cast    Material Somatic Verbal CRB 343

Disperse positive energy in a 30-foot emanation.

Target every creature within 30 feet.

HEAL

SPELL 10

CRB 343

○ Positive Healing Necromancy

Restore 10d8 hit points to willing living creatures. Deal 10d8 positive damage to undead creatures. They get a basic Fortuitate save.

Cast ◆ Somatic CRB 343

Target 1 creature within touch range.

Cast ◆◆ Somatic Verbal CRB 343

Target 1 creature within 30 feet. You can restore 10d8 +80 instead of 10d8 hit points.

Cast ◆◆◆ Material Somatic Verbal CRB 343

Disperse positive energy in a 30-foot emanation.

Target every creature within 30 feet.

ILLUSORY DISGUISE

SPELL 1

CRB 345

Illusion Visual

Cast ◆◆ Somatic Verbal CRB 345

Duration 1 hour

You create an illusion that causes you to appear as another creature of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds), as yourself.

The disguise is typically good enough to hide your identity, but not to impersonate a specific individual. The spell doesn't change your voice, scent, or mannerisms.

You can change the appearance of your clothing and worn items, such as making your armor look like a dress. Held items are unaffected, and any worn item you remove returns to its true appearance.

Casting illusory disguise counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties you might take for disguising yourself as a dissimilar creature, it gives you a +4 status bonus to Deception checks to prevent others from seeing through your disguise, and you add your level even if you're untrained. You can Dismiss this spell.

ILLUSORY DISGUISE

SPELL 2

CRB 345

Illusion Visual Auditory Olfactory

Cast ◆◆ Somatic Verbal CRB 345

Duration 1 hour

You create an illusion that causes you to appear as another creature of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds), as yourself.

The disguise is typically good enough to hide your identity, but not to impersonate a specific individual. The spell also disguises your voice and scent, but not your mannerisms.

You can change the appearance of your clothing and worn items, such as making your armor look like a dress. Held items are unaffected, and any worn item you remove returns to its true appearance.

Casting illusory disguise counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties you might take for disguising yourself as a dissimilar creature, it gives you a +4 status bonus to Deception checks to prevent others from seeing through your disguise, and you add your level even if you're untrained. You can Dismiss this spell.

ILLUSORY DISGUISE

SPELL 3

CRB 345

Illusion Visual Auditory Olfactory

Cast ◆◆ Somatic Verbal CRB 345

Duration 1 hour

You create an illusion that causes you to appear as another creature of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds), as yourself.

You can appear as any creature of the same size, even a specific individual. You must have seen an individual to take on their appearance. The spell also disguises your voice and scent, but not your mannerisms.

You can change the appearance of your clothing and worn items, such as making your armor look like a dress. Held items are unaffected, and any worn item you remove returns to its true appearance.

Casting illusory disguise counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties you might take for disguising yourself as a dissimilar creature, it gives you a +4 status bonus to Deception checks to prevent others from seeing through your disguise, and you add your level even if you're untrained. You can Dismiss this spell.

LIGHT

CANTRIP 1

CRB 348

Evocation Light

You touch an object and it starts to glow magically.

Cast ◆◆ Somatic Verbal CRB 348

Touch 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally.

The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch.

If you cast this spell again on a second object, the light spell on the first object ends.

LIGHT

CANTRIP 4+

CRB 348

Evocation Light

You touch an object and it starts to glow magically.

Cast ◆◆ Somatic Verbal CRB 348

Touch 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally.

The object glows, casting bright light in a 60-foot radius (and dim light for the next 60 feet) like a torch.

If you cast this spell again on a second object, the light spell on the first object ends.

MAGE HAND

CANTRIP 1

CRB 349

Evocation

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly.

Cast ◆◆ Somatic Verbal CRB 349

Target 1 unattended object of Bulk L or less within 30 feet.

A magical hand grasps the target object and moves it slowly up to 20 feet.

Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

MAGE HAND

CANTRIP 2

CRB 349

Evocation

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly.

Cast ◆◆ Somatic Verbal CRB 349

Target 1 unattended object of Bulk L or less within 30 feet.

A magical hand grasps the target object and moves it slowly up to 20 feet.

Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

MAGE HAND

CANTRIP 3

CRB 349

Evocation

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly.

Cast ◆◆ Somatic Verbal CRB 349

Target 1 unattended object of Bulk 1 or less within 30 feet.

A magical hand grasps the target object and moves it slowly up to 20 feet.

Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

MAGE HAND

CANTRIP 4

CRB 349

Evocation

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 unattended object of Bulk 1 or less within 30 feet.

A magical hand grasps the target object and moves it slowly up to 20 feet.

Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

MAGE HAND

CANTRIP 5

CRB 349

Evocation

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 unattended object of Bulk 1 or less within 60 feet.

A magical hand grasps the target object and moves it slowly up to 20 feet.

Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

MAGE HAND

CANTRIP 6

CRB 349

Evocation

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 unattended object of Bulk 1 or less within 60 feet.

A magical hand grasps the target object and moves it slowly up to 20 feet.

Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

MAGE HAND

CANTRIP 7

CRB 349

Evocation

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 unattended object of Bulk 2 or less within 60 feet.

A magical hand grasps the target object and moves it slowly up to 20 feet.

Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

MAGE HAND

CANTRIP 8

CRB 349

Evocation

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 unattended object of Bulk 2 or less within 60 feet.

A magical hand grasps the target object and moves it slowly up to 20 feet.

Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

MAGE HAND

CANTRIP 9

CRB 349

Evocation

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 unattended object of Bulk 2 or less within 60 feet.

A magical hand grasps the target object and moves it slowly up to 20 feet.

Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

MAGE HAND

CANTRIP 10

CRB 349

Evocation

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly.

Cast ◆◆ Somatic Verbal CRB 348

Target 1 unattended object of Bulk 2 or less within 60 feet.

A magical hand grasps the target object and moves it slowly up to 20 feet.

Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

MAGIC MISSILE

SPELL 1

CRB 349

Evocation ➔ Force

You send a dart of force streaking toward a creature that you can see.

Cast ◆ - ◆◆ Somatic Verbal CRB 349

You send 1 dart per ◆ spent.

Target one creature within 120 feet per dart.

➔ 1d4+1 per dart

MAGIC MISSILE

SPELL 2

CRB 349

Evocation ➔ Force

You send a dart of force streaking toward a creature that you can see.

Cast ◆ - ◆◆ Somatic Verbal CRB 349

You send 1 dart per ◆ spent.

Target one creature within 120 feet per dart.

➔ 1d4+1 per dart

MAGIC MISSILE


SPELL 3

CRB 349

Evocation  Force

You send a dart of force streaking toward a creature that you can see.

Cast  -   Somatic Verbal CRB 349

You send 2 darts per  spent.

Target one creature within 120 feet per dart.

 1d4+1 per dart

MAGIC MISSILE


SPELL 4

CRB 349

Evocation  Force

You send a dart of force streaking toward a creature that you can see.

Cast  -   Somatic Verbal CRB 349

You send 2 darts per  spent.

Target one creature within 120 feet per dart.

 1d4+1 per dart

MAGIC MISSILE


SPELL 5

CRB 349


Evocation  Force

You send a dart of force streaking toward a creature that you can see.

Cast  -   Somatic Verbal CRB 349

You send 3 darts per  spent.


Target one creature within 120 feet per dart.

 1d4+1 per dart

MAGIC MISSILE

SPELL 6

CRB 349


Evocation  Force

You send a dart of force streaking toward a creature that you can see.

Cast  -   Somatic Verbal CRB 349

You send 3 darts per  spent.

Target one creature within 120 feet per dart.

 1d4+1 per dart

MAGIC MISSILE

SPELL 7

CRB 349


Evocation  Force

You send a dart of force streaking toward a creature that you can see.

Cast  -   Somatic Verbal CRB 349

You send 4 darts per  spent.


Target one creature within 120 feet per dart.

 1d4+1 per dart

MAGIC MISSILE


SPELL 8

CRB 349


Evocation  Force

You send a dart of force streaking toward a creature that you can see.

Cast  -   Somatic Verbal CRB 349

You send 4 darts per  spent.

Target one creature within 120 feet per dart.

 1d4+1 per dart

MAGIC MISSILE


SPELL 9

CRB 349


Evocation  Force

You send a dart of force streaking toward a creature that you can see.

Cast  -   Somatic Verbal CRB 349

You send 5 darts per  spent.

Target one creature within 120 feet per dart.

 1d4+1 per dart

MAGIC MISSILE


SPELL 10

CRB 349


Evocation  Force

You send a dart of force streaking toward a creature that you can see.

Cast  -   Somatic Verbal CRB 349

You send 5 darts per  spent.

Target one creature within 120 feet per dart.

 1d4+1 per dart

PEST FORM

SPELL 1

CRB 356

Polymorph Transmutation

You transform into the battle form of a Tiny animal, such as a cat, insect, lizard, or rat.

Cast   Somatic Verbal CRB 356

Duration 10 minutes

You can decide the specific type of animal (such as a rat or praying mantis), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait, and you can't make Strikes. You can Dismiss the spell.

You gain the following statistics and abilities:

AC 15 + your level Weakness  /  /  5 Speed 20 ft

Acrobatics +10 Athletics -4 Stealth +10

Low-light vision and imprecise scent 30 feet.

PEST FORM

SPELL 4

CRB 356

Polymorph Transmutation

You transform into the battle form of a Tiny animal, such as a cat, insect, lizard, or rat.

Cast ◆◆ Somatic Verbal CRB 356

Duration 10 minutes

You can decide the specific type of animal (such as a rat or praying mantis), but this has no effect on the form's Size or statistics. You can turn into a flying creature, such as a bird. While in this form, you gain the animal trait, and you can't make Strikes. You can Dismiss the spell.

You gain the following statistics and abilities:

AC 15 + your level Weakness    5 Speed fly, 20 ft

Acrobatics +10 Athletics -4 Stealth +10

Low-light vision and imprecise scent 30 feet.

RAY OF FROST

CANTRIP 1

CRB 362

❄ Cold Evocation

You blast an icy ray.

Cast ◆◆ Attack Somatic Verbal CRB 362

Target 1 creature within 120 feet with a spell attack.

1d20 + spell atk

❄ 1d4 + int

⚔ The target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.

RAY OF FROST

CANTRIP 2

CRB 362

❄ Cold Evocation

You blast an icy ray.

Cast ◆◆ Attack Somatic Verbal CRB 362

Target 1 creature within 120 feet with a spell attack.

1d20 + spell atk

❄ 2d4 + int

⚔ The target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.

RAY OF FROST

CANTRIP 3

CRB 362

❄ Cold Evocation

You blast an icy ray.

Cast ◆◆ Attack Somatic Verbal CRB 362

Target 1 creature within 120 feet with a spell attack.

1d20 + spell atk

❄ 3d4 + int

⚔ The target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.

RAY OF FROST

CANTRIP 4

CRB 362

❄ Cold Evocation

You blast an icy ray.

Cast ◆◆ Attack Somatic Verbal CRB 362

Target 1 creature within 120 feet with a spell attack.

1d20 + spell atk

❄ 4d4 + int

⚔ The target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.

RAY OF FROST

CANTRIP 5

CRB 362

❄ Cold Evocation

You blast an icy ray.

Cast ◆◆ Attack Somatic Verbal CRB 362

Target 1 creature within 120 feet with a spell attack.

1d20 + spell atk

❄ 5d4 + int

⚔ The target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.

RAY OF FROST

CANTRIP 6

CRB 362

❄ Cold Evocation

You blast an icy ray.

Cast ◆◆ Attack Somatic Verbal CRB 362

Target 1 creature within 120 feet with a spell attack.

1d20 + spell atk

❄ 6d4 + int

⚔ The target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.

RAY OF FROST

CANTRIP 7

CRB 362

❄ Cold Evocation

You blast an icy ray.

Cast ◆◆ Attack Somatic Verbal CRB 362

Target 1 creature within 120 feet with a spell attack.

1d20 + spell atk

❄ 7d4 + int

⚔ The target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.

RAY OF FROST

CANTRIP 8

CRB 362

❄ Cold Evocation

You blast an icy ray.

Cast ◆◆ Attack Somatic Verbal CRB 362

Target 1 creature within 120 feet with a spell attack.

1d20 + spell atk

❄ 8d4 + int

⚔ The target takes double damage and takes a -10-foot status penalty to its Speeds for 1 round.

RAY OF FROST

CANTRIP 9
CRB 362

❄️ Cold Evocation

You blast an icy ray.

Cast ⚔️ Attack Somatic Verbal CRB 362

Target 1 creature within 120 feet with a spell attack.

1d20 +
spell atk

❄️ 9d4 +
int

🌀 The target takes double damage and takes a –10-foot status penalty to its Speeds for 1 round.

RAY OF FROST

CANTRIP 10
CRB 362

❄️ Cold Evocation

You blast an icy ray.

Cast ⚔️ Attack Somatic Verbal CRB 362

Target 1 creature within 120 feet with a spell attack.

1d20 +
spell atk

❄️ 10d4 +
int

🌀 The target takes double damage and takes a –10-foot status penalty to its Speeds for 1 round.

SHOCKING GRASP

SPELL 1
CRB 369

⚡ Electricity Evocation

Shroud your hands in a crackling field of lightning.

Target 1 creature you can touch.

Cast ⚔️ Attack Somatic Verbal CRB 369

If target is wearing metal armor or made of metal.

1d20 +
spell atk + 1

⚡ 2d12

⚡ 1d4 (persistent)

🌀 Double the initial damage, but not the persistent damage.

Cast ⚔️ Attack Somatic Verbal CRB 369

1d20 +
spell atk

⚡ 2d12