

# Sorcerer Spells

Arcane DC 17 (Attack +7)

## Cantrips

Name	Duration	Range	Save	Area/Targets
◆◆ Telekinetic Projectile	-	30 feet	—	1 creature
◆◆ Electric Arc	-	30 feet	basic Reflex	1 or 2 creat...
◆ Shield	until the sta...	—	—	—
◆◆ Produce Flame	-	30 feet	—	1 creature
Bloodline Spell				
◆◆ Detect Magic	-	—	—	30-foot em...

## Spell Level 1

Per Day:

Name	Duration	Range	Save	Area/Targets
◆◆ Mage Armor	until the ne...	—	—	—
◆◆ Illusory Object	10 minutes	500 feet	—	20-foot burst
Bloodline Spell				
◆-◆◆ Magic Missile	-	120 feet	—	1 creature

# Cantrips

## Detect Magic ⇨⇨

Cantrip 1

Cantrip Detection Divination

**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).

## Electric Arc ⇨⇨

Cantrip 1

Cantrip Electricity Evocation

**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.

## Produce Flame ⇨⇨

Cantrip 1

Attack Cantrip Evocation Fire

**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 plus your spellcasting ability modifier fire damage. 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.

## Shield ⇨

Cantrip 1

Abjuration Cantrip Force

**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. 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.

### Telekinetic Projectile

Cantrip 1

Attack

Cantrip

Evocation

**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.

**Critical Success** You deal double damage.

**Success** You deal full damage.

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

# Level 1 Spells

## Illusory Object

Spell 1

Illusion Visual

**Range** 500 feet; **Area** 20-foot burst

**Duration** 10 minutes

You create an illusory visual image of a stationary object. The entire image must fit within the spell's area. The object appears to animate naturally, but it doesn't make sounds or generate smells. For example, water would appear to pour down an illusory waterfall, but it would be silent.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion.

**Heightened (2nd)** Your image makes appropriate sounds, generates normal smells, and feels right to the touch. The spell gains the auditory trait. The duration increases to 1 hour.

**Heightened (5th)** As the 2nd-level version, but the duration is unlimited.

## Mage Armor

Spell 1

Abjuration

**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.

## Magic Missile

Spell 1

Evocation Force

**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.