Doctor Strange

LN Elf fortune teller wizard 5
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
41	1	3
		1

Str	Dex	Con	Int	Wis	Cha	
+1	+3	+1	+4	+2	+1	12 Str
16 Dex
12 Con
19 Int
14 Wis
12 Cha

PERCEPTION +9$_T$ = +7 Base +2 Wis +0 Misc

FORTITUDE +8$_T$ = +7 Base +1 Con +0 Misc

REFLEX +12$_E$ = +9 Base +3 Dex +0 Misc

WILL +11$_E$ = +9 Base +2 Wis +0 Misc

AC 20$_T$ = +17 Base +3 Dex +0 Misc

Defenses

All Saves (Recognize Spell): +1 circumstance bonus vs a spell you had **Critical Success** in identifying.

All Armor Classes (Recognize Spell): +1 circumstance bonus vs a spell you had **Critical Success** in identifying.

All Armor Classes (Bracers of missile deflection): Reaction: +2 circumstance bonus vs ranged attacks when aware and not flat-footed.

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**: +10/+6/+2** (1d4+1 P/S, Crit 2d4+2 P/S)
Ranged (10 ft.) **: +10/+6/+2** (1d4+1 P/S, Crit 2d4+2 P/S)
Traits: versatile S, agile, finesse, thrown 10 ft.

Hand crossbow (Untrained)

Ranged (60 ft.) **: +3/-2/-7** (1d6 P, Crit 2d6 P)
Traits:

Mentalist's staff (3 charges/day) (Trained)

Melee**: +8/+3/-2** (1d4+1 B, Crit 2d4+2 B)
Traits: two-hand (1d8)

Staff (Trained)

Melee**: +8/+3/-2** (1d4+1 B, Crit 2d4+2 B)
Traits: two-hand (1d8)

Special Abilities

Drain Bonded Item (1/day)
Can cast again any previously cast spell without spending a spell slot.

Lifelink
If familiar would be reduced to 0 HP by damage, you can take the damage instead, but familiar still suffers special effects.

Low-Light Vision
See in dim light as if it were normal light.

Skills

	+3$_U$	**Acrobatics** Dex
	+14$_E$*	**Arcana** Int
	+8$_T$	**Athletics** Str
	+11$_T$	**Crafting** Int
	+1$_U$	**Deception** Cha
	+8$_T$	**Diplomacy** Cha
	+11$_T$	**Fortune-Telling Lore** Int
	+8$_T$	**Intimidation** Cha
	+2$_U$	**Medicine** Wis
	+9$_T$*	**Nature** Wis
	+13$_E$*	**Occultism** Int
	+1$_U$	**Performance** Cha
	+2$_U$*	**Religion** Wis
	+11$_T$	**Society** Int
	+3$_U$	**Stealth** Dex
	+2$_U$	**Survival** Wis
	+3$_U$	**Thievery** Dex

Skill Modifiers

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

Arcana (Mentalist's staff): +2 circumstance bonus to identify mental magic.

Arcana (Magical Shorthand): Take only 10 minutes per spell level to learn a spell. In addition use downtime to learn and inscribe new spells.

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

Nature (Mentalist's staff): +2 circumstance bonus to identify mental magic.

Occultism (Oddity Identification): +2circumstance 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.

Special Abilities

Spell Delivery
Transfer a touch spell to your familiar and command it to deliver the spell.

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

Feats

Ageless Patience [Ancestry Feats]
Spend twice as much downtime as usual on a downtime activity to receive a circumstance bonus to all checks related to that downtime activity.

Otherworldly Magic [Ancestry Feats]
Choose one arcane cantrip which you can cast as an innate spell at will.

Familiar [Class Feats]
Gain a familiar

Steady Spellcasting (10 damage) [Class Feats]
Spells are disrupted only if you fail a DC 15 flat check.

Group Impression [General Feats]
When you use the Impression activity you can affect 2 targets.

Magical Shorthand [Skill Feats]
If you're an expert in a tradition's associated skill take only 10 minutes per spell level to learn a spell. In addition use downtime to learn and inscribe new spells.

Recognize Spell [Skill Feats]
Identify a common spell (level 2 or lower); 4 at expert; 6 at master; 10 at legendary. Crit Success gain a bonus to saves and AC vs identified spell.

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 5th)
Cantrip (at will)—*shield*

Wizard Arcane spells prepared (CL 5th)
3rd—*clairaudience, clairaudience, hypnotic pattern*
2nd—*dispel magic, flaming sphere, invisibility, true strike*
1st—*floating disk, magic missile, sleep, true strike*
Cantrip (at will)—*dancing lights, daze, electric arc, mage hand, produce flame, read aura*

Focus Spells

Diviner's Sight (3rd*)

Innate Spells

Daze (3rd*)
Detect Magic (At Will) (3rd*)
Mindlink (1st)
Phantom Pain (1st)
Prestidigitation (3rd*)

Tracked Resources

Bracers of missile deflection (1/day)	☐
Dagger	☐
Drain Bonded Item (1/day)	☐
Mentalist's staff (3 charges/day)	☐☐☐
Torch	☐☐☐☐☐

Gear (Encum: 6 bulk, Over: 11 bulk)

Total Bulk Carried: 3.8, Unencumbered

Backpack (empty)	L
Bedroll	L
Belt pouch (empty)	-
Belt pouch (empty)	-

Experience & Wealth

Experience Points: **4,000** (6th @ 5,000)
Current Cash: **10 gp; 4 sp; 9 cp**

Gear

Bracers of missile deflection (1/day)	L
Chalk x10	-
Dagger	L
Explorer's clothing	L
Flint and steel	-
Hand crossbow	L
Hat of the magi	-
Material component pouch (empty)	L
Mentalist's staff (3 charges/day)	1
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

Companions

Familiar
No ancestry
Medium, Minion
low-light vision
—————
AC 17; **Fort** +7; **Ref** +9; **Will** +9
HP 25
—————
Speed 0 feet

Ageless Patience (Ancestry Feats, Elf, Feat, Race)

Traits: Elf

You work at a pace born from longevity that enhances your thoroughness. You can voluntarily spend twice as much time as normal on a Perception check or skill check to gain a +2 circumstance bonus to that check. You also don't treat a natural 1 as worse than usual on these checks; you get a critical failure only if your result is 10 lower than the DC. For example, you could get these benefits if you spent 2 actions to Seek, which normally takes 1 action. You can get these benefits during exploration by taking twice as long exploring as normal, or in downtime by spending twice as much downtime.

The GM might determine a situation doesn't grant you a benefit if a delay would be directly counterproductive to your success, such as a tense negotiation with an impatient creature.

Group Impression (Feat, General Feats)

Traits: General, Skill
Prerequisites trained in Diplomacy

When you Make an Impression, you can compare your Diplomacy check result to the Will DCs of two targets instead of one. It's possible to get a different degree of success for each target. The number of targets increases to four if you're an expert, 10 if you're a master, and 25 if you're legendary.

Magical Shorthand (Feat, Skill Feats)

Traits: General, Skill
Prerequisites expert in Arcana, Nature, Occultism, or Religion

Learning spells comes easily to you. If you're an expert in a tradition's associated skill, you take 10 minutes per spell level to learn a spell of that tradition, rather than 1 hour per spell level. If you fail to learn the spell, you can try again after 1 week or after you gain a level, whichever comes first. If you're a master in the tradition's associated skill, learning a spell takes 5 minutes per spell level, and if you're legendary, it takes 1 minute per spell level. You can use downtime to learn and inscribe new spells. This works as if you were using Earn Income with the tradition's associated skill, but instead of gaining money, you choose a spell available to you to learn and gain a discount on learning it, learning it for free if your earned income equals or exceeds its cost.

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.

Recognize Spell (Feat, Skill Feats)

Traits: General, Secret, Skill
Reaction
Prerequisites trained in Arcana, Nature, Occultism, or Religion
Trigger A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting.

If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd level or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The highest level of spell you automatically identify increases to 4 if you're an expert, 6 if you're a master, and 10 if you're legendary. The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're not trained in the skill, you can't get a result better than failure.

Critical Success You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it.
Success You correctly recognize the spell.
Failure You fail to recognize the spell.
Critical Failure You misidentify the spell as another spell entirely, of the GM's choice.

Steady Spellcasting (10 damage) (Class, Class Feats, Feat, Wizard)

Traits: Wizard

Confident in your technique, you don't easily lose your concentration when you Cast a Spell. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

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.

Lifelink (Class, Master Abilities, Wizard)

Traits: Concentrate
Reaction

If your familiar would be reduced to 0 HP by damage, as a reaction with the concentrate trait, you can take the damage. If you do, you take all the damage and your familiar takes none. However, if special effects when a hit damages your familiar (such as snake venom) still apply to your familiar

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 Delivery (Class, Master Abilities, Wizard)

If your familiar is in your space, you can cast a spell with a range of touch, transfer its power to your familiar, and command the familiar to deliver the spell. If you do, the familiar uses its 2 actions for the round to move to a target of your choice and touch that target. If it doesn't reach the target to touch it this turn, the spell has no effect.

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.

Acid Splash — Cantrip 1

Heightened to 3rd Level
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

Heightened to 3rd Level
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

Heightened to 3rd Level
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

Heightened to 3rd Level
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.

Feather Fall — Spell 1

Pages in Spellbook 1 (Spellbook)

Abjuration
Traditions: Arcane, Primal
Cast: [R] verbal
Trigger: A creature within range is falling.
Range: 60 feet
Targets: 1 falling creature
Duration: 1 minute

You cause the air itself to arrest a fall. 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.

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.

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

Heightened to 3rd Level
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

Heightened to 3rd Level
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

You 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

Heightened to 3rd Level
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 offthe 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

Heightened to 3rd Level
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.

Read Aura   Cantrip 1

Heightened to 3rd Level
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

Heightened to 3rd Level
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.

Unseen Servant   Spell 1

Pages in Spellbook 1 (Spellbook)

Conjuration
Traditions: Arcane, Occult
Cast: [3] material, somatic, verbal
Range: 60 feet
Duration: sustained

You summon an unseen servant (see below), which you can command as part of Sustaining the Spell. It serves you until its Hit Points are reduced to 0, at which point the spell ends, or until you stop Sustaining the Spell. The unseen servant gains the summoned trait.

UNSEEN SERVANT   **CREATURE -1**
MEDIUM MINDLESS
Perception +0; darkvision
Languages — (understands its creator)
Skills Stealth +8
Str –4, **Dex** +2, **Con** +0, **Int** –5, **Wis** +0, **Cha** +0
Invisible An unseen servant is invisible, though it normally doesn't Sneak, so it is usually only hidden.
AC 13; **Fort** +0, **Ref** +4, **Will** +0
HP 4; **Immunities** disease, mental, non-magical attacks, paralysis, poison, precision, unconscious;
Resistances all damage 5 (except force or ghost touch)
Speed fly30 feet
Force Body An unseen servant's physical body is made of force. It can't use attack actions. It can move and use Interact actions to do things such as fetch objects, open unstuck or unlocked doors, hold chairs, and clean. It can't pass through solid objects.

Dispel Magic — Spell 2

Pages in Spellbook 2 (Spellbook)

Abjuration
Traditions: Arcane, Divine, Occult, Primal
Cast: [2] somatic, verbal
Range: 120 feet
Targets: 1 spell effect or unattended magic item

You unravel the magic behind a spell or effect. Attempt a counteract check against the target (page 458). If you succeed against a spell effect, you counteract it. If you succeed against a magic item, the item becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

Flaming Sphere — Spell 2

Pages in Spellbook 2 (Spellbook)

Evocation, Fire
Traditions: Arcane, Primal
Cast: [2] somatic, verbal
Range: 30 feet
Area: one 5-foot square
Duration: sustained up to 1 minute
Saving Throw: Reflex Save

You create a sphere of flame in a square within range. The sphere must be supported by a solid surface, such as a stone oor. The sphere deals 3d6 fire damage to each creature in the square where it rst appears; each creature must attempt a basic Reflex save. On subsequent rounds, you can Sustain this Spell, leaving the sphere in its square or rolling it to another square within range and dealing 3d6 fire damage; each creature in its square must attempt a basic Reflex save.

Creatures that succeed at their save take no damage (instead of half).

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

Invisibility — Spell 2

Pages in Spellbook 2 (Spellbook)

Illusion
Traditions: Arcane, Occult
Cast: [2] material, somatic
Range: touch
Targets: one creature
Duration: 10 minute

Cloaked in illusion, the target becomes invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead (page 466). If the target uses a hostile action, the spell ends after that hostile action is completed.

Heightened (4th) The spell lasts 1 minute, but it doesn't end if the target uses a hostile action.

Telekinetic Maneuver — Spell 2

Pages in Spellbook 2 (Spellbook)

Attack, Evocation, Force
Traditions: Arcane, Occult
Cast: [2] somatic, verbal
Range: 60 feet
Targets: 1 creature

With a rush of telekinetic power, you move a foe or something they carry. You can attempt to Disarm, Shove, or Trip the target using a spell attack roll instead of an Athletics check.

Clairaudience — Spell 3

Pages in Spellbook 3 (Spellbook)

Divination, Scrying
Traditions: Arcane, Occult
Cast: 1 minute (material, somatic, verbal)
Range: 500 feet
Duration: 10 minute

You create an invisible floating ear at a location within range (even if it's outside your line of sight or line of effect). It can't move, but you can hear through the ear as if using your normal auditory senses.

Hypnotic Pattern — Spell 3

Pages in Spellbook 3 (Spellbook)

Illusion, Visual
Traditions: Arcane, Occult
Cast: [2] material, somatic
Range: 120 feet
Area: 10-foot burst
Duration: sustained up to 1 minute
Saving Throw: Will Save

You create a pattern of shifting colors that hovers in the air in a geometric cloud. Creatures are dazzled while inside the pattern. In addition, a creature must attempt a Will saving throw if it is inside the pattern when you cast it, when it enters the pattern, when it ends its turn within the pattern, or if it uses a Seek or Interact action on the pattern. A creature currently fascinated by the pattern doesn't attempt new saves.

Daze   Cantrip 1

Heightened to 3rd Level
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
DC: 18

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.

Detect Magic (At Will)   Cantrip 1

Heightened to 3rd Level
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).

Mindlink   Spell 1

Divination, Mental
Traditions: Occult
Cast: [2] somatic, verbal
Range: touch
Targets: 1 willing creature

You link your mind to the target's mind and mentally impart to that target an amount of information in an instant that could otherwise be communicated in 10 minutes.

Phantom Pain   Spell 1

Illusion, Mental, Nonlethal
Traditions: Occult
Cast: [2] somatic, verbal
Range: 30 feet
Targets: 1 creature
Duration: 1 minute
DC: 18

Illusory pain wracks the target, dealing 2d4 mental damage and 1d4 persistent mental damage. The target must attempt a Will save.

Heightened (+1) The damage increases by 2d4 and the persistent damage by 1d4.

Prestidigitation   Cantrip 1

Heightened to 3rd Level
Cantrip, Evocation
Traditions: Arcane
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 offthe 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.

Shield (At Will)   Cantrip 1

Heightened to 3rd Level
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 offa 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

Heightened to 3rd Level
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

Heightened to 3rd Level
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

Heightened to 3rd Level
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: 21

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

Heightened to 3rd Level
Arcane, Cantrip, Electricity, Evocation
Traditions: Arcane
Cast: [2] somatic, verbal
Range: 30 feet
Targets: 1 or 2 creatures
Saving Throw: basic Reflex
DC: 21

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

Arcane, Conjuration, Force
Traditions: Arcane
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.

Mage Hand — Cantrip 1

Heightened to 3rd Level
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

Heightened to 3rd Level
Arcane, Attack, Cantrip, Evocation, Fire
Traditions: Arcane
Cast: [2] somatic, verbal
Range: 30 feet
Targets: 1 creature
Attack Bonus: +11

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

Heightened to 3rd Level
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: 21

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.

Dispel Magic   Spell 2

Abjuration, Arcane
Traditions: Arcane
Cast: [2] somatic, verbal
Range: 120 feet
Targets: 1 spell effect or unattended magic item

You unravel the magic behind a spell or effect. Attempt a counteract check against the target (page 458). If you succeed against a spell effect, you counteract it. If you succeed against a magic item, the item becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

Flaming Sphere   Spell 2

Arcane, Evocation, Fire
Traditions: Arcane
Cast: [2] somatic, verbal
Range: 30 feet
Area: one 5-foot square
Duration: sustained up to 1 minute
Saving Throw: Reflex Save
DC: 21

You create a sphere of flame in a square within range. The sphere must be supported by a solid surface, such as a stone oor. The sphere deals 3d6 fire damage to each creature in the square where it rst appears; each creature must attempt a basic Reflex save. On subsequent rounds, you can Sustain this Spell, leaving the sphere in its square or rolling it to another square within range and dealing 3d6 fire damage; each creature in its square must attempt a basic Reflex save.

Creatures that succeed at their save take no damage (instead of half).

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

Invisibility   Spell 2

Arcane, Illusion
Traditions: Arcane
Cast: [2] material, somatic
Range: touch
Targets: one creature
Duration: 10 minute

Cloaked in illusion, the target becomes invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead (page 466). If the target uses a hostile action, the spell ends after that hostile action is completed.

Heightened (4th) The spell lasts 1 minute, but it doesn't end if the target uses a hostile action.

True Strike
Spell 1

Heightened to 2nd Level
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.

Clairaudience
Spell 3

Arcane, Divination, Scrying
Traditions: Arcane
Cast: 1 minute (material, somatic, verbal)
Range: 500 feet
Duration: 10 minute

You create an invisible floating ear at a location within range (even if it's outside your line of sight or line of effect). It can't move, but you can hear through the ear as if using your normal auditory senses.

Clairaudience
Spell 3

Arcane, Divination, Scrying
Traditions: Arcane
Cast: 1 minute (material, somatic, verbal)
Range: 500 feet
Duration: 10 minute

You create an invisible floating ear at a location within range (even if it's outside your line of sight or line of effect). It can't move, but you can hear through the ear as if using your normal auditory senses.

Hypnotic Pattern
Spell 3

Arcane, Illusion, Visual
Traditions: Arcane
Cast: [2] material, somatic
Range: 120 feet
Area: 10-foot burst
Duration: sustained up to 1 minute
Saving Throw: Will Save
DC: 21

You create a pattern of shifting colors that hovers in the air in a geometric cloud. Creatures are dazzled while inside the pattern. In addition, a creature must attempt a Will saving throw if it is inside the pattern when you cast it, when it enters the pattern, when it ends its turn within the pattern, or if it uses a Seek or Interact action on the pattern. A creature currently fascinated by the pattern doesn't attempt new saves.