

Druid Spells

DC 16 (Attack +6)

Cantrips

Name	Duration	Range	Save	Area/Targets
◆ Guidance	until the start of...	30 feet	—	1 creature
◆◆ Frostbite	-	60 feet	Fortitude	1 creature
◆◆ Read Aura	-	30 feet	—	1 object
◆◆ Stabilize	-	30 feet	—	1 dying creature
◆◆ Tangle Vine	-	30 feet	AC	1 creature

Spell Rank 1

Name	Duration	Range	Save	Area/Targets
◆-◆◆ Heal	-	varies	—	1 willing living c...
◆◆ Runic Body	1 minute	touch	—	1 willing creature

Cantrips

Frostbite ❖❖

Cantrip 1

Cantrip Cold Concentrate Manipulate

Range 60 feet; Targets 1 creature

Defense basic Fortitude

An orb of biting cold coalesces around your target, freezing its body. The target takes 2d4 cold damage with a basic Fortitude save. On a critical failure, the target also gains weakness 1 to bludgeoning until the start of your next turn.

Heightened (+1) The damage increases by 1d4 and the weakness on a critical failure increases by 1.

PC1

Guidance ❖

Cantrip 1

Cantrip Concentrate

Range 30 feet; Targets 1 creature

Duration until the start of your next turn

You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

PC1

Read Aura

Cantrip 1

Cantrip Concentrate Detection Manipulate

Cast 1 minute 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. You or anyone you advise about the aura gains a +2 circumstance bonus to Identify Magic on the item. If the object is illusory, you detect this only if the effect's rank is lower than the rank of your read aura spell.

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

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

PC1

Stabilize ❖❖

Cantrip 1

Cantrip Concentrate Healing Manipulate Vitality

Range 30 feet; Targets 1 dying creature

Life energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.

PC1

Tangle Vine ❖❖

Cantrip 1

Attack Cantrip Concentrate Manipulate Plant Wood

Range 30 feet; Targets 1 creature

Defense AC

A vine appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack roll against the target.

Critical Success The target gains the immobilized condition and takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition.

Success The target takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty.

Failure The target is unaffected.

Heightened (2nd) The effects last for 2 rounds.

Heightened (4th) The effects last for 1 minute.

Rank 1 Spells

Heal  

Spell 1

Healing

Manipulate

Vitality

Range varies; **Targets** 1 willing living creature or 1 undead creature

You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[one-action] The spell has a range of touch.

[two-actions] (concentrate) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

[three-actions] (concentrate) You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

PC1

Runic Body 

Spell 1

Concentrate

Manipulate

Range touch; **Targets** 1 willing creature

Duration 1 minute

Glowing runes appear on the target's body. All its unarmed attacks become +1 striking unarmed attacks, gaining a +1 item bonus to attack rolls and increasing the number of damage dice to two.

Heightened (6th) The unarmed attacks are +2 greater striking.

Heightened (9th) The unarmed attacks are +3 major striking.

PC1