

Bard Spells

DC 19 (Attack +9)

Cantrips (Heightened Level 2)

Name	Duration	Range	Save	Area/Targets
◆◆ Figment	sustained	30 feet	—	—
◆◆ Light	until your next d...	120 feet	—	—
◆◆ Telekinetic Hand	sustained	30 feet	—	1 unattended o...
◆◆ Message	see below	120 feet	—	1 creature
◆◆ Telekinetic Projectile	-	30 feet	AC	1 creature

Spell Rank 1

Per Day:

Name	Duration	Range	Save	Area/Targets
◆◆ Command	until the end of ...	30 feet	Will	1 creature
◆◆ Soothe	1 minute	30 feet	—	1 willing creature
◆◆ Sure Strike	until the end of ...	—	—	—
Muse Spell				
◆◆◆ Phantasmal Minion	sustained	60 feet	—	—

Spell Rank 2

Per Day:

Name	Duration	Range	Save	Area/Targets
◆◆ Invisibility	10 minutes	touch	—	1 creature
◆◆ Noise Blast	-	30 feet	Fortitude	10-foot burst

Cantrips

Figment ⇨

Cantrip 1

Cantrip Concentrate Illusion Manipulate Subtle

Range 30 feet

Duration sustained

You create a simple illusory sound or vision. A sound adds the auditory trait to the spell and the sound can't include intelligible words or elaborate music. A vision adds the visual trait, can be no larger than a 5-foot cube, and is clearly crude and undetailed if viewed from within 15 feet. When you Cast or Sustain the Spell, you can attempt to Create a Diversion with the illusion, gaining a +2 circumstance bonus to your Deception check. If the attempt fails against a creature, that creature disbelieves the figment.

PC1

Light ⇨

Cantrip 1

Cantrip Concentrate Light Manipulate

Range 120 feet

Duration until your next daily preparations

You create an orb of light that sheds bright light in a 20-foot radius (and dim light for the next 20 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement. You can Dismiss the spell. If you Cast the Spell while you already have four light spells active, you must choose one of the existing spells to end.

Heightened (4th) The orb sheds light in a 60-foot radius (and dim light for the next 60 feet).

PC1

Message ⇨

Cantrip 1

Auditory Cantrip Concentrate Illusion Linguistic Mental Subtle

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.

PC1

Telekinetic Hand ⇨

Cantrip 1

Cantrip Concentrate Manipulate

Range 30 feet; Targets 1 unattended object of light Bulk or less

Duration sustained

You create a floating, magical hand, either invisible or ghostlike, that grasps the target object and levitates it slowly up to 20 feet 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.

PC1

Attack	Cantrip	Concentrate	Manipulate
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Range 30 feet; **Targets** 1 creature

Defense AC

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's AC. If you hit, you deal 2d6 bludgeoning, piercing, or slashing damage - as appropriate for the object you hurled. No specific traits or magic properties of the hurled item affect the attack or the damage.

Critical Success You deal double damage.

Success You deal full damage.

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

Rank 1 Spells

Command **↔**

Spell 1

Auditory Concentrate Linguistic Manipulate Mental

Range 30 feet; Targets 1 creature

Defense Will; Duration until the end of the target's next turn

You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.

Success The creature is unaffected.

Failure The creature must spend the first action on its next turn to obey your command.

Critical Failure The target must use all its actions on its next turn to obey your command.

Heightened (5th) You can target up to 10 creatures.

PC1

Phantasmal Minion **↔↔**

Spell 1

Concentrate Manipulate Summon

Range 60 feet

Duration sustained

You summon a phantasmal minion (see sidebar). The minion is roughly the shape of a humanoid. You can choose to have it be invisible or have an ephemeral appearance, but it's obviously a magical effect, not a real creature.

PC1

Soothe **↔**

Spell 1

Concentrate Emotion Healing Manipulate Mental

Range 30 feet; Targets 1 willing creature

Duration 1 minute

You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

Heightened (+1) The amount of healing increases by 1d10+4.

PC1

Sure Strike **◆**

Spell 1

Concentrate Fortune

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 it 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. You are then temporarily immune to sure strike for 10 minutes.

PC1

Rank 2 Spells

Invisibility ❖❖

Spell 2

Illusion Manipulate Subtle

Range touch; Targets 1 creature

Duration 10 minutes

Illusions bend light around the target, rendering it invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead. 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.

PC1

Noise Blast ❖❖

Spell 2

Concentrate Manipulate Sonic

Range 30 feet; Area 10-foot burst

Defense Fortitude

A cacophonous noise blasts out, dealing 2d10 sonic damage. Each creature must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage, is deafened for 1 minute, and is stunned 1.

Heightened (+1) The damage increases by 1d10.

PC1