

Bottlespeaker

2nd level spells

Acid Arrow◆◆: Range 120', spell attack for 3d8 acid and 1d6 persistent acid. Critical doubles initial damage but not persistent.

Barkskin◆◆: Range touch, duration 10 minutes. Gain resistance 2 to bludgeoning and piercing damage and weakness 3 to fire. Can dismiss as a free action after taking fire damage.

Entangle◆◆: Range 120', area: all plants or fungi in 20' burst. The area is difficult terrain. Each round that a creature starts its turn in the area, it must attempt a Reflex save. On a failure, it takes a –10-foot circumstance penalty to its Speeds until it leaves the area, and on a critical failure, it is also immobilized for 1 round. Creatures can attempt to Escape at entangle's DC to remove these effects.

1st level spells

Fear◆◆: Range 30', Will save.

Critical Success unaffected.

Success frightened 1.

Failure frightened 2.

Critical Failure frightened 3 and fleeing for 1 round.

Fleetstep◆◆: Duration 1 minute, you gain +30-foot status bonus to your Speed.

Heal◆ to ◆◆◆: Depends on number of actions. When used to harm undead they get basic Fortitude save.

◆ Range touch, heals living or harms undead for d8 hit points.

◆◆ Range 30', heals living d8+8 or harms undead d8 hit points.

◆◆◆ All creatures in 30' emanation. Heals living and harms undead for d8 hit points.

Focus spell

Goodberry◆◆: Range touch, duration 10 minutes. You imbue two target berries with the bounty of nature. A creature can eat a berry with an Interact action to regain 1d6+4 HP. A berry not consumed during the duration withers away.

Cantrips

Acid Splash◆◆: Range 30', spell attack to do d6 acid plus 1 splash acid damage. Crit does 1 persistent acid damage. Splash damage is to target and creatures adjacent to target.

Guidance◆: Range 30', granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the start of your next turn. The target chooses which roll to use the bonus on before rolling. The target is then temporarily immune for 1 hour.

Ray of Frost◆◆: Range 120', spell attack to do 2d4+4 cold damage. Critical Success Double damage and –10-foot status penalty to its Speeds for 1 round.

Stabilize◆◆: Range 30', The target loses the dying condition, though it remains unconscious at 0 Hit Points.

Tanglefoot◆◆: Range 30', Spell attack.

Critical Success The target gains the immobilized condition and takes a –10-foot circumstance penalty to its Speeds for 2 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 2 rounds. It can attempt to Escape against your spell DC to remove the penalty.

Failure The target is unaffected.

Other abilities:

Woodland Stride You can always find a path, almost as if foliage parted before you. You ignore any difficult terrain caused by plants and fungi, such as bushes, vines, and undergrowth. Even plants and fungi manipulated by magic don't impede your progress.

Wild Empathy You have a connection to the creatures of the natural world that allows you to communicate with them on a rudimentary level. You can use Diplomacy to Make an Impression on animals and to make very simple Requests of them. In most cases, wild animals will give you time to make your case.

Shield Block☺ You must have your shield raised either because you used *Defend* as your exploration activity or you Raise a Shield◆ as an action during your turn. You block the damage of an attack with your shield. The damage is reduced by 3 and the remaining damage is taken by both you and your shield. Your shield can take 6 HP damage before it is broken, at 12 HP damage it is destroyed.

Popcorn

Rage◆: You go into a battle frenzy that lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. You gain 6 temporary Hit Points. This frenzy lasts for 1 minute, While you are raging:

- You deal 2 additional damage on melee Strikes or 4 additional fire damage on those strikes. This additional damage is halved if your weapon or unarmed attack is agile.
- You take a –1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.
- You gain Darkvision via Acute Vision
- You gain imprecise scent with a range of 30 feet via Acute Scent.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

Swipe◆◆: You make a wide, arcing swing. Make a single melee Strike and compare the attack roll result to the ACs of up to two foes, each of whom must be within your melee reach and adjacent to the other. Roll damage only once and apply it to each creature you hit. A Swipe counts as two attacks for your multiple attack penalty. If you're using a weapon with the sweep trait, its modifier applies to all your Swipe attacks.

Deny Advantage Your foes struggle to pass your defenses. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

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 (nor do you fail if you don't Stride 10 feet).

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Reaching Rings


Deny Advantage Your foes struggle to pass your defenses. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

Sneak Attack (1d6): When your enemy can't properly defend itself, you take advantage to deal extra damage. If you Strike a creature that has the flat-footed condition with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack, or a ranged unarmed attack, you deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.

Surprise Attack: On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

Pickpocket: You can Steal or Palm an Object that's closely guarded, such as in a pocket, without taking the –5 penalty. You can't steal objects that would be extremely noticeable or time consuming to remove (like worn shoes or armor or actively wielded objects).

Quiet Allies: You're skilled at moving with a group. When you are Avoiding Notice and your allies Follow the Expert, you and those allies can roll a single Stealth check, using the lowest modifier, instead of rolling separately. This doesn't apply for initiative rolls.

Recognize Spell  Trigger A creature within line of sight casts a spell, or a trap or similar object casts such a spell. You must be aware of the casting. If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd level or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The highest level of spell you automatically identify increases to 4 if you're an expert. The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast.

Critical Success You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it.

Success You correctly recognize the spell.

Failure You fail to recognize the spell.

Critical Failure You misidentify the spell as another spell entirely, of the GM's choice.

Arcana +9 Expert

Nature +8 Trained

Occultism +7 Trained

Religion +8 Trained

Sabotage◆: Requirements You have a free hand

You subtly damage others' equipment. Choose one item that a creature within your reach wields or carries. The item must have moving parts that you could possibly sabotage (a shortbow could be sabotaged, but a longsword could not). Attempt a Thievery check against the Reflex DC of the creature. Damage dealt by Sabotage can't take the item below its Break Threshold.

Critical Success You deal 16 damage.

Success You deal 8 damage.

Critical Failure Temporarily immune to your Sabotage for 1 day.

Terrain Stalker: While undetected by all non-allies in underbrush, you can Sneak without attempting a Stealth check as long as you move no more than 5 feet and do not move within 10 feet of an enemy at any point during your movement. This also allows you to automatically approach creatures to within 15 feet while Avoiding Notice during exploration as long as they aren't actively Searching or on guard.

Trap Finder: You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps.

Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap.

You can disable traps that require a proficiency rank of master in Thievery.

Twin Feint◆◆: Requirements You are wielding two melee weapons, each in a different hand. You make a dazzling series of attacks with both weapons, using the first attack to throw your foe off guard against a second attack at a different angle. Make one Strike with each of your two melee weapons, both against the same target. The target is automatically flat-footed against the second attack. Apply your multiple attack penalty to the Strikes normally.

Fluff Fang

2nd level spells

invisibility◆◆: Range touch, duration 10 minutes. Target becomes invisible. This makes it undetected to all creatures. If the target uses a hostile action, the spell ends after that hostile action is completed.

mirror image◆◆: Duration 1 minute. Three illusory images of you 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 of you. If an attack roll fails to hit your AC but doesn't critically fail, it destroys an image but has no additional effect. If an attack roll is a critical success and would hit one of the images, one of the images is destroyed and the attack roll becomes a success against you. Once all the images are destroyed, the spell ends.

sound burst◆◆: Range 30', area 10' burst. A cacophonous noise blasts out, dealing 2d10 sonic damage. Each creature must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage, is deafened for 1 minute, and is stunned 1.

soothe◆◆: Range 30'. Duration 1 minute. The target regains 2d10+8 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

1st level spells

command◆◆: Range 30'. Duration: until the end of the target's next turn. You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.

Success The creature is unaffected.

Failure For the first action on its next turn, the creature must use a single action to do as you command.

Critical Failure The target must use all its actions on its next turn to obey your command.

soothe◆◆: Range 30'. Duration 1 minute. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

true strike◆: 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 the attack 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.

unseen servant◆◆: Range 60'. Duration Sustained. You summon an unseen servant (see the sidebar), which you can command as part of Sustaining the Spell. It serves you until its Hit Points are reduced to 0, at which point the spell ends, or until you stop Sustaining the Spell. The unseen servant gains the summoned trait.

Unseen Servant Creature -1
Medium Mindless

Perception +0; darkvision

Languages — (understands its creator)

Skills Stealth +8

Str -4, Dex +2, Con +0, Int -5, Wis +0, Cha +0

Invisible An unseen servant is invisible, though it normally doesn't Sneak, so it is usually only hidden.

AC 13; Fort +0, Ref +4, Will +0 HP 4; Immunities disease, mental, non-magical attacks, paralysis, poison, precision, unconscious; Resistances all damage 5 (except force or ghost touch)

Speed fly 30 feet

Force Body An unseen servant's physical body is made of force. It can't use attack actions. It can move and use Interact actions to do things such as fetch objects, open unstuck or unlocked doors, hold chairs, and clean. It can't pass through solid objects.

Cantrips

ghost sound◆◆: Range 30' Duration sustained. You create an auditory illusion of simple sounds that has a maximum volume equal to four normal humans shouting. The sounds emanate from a square you designate within range. You can't create intelligible words or other intricate sounds (such as music).

light◆◆: Range touch, target one item of 1 bulk or less. Duration: Until your next daily preparations. The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the light spell on the first object ends.

mage hand◆◆: Range 30', duration sustained, target one unattended object of light bulk or less. You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly up to 20 feet. Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet.

message◆: Range 120' 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.

telekinetic projectile◆◆: Range 30. Spell attack to hurl a loose, unattended object of 1 bulk or less at the target doing 2d6+4 damage. Depending on the object hurled it can do Bludgeoning, Piercing or Slashing damage. On a critical success it does double damage.

Bard Composition Spells 2 Focus Points

counter performance☉: Trigger You or an ally within 60 feet rolls a saving throw against an auditory or visual effect. Area 60-foot emanation Your performance protects you and your allies. Roll a Performance check for a type you know: an auditory performance if the trigger was auditory, or a visual one for a visual trigger. You and allies in the area can use the better result between your Performance check and the saving throw.

lingering composition◇: You add a flourish to your composition to extend its benefits. If your next action is to cast a cantrip composition with a duration of 1 round, attempt a DC 19 Performance check. The effect depends on the result of your check.

Critical Success The composition lasts 4 rounds.

Success The composition lasts 3 rounds.

Failure The composition lasts 1 round, but you don't spend the Focus Point for casting this spell.

Bardic Composition Cantrips

inspire courage◆: Area 60' emanation, duration 1 round. You inspire yourself and your allies with words or tunes of encouragement. You and all allies in the area gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects.

Other abilities:

Harmlessly Cute You gain a +1 circumstance bonus to initiative checks when you roll Deception for initiative.

Shameless Request You can downplay the consequences or outrageousness of your requests using sheer brazenness and charm. When you Request something, you reduce any DC increases for making an outrageous request by 2, and if you roll a critical failure for your Request, you get a failure instead.

Feather Step You can Step into difficult terrain.