

# Bard Spells

DC 17 (Attack +7)

## Cantrips

Name	Duration	Range	Save	Area/Targets
◆◆ Detect Magic	-	—	—	30-foot emanati...
◆◆ Figment	sustained	30 feet	—	—
◆◆ Telekinetic Hand	sustained	30 feet	—	1 unattended o...
◆◆ Prestidigitation	sustained	10 feet	—	1 object (cook, l...
◆◆ Telekinetic Projectile	-	30 feet	AC	1 creature

## Spell Rank 1

Per Day:

Name	Duration	Range	Save	Area/Targets
◆◆ Dizzying Colors	1 or more round...	—	Will	15-foot cone
◆◆ Runic Weapon	1 minute	touch	—	1 weapon that i...
Muse Spell				
◆ Sure Strike	until the end of ...	—	—	—

# Cantrips

## Detect Magic ⇨⇨

Cantrip 1

Cantrip Concentrate Detection Manipulate

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 rank than the rank 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 rank or level of the most powerful magical effect the spell detects, as determined by the GM.

**Heightened (4th)** As 3rd rank, but you also pinpoint the source of the highest-rank 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).

PC1

## 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

## Prestidigitation ⇨⇨

Cantrip 1

Cantrip Concentrate Manipulate

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 locus or cost for a spell.
- 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.

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

### Telekinetic Projectile ➤➤

Cantrip 1

Attack

Cantrip

Concentrate

Manipulate

**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.

PC1

# Rank 1 Spells

## Dizzying Colors ❖❖

Spell 1

Concentrate

Illusion

Incapacitation

Manipulate

Visual

Area 15-foot cone

Defense Will; Duration 1 or more rounds (see below)

You unleash a swirling multitude of colors that overwhelms creatures based on their Will saves.

**Critical Success** The creature is unaffected.

**Success** The creature is dazzled for 1 round.

**Failure** The creature is stunned 1, blinded for 1 round, and dazzled for 1 minute.

**Critical Failure** The creature is stunned for 1 round and blinded for 1 minute.

PC1

## Runic Weapon ❖❖

Spell 1

Concentrate

Manipulate

Range touch; Targets 1 weapon that is unattended or wielded by a willing creature

Duration 1 minute

The weapon glimmers with magic as temporary runes carve down its length. The target becomes a +1 striking weapon, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two

**Heightened (6th)** The weapon is +2 greater striking.

**Heightened (9th)** The weapon is +3 major striking.

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