

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

 electricity

 good

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

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

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.

$$1d20 + \boxed{} \geq \text{Will DC}$$



cha + prof

 Frightened 2
 Frightened 1

Demoralize  Auditory Concentrate CRB 247

$$1d20 + \boxed{} \geq \text{Will DC}$$

cha + prof + -4

 Frightened 2
 Frightened 1

ENCUMBERED

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

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

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

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

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

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 +
dex + prof

 1d8

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

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


 $1d20 + \boxed{}$
 str/dex + prof


 $1d4 + \boxed{}$
 str
Throw  Attack

CRB 283

Range increment 10 ft.

 $1d20 + \boxed{}$
 dex + prof


 $1d4 + \boxed{}$
 str

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

FLINT AND STEEL

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.

HAT OF DISGUISE

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

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

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

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

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

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

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


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

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

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

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

CRB 282

Deadly d10

Strike  Attack

CRB 471

Range 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


 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

Price 2cp Bulk - Hands 1

STEEL SHIELD

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

THIEVES' TOOLS

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


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 253

Add a +1 item bonus to  .

Disable a Device  Manipulate

CRB 253

Add a +1 item bonus to  .

Replace Broken Lock Picks 

CRB 291

Infiltrator Picks Price 3gp

Price 50gp Bulk 1 Hands 1 or 2

TORCH

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

CRB 597

Wand Magical Healing Necromancy

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

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

 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

 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

 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

 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

 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

 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

 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

 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

 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

 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

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

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

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

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

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

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

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

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

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

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

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


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

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

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

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

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


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

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


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

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

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

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

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

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

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

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

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

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

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

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

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

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

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 \leq 2.

DETECT MAGIC

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

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 \leq 4.

DETECT MAGIC

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

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

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

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

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 \leq 9.

FEATHER FALL

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

 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

 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

 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

 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

 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

 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

 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

 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

 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

 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

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

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

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

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

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

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

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

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

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

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

○ Positive Healing Necromancy

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

○ Positive Healing Necromancy

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

○ Positive Healing Necromancy

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

○ Positive Healing Necromancy

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

○ Positive Healing Necromancy

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

○ Positive Healing Necromancy

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

○ Positive Healing Necromancy

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

○ Positive Healing Necromancy

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

○ Positive Healing Necromancy

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

○ Positive Healing Necromancy

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

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

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

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

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

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

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 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

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 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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

 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

 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

 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

 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

 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

 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

 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

 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

 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

 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

⚡ 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