

## Doctor Strange

### LN Elf fortune teller wizard 1

Elf, Humanoid, Lawful, Medium, Neutral

Deity: **Nethys**; Age: **36**; Height: **6' 2"**; Weight: **180 lb.**  
Speed: **30 ft.**, Languages: Common, Draconic, Elven, Gnomish, Goblin, Sylvan

Hit Points	Focus Points	Hero Points
<b>12</b>	<b>1</b>	<b>3</b>
		<b>1</b>

Str	Dex	Con	Int	Wis	Cha
<b>+0</b>	<b>+2</b>	<b>+0</b>	<b>+4</b>	<b>+2</b>	<b>+1</b>

10 Str  
14 Dex  
10 Con  
18 Int  
14 Wis  
12 Cha

<input type="checkbox"/>	<b>PERCEPTION</b>	<b>+5<sub>T</sub></b>	= +3 <sub>Base</sub> +2 <sub>Wis</sub> +0 <sub>Misc</sub>
<input type="checkbox"/>	<b>FORTITUDE</b>	<b>+3<sub>T</sub></b>	= +3 <sub>Base</sub> +0 <sub>Con</sub> +0 <sub>Misc</sub>
<input type="checkbox"/>	<b>REFLEX</b>	<b>+5<sub>T</sub></b>	= +3 <sub>Base</sub> +2 <sub>Dex</sub> +0 <sub>Misc</sub>
<input type="checkbox"/>	<b>WILL</b>	<b>+7<sub>E</sub></b>	= +5 <sub>Base</sub> +2 <sub>Wis</sub> +0 <sub>Misc</sub>
<input type="checkbox"/>	<b>AC</b>	<b>15<sub>T</sub></b>	= +13 <sub>Base</sub> +2 <sub>Dex</sub> +0 <sub>Misc</sub>

### Explorer's clothing (Trained)

AC: +0, Max Dex: +5, Armor Check: -, Speed: -

Traits: comfort

### Unarmored defense (Trained)

AC: +0, Max Dex: -, Armor Check: -, Speed: -

### Dagger (Trained)

Melee: **+5/+1/-3** (1d4 P/S, Crit 2d4 P/S)

Ranged (10 ft.): **+5/+1/-3** (1d4 P/S, Crit 2d4 P/S)

Traits: versatile S, agile, finesse, thrown 10 ft.

### Hand crossbow (Untrained)

Ranged (60 ft.): **+2/-3/-8** (1d6 P, Crit 2d6 P)

Traits:

### Staff (Trained)

Melee: **+3/-2/-7** (1d4 B, Crit 2d4 B)

Traits: two-hand (1d8)

## Special Abilities

### Drain Bonded Item (1/day)

Can cast again any previously cast spell without spending a spell slot.

### Low-Light Vision

See in dim light as if it were normal light.

### Spell Substitution

10m: swap 1 prepared spell for another from your spellbook.

## Feats

### Otherworldly Magic [Ancestry Feats]

Choose one arcane cantrip which you can cast as an innate spell at will.

### Oddity Identification

+2 circumstance bonus to Occultism checks to Identify Magic with the mental, possession, prediction, or scrying traits.

## Spells

### Otherworldly Magic spells known (CL 1st)

Cantrip (at will)—*shield*



## Skills

<input type="checkbox"/>	<b>+2<sub>U</sub></b> <b>Acrobatics</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+7<sub>T</sub>*</b> <b>Arcana</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+3<sub>T</sub></b> <b>Athletics</b> <sub>Str</sub>
<input type="checkbox"/>	<b>+7<sub>T</sub></b> <b>Crafting</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+1<sub>U</sub></b> <b>Deception</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+4<sub>T</sub></b> <b>Diplomacy</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+7<sub>T</sub></b> <b>Fortune-Telling Lore</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+4<sub>T</sub></b> <b>Intimidation</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b> <b>Medicine</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub>*</b> <b>Nature</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+7<sub>T</sub>*</b> <b>Occultism</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+1<sub>U</sub></b> <b>Performance</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub>*</b> <b>Religion</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+7<sub>T</sub></b> <b>Society</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b> <b>Stealth</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b> <b>Survival</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b> <b>Thievery</b> <sub>Dex</sub>

## Skill Modifiers

**Arcana** (Seer Elf): +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature.

**Nature** (Seer Elf): +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature.

**Occultism** (Oddity Identification): +2 circumstance bonus to Identify Magic with the mental, possession, prediction, or scrying trait

**Occultism** (Seer Elf): +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature.

**Religion** (Seer Elf): +1 circumstance bonus to checks to Identify Magic and to Decipher Writing of a magical nature.

## Spells

**Wizard Arcane spells prepared** (CL 1st)

**1st**—*magic missile, sleep, true strike*

**Cantrip (at will)**—*dancing lights, daze, electric arc, mage hand, produce flame, read aura*

## Focus Spells

Diviner's Sight (1st)

## Innate Spells

Detect Magic (At Will) (1st)

## Tracked Resources

Dagger	<input type="checkbox"/>
Drain Bonded Item (1/day)	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Gear (Encum: 5 bulk, Over: 10 bulk)

**Total Bulk Carried: 2.7, Unencumbered**

Backpack (empty)	L
Bedroll	L
Belt pouch (empty)	-
Belt pouch (empty)	-
Chalk x10	-
Dagger	L
Explorer's clothing	L
Flint and steel	-
Hand crossbow	L
Material component pouch (empty)	L
Money	-
Rations (1 week) x2	0.2
Rope (foot) x50	L
Scroll case (empty)	-
Sheath (empty)	-
Soap	-
Spellbook	L
Staff	1
Torch x5	0.5
Waterskin	L
Writing set	L

## Experience & Wealth

Experience Points: **0** (2nd @ 1,000)

Current Cash: **10 gp; 4 sp; 9 cp**

## Doctor Strange – Abilities & Gear

### **Oddity Identification** (Background, Feat)

**Traits:** General, Skill

**Prerequisites** trained in Occultism

You have a sense for spells that twist minds or reveal secrets. You gain a +2 circumstance bonus to Occultism checks to Identify Magic with the mental, possession, prediction, or scrying traits.

### **Drain Bonded Item (1/day)** (Class, Wizard)

**Traits:** Arcane, Wizard

**Free Action**

**Frequency** once per day

**Requirements** You haven't acted yet on your turn.

You expend the power stored in your bonded item. This gives you the ability to cast one spell you prepared today and already cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements.

### **Low-Light Vision** (Elf, Race)

The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

### **Spell Substitution** (Arcane Thesis, Class, Wizard)

You don't accept the fact that once spells are prepared, they can't be changed until your next daily preparation, and you have uncovered a shortcut allowing you to substitute new spells for those you originally prepared.

You can spend 10 minutes to empty one of your prepared spell slots and prepare a different spell from your spellbook in its place. If you are interrupted during such a swap, the original spell remains prepared and can still be cast. You can try again to swap out the spell later, but you must start the process over again.

## Doctor Strange – Spells in Spellbook

### Acid Splash

Cantrip 1

Pages in Spellbook 1 (Spellbook)

#### Acid, Attack, Cantrip, Evocation

**Traditions:** Arcane, Primal

**Cast:** [2] somatic, verbal

**Range:** 30 feet

**Targets:** one creature or object

You splash a glob of acid that splatters creatures and objects alike. Make a spell attack. If you hit, you deal 1d6 acid damage plus 1 splash acid damage. On a critical success, the target also takes 1 persistent acid damage.

**Heightened (3rd)** The initial damage increases to 1d6 + your spellcasting ability modifier, and the persistent damage increases to 2.

**Heightened (5th)** The initial damage increases to 2d6 + your spellcasting ability modifier, the persistent damage increases to 3, and the splash damage increases to 2.

**Heightened (7th)** The initial damage increases to 3d6 + your spellcasting ability modifier, the persistent damage increases to 4, and the splash damage increases to 3.

**Heightened (9th)** The initial damage increases to 4d6 + your spellcasting ability modifier, the persistent damage increases to 5, and the splash damage increases to 4.

### Dancing Lights

Cantrip 1

Pages in Spellbook 1 (Spellbook)

#### Cantrip, Evocation, Light

**Traditions:** Arcane, Occult, Primal

**Cast:** [2] somatic, verbal

**Range:** 120 feet

**Duration:** sustained

You create up to four floating lights, no two of which are more than 10 feet apart. Each sheds light like a torch. When you Sustain the Spell, you can move any number of lights up to 60 feet. Each light must remain within 120 feet of you and within 10 feet of all others, or it winks out.

### Daze

Cantrip 1

Pages in Spellbook 1 (Spellbook)

#### Cantrip, Enchantment, Mental, Nonlethal

**Traditions:** Arcane, Divine, Occult

**Cast:** [2] somatic, verbal

**Range:** 60 feet

**Targets:** 1 creature

**Duration:** 1 round

**Saving Throw:** Will Save

You cloud the target's mind and daze it with a mental jolt. The jolt deals mental damage equal to your spellcasting ability modifier; the target must attempt a basic Will save. If the target critically fails the save, it is also stunned 1.

**Heightened (+2)** The damage increases by 1d6.

### Electric Arc

Cantrip 1

Pages in Spellbook 1 (Spellbook)

#### Cantrip, Electricity, Evocation

**Traditions:** Arcane, Primal

**Cast:** [2] somatic, verbal

**Range:** 30 feet

**Targets:** 1 or 2 creatures

**Saving Throw:** basic Reflex

An arc of lightning leaps from one target to another. You deal electricity damage equal to 1d4 plus your spellcasting ability modifier.

**Heightened (+1)** The damage increases by 1d4.

### Floating Disk

Spell 1

Pages in Spellbook 1 (Spellbook)

#### Conjuration, Force

**Traditions:** Arcane, Occult

**Cast:** [2] somatic, verbal

**Duration:** 8 hours

A disk of magical force materializes adjacent to you. This disk is 2 feet in diameter and follows 5 feet behind you, floating just above the ground. It holds up to 5 Bulk of objects (though they must be able to fit and balance on its surface). Any objects atop the disk fall to the ground when the spell ends.

The spell ends if a creature tries to ride atop the disk, if the disk is overloaded, if anyone tries to lift or force the disk higher above the ground, or if you move more than 30 feet away from the disk.

### Grim Tendrils

Spell 1

Pages in Spellbook 1 (Spellbook)

#### Necromancy, Negative

**Traditions:** Arcane, Occult

**Cast:** [2] somatic, verbal

**Area:** 30-foot line

**Saving Throw:** Fortitude Save

Tendrils of darkness curl out from your fingertips and race through the air. You deal 2d4 negative damage and 1 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

**Heightened (+1)** The negative damage increases by 2d4, and the persistent bleed damage increases by 1.

## Doctor Strange – Spells in Spellbook

### Mage Armor

Spell 1

Pages in Spellbook 1 (Spellbook)

#### Abjuration

**Traditions:** Arcane, Occult

**Cast:** [2] somatic, verbal

**Duration:** until the next time you make your daily preparations

You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC and a maximum Dexterity modifier of +5. While wearing *mage armor*, you use your unarmored proficiency to calculate your AC.

**Heightened (4th)** You gain a +1 item bonus to saving throws.

**Heightened (6th)** The item bonus to AC increases to +2, and you gain a +1 item bonus to saving throws.

**Heightened (8th)** The item bonus to AC increases to +2, and you gain a +2 item bonus to saving throws.

**Heightened (10th)** The item bonus to AC increases to +3, and you gain a +3 item bonus to saving throws.

### Mage Hand

Cantrip 1

Pages in Spellbook 1 (Spellbook)

#### Cantrip, Evocation

**Traditions:** Arcane, Occult

**Cast:** [2] somatic, verbal

**Range:** 30 feet

**Targets:** 1 unattended object of light Bulk or less

**Duration:** sustained

You create a single magical hand, either invisible or ghostlike, that 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.

**Heightened (3rd)** You can target an unattended object with a Bulk of 1 or less.

**Heightened (5th)** The range increases to 60 feet, and you can target an unattended object with a Bulk of 1 or less.

**Heightened (7th)** The range increases to 60 feet, and you can target an unattended object with a Bulk of 2 or less.

### Magic Missile

Spell 1

Pages in Spellbook 1 (Spellbook)

#### Evocation, Force

**Traditions:** Arcane, Occult

**Cast:** [1 to 3] somatic, verbal

**Range:** 120 feet

**Targets:** 1 creature

You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of missiles you shoot by one, to a maximum of three missiles for 3 actions. You choose the target for each missile individually. If you shoot more than one missile at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

**Heightened (+2)** You shoot one additional missile with each action you spend.

### Message

Cantrip 1

Pages in Spellbook 1 (Spellbook)

#### Auditory, Cantrip, Illusion, Linguistic, Mental

**Traditions:** Arcane, Divine, Occult

**Cast:** [1] verbal

**Range:** 120 feet

**Targets:** 1 creature

**Duration:** see below

Your mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of the target. While others can't hear your words any better than if you normally mouthed them, the target can hear your words as if they were standing next to you. The target can give a brief response as a reaction, or as a free action on their next turn if they wish, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear, just like the original message.

**Heightened (3rd)** The spell's range increases to 500 feet.

### Prestidigitation

Cantrip 1

Pages in Spellbook 1 (Spellbook)

#### Cantrip, Evocation

**Traditions:** Arcane, Divine, Occult, Primal

**Cast:** [1] somatic, verbal

**Range:** 10 feet

**Targets:** 1 object (cook, lift, or tidy only)

**Duration:** sustained

The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the Spell. Each time you Sustain the Spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or spell component.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

*Prestidigitation* can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the Spell.

### Produce Flame

Cantrip 1

Pages in Spellbook 1 (Spellbook)

#### Attack, Cantrip, Evocation, Fire

**Traditions:** Arcane, Primal

**Cast:** [2] somatic, verbal

**Range:** 30 feet

**Targets:** 1 creature

A small ball of flame appears in the palm of your hand, and you lash out with it either in melee or at range. Make a spell attack roll against your target's AC. This is normally a ranged attack, but you can also make a melee attack against a creature in your unarmed reach. On a success, you deal 1d4 fire damage plus your spellcasting ability modifier. On a critical success, the target takes double damage and 1d4 persistent fire damage.

**Heightened (+1)** Increase the damage by 1d4 and the persistent damage on a critical hit by 1d4.

## Doctor Strange – Spells in Spellbook

### Read Aura

### Cantrip 1

Pages in Spellbook 1 (Spellbook)

#### Cantrip, Detection, Divination

**Traditions:** Arcane, Divine, Occult, Primal

**Cast:** 1 minute (somatic, verbal)

**Range:** 30 feet

**Targets:** 1 object

You focus on the target object, opening your mind to perceive magical auras. When the casting is complete, you know whether that item is magical, and if it is, you learn the school of magic (pages 297–298).

If the object is illusory, you detect this only if the effect's level is lower than the level of your *read aura* spell.

**Heightened (3rd)** You can target up to 10 objects.

**Heightened (6th)** You can target any number of objects.

### Sleep

### Spell 1

Pages in Spellbook 1 (Spellbook)

#### Enchantment, Incapacitation, Mental, Sleep

**Traditions:** Arcane, Occult

**Cast:** [2] somatic, verbal

**Range:** 30 feet

**Area:** 5-foot burst

**Saving Throw:** Will Save

Each creature in the area becomes drowsy and might fall asleep. A creature that falls unconscious from this spell doesn't fall prone or release what it's holding. This spell doesn't prevent creatures from waking up due to a successful Perception check, limiting its utility in combat.

**Heightened (4th)** The creatures fall unconscious for 1 round on a failure or 1 minute on a critical failure. They fall prone and release what they're holding, and they can't attempt Perception checks to wake up. When the duration ends, the creature is sleeping normally instead of automatically waking up.

### Telekinetic Projectile

### Cantrip 1

Pages in Spellbook 1 (Spellbook)

#### Attack, Cantrip, Evocation

**Traditions:** Arcane, Occult

**Cast:** [2] somatic, verbal

**Range:** 30 feet

**Targets:** 1 creature

You hurl a loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a spell attack roll against the target. If you hit, you deal bludgeoning, piercing, or slashing damage—as appropriate for the object you hurled—equal to 1d6 plus your spellcasting ability modifier. No specific traits or magic properties of the hurled item affect the attack or the damage.

**Heightened (+1)** The damage increases by 1d6.

### True Strike

### Spell 1

Pages in Spellbook 1 (Spellbook)

#### Divination, Fortune

**Traditions:** Arcane, Occult

**Cast:** [1] verbal

**Duration:** until the end of your turn

A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

## Doctor Strange – Spells

### Detect Magic (At Will)

Cantrip 1

#### Cantrip, Detection, Divination

**Traditions:** Arcane, Divine, Occult, Primal

**Cast:** [2] somatic, verbal

**Area:** 30-foot emanation

You send out a pulse that registers the presence of magic. 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 detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

**Heightened (3rd)** You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

**Heightened (4th)** As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

### Shield (At Will)

Cantrip 1

#### Abjuration, Arcane, Cantrip, Force

**Traditions:** Arcane

**Cast:** [1] verbal

**Duration:** until the start of your next turn

You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

**Heightened (3rd)** The shield has Hardness 10.

**Heightened (5th)** The shield has Hardness 15.

**Heightened (7th)** The shield has Hardness 20.

**Heightened (9th)** The shield has Hardness 25.

#### SHIELD ACTIONS

The *shield* spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.

#### SHIELD BLOCK [reaction]

**Trigger** While you have your shield raised, you take damage from a physical attack.

You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

### Diviner's Sight

Focus 1

#### Uncommon, Concentrate, Divination, Fortune

**Traditions:** Arcane

**Cast:** [1] verbal

**Range:** 30 feet

**Targets:** 1 willing living creature

**Duration:** until the end of your next turn

You glimpse into the target's future. Roll a d20; when the target attempts a non-secret saving throw or skill check, it can use the number you rolled instead of rolling, and the spell ends. Alternatively, you can instead reveal the result of the die roll for one of the target's secret checks during the duration, and the spell ends. Casting it again ends any active *diviner's sight* you have cast, as well as any active *diviner's sight* on the target.

### Dancing Lights

Cantrip 1

#### Arcane, Cantrip, Evocation, Light

**Traditions:** Arcane

**Cast:** [2] somatic, verbal

**Range:** 120 feet

**Duration:** sustained

You create up to four floating lights, no two of which are more than 10 feet apart. Each sheds light like a torch. When you Sustain the Spell, you can move any number of lights up to 60 feet. Each light must remain within 120 feet of you and within 10 feet of all others, or it winks out.

### Daze

Cantrip 1

#### Arcane, Cantrip, Enchantment, Mental, Nonlethal

**Traditions:** Arcane

**Cast:** [2] somatic, verbal

**Range:** 60 feet

**Targets:** 1 creature

**Duration:** 1 round

**Saving Throw:** Will Save

**DC:** 17

You cloud the target's mind and daze it with a mental jolt. The jolt deals mental damage equal to your spellcasting ability modifier; the target must attempt a basic Will save. If the target critically fails the save, it is also stunned 1.

**Heightened (+2)** The damage increases by 1d6.

### Electric Arc

Cantrip 1

#### Arcane, Cantrip, Electricity, Evocation

**Traditions:** Arcane

**Cast:** [2] somatic, verbal

**Range:** 30 feet

**Targets:** 1 or 2 creatures

**Saving Throw:** basic Reflex

**DC:** 17

An arc of lightning leaps from one target to another. You deal electricity damage equal to 1d4 plus your spellcasting ability modifier.

**Heightened (+1)** The damage increases by 1d4.

## Doctor Strange – Spells

### Mage Hand

Cantrip 1

#### Arcane, Cantrip, Evocation

**Traditions:** Arcane

**Cast:** [2] somatic, verbal

**Range:** 30 feet

**Targets:** 1 unattended object of light Bulk or less

**Duration:** sustained

You create a single magical hand, either invisible or ghostlike, that 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.

**Heightened (3rd)** You can target an unattended object with a Bulk of 1 or less.

**Heightened (5th)** The range increases to 60 feet, and you can target an unattended object with a Bulk of 1 or less.

**Heightened (7th)** The range increases to 60 feet, and you can target an unattended object with a Bulk of 2 or less.

### Magic Missile

Spell 1

#### Arcane, Evocation, Force

**Traditions:** Arcane

**Cast:** [1 to 3] somatic, verbal

**Range:** 120 feet

**Targets:** 1 creature

You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of missiles you shoot by one, to a maximum of three missiles for 3 actions. You choose the target for each missile individually. If you shoot more than one missile at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

**Heightened (+2)** You shoot one additional missile with each action you spend.

### Produce Flame

Cantrip 1

#### Arcane, Attack, Cantrip, Evocation, Fire

**Traditions:** Arcane

**Cast:** [2] somatic, verbal

**Range:** 30 feet

**Targets:** 1 creature

**Attack Bonus:** +7

A small ball of flame appears in the palm of your hand, and you lash out with it either in melee or at range. Make a spell attack roll against your target's AC. This is normally a ranged attack, but you can also make a melee attack against a creature in your unarmed reach. On a success, you deal 1d4 fire damage plus your spellcasting ability modifier. On a critical success, the target takes double damage and 1d4 persistent fire damage.

**Heightened (+1)** Increase the damage by 1d4 and the persistent damage on a critical hit by 1d4.

### Read Aura

Cantrip 1

#### Arcane, Cantrip, Detection, Divination

**Traditions:** Arcane

**Cast:** 1 minute (somatic, verbal)

**Range:** 30 feet

**Targets:** 1 object

You focus on the target object, opening your mind to perceive magical auras. When the casting is complete, you know whether that item is magical, and if it is, you learn the school of magic (pages 297–298).

If the object is illusory, you detect this only if the effect's level is lower than the level of your *read aura* spell.

**Heightened (3rd)** You can target up to 10 objects.

**Heightened (6th)** You can target any number of objects.

### Sleep

Spell 1

#### Arcane, Enchantment, Incapacitation, Mental, Sleep

**Traditions:** Arcane

**Cast:** [2] somatic, verbal

**Range:** 30 feet

**Area:** 5-foot burst

**Saving Throw:** Will Save

**DC:** 17

Each creature in the area becomes drowsy and might fall asleep. A creature that falls unconscious from this spell doesn't fall prone or release what it's holding. This spell doesn't prevent creatures from waking up due to a successful Perception check, limiting its utility in combat.

**Heightened (4th)** The creatures fall unconscious for 1 round on a failure or 1 minute on a critical failure. They fall prone and release what they're holding, and they can't attempt Perception checks to wake up. When the duration ends, the creature is sleeping normally instead of automatically waking up.

### True Strike

Spell 1

#### Arcane, Divination, Fortune

**Traditions:** Arcane

**Cast:** [1] verbal

**Duration:** until the end of your turn

A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.