

CHARACTER			
NAME Level 10: Marku Mithrin		PLAYER Scott David Gray	
CLASS/LEVEL Wizard 10	ANCESTRY Elf	EXPERIENCE 27	
BACKGROUND Noble	ALIGNMENT Chaotic Good	DEITY Desna	
SIZE Medium	AGE 249	HEIGHT 73	WEIGHT 127
GENDER Male	HAIR Gray	EYES Gold-flecked blue	SKIN Pale
LANGUAGE(S) Common, Elven, Varisian			

SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
35 ft.	25	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
121	121	0

SENSES					
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC
Perception (Wis)	+10 =	+0	● ● ● ● T	+10	+0

SAVING THROWS					
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC
Fort (Con)	+15 =	+3	● ● ● ● T	+10	+2
Ref (Dex)	+16 =	+4	● ● ● ● T	+10	+2
Will (Wis)	+13 =	+0	● ● ● ● E	+11	+2


ARMOR CLASS					
	TOTAL	ABILITY MOD	T E M L	PROF	ITEM & MISC
AC ARMOR CLASS	28 = 10	+4	● ● ● ● T	+10	+4
TAC TOUCH ARMOR CLASS	27 = 10	+4	● ● ● ● T	+10	+3

SKILLS					
TOTAL	SKILL	ABILITY MOD	PROF	ITEM & MISC	T E M L
+16	Acrobatics 🏹	DEX +4	+12	+0	● ● ● ● M
+19	Arcana	INT +5	+12	+2	● ● ● ● M
+13	Athletics 🏹	STR +3	+10	+0	● ● ● ● T
+15	Crafting	INT +5	+10	+0	● ● ● ● T
+7	Deception	CHA +1	+6	+0	● ● ● ● U
+11	Diplomacy	CHA +1	+10	+0	● ● ● ● T
+7	Intimidation	CHA +1	+6	+0	● ● ● ● U
+6	Medicine	WIS +0	+6	+0	● ● ● ● U
+10	Nature	WIS +0	+10	+0	● ● ● ● T
+15	Nobility Lore	INT +5	+10	+0	● ● ● ● T
+15	Occultism	INT +5	+10	+0	● ● ● ● T
+7	Performance	CHA +1	+6	+0	● ● ● ● U
+10	Religion	WIS +0	+10	+0	● ● ● ● T
+15	Society	INT +5	+10	+0	● ● ● ● T
+13	Stealth 🏹	DEX +4	+10	-1	● ● ● ● T
+6	Survival	WIS +0	+6	+0	● ● ● ● U
+14	Thievery 🏹	DEX +4	+10	+0	● ● ● ● T
🏹 Armor check penalty applies					

ACTIONS, REACTIONS AND ACTIVITIES	
🎲	Arcane Focus (5 /day) Can cast again any previously cast spell without spending a spell slot.
🎲	Attack of Opportunity When a foe in reach uses manipulate or move actions, makes ranged attack, or leaves a square while making a move action, make a Strike at -2 that disrupts manipulate actions. This does not count for multiple attack penalties.
🎲	Furious Focus Strike with a non-agile weapon has a <b>failure</b> effect of not counting towards your multiple attack penalty.
🎲	Kip Up You stand back up. This movement doesn't trigger reactions.

ABILITY SCORES		
	SCORE	ABILITY MOD
<b>STR</b> Strength	16	<b>+3</b>
<b>DEX</b> Dexterity	18	<b>+4</b>
<b>CON</b> Constitution	16	<b>+3</b>
<b>INT</b> Intelligence	20	<b>+5</b>
<b>WIS</b> Wisdom	10	<b>+0</b>
<b>CHA</b> Charisma	12	<b>+1</b>

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
11	6	0	+1	+10

<b>Swipe</b>  Make a single melee attack but you can hit up to 2 foes (dmg rolled only once). Swipe counts as 2 attacks for your multiple attack penalty.	
WEAPONS	
NAME	WEAPON PROPERTIES
+2 elven curve blade (Trained)	Melee <b>+16 / +11 / +6</b>
	Damage <b>3d8+3 S</b>
	Critical <b>6d8+6</b>
	Traits Elf, finesse, forceful
(5×) Dagger (Trained)	Ranged <b>+14 / +10 / +6 P, S</b>
	Damage <b>1d4+3 P, S</b>
	Critical <b>2d4+6</b>
	Melee <b>+14 / +10 / +6</b>
	Damage <b>1d4+3 P, S</b>
	Critical <b>2d4+6</b>
	Traits Agile, finesse, thrown (10 ft.), Versatile S
Fist (Trained)	Melee <b>+14 / +10 / +6</b>
	Damage <b>1d4+3 B</b>
	Critical <b>2d4+6</b>
	Traits Agile, finesse, nonlethal, unarmed

EQUIPMENT	
NAME	BULK
Weapons	
+2 elven curve blade (Trained)	2
(5×) Dagger (Trained)	0.5
Fist (Trained)	
Armor	
+2 Mithral Chain Shirt (Trained)	
AC Bonus (+14)	1
Speed Penalty (-)	
Check Penalty (-)	
Gear	
Backpack (31 @ 2.8 blk)	L
Bedroll	L
Belt pouch (1 @ 0 blk)	–
(10×) Chalk	–
Climbing kit	1
Clothing, fine (9 @ 0.7 blk)	–
Clothing, ordinary (empty)	–
Flint and steel	–
Material component pouch (empty)	L
Spellbook	1
(5×) Rations (day)	0.5
Religious symbol, silver	L
Repair kit	–
Signal Whistle	–
(10×) Torch	L
Waterskin	L
Writing set	L
Magic Items	
Bag of holding I (15 @ 2.8 blk)	1
Boots of elvenkind, standard	L
Goggles of night, standard	–
Hat of disguise, standard	–
(13×) Healing potion, minor (1d8 HP)	1.3
Ring of wizardry, standard	–
Spell duelist's gloves, lesser	L
Wand of dispel magic (×10)	L
7/13 bulk	

WEALTH	
0 cp   0 sp   21 gp   0 pp	

OTHER	





TRADITION SPELLS	
Cantrip	
Light	Unlimited Usage
Shield	Unlimited Usage
Prestidigitation	Unlimited Usage
Read Aura	Unlimited Usage
Electric Arc (DC 25)	Unlimited Usage
1st-level	
True Strike (x4)	Memorized x4
Burning Hands (x2) (DC 25)	Memorized x2
Sleep (DC 25)	Memorized x1
2nd-level	
Comprehend Language	Memorized x1
Mirror Image	Memorized x1
Invisibility	Memorized x1
Comprehend Language	Memorized x1
3rd-level	
Fireball (DC 25)	Memorized x1
Lightning Bolt (DC 25)	Memorized x1
Lightning Bolt (DC 25)	Memorized x1
4th-level	
Stoneskin	Memorized x1
Weapon Storm	Memorized x1
5th-level	
Black Tentacles (DC 25)	Memorized x1
Cone of Cold (DC 25)	Memorized x1

POWERS	
1st-level	
Hand of the Apprentice (Spell Roll +15)	

INNATE SPELLS	
Innate Spells	
Cantrip	
Detect Magic (At-Will)	

SPELL POINTS	
MAXIMUM	CURRENT
5	5

ACTIONS, REACTIONS AND ACTIVITIES	
◆	Arcane Focus (5 /day) Can cast again any previously cast spell without spending a spell slot.

	<b>Attack of Opportunity</b> When a foe in reach uses manipulate or move actions, makes ranged attack, or leaves a square while making a move action, make a Strike at -2 that disrupts manipulate actions. This does not count for multiple attack penalties.
	<b>Furious Focus</b> Strike with a non-agile weapon has a <b>failure</b> effect of not counting towards your multiple attack penalty.
	<b>Kip Up</b> You stand back up. This movement doesn't trigger reactions.
	<b>Swipe</b> Make a single meele attack but you can hit up to 2 foes (dmg rolled only once). Swipe counts as 2 attacks for your multiple attack penalty.

WEAPON PROFICIENCIES
TRAINED WEAPON PROFICIENCIES All Simple Weapons, All Martial Weapons, Club, Composite longbow, Composite shortbow, Crossbow, Dagg

ARMOR PROFICIENCIES
TRAINED ARMOR PROFICIENCIES All Light Armor, Unarmored defense

ABILITIES AND FEATS		
Arcane Focus (5 /day) Can cast again any previously cast spell without spending a spell slot.		
Arcane Sense Can cast 1st-level <i>detect magic</i> as an innate arcane spell at will.		
Attack of Opportunity When a foe in reach uses manipulate or move actions, makes ranged attack, or leaves a square while making a move action, make a Strike at -2 that disrupts manipulate actions. This does not count for multiple attack penalties.		
Courtly Graces Use Society Recall Knowledge to learn about etiquette, using the DC for Nobility Lore if lower, and use Society skill for all Nobility Lore checks.		
Dubious Knowledge When you fail a Recall Knowledge check you learn one bit of true knowledge and one bit of erroneous knowledge.		
Furious Focus Strike with a non-agile weapon has a <b>failure</b> effect of not counting towards your multiple attack penalty.		
Keen-Eared Elf Use hearing to Seek in a 60ft cone.		
Kip Up You stand back up. This movement doesn't trigger reactions.		
Low-Light Vision See in dim light as if it were normal light.		
Nimble When you use the Stride action, you can ignore difficult terrain in one square during that move.		
Quick Identification Identify Magic takes 1 action.		
Quick Jump As a single action use High Jump or Long Jump.		
Quick Preparation 10m: swap 1 prepared spell for another from your spellbook.		
Swipe Make a single melee attack but you can hit up to 2 foes (dmg rolled only once). Swipe counts as 2 attacks for your multiple attack penalty.		
Toughness +1 circumstance bonus to recovery saves (see page 295).		
Underwater Marauder Not flat-footed in water, and no penalties for using a B or S melee weapons in water.		
Weapon Elegance (Elf) Apply critical specialization effect for bows and swords.		
WEAPONS	AMMUNITION	ARMOR

GEAR	SNARES	ALCHEMICAL ITEMS	MAGIC ITEMS
		INFUSED ALCHEMICAL ITEMS	

EXPERIENCE POINTS	NOTES				
<table border="1"> <tr> <td>EXPERIENCE</td> <td>NEXT LEVEL</td> </tr> <tr> <td>27 XP</td> <td>30 XP</td> </tr> </table> <p>Gained:</p>	EXPERIENCE	NEXT LEVEL	27 XP	30 XP	<p>1 9th Ring of Wizardry (+2 Arcana, +2 level 2 spells, +1 level 1) 1 8th level: item +2 magic Elven Curve Blade 1 8th level: item spell duelist's gloves, lesser 1 7th level: item +2 Mithral Chain Shirt (+2 AC) 1 6th level: item Goggles of Night (+2 perception, darkvision) 1 6th level: item Boots of Elvenkind (+2 acrobatics) 350gp: Wand 10 Dispel Magic +12 (180 gp), Bag of Holding Type I (25 bulk) 80 gp, Hat of Disguise (30 gp), 13 x minor healing potion (39 gp), 21gp</p>
EXPERIENCE	NEXT LEVEL				
27 XP	30 XP				

## EQUIPMENT DESCRIPTIONS

## Weapons

**+2 elven curve blade****Dagger****Fist**

## Armor

**+2 Mithral Chain Shirt**

This mithral chain shirt is of master quality, and it does not impose an armor check penalty. This chain shirt is not magical, and it has Hardness 9.

This suit of armor can be made into a magic suit of armor and have up to two armor property runes added to it.

**Craft Requirements** The raw materials must include 900 gp of mithral.

## Gear

**Backpack (31 @ 2.8 blk)**

A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.

**Bedroll****Belt pouch (1 @ 0 blk)**

A belt pouch can hold up to 4 items of light Bulk.

**Chalk****Climbing kit**

This satchel includes 50 feet of hemp rope, some pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while utilizing an expert climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit.

**Clothing, fine**

Fine clothing suits a noble or royal, made with expensive fabrics, precious metals, and intricate patterns.

**Clothing, ordinary**

Ordinary clothing is functional and decently tailored, such as peasant garb, monk's robes, traveler's attire, or work clothes.

**Flint and steel**

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.

**Material component pouch (empty)**

This pouch contains material components for those spells that require them. Though the components are used up over time, you can refill spent components during your daily preparations.

**Notes from the Palatine Eye**

A spellbook holds the written knowledge necessary to learn and prepare various spells, a necessity for wizards and a useful luxury for other spellcasters looking to discover additional spells. Each spellbook can hold up to 100 spells. The Price listed is for a blank spellbook.

**Rations (day)****Religious symbol, silver**

This piece of wood or silver is emblazoned with an image representing a deity. Some divine spellcasters, such as clerics, can use a religious symbol of their deity as a divine focus to use certain abilities and cast some spells. A religious symbol must be held in one hand to use it.

**Repair kit**

A repair kit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair kit to Repair items using the Crafting skill. An expert repair kit gives you a +1 item bonus to the check.

**Signal Whistle**

When sounded, a signal whistle can be heard clearly up to half a mile away in open country.

**Torch**

A torch sheds bright light in a 20-foot radius. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

**Waterskin****Writing set**

Using a writing set, you can draft correspondence and scribe scrolls. A set includes stationery, including a variety of paper and parchment, as well as ink, a quill or inkpen, sealing wax, and a simple seal. If you've written a large amount, you can refill your kit with extra ink and paper.

**Magic Items****Bag of holding I (15 @ 2.8 blk)**

Though it appears to be a simple cloth sack, often decorated with panels of richly colored silk or stylish embroidery, a *bag of holding* opens into an extradimensional space larger than its outside dimensions. The Bulk held inside the bag doesn't change the Bulk of the *bag of holding* itself. The amount of Bulk the bag's extradimensional space can hold depends on its type. Though the bag can hold a great amount of material, an object still needs to be able to fit through the opening of the sack to be stored inside.

If the bag is overloaded or broken, it ruptures and is ruined, causing the items inside to be lost forever. If it's turned inside out, the items inside spill out unharmed, but the bag must be put right before it can be used again. A living creature placed inside the bag has enough air for 10 minutes before it begins to suffocate, and it can attempt to Escape against a DC of 12. An item inside the bag provides no benefits unless it's retrieved first. An item in the bag can't be detected by magic that detects only things on the same plane. You can use Interact actions to retrieve or stow items from a bag of holding just like using any other sack.

**Boots of elvenkind, standard**

These tall, pointed boots are made from soft, supple black or verdant leather and are decorated with trim and buckles of gold. When worn, the boots allow you to move more nimbly, giving you an item bonus to Acrobatics checks. When you activate the boots, you can ignore difficult terrain until the end of your turn.

The boots grant a +2 bonus.

**Goggles of night, standard**

The opaque crystal lenses of these sleek goggles do not obscure vision, but rather enhance it. While wearing the goggles, you gain an item bonus to Perception checks involving sight. Activating these goggles by rotating the lenses 90 degrees allows you to see with darkvision.

The goggles grant a +2 bonus, and the darkvision lasts for 10 minutes.

**Hat of disguise, standard**

This ordinary-looking hat can be activated to cast a 1st-level *illusory disguise* spell on yourself. While setting up the disguise, you can also alter the hat to appear as a comb, ribbon, helm, or other piece of headwear.

**Healing potion, minor (1d8 HP)**

When you drink a *healing potion*, you regain the listed number of Hit Points.

The potion restores 1d8 Hit Points.

**Ring of wizardry, standard**

**Note:** The extra spell slots is not yet implemented. Make use of the adjustment 'Spells Known' if you are a wizard or 'Spells Cast Per Day' adjustment if a sorcerer.

This ring is made from the purest platinum and is covered in esoteric arcane symbols. While wearing the *ring of wizardry*, you gain a +2 item bonus to Arcana checks and can prepare three additional arcane spells each day if you prepare arcane spells, or cast three additional arcane spells each day if you cast arcane spells spontaneously. If you take off the ring for any reason, these additional spells are lost and cannot be regained until the following day's daily preparations.

No more than two of the spells prepared or cast using the ring can be of the same spell level, and each version of the ring has a maximum spell level it allows you to prepare or cast. Even if you can cast arcane spells in a variety of different ways (such as if you are a draconic sorcerer with the wizard multiclass archetype), you can still prepare or cast only three additional arcane spells, though you can divide those three spells as you wish among your various sources of arcane spells.

Wearing more than one *ring of wizardry* has no effect.

**Maximum Spell Level 2nd**

**Craft Requirements** You must be an arcane spellcaster.



**Spell duelist's gloves, lesser**

These velvet gloves enhance the flow of magic through their fingertips. They grant their wearer an item bonus to non-weapon melee touch attack rolls.

Once per day, you can activate the gloves to cast a specific spell.

The gloves grant a +1 bonus and contain *touch of idiocy*.

**Wand of dispel magic (×10)**

Short, slender items typically made of wood, wands let you cast a specific spell. They can be used only a certain number of times before burning out. Each wand holds a specific spell of a certain level, determined when the wand is created. The spell can't be heightened.

**Casting Spells from a Wand**

Casting a spell from a wand requires holding the wand in one hand and performing a Cast a Spell activity using the normal spellcasting actions for the spell. You activate the wand as part of the first spellcasting action you use, and you must spend 1 Resonance Point at this time. At the same time, you expend one of the wand's charges.

To cast a spell from a wand, you must have the spell on your spell list and be able to use the spellcasting actions listed in the spell's entry. Because you're the one casting the spell, use your spell roll and spell DC, up to a maximum depending on the wand's level (see Table 11-6: Wand Statistics). The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal).

Any physical material components and cost were provided when the wand was crafted, but you must spend a Somatic Casting action in place of each Material Casting action required to cast the spell. If the spell requires a focus, you must still have that focus to cast the spell. In many cases, this focus is built into the wand (increasing the wand's price by the focus's price).

While holding a wand, you can use Somatic Casting actions even without a hand free by gesturing with the wand instead of your hand, regardless of whether you're casting spells from the wand or any of your other spells.

## ABILITY DESCRIPTIONS

**Arcane Focus (5 /day)**

You can place some of your magical power into an item called an arcane focus. Each day when you prepare your spells, you can designate a single item you own as your arcane focus. This is typically an item associated with spellcasting, such as a wand, ring, or staff, but you are free to designate a weapon or other item. You gain the Drain Arcane Focus free action.

**(F) DRAIN ARCANE FOCUS**

[Arcane] [Wizard] **Frequency** once per day

**Trigger** Your turn begins.

You expend the magical power stored in your arcane focus. This gives you the ability to cast one spell you prepared today and previously cast, without spending a spell slot. You must still complete the required spellcasting actions and meet the spell's other requirements.

**Arcane Sense**

Your study of magic allows you to sense its presence around you instinctively. You can cast level 1 *detect magic* as an innate spell at will. If you are a master of Arcana, it becomes level 3, and if you are legendary in Arcana, it becomes level 4.

**Attack of Opportunity**

You gain the Attack of Opportunity reaction.

**(R) ATTACK OF OPPORTUNITY**

**Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

Make a melee Strike against the triggering creature at a -2 penalty. If the attack hits and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to it.

**Courtly Graces**

You either were raised among the nobility or have learned proper etiquette and bearing as well as noble lineages, allowing you to present yourself as a member of the nobility. You can use the Recall Knowledge action with Society to gain useful facts about these topics, using the DC for Nobility Lore if it is lower, and you can use your Society modifier on all Nobility Lore checks. If you want to impersonate a specific noble or create a false noble backstory for yourself, you still need to additionally use Deception when presenting yourself in your noble persona.

**Dubious Knowledge**

You're a treasure trove of information, but not all of it is from reputable sources. When you fail a Recall Knowledge check using any skill that has that action, you learn one bit of true knowledge and one bit of erroneous knowledge, but you don't have any way to differentiate which is which.

**Furious Focus**

Make a Strike. The Strike gains the following failure effect.

**Failure** This attack does not count toward your multiple attack penalty.

**Keen-Eared Elf**

Your ears are finely tuned, able to detect even the slightest whispers of sound. As long as you can hear normally, you can use the Seek action to sense unseen creatures in a 60-foot cone instead of a 30-foot cone. When using the Seek action to sense unseen creatures that you could hear within 30 feet, you gain a +2 circumstance bonus.

**Kip Up**

You stand back up. This movement doesn't trigger reactions.

**Low-Light Vision**

A creature with low-light vision does not treat creatures or objects within dim light as concealed.

**Nimble**

Your reflexes and lithe muscles are tightly honed. Your Speed increases by 5 feet. Additionally, when you use the Stride action, you can ignore difficult terrain in one square during that move.

**Quick Identification**

You take only 1 minute when using Identify Magic to determine the properties of an item, ongoing effect, or location, rather than 10 minutes. If you're a master, it takes 1 round, and if you're legendary, it takes 1 action.

**Quick Jump**

You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride, and you don't need to have moved 10 feet.

**Quick Preparation**

You spend 10 minutes to empty one of your prepared spell slots and prepare a different spell from your spellbook in its place. If you are interrupted during such a swap, the original spell remains prepared and can still be cast. You can try again to swap out the spell later, but you must start the process over again.

**Swipe**

Make a melee Strike and compare the attack roll to the AC of up to two foes, each of whom must be within your melee reach and adjacent to each other. Roll damage only once, and apply it to each creature you hit. If you critically hit one target and not the other, roll the extra critical hit damage separately. A Swipe counts as two attacks for your multiple attack penalty.

**Toughness**

You can withstand more punishment than most before going down. Increase your maximum Hit Points by your level or 4, whichever is higher. When you reach level 5 and every time you gain a level thereafter, adjust your maximum Hit Points gained from Toughness accordingly (for example, at level 7, this feat would increase your maximum Hit Points by 7). You also decrease the DC of your recovery rolls to 9 + your dying value (see page 295).

**Underwater Marauder**

You've learned to fight underwater like an aquatic native. You are not flat-footed while you are in water, and you don't take the usual penalties for using a bludgeoning or slashing melee weapon in water.

**Weapon Elegance (Elf)**

You are attuned to the weapons of your elf ancestors and are particularly deadly when using them. Whenever you critically hit using a weapon of the bow or sword group, you apply the weapon's critical specialization effect.

## SPELL DESCRIPTIONS

**Black Tentacles**

Tentacles rise and attempt to Grapple each creature in the area. Make spell rolls against the Fortitude DC of each creature. Any creature you succeed against is grabbed and takes 3d6 bludgeoning damage. Whenever a creature ends its turn in the tentacles, the tentacles attempt to grab that creature if they haven't already, and deal 1d6 bludgeoning damage to any creature grabbed.

The tentacles' escape DC is equal to your spell DC. A creature can attack a tentacle in an attempt to release its grip. It has AC 25 and TAC 23 and is destroyed if it takes 12 damage or more.

**Burning Hands (x2)**

Gouts of flame rush from your hands. You deal 3d6 fire damage to creatures in the area; they must each attempt a Reflex save.

**Success** The creature takes half damage.

**Critical Success** The creature takes no damage.

**Failure** The creature takes full damage.

**Critical Failure** The creature takes double damage.

**Heightened (+1)** The damage increases by 2d6.

**Comprehend Language**

The target can understand the meaning of a single language it is hearing or reading when you cast the spell. This doesn't let it understand codes, language couched in metaphor, and the like.

**Heightened (3rd)** The target can also speak the language.

**Heightened (4th)** You can target up to 10 creatures, and targets can also speak the language.

**Comprehend Language**

The target can understand the meaning of a single language it is hearing or reading when you cast the spell. This doesn't let it understand codes, language couched in metaphor, and the like.

**Heightened (3rd)** The target can also speak the language.

**Heightened (4th)** You can target up to 10 creatures, and targets can also speak the language.

**Cone of Cold**

Icy cold rushes forth from your hands. You deal 14d6 cold damage to creatures in the area; they must each attempt a Reflex save. When Casting this Spell, you can add a Material Casting action to include a small crystal or icicle. If you do, increase the area to a 60-foot cone.

**Success** The creature takes half damage.

**Critical Success** The creature takes no damage.

**Failure** The creature takes full damage.

**Critical Failure** The creature takes double damage.

**Heightened (+1)** The damage increases by 2d6.

**Electric Arc**

You deal 1d6 electricity damage; each target must attempt a Reflex save. Heightening increases damage.

**Success** The target takes half damage.

**Critical Success** The target takes no damage.

**Failure** The target takes full damage.

**Critical Failure** The target takes double damage.

**Heightened (3rd)** Damage of 1d6 + your spellcasting ability modifier.

**Heightened (5th)** Damage of 2d6 + your spellcasting ability modifier.

**Heightened (7th)** Damage of 3d6 + your spellcasting ability modifier.

**Heightened (9th)** Damage of 4d6 + your spellcasting ability modifier.

**Fireball**

A burst of fire explodes, dealing 8d6 fire damage; creatures in the area must attempt a Reflex save.

**Success** The creature takes half damage.

**Critical Success** The creature is unaffected.

**Failure** The creature takes full damage.

**Critical Failure** The creature takes double damage.

**Heightened (+1)** The damage increases by 2d6.

**Invisibility**

The target becomes invisible. This makes it unseen to all creatures, though they can attempt to find the target, making it sensed by them instead (see page 303). If the target acts in a hostile manner, the spell is dismissed after that hostile action, reaction, free action, or activity is completed.

**Heightened (4th)** The spell is not dismissed if the target acts in a hostile manner.

**Light**

The object begins to glow with pure light, casting bright light in a 20-foot radius like a torch. If you cast this spell again on another object, the light on the last object you cast it on is dismissed.

**Heightened (4th)** The object instead sheds bright light in a 60-foot radius.

**Lightning Bolt**

All creatures in the area must attempt a Reflex save to avoid taking 5d12 electricity damage.

**Success** Half damage.

**Critical Success** No damage.

**Failure** Full damage.

**Critical Failure** Double damage.

**Heightened (+1)** The damage increases by 1d12.

**Lightning Bolt**

All creatures in the area must attempt a Reflex save to avoid taking 5d12 electricity damage.

**Success** Half damage.

**Critical Success** No damage.

**Failure** Full damage.

**Critical Failure** Double damage.

**Heightened (+1)** The damage increases by 1d12.

**Mirror Image**

Three illusory images swirl about your space, potentially causing those who attack you to hit one of the images instead of you. Any attack that would hit you has a random chance of hitting one of your images instead. If you have all three images up, there is a 1 in 4 chance of hitting you (1 on a 1d4). With two images up, there is a 1 in 3 chance of hitting you (1–2 on a 1d6). With only one image the chances are 1 in 2 (1–3 on a 1d6). If an image is hit, it is destroyed.

If the attack roll is a critical success and would hit one of the images, it becomes a success against you and one of the images is also destroyed. Once all the images are destroyed, the spell is dismissed.

## Prestidigitation

You can perform simple magical effects for as long as you Concentrate on the Spell. The effects are minor and have severe limitations. Each time you Concentrate on the Spell, you can choose one of four options, based on your type of magic.

- **Cook (arcane, primal)** Chill, warm, or flavor 1 pound of nonliving material.
- **Lift (arcane, divine, occult)** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make (arcane, divine, occult)** Create an object of negligible Bulk, made of congealed magical substance and temporary in nature. The object looks crude and artificial and is extremely fragile—it crumbles if put under too much strain and can't be used as a tool, weapon, or spell component.
- **Tidy (arcane, primal)** Color, clean, or soil an object of light or less Bulk. You can affect an object of 1 Bulk with 10 rounds of concentration or a larger object, such as a suit of armor, with 5 minutes of concentration.

*Prestidigitation* can't deal damage or cause adverse conditions. Any actual change to an object (beyond just moving, cleaning, coloring, or soiling it) persists only as long as you Concentrate on the Spell.

## Read Aura

You focus on the target object. When the casting is complete, you know whether or not that item is magical and, if it is, you learn the school of magic (see page 194).

If the object is illusory, you detect this only if the effect has a lower level than the level of your *read aura* spell.

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

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

## Shield

You raise a magical shield of force to protect you. This counts as using the Raise a Shield action (see the sidebar) to gain a +1 circumstance bonus to AC until the start of your next turn, though it doesn't require a hand to use.

While the spell is in effect, you can also use the Shield Block reaction with your magic shield. The shield has Hardness 4. After you use Shield Block, the spell is dismissed 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 Hardness.

**Heightened (3rd)** Hardness 10.

**Heightened (5th)** Hardness 15.

**Heightened (7th)** Hardness 20.

## Sleep

Each target in the area becomes drowsy and might fall asleep, depending on its Will save. A creature that falls asleep from this spell doesn't fall prone or drop what it's holding. This spell doesn't prevent creatures from waking up due to a successful Perception check, making it of limited use mid-combat.

**Success** –1 conditional penalty to Perception checks for 1 round.

**Critical Success** Unaffected.

**Failure** It falls asleep. If it's still asleep after 1 minute, it wakes up automatically.

**Critical Failure** It falls asleep. If it's still asleep after 1 hour, it wakes up automatically.

**Heightened (3rd)** The targets fall into a deep slumber for 1 round on a failure and 1 minute on a critical failure. They fall prone and drop what they're holding, and they can't attempt Perception checks to wake up. After the listed amount of time, the creature is in normal sleep.

## Stoneskin

The target's skin hardens like stone. It gains resistance 5 to physical damage (any bludgeoning, piercing, or slashing damage) and weakness 5 to adamantine. Each time the target is hit by a bludgeoning, piercing, or slashing attack, *stoneskin*'s duration decreases by 1 minute.

**Heightened (6th)** The resistance and weakness increase to 10.

**Heightened (8th)** The resistance and weakness increase to 15.

## True Strike (x4)

The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any miss chance due to the target being concealed or sensed.

**Weapon Storm**

Your Somatic Casting action for this spell is a swing with one weapon you're holding that you're trained with, so you can use the Somatic Casting action even if you don't have a hand free. The weapon magically multiplies into duplicates that swipe at all creatures in either a cone or an aura, dealing five dice of damage to creatures in the area. This damage has the same type as the chosen weapon and uses the same die size. Determine the die size as if you were attacking with the weapon; for instance, if you were wielding a two-hand weapon in both hands, you'd use its two-hand damage die. Each creature in the area must attempt a Reflex save.

**Success** Half damage.

**Critical Success** Unaffected.

**Failure** Full damage.

**Critical Failure** Double damage, plus the weapon's critical specialization effect.

**Heightened (+1)** Add another damage die.