

Sorcerer Spells

DC 17 (Attack +7)

Cantrips

Name	Duration	Range	Save	Area/Targets
◆◆ Detect Magic	-	—	—	30-foot emanati...
◆ Message	see below	120 feet	—	1 creature
Read Aura	-	30 feet	—	1 object
◆ Shield	until the start of...	—	—	—
Granted Spell				
◆◆ Caustic Blast	-	30 feet	basic Reflex	5-foot burst

Spell Rank 1

Per Day:

Name	Duration	Range	Save	Area/Targets
◆◆ Bane	1 minute	—	Will	10-foot emanati...
◆-◆◆ Harm	-	varies	—	1 living creature...
Granted Spell				
◆◆ Fear	varies	30 feet	Will	1 creature

Cantrips

Caustic Blast ➡➡

Cantrip 1

Acid Cantrip Concentrate Manipulate

Range 30 feet; Area 5-foot burst

Defense basic Reflex

You fling a large glob of acid that immediately detonates, spraying nearby creatures. Creatures in the area take 1d8 acid damage with a basic Reflex save; on a critical failure, the creature also takes 1 persistent acid damage.

Heightened (+2) The initial damage increases by 1d8, and the persistent damage on a critical failure increases by 1.

PC1

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

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

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

Cantrip

Concentrate

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. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes.

Heightened (+2) The shield's Hardness increases by 5.

Rank 1 Spells

Bane **◆◆**

Spell 1

Concentrate Manipulate Mental Aura

Area 10-foot emanation

Defense Will; Duration 1 minute

You fill the minds of your enemies with doubt. Enemies in the area must succeed at a Will save or take a –1 status penalty to attack rolls as long as they are in the area. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet and force enemies in the area that weren't yet affected to attempt another saving throw. Bane can counteract bless.

PC1

Fear **◆◆**

Spell 1

Concentrate Emotion Fear Manipulate Mental

Range 30 feet; Targets 1 creature

Defense Will; Duration varies

You plant fear in the target; it must attempt a Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Heightened (3rd) You can target up to five creatures.

PC1

Harm **◆-◆◆**

Spell 1

Manipulate Void

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

You channel void energy to harm the living or heal the undead. If the target is a living creature, you deal 1d8 void damage to it, and it gets a basic Fortitude save. If the target is a willing undead creature, you restore that amount of Hit Points. 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 an undead creature, increase the Hit Points restored by 8. [three-actions] (concentrate) You disperse void energy in a 30-foot emanation. This targets all living and undead creatures in the area.

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

PC1