

Casting Disciplines

Using Casting Disciplines

Casting Disciplines are made up of drawbacks, boons, magical traditions, and casting abilities.

Drawbacks represent restrictions and methodologies used by a casting discipline, while boons represent that discipline's particular strengths. Casting abilities determine what ability magic-users of that tradition use when determining the strength of their magic (usually Intelligence, Wisdom, or Charisma).

Magical Traditions and Casting Abilities

The first step of creating a Discipline is choosing a Casting Ability (Intelligence, Wisdom or Charisma) and a Magical Tradition (Occult, Arcane, Divine or Primal). Casters may gain access to other Ability options depending on their choice of Boons.

Drawbacks

Do magic-users of this particular discipline need to gesture to invoke magic? Must they speak in a resounding voice? Do they require a special magical focus or magical components, or does their magic only affect animals? If the answer to any of these or other, similar questions is 'yes', then that casting discipline would make use of a drawback. Drawbacks are divided between General Drawbacks and Sphere-Specific Drawbacks. General Drawbacks can only be chosen at character creation, and are required in order to "buy" Boons. Sphere-Specific Drawbacks can be chosen whenever a character gains access to a specific Sphere and allows them to learn a greater amount of Talents in exchange.

Boons

Boons are the opposite of Drawbacks, adding bonuses to a casters magic instead of limitations

Boons are 'purchased' through General Drawbacks; a caster must possess 2 General Drawbacks for each Boon gained. Any unspent Drawbacks instead grant the caster bonus spell points, according to the table below.

Number of Drawbacks	Spell Points gained
1	+1, +1 per 6 maximum Spell Points
2	+1, +1 per 3 maximum Spell Points
3	+1, +1 per 2 maximum Spell Points
4	+1, +1 per 1.5 maximum Spell Points
5	+1 per maximum Spell Point

Do not consider the number of Spell Points gained from unspent Drawbacks when calculating a caster's maximum Spell Points.

Drawbacks

General Drawbacks

Area Bound

You are mystically bonded to a single notable location such as a cave, large tree, spring, a magical laboratory or prominent stone formation and draw your magic from it. You must remain within a number of miles equal to your level to cast spells normally. Casting spells outside of this area requires you to succeed at check using your spell attack modifier against a standard difficulty DC for your level. Failure means your casting is Disrupted.

You may bond to a new area of similar type as an 8-hour activity.

Body Conduit

Your magic is bound to your body, reducing its reach. Spells targeting creatures have their range reduced to 5ft, and spells affecting an area always originate from you. You may take this drawback a second time, making all your Spells only capable of targeting yourself.

Body Conduit counts as two drawbacks when determining Boons you take.

Center of Power

You have an obvious physical feature which is the source of your magical power. Whenever you cast, any creature observing you can clearly see that your magic originates from your center of power.

If an attack critically succeeds against you, your center of power is disrupted causing you to lose 1 Spell Point and be Stunned 1.

Consciousness Linked

Your spells require constant conscious manifestation. If at any moment you are unable to take actions (such as from the Unconscious or Stunned conditions), all your spells with a duration end.

Coy Caster

Your magic is fickle, or perhaps you are simply possessed of performance anxiety. If you attempt to cast a spell while Observed by any creature, you must succeed at a check against a standard difficulty DC for your level using your spell attack modifier or have your spell disrupted. If you're unaware any creature is observing you, you may still cast spells normally.

Draining Magic

Using magic saps your lifeforce. Whenever you spend Spell Points you lose an equal amount of Hit Points. The amount of Hit Points lost increases to 2 per Spell Point at 5th level, 3 at 9th level, 4 at 13th level and 5 at 17th level.

Emotional Caster

Your magic requires a heightened state of mind to function. You are unable to cast spells when subject to any hostile Mental or Emotion effect.

Extended Casting

Your magic takes longer to use than normal. Increase the amount of actions necessary to cast any spell by 1. If a spell already requires 3 actions to cast, increase it's casting time to 1 minute. You cannot cast spells as reactions or free actions.

This drawback counts as 2 drawbacks when determining the amount of Boons you can take.

You may take this drawback a second time, increasing the casting time of all your spells to 1 minute unless higher.

Focus Casting

Your spells require a specific item to be cast, like a wand, ring, staff or holy symbol. The item must be either held in one hand or Invested as a worn magical item.

Using magic without your Focus requires you to succeed at a hard difficulty DC check for your level using your spell attack modifier.

You may not select this drawback if you already chose Galvanize

Galvanized

Your magic is integrated in your fighting abilities. To cast or sustain any spells, you must be wielding a martial or advanced weapon you are trained with. The weapon must have at least some metal component and cannot be currently Broken.

You may not select this drawback if you already chose Focus Casting

Magical Signs

Your magic is accompanied by tell-tale signs; for example, your body glows brightly, the sound of tortured souls shriek as you cast, a deep chill affects all nearby creatures, etc.

Using magic automatically makes you Observed, and any creatures within 60ft are able to immediately identify your magic as long as they're trained in the corresponding skill.

Narcoleptic Casting

Your magic has a pacifying effect that can lull you to sleep. At the end of any round in which you spent at least 1 Spell Point you must succeed at a Fortitude save against your Spellcasting DC. Failure means you fall unconscious but remain standing and don't drop your items. Creatures immune to sleep cannot select Narcoleptic Casting.

This Drawback counts as 2 when determining the amount of Boons you can select.

Skilled Casting

Your magic must be created by singing, drawing or performing some other activity. Choose Performance or Crafting when you select this Drawback. Whenever you attempt to cast a spell, you must succeed at a check with the chosen skill against a standard DC for your level. On a failed check, the action is disrupted but no resources (like spell points) are spent. Resources are spent on a critical failure.

Somatic Casting

Your spells require you to gesture freely. You need at least one free hand in order to cast any spells.

Verbal Casting

You must speak in a loud, clear voice in order to cast your spells. You cannot cast spells if you are unable to speak clearly.

Wild Magic

Whenever you spend at least 1 Spell Points, attempt a DC5 Flat check, rolling on the Wild Magic Table on a failure.

Boons

Boons

Bane Spells

Your magic is particularly effective against a specific type of creature.

Choose one of the following: Aberration, Animal and Beast, Dragon, Construct, Celestial, Elemental, Fey, Fiend, Fungus and Plant, Monitor, Ooze, or Undead.

Creatures with that trait have a -1 circumstance penalty on all saves against your spells and you gain a +1 circumstance bonus on all spell attacks against them.

Deathful Magic

Your magic grows stronger when you are close to death. While at half Hit Points or lower, you receive a +1 status bonus to your spell attack modifier and spellcasting DC.

Ease of Focus

Magic you cast is easier to maintain. Once per hour, you can Sustain as a free action.

Fortitude Magic

You may use Constitution as your spellcasting ability.

Magical Inoculation

Exposure to your own magic made you more resilient to it. You have a +1 circumstance bonus to your saves against magical effects of the same traditions as yours (Arcane, Divine, Occult, or Primal). If you have master proficiency in spell DC, this bonus increases to +2.

Master's Magic

Spells you cast naturally reach out to your companions. Whenever you cast a spell targeting a Minion, double its range. If the spell has a range of touch, increase it to 30ft.

Metamagic Expert

You're particularly adept at applying spellshapes to your magic. Once per hour, you may reduce the action cost of a Spellshape action by 1. If reduced to a cost of 0 actions, a Spellshape can be used as a free action.

Ritual Safeguard

Your magic can subtly aid you when performing rituals. When attempting a check to determine the result of a ritual, you may spend up to 3 Spell Points to gain a status bonus equal to the amount spent.

Solvent Magic

Your magic has enhanced dispelling properties. You gain a +1 circumstance bonus to any counteract checks using your spells, and attempts to counteract your spells are made at a -1 circumstance penalty. If you have master proficiency in spell DC, the bonus and penalty increases to +2 and -2 respectively.

Talented Caster

Select an additional Sphere Talent when you take this Boon, and when you reach 9th and 17th level. This boon cannot be acquired through features that grant temporary access to a boon.

Class Adjustments

Initial Spell Points

Some features related to spell slots are incompatible with the Spheres system. That is considered when determining the amount of total Spell Points some classes have

Focus Spells

Focus points and spells are a separate system from Spell Points and function the same as they do originally

Staves

Staves gain an amount of Charges equal to half the level of the caster who invested it. They can be used to cast their spells as usual.

Global Feats

Counterspell (Feat 1) [Reaction]

Trigger: a creature uses a Magical effect you're able to counteract with any one of your Sphere effects or Talents

Frequency: once per minute

You spend 1 Spell Point to immediately use your counteracting effect. The effect used for Counterspell must be able to target the creature using the triggering effect, the effect itself, or a creature being targeted by the effect.

Sphere Expansion (Feat 2)

Study broadens your range of spells.

You gain an additional Sphere Talent.

Advanced Talent Expansion (Feat 8)

Prerequisites: Sphere Expansion

You gain two additional Sphere Talents

Special: You can take this feat multiple times

Wizard

Wizard Spell Table

Level	Max SP	Total Talents
1	6	3
2	7	4
3	8	5
4	9	6
5	11	7
6	12	8
7	13	9
8	14	10
9	15	11
10	18	12
11	19	13
12	20	14
13	21	15
14	22	16
15	24	17
16	25	18
17	26	19
18	27	20
19	28	21
20	30	22

Wizard Schools

The choice of School determines only what Focus Spells you gain, their extra spell slots are already factored in the base Wizard Spell Point table.

Arcane Thesis

Some Thesis options work specifically with prepared spell slots and thus are incompatible with the Spheres system.

Improved Familiar Attunement and Experimental Spellshaping function as usual. Spell Blending and Spell Substitution cannot be taken. Staff Nexus has the following changes:

Staff Nexus (Arcane Thesis)

You begin play with a makeshift staff that contains one cantrip and one Rank1 spell of your choice. When preparing your staff you can spend Spell Points to grant it additional charges equal to double the amount spent, up to a total amount of charges equal to your level.

There are the following new options Arcane Thesis

Sphere Experimentation (Arcane Thesis)

During your daily preparations you can pick one talent from any Sphere you already have access to, you gain that talent until your next daily preparations.

Flexible Discipline

During your daily preparations, select one Boon to add to your Casting Discipline, you gain that Boon until your next daily preparations.

Cleric

Cleric Spell Table

Level	Max SP	Total Talents
1	5	2
2	6	3
3	7	4
4	8	5
5	9	5
6	10	6
7	11	7
8	12	8
9	13	8
10	15	9
11	16	10
12	17	11
13	18	11
14	19	12
15	20	13
16	21	14
17	22	14
18	23	15
19	24	16
20	26	17

Divine Font

You have a pool of 4 Spell Points that can only be used for one specific Sphere determined by the options from your Deity.

Level (+2): The pool increases by 1 Spell Point.

Harm and Heal

Whenever a specific Feat refers to the Harm or Heal spell, they affect Cure and Ghost Strike respectively.

Magus and Summoner

Magus and Summoner Spell Table

Level	Max SP	Total Talents
1	1	2
2	2	2
3	3	3
4	4	3
5	5	4
6	6	4
7	7	5
8	8	5
9	9	6
10	10	6
11	10	7
12	10	7
13	10	8
14	10	8
15	12	9
16	12	9
17	12	10
18	12	10
19	12	11
20	14	11

Sorcerer

Sorcerer Spell Table

Level	Max SP	Total Talents
1	6	3
2	7	4
3	8	5
4	9	6
5	11	7
6	12	8
7	13	9
8	14	10
9	15	11
10	18	12
11	19	13
12	20	14
13	21	15
14	22	16
15	24	17
16	25	18
17	26	19
18	27	20
19	28	21
20	30	22

Blood Magic and Sorcerous Potency

When choosing your Bloodline, define a specific Sphere that is tied to it. Whenever you spend at least 1 Spell Point on an effect from that Sphere, you may activate your Blood Magic

When the numerical effect of a Blood Magic or Sorcerous Potency is determined by the rank of a spell, change it to “double the amount of Spell Points spent to cast it”

Flexible Blood Magic (Feat 4)

You discover new ways to manifest the power of your Bloodline. Select an additional Sphere to apply the effects of your Blood Magic.

Casting Archetypes

Dedication Feats

When acquiring a dedication feat for a class that would grant you spellcasting, instead of learning cantrips you increase your Spell Points to 1 and are granted one Sphere Talent of your choice.

Basic Spellcasting Benefits

Increase your Spell Points to a maximum of 4 and unlock a Sphere Talent of your choice. At 8th level, you unlock an additional Talent.

Expert Spellcasting Benefits

Increase your Spell Points to a maximum of 7 and unlock a Sphere Talent of your choice. At 16th level, unlock an additional Talent.

Master Spellcasting Benefits

Increase your Spell Points to a maximum of 10 and unlock a Sphere Talent of your choice. At 20th level, unlock an additional Talent.

Additional Feats

All spellcasting archetypes can choose the Sphere Expansion Feat at 4th level and Advanced Talent Expansion at 10th level.

Spheres

Spheres and Talents

Whenever you gain a sphere talent you may use it to either “unlock” a new Sphere, gaining access to its Base Features, or learn a specific Talent from that Sphere.

Talents can grant benefits to already existing features or unlock new features altogether.

Destruction

Destruction Sphere

Base Features

Destructive Blast [2 Actions]

(Force, Concentrate, Manipulate)

Range: 60ft

Target: 1 creature or object

You deliver a burst of magical energy. Make a ranged spell attack roll against the target's AC. Dealing 2d6 damage on a hit.

You may spend 1 Spell Point to increase the amount dealt by 1d6. You cannot increase the damage this way more than once.

Level (+2): Increase the initial and additional damage by 1d6

Blast Type and Shape

Whenever you cast a Destructive Blast you may apply one (blast type) and one (blast shape) you possess.

Applying a (blast type) feat that changes the damage type of a blast means it loses the Force trait unless that (blast type) also has the Force trait.

Destruction Talents

Destruction Talents

Admixture [1Action]

(Spellshape)

If your next action is to cast a Destructive Blast, you may apply two (blast type) talents to it. The resultant blast is divided equally between both types and any additional effects are applied simultaneously. If the (blast type) talents have different damage dice, use whichever is higher.

You may spend 1 Spell Point to use Admixture as a free action.

Clinging Blast [1Action]

(Spellshape)

If your next action is to cast a Destructive Blast, it deals an additional amount of persistent damage on a hit equal to the number of damage dice it deals (A blast dealing 3d6 damage would deal 3 persistent damage). The damage type is the same as the blast.

You may spend a Spell Point to use Clinging Blast as a free action.

Demolition

Your Destructive Blasts ignore an amount of Hardness equal to your level.

Nonlethal Blasts

When casting a Destructive Blast you may choose to make all its damage nonlethal.

Epicenter

You are immune to all effects and damage from your own Destructive Blasts.

Extended Destruction

The range of your Destructive Blasts increases to 100ft.

Focused Blast

When making a Destructive Blast unaltered by a (blast shape) feat, you gain a status bonus to its damage equal to the number of damage dice.

Selective Blast

When making a Destructive Blast you may choose one creature to be immune to its damage. You may spend 1 Spell Point to increase the number of creatures to a number equal to your spellcasting ability.

Blast Shape

Blast Shape Talents

Blast Trap (shape)

You may place a Destructive Blast on an adjacent 5-foot square surface. Any creature who enters that square is affected by the blast with a basic reflex save. A Blast Trap lasts for 1 hour. The Perception and Thievery DC for detecting or disarming your Blast Trap is equal to your Spell DC. You can only have one Blast Trap placed at a time.

Chain Blast (shape)

You may spend 1 Spell Point to arc your Destructive Blast between multiple creatures. If a Chain Blast successfully hits a target, attempt a new attack roll against another target within 30ft. The blasts all use your current multiple attack penalty. You may target a maximum number of creatures equal to your spellcasting ability.

Energy Bomb (shape)

(Instill)

When casting a Destructive Blast you may instead store it inside a small container of liquid. The container becomes a magical item that can be activated as a 2 action interact activity to throw it anywhere within 60ft, causing the Energy Bomb to explode in a 5-foot burst causing the effects of your Destructive Blast.

An instilled item remains potent until you make your next daily preparations.

Energy Sphere (shape)

You may spend 2 Spell Points to shape your Blast into a sphere that fills a 5-foot square. Any creature starting its turn adjacent or sharing the space of the sphere is dealt damage from your Destructive Blast (basic reflex save).

The sphere has a duration of sustained (up to 1 minute). When you Sustain the sphere you may move it up to 30ft in any direction.

Energy Wall (shape)

You may spend 2 Spell Points to shape your Blast into a 5ft thick wall in a straight line up to 20ft high and 30ft long or a hemisphere with a radius of up to 10ft. Any creature inside the wall or that crosses it is affected by your Destructive Blast with a basic reflex save.

The wall lasts for 1 minute.

Explosive Orb (shape)

Your destructive blast can be shaped into an explosion filling a 5ft square. You can spend 1 Spell Point to instead shape it into a 20ft burst. Targets inside the Orb are affected by your Blast with a basic reflex save.

Retributive Blast (shape) [Reaction]

Trigger: A creature within your reach misses you with an attack roll

You spend 1 Spell Point to affect the creature with your Destructive Blast (basic reflex save).

The damage of this blast cannot be increased by spending a Spell Point.

Sculpt Blast (shape)

You may spend 1 Spell Point to shape your blast into a 15ft emanation, a 60ft line or a 30ft cone. Creatures inside the area are affected by your Blast with a basic reflex save.

Blast Type

Blast Type Feats

Acid Blast (type)

(Acid)

The Destructive Blast deals acid damage. Any creature hit by the attack or that fails its saving throw takes persistent acid damage equal to the amount of damage dice dealt by the Blast.

Adhesive Blast (type)

(Acid)

You transmute your blast into a sticky sap. The Blast deals acid damage and any creature hit by it or that fails its save takes a -5ft-foot circumstance penalty to its speed for 1 round. Creatures critically hit or that critically fail their save are immobilized by 1 round. An affected creature can attempt to Escape your Adhesive Blast.

Air Blast (type)

(Air)

The Destructive Blast becomes a burst of wind, dealing bludgeoning damage. Creatures hit by Air Blast or that fail their save against it are pushed 10ft directly away from you, 20ft on a critical hit or critically failed saving throw. If the Air Blast affects an area creatures are instead pushed directly away from the center of the area.

Battering Blast (type)

(Earth)

Your Blast becomes a hail of stones, dealing bludgeoning damage. Creatures critically hit by it or that critically fail their saves are knocked prone.

Blinding Blast (type)

(Light, Force)

You can spend 1 Spell Point to cast your Blast as a blinding light, dealing force damage. Creatures that are hit by the Blast or fail their saving throw must attempt a Fortitude save, being Blinded for 1 round on a failure.

Blooming Blast (type)

(Wood, Vitality)

You blast your target with life energy, dealing vitality damage. Living creatures are unaffected by Blooming Blast unless you spend 1 Spell Point to allow it to infuse them with vitality, granting them temporary hit points equal to the damage the Blast would deal. These temporary hit points last for 1 minute.

Willing creatures can choose to automatically fail their save against Blooming Blast, or to improve its attack roll against them by one degree.

Brine Blast (type)

(Water)

Your blasts manifest as exploding bubbles of seawater, dealing bludgeoning damage. Creatures that are hit or fail their save against Brine Blast become dazzled for 1 round.

Crystal Blast (type)

(Earth)

Your destructive blast becomes an explosion of spreading crystal. Crystal Blast deals piercing damage and its damage die is decreased to d4. Any creature hit by it must succeed at a Reflex save or become Immobilized on a failure (Restrained on a critical failure) until it Escapes. Any area affected by a Crystal Blast becomes difficult terrain

Drowning Blast (type)

(Water)

You can spend 1 Spell Point to turn your blast into a stream of murky water that disorients your foes, dealing bludgeoning damage. Creatures that are hit or fail their save against Drowning Blast must attempt a Fortitude save, becoming Sickened 2 on a failure and Sickened 3 on a critical failure.

Electric Blast (type)

(Electricity)

Your blast manifests as a shocking current that deals Electricity damage. Creatures wearing metal or primarily made of metal have a -1 circumstance penalty on their saves against Electric Blast, and your attack rolls have a +1 circumstance penalty against them.

Exploding Blast (type)

(Fire)

You form a Blast from intense heat, dealing fire damage. The damage die from Exploding Blast is increased to d8.

Fire Blast (type)

(Fire)

Your Destructive Blast deals fire damage. Creatures hit by it or that fail their saving throws take an amount of persistent fire damage equal to the number of damage dice.

Frost Blast (type)

(Cold)

Your Destructive Blast deals cold damage. Creatures hit by it or that fail their save against it must attempt a Fortitude save, becoming Clumsy 1 for 1 round on a failure, or Clumsy 2 on a critical failure.

Freezing Blast (type)

(Cold)

You may spend 1 Spell Point to conjure your Blast as freezing energy. Creatures hit by it or that fail their save against it must attempt a Fortitude save, becoming Slowed 1 for a round on a failure, or Slowed 1 for a minute on a critical failure.

Gale Blast (type)

(Air)

You may create your Blast as cutting winds that deal slashing damage. Gale Blast has a damage die of d4. Creatures hit by it or that fail their save against it become off-guard for 1 round. Creatures critically hit or that critically fail their save against it fall prone.

Gloom Blast (type)

(Void, Darkness)

The Blast deals void damage. Creatures critically hit or that critically fail their save against Gloom Blast become Drained 1, or increase their Drained value by 1 if already Drained.

Hellfire Blast (type)

(Unholy, Fire, Spirit)

Your Blast is created from profane flames, dealing either spirit or fire damage, whichever would be more detrimental to each target.

Holy Blast (type)

(Holy, Spirit)

Your Blast deals Spirit damage, and its damage die becomes a d4. If damaging an Unholy creature the damage die becomes d8 instead.

Mana Syphon (type)

(Force)

You can cause your blast to sap the magic energy from your target. A Mana Syphon deals force damage with a d4 die. Creatures hit by a Mana Syphon or that fail their save against it must attempt a Fortitude save, losing 1 Spell Point on a Failure.

Level (+4): The amount of Spell Points lost increases by 1

Metal Blast (type)

(Metal)

Your Blast is forged from malleable metal. When casting a Metal Blast you may choose to deal slashing, piercing, or bludgeoning damage.

Nether Blast (type)

(Void, Fear, Emotion)

You can spend 1 Spell Point to form your Blast from anti-life, dealing Void damage.

Creatures hit by it or that fail their save become Frightened 1, or Frightened 2 if critically hit or critically failing their save.

Radiant Blast (type)

(Light, Force)

Your blast is formed from shining energy, dealing force damage. Creatures critically hit or that critically fail their save become Blinded for 1 round. A creature can use an interact action to remove this blindness.

Reverberating Blast (type)

(Sound)

Your blast deals sonic damage and can travel through matter. Reverberating Blast ignores any circumstance bonus to AC from cover or shields.

Resounding Blast (Type)

(Sound)

You may spend 1 Spell Point to create a Blast of deafening sound. Creatures hit by your blast or that fail their save against it must attempt a Fortitude save, becoming Deafened for 1 minute on a failure and Stunned 1 on a critical failure.

Shining Blast (type)

(Holy, Force, Light)

You blast your foes with heavenly light, dealing force damage. Shining Blast ignores flat checks to target Concealed creatures and treats Hidden creatures as Concealed. After casting Shining Blast you may Point Out one creature damaged by it as a free action.

Static Blast (type)

(Electricity)

You may spend 1 Spell Point to have your Blast deal electricity damage. Creatures hit by Static Blast or that fail their save against it must attempt a Fortitude save, dropping the items they're holding on a failure, and additionally falling Prone on a critical failure.

Shrapnel Blast (type)

(Metal)

You can spend 1 Spell Point to Blast your targets with sharp metal, dealing slashing damage. Creatures damaged by Shrapnel Blast take 1d4 persistent bleed damage, and suffer a -10ft status penalty to speed while the persistent bleed damage lasts.

Level (+2): Increase the amount of persistent bleed damage by 1d4

Spore Blast (type)

(Wood, Poison)

You Blast your target with dizzying spores, dealing poison damage. Creatures hit or that fail their save against Spore Blast must succeed at a Fortitude save, becoming Stupefied 1 on a failure or Stupefied 2 on a critical failure.

Unholy Blast (type)

(Unholy, Spirit)

Your Blast deals spirit damage, and its damage die becomes a d4. If damaging a Holy creature, its damage die becomes a d8 instead.

Life

Life Sphere

Base Features

Cure [2 Actions]

(Vitality, Healing, Manipulation, Concentrate)

Range: touch

Target: 1 creature

You spend 1 Spell Point and restore an amount of Hit Points to the creature equal to 1d6 + your spellcasting modifier. Undead creatures instead take that amount of vitality damage with a basic Fortitude save.

You can spend 1 additional Spell Point to double the amount of healing dice as long as Cure is affecting only a single creature.

Level (+3): Increase the amount of healing by 1d6

Restore [2 actions]

(Vitality, Healing, Manipulation, Concentrate)

Range: touch

Target: 1 creature

You spend 1 Spell point and attempt to restore a target's health.

Choose one of the following:

-Restore Body-

Attempt to counteract an effect imposing the Dazzled, Clumsy, Sickened, or Enfeebled condition.

-Restore Mind-

Attempt to counteract an effect imposing the Frightened or Stupefied condition

You cannot use Restore to counteract afflictions.

Invigorate [1 Action]

(Vitality, Manipulate)

Range: touch

Target: 1 creature

Duration: 1 round

You grant a creature increased endurance. The target gains temporary Hit Points equal to your level. You may spend 1 Spell Point to increase the duration to 1 minute

Cure Talents

Talents with (cure) increase the amount of healing done by your Cure feature, among other effects. Damage dealt by Cure to undead targets (or through the Ailment Talent) does not increase.

Vigor Talents

Talents with (vigor) are benefits a caster can grant to any target affected by any of their Life Sphere Talents. (Vigor) Talents always have a duration of 1 minute and end immediately if the target takes any damage.

A creature can only benefit from one (vigor) effect at a time.

Life Talents

Adrenaline Surge

When using a Life Sphere Talent on a creature other than yourself, you may spend 1 Spell Point to also grant them an Adrenaline Surge. The creature may Stride, Strike, Step or Escape as a reaction triggered by the Adrenaline Surge.

You may use this ability on multiple allies at a time by spending an additional Spell Point.

Ailment

(Disease)

When using Cure you may invert its properties to harm the living. Cure becomes a Void effect and deals void damage to living creatures for the same amount it heals.

When using Restore, you may inflict conditions rather than remove them. A creature targeted by this Ailment must attempt a Fortitude save, becoming Enfeebled 1 for 1 round on a success, Enfeebled 2 for 1 minute on a failure, or Enfeebled 3 for 1 hour on a critical failure.

If you possess certain other Talents, you can change the effect of Restore (Ailment), as outlined below:

- If you possess Restore Movement, the target is Clumsy 1 for a round on a success, Clumsy 1 with a 10ft status penalty to speed for 1 minute on a failure, and Clumsy 2 with a 15ft status penalty to speed for a minute on a critical failure.
- If you possess Restore Senses, the target is Confused for 1 round on a failure, and Confused for 1 minute on a critical failure.
- If you possess Restore Health, the target is Drained 1 on a success, Drained 2 on a failure, or Drained 3 on a critical failure.

Break Enchantment

As a special application of Restore, you may spend an additional Spell Point to attempt to counteract any magical effects on a living creature. You can choose which effects to target when you use Break Enchantment. You can use this Talent to counteract Curses but not other Afflictions.

Cleanse

Any creature affected by your Cure or Restore can immediately attempt a flat check against persistent damage with the DC reduction from assisted recovery.

Diagnose [1 Action]

(Detection)

You learn of any conditions affecting living creatures inside the range of your Life Sphere abilities.

If you spend 1 Spell Point when casting Diagnose, you learn the details of any conditions and afflictions affecting the creatures, such as whether they have been caused by a spell or the nature of any disease or curse affecting them.

Esoteric Healing

When you use your Life Sphere abilities, you may choose for them to not be Vitality effects. Used this way, they gain the Mental trait and can affect creatures usually immune to Vitality like undead and constructs.

If applied to the Ailment Talent, you can choose for the damage dealt by it to be Vitality, Void, or Mental.

Greater Invigorate

When casting Invigorate, add your spellcasting ability to the amount of temporary Hit Points granted. You can increase the duration when using a Spell Point from 1 minute to 1 hour.

Greater Restore

When using Restore, you may spend an additional Spell Point to choose from two applications instead of just one. You can also select from special applications of Restore like Break Enchantment.

Instill Life [2 Actions]

(Instill)

You touch a small container of liquid and instill a Cure or Restore in it. The container becomes a Potion that can be activated with a 2 action activity.

An instilled liquid remains potent until the next time you make your daily preparations.

Mass Healing

When using Cure, Invigorate, or Restore, you may spend an additional Spell Point to target an additional creature. Each target must be affected by the same application of Cure, Invigorate or Restore.

You may select this Talent a second time, allowing you to use different applications of a spell (like different types of Restore) for different creatures. You may also affect some of the targets with Ailment, if possible.

Level (+3): The amount of additional targets increases by 1

Ranged Healing

The range of your Cure, Invigorate and Restore become 30ft.

Resuscitate

You may spend 3 additional Spell Points to cast Cure on a creature that has died within the last minute, healing it to 1 Hit Point.

Revitalize

You may choose for your Cure to grant fast healing instead of directly healing Hit Points. A creature affected by your Revitalize gains fast healing equal to your level for 1 minute.

Sudden Invigoration [Reaction]

You can spend 1 Spell Point to cast Invigorate as a reaction triggered by a creature taking damage within its range.

Cure Talents

Restore Movement (cure)

The amount healed by your Cure increases by one die step (from a d6 to a d8, d8 to d10...)
As a special application of Restore, you may attempt to counteract an effect causing the creature to be Stunned, Paralyzed, Restrained or Slowed.

Restore Health (cure)

The amount healed by your Cure increases by one die step.
As a special application of Restore, you may attempt to counteract any Poison or Disease affecting the target, as well as any effect causing the target to be Drained or Fatigued.

Restore Senses (cure)

The amount healed by your Cure increases by one die step.
As a special application of Restore, you may attempt to counteract any effect causing the Blinded, Deafened, Confused or Controlled condition.

Vigor Talents

Agressive Vigor (vigor)

Your life magic gives your target feverish strength. This grants the target a +2 status bonus to all damage rolls

Level (+4): Increase the status bonus by 1

Energizing Vigor (vigor)

Your life magic fills the target with energy. This grants the target a +10 status bonus to movement speed.

Sustaining Vigor (vigor)

Your life magic protects the target from further harm. This grants the target a +1 status bonus to AC and saves.

Conjuration

Summon [3 Actions]

(Manipulate, Concentrate, Summon)

Range: 5ft

Duration: sustained for up to 1 minute

Choose one of the following options: Aberration and Ooze, Animal and Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Fungus and Plant, Monitor, Spirit, or Undead.

You can spend 1 Spell Point to summon a creature with that trait and a level of -1.

You may use additional Spell Points to increase the level of creature that can be summoned by 1 per Spell Point, to a maximum of your level-1.

Level (+2): Increase the initial level of your summon by 1

Summoned creatures who cast spells using spell slots cannot cast any spell whose Rank is higher than half your level rounded up.

Conjuration Talents

Conjurer's Familiar

You can apply any of your Conjurament Talents to your Familiar. This does not affect its number of Familiar Abilities. If your familiar dies, you can conjure it back by casting Summon and spending one additional Spell Point.

Explosive Summon

When you Summon a creature, you can spend 1 Spell Point to make it explosive. When a creature affected by this Talent is reduced to 0 hit points, it detonates, dealing 1d4 fire damage per each of its levels in a 10ft burst with a basic Reflex save.

Flexible Conjurer

Choose two additional creature traits from the Summon list. You may Summon creatures with any of the traits you selected.

This Talent can be taken multiple times.

Fortified Summons

Creatures you Summon arrive with temporary Hit Points equal to your level.

Heightened Conjuring

You can spend an additional Spell Point when casting Summon to grant the creature summoned a +1 status bonus to attacks, saves, and AC for 1 minute.

Link

(Mental)

You gain a telepathic link to any creature you Summon. You can communicate as long as you're on the same plane. You can spend 1 Spell Point to see through your Summons' senses for 1 minute.

Mass Conjurament

You can spend 1 Spell Point to Sustain any amount of creatures you Summoned with a single action.

When casting Summon, you can spend 1 Spell Point to immediately Sustain as a free action

Protective Summons

You are considered to have Lesser Cover as long as you're adjacent to any of your summons. You can Take Cover to increase this to Standard Cover.

Improved Commanding

When you Sustain Summon, you may increase the number of actions by 1 to grant your Summon 3 actions for that turn.

Incarnate Summoning

(Incarnate)

You may reduce the initial Spell Point cost of Summon by half (minimum 1) by conjuring a creature in a temporary ephemeral form. The summoned creature has 3 actions for the turn you summon it, but disappears immediately after.

Ranged Summoning

Increase the range of your Summon to 60ft. You may select this Talent additional times, increasing the range by an additional 60ft.

Spell Conduit [1 Action]

(Spellshape)

If your next action is to Cast a Spell, it is cast from the position of any of your Summons.

Dual Conjunction Talents

Blood

Blood Control [2 Actions]

(Manipulate, Concentrate)

Range: 30ft

Target: 1 creature

Duration: Sustained

You establish a link to the blood of the target creature. Unwilling targets can attempt a Fortitude save. Creatures currently taking persistent bleed damage or under half Hit Points suffer a -2 circumstance penalty to saves against Blood Control.

Creatures immune to bleed damage are immune to Blood Control.

Critical Success: The creature is unaffected

Success: Blood Control is established but cannot be sustained

Failure: Blood Control can be sustained for up to 1 minute

Critical Failure: Blood Control can be sustained indefinitely

Once a creature is affected by this feature, you can target it with one (still) or (quicken) effect. Whenever you sustain Blood Control, you may spend 1 Spell Point or 1 additional action to affect the target with an additional (still) or (quicken) effect.

A creature cannot be targeted by (still) *and* (quicken) effects at the same time.

When you gain the Blood Sphere, you gain the following effects:

Bleed (quicken)

You cause the creature to take 1d4 persistent bleed damage with a basic Fortitude save.

Level (+2): The persistent bleed damage increases by 1d4

Coagulate (still)

The target immediately attempts a flat check to remove one source of persistent bleed damage with a decreased DC for particularly effective assistance.

Blood Talent Types

Some Blood Talents are marked with (quicken) or (still), these talents grant additional applications for your Blood Control.

Talents marked (blood art) grant the caster the ability to use magic conjured from their own blood. Damage dealt to yourself by (blood art) Talents cannot be reduced in any way.

Blood Talents

Absorb Blood

Whenever a creature within range of your Blood Control is dealt persistent bleed damage, you may use a Reaction to grant one other creature in range an amount of temporary hit points equal to the bleed damage dealt. These temporary Hit Points last for 1 minute.

Blood Tracking

You are always aware of the location of any creature under your Blood Control, and creatures taking persistent bleed damage inside your Blood Control range cannot be Concealed or Hidden from you.

Complex Control

You can affect a single creature with both (quicken) and (still) effects.

If you possess Greater Blood Control you may apply two effects of either type when using that Talent.

Exsanguinate

You may choose to grant any effect from the Blood Sphere the Death trait.

Creatures reduced to 0 hit points by it die immediately instead of going unconscious.

Eye Bleed

When a creature fails its save against your Bleed (quicken) effect, you may spend 1 Spell Point to make the creature Blinded for 1 round. If the creature critically failed their save this Talent makes the creature Blinded for 1 minute instead.

Greater Blood Control

When applying a (quicken) or (still) effect, you can spend 1 additional Spell Point to apply an additional effect of that type simultaneously.

Hemorrhage

Your Bleed (quicken) damage die is increased to a d6.

Improved Bleed

The DC to end the persistent damage caused by your Bleed (quicken) increases to 17, or 12 with particularly effective assistance.

Mana Bleed [1 Action]

Target: 1 creature under your blood control

Requirement: the creature is taking persistent bleed damage

You forcefully eject mana from that creature. The target loses 1 Spell Point

If you possess Absorb Blood you may grant an equal amount of Temporary Spell Points to a creature within its range. These points last for 1 minute.

Level (+4): Increase the amount of Spell Points lost by 1

Mass Blood Magic

When using a blood art, Blood Control, or a (quicken) or (still) effect, you may spend 1 additional Spell Point to target 1 additional creature at the same time.

Level (+2): Increase the additional number of targets by 1

Ranged Blood Magic

Increase the range of your blood arts and Blood Control by 60ft. You may select this Talent multiple times.

Self Control

You are always considered under the effect of your own Blood Control, allowing you to Sustain it to use a (quicken) or (still) ability on yourself directly.

Blood Control

Blood Puppet (quicken)

(Incapacitation)

You may spend 1 Spell Point to use Blood Control to take over the target's body.

A Creature affected by Blood Puppet must make a Fortitude save.

Critical Success: the target is unaffected

Success: during the target's next turn you may control the first action it takes

Failure: you may control the first action the target takes each turn for the duration of your Blood Control

Critical Failure: the target is Controlled by you for 1 round, then suffers the effect of a failure for the duration of your Blood Control.

A target affected by Blood Puppet can only be directed to do the following action:

- Strike an adjacent creature other than itself
- Stride
- Step
- Fall Prone

Cardiovascular Mastery (quicken, still)

When a willing creature under your Blood Control would be reduced to 0 Hit Points you may as reaction spend 1 Spell Point to have them reduced to 1 Hit Point instead. A creature targeted by this effect becomes Wounded 1 or increases its Wounded value by 1.

As a (quicken) effect you may enhance the creature's circulation, making it Quickened 1 for the duration of your Blood Control, to a maximum of 1 minute. The target can use the additional action to Strike or Stride. A creature Quickened by this effect has a +10ft status bonus to speed. When the effect of Cardiovascular Mastery (quicken) ends for a creature, it becomes fatigued for 1 minute.

As a (still) effect you may spend 1 Spell Point to temporarily halt the blood flow of a creature in order to paralyze it. This effect has the Incapacitation trait

The target attempts a Fortitude save.

Critical Success: the target is unaffected

Success: the target is Stunned 1

Failure: the target is Paralyzed for 1 round

Critical Failure: the target is Paralyzed for the duration of your Blood Control. It may attempt a Fortitude save at the end of its turns, ending this effect on a success.

Manipulate Health (quicken, still)

You are always aware of any conditions affecting a creature under your Blood Control, granting you a +2 circumstance bonus to Medicine checks to Recall Knowledge and Treat Poison affecting the target.

As a free action, you may ascertain if any creature under your Blood Control has their Hit Points above, at, or below half.

You are able to delay or accelerate the spread of diseases and poisons.

As a (quicken) effect, you may force a creature to attempt a save for an ongoing Disease or Poison affliction currently affecting them. You can choose to grant the creature a +2 circumstance bonus or -2 circumstance penalty on its save.

As a (still) effect, you halt the progression of an ongoing Disease or Poison affliction, the condition ignores the time they're under your Blood Control for the purposes of onset and duration of those afflictions.

Migraine (quicken)

You spend 1 Spell Point to send a rush of blood to the target's brain, causing intense headaches. The affected creature must attempt a Fortitude save.

Critical Success: the target is unaffected

Success: the target is Sickened 1

Failure: the target is Sickened 2

Critical Failure: the target is Sickened 3 and Stunned 1

Numbness (still)

You may cut the flow of blood to parts of a creature's body, making fine manipulation and coordination difficult. The target must attempt a Fortitude Save.

Critical Success: the target is unaffected

Success: the target is Clumsy 1 for 1 round

Failure: the target is Clumsy 2 for the duration of your Blood Control

Critical Failure: the target is Clumsy 3 for the duration of your Blood Control

If you spend 1 additional Spell Point when casting Numbness, you may force the creature to attempt a DC10 flat check whenever taking a Manipulate action, having the action disrupted on a failure. This lasts as long as the creature is affected by Numbness.

Vertigo (still)

You may lower the target's circulation causing dizziness and disorientation.

The target must attempt a Fortitude save.

Critical Success: the target is unaffected

Success: the target is off-guard for 1 round

Failure: the target is off-guard for the duration of your Blood Control

Critical Failure: the target is Prone and then off-guard for the duration of your Blood Control

You may spend 1 additional Spell Point when casting Vertigo to force the target creature to treat any space as Difficult Terrain while it's affected by Vertigo.

Blood Arts

Bloodbind (blood art) [2 Actions]

Range: 30ft

Target: 1 creature

Duration: sustained for up to 1 minute

You spend 1 Spell Point to entwine your health to the target creature, using yourself as an effigy to channel harm into it. Whenever you take any amount of damage the target must attempt a Fortitude save.

Critical Success: The creature is unaffected, and cannot be damaged by Bloodbind until the start of your next turn.

Success: The creature is unaffected.

Failure: The creature takes half the damage you took, applying any immunity, resistances or weaknesses.

Critical Failure: As failure but the target takes the full damage you took

Blood Rebuff (blood art) [Reaction]

Trigger: a creature deals piercing, slashing, or persistent bleed damage to you

Range: 30ft

Target: the triggering creature

You immediately counter the attack using your own blood as a weapon. Increase the amount of damage you take by 1d4 and deal 3d4 piercing or slashing damage to the target with a basic Reflex save.

If your Hit Points are at half your maximum or lower, increase the die of the damage dealt to the target to d6s

Level (+4): Increase the damage taken by 1d4 and the damage dealt by 2d4

Gory Armaments (blood art) [1 Action]

Duration: 1 hour

You take an amount of damage equal to your level to conjure a weapon forged from your own blood. You must have at least trained proficiency with the weapon, and it becomes +1 Striking Shifting.

Ranged Weapons created with Gory Armaments do not require external ammunition, but must be reloaded with the usual amount of actions.

You may spend 1 Spell Point to cast Gory Armaments as a free action.

Level 11: The weapon is +2 Greater Striking Wounding Shifting

Level 17: The weapon is +3 Major Striking Wound Shifting Bloodthirsty

Martyr's Tithings (blood art) [2 Actions]

(Healing)

Range: 30ft

Target: 1 other creature

Duration: 1 minute

You infuse another creature with a piece of your vitality. You take an amount of damage equal to your level and grant the target creature temporary Hit Points equal to double the damage you took.

You may spend 1 Spell Point when casting this blood art to heal an amount of Hit Points to the target creature equal to the number of temporary Hit Points they received.

Piercing Blood (blood art) [2 Actions]

Range: 30ft

Target: 1 creature

You briefly pierce the target with their own blood, dealing 1d6 piercing damage. They must attempt a Fortitude save. A creature immune to bleed damage cannot be directly targeted with Piercing Blood.

Critical Success: The target is unaffected

Success: The target takes half damage

Failure: The target takes full damage and a -10ft status penalty to speed for 1 round

Critical Failure: The target takes double damage and a -15ft status penalty to speed for 1 minute

You can take damage equal to your level to empower the spell with your own blood, affecting all creatures in a 15ft emanation, 60ft line, or 30ft cone.

You may spend 1 Spell Point to double the amount of damage dice dealt by Piercing Blood.

Level (+2): Increase the damage by 1d6

Dual Blood Talent

Sanguinity

Requirement: Life Sphere, a (vigor) Talent

Whenever you affect a creature with a (quicken) or (still) effect, you may additionally grant them the effect of a (vigor) Talent.

Grave

Death Grasp [2 Actions]

(Void, Death, Manipulate, Concentrate)

Range: 30ft

Target: 1 creature

You summon negative energy against a foe.

You gain the following use of Death Grasp:

Exhausting Grasp

The subject of your grasp becomes exhausted by void magic. The target must attempt a Fortitude save.

Critical Success: the target is unaffected

Success: the target is Fatigued for 1 round

Failure: the target is Fatigued and Enfeebled 1 for 1 round

Critical Failure: the target is Fatigued and Enfeebled 2 for 1 round

You may spend 1 Spell Point to increase the duration on a failure or critical failure to 1 minute.

Reanimate [2 Actions]

(Void, Manipulate, Concentrate, Summon)

Range: 30ft

Target: 1 corpse

Duration: 1 hour

You spend 1 Spell Point to reanimate the target creature as an Undead of level -1.

The Reanimated Undead is a Minion under your control. You can Reanimate a maximum of creatures equal to your spellcasting ability.

Level (+2): Increase the level of the Reanimated creature by 1

Grave Talent Types

Talents marked as (death grasp) grant alternate uses for the spell.

Grave Talents

Corpse Bomb

When casting a Death Grasp, you may target a corpse or any corporeal undead under your control. The target explodes in a 20ft burst affecting all creatures in the area with your Death Grasp.

The corpse or undead is destroyed in the process.

Corpse Manipulation [2 Actions]

Range: touch

Target: 1 corpse

You can alter a dead creature in the following ways:

- You completely decompose its flesh, leaving behind a perfectly clean skeleton.
- You spend 1 Spell Point to preserve the corpse for 1 week. The creature is not affected by any form of natural decomposition while under this effect.
- You spend 1 Spell Point to mend any broken or detached parts of the corpse.

Empowered Reanimate

Creatures you Reanimate gain a +1 status bonus to all checks and DCs

Level 11: The status bonus increases to a +2

Gravetongue

You learn Necril. Additionally, you may spend 1 Spell Point as a free action to gain the ability to speak with mindless undead and corpses.

Corpses usually have a very limited sense of its surroundings, so they'll rarely be able to give detailed descriptions about events outside of its immediate vicinity.

Haunt

You may place a Death Grasp of your choice onto an adjacent unoccupied area of 5ft.

The Haunt lashes out against the first creature to enter the affected area. After the activation, the Haunt disappears.

The Haunt can be noticed and disabled with Perception and Thievery checks against your spell DC, and lasts until your next daily preparations.

You can only have one Haunt placed at once. You can take this Talent multiple times to increase that amount 1 each time you take it.

Instill Death [2 Actions]

(Instill)

You can instill one small liquid container with any Death Grasp you're capable of casting.

The container becomes a magical item that can be Activated as a two action activity, being thrown up to 60ft and affecting any creatures within a 5ft burst of where it lands with the effect of the instilled Death Grasp.

An instilled liquid remains potent until your next daily preparations.

Killing Curse [Free Action]

(Death, Incapacitation, Curse)

Trigger: A creature critically fails a saving throw against your Death Grasp

You can spend 1 Spell Point to inflict the target with a Killing Curse.

The target must attempt a Will save, being immediately slain on a failure.

Mass Death Grasp

When using a Death Grasp, instead of targeting one creature you may affect all creatures in a 30ft cone, 60ft line, or 15ft emanation.

Mutating Necromancy

When casting Reanimate, you may grant the created undead one of the following:

- A fly speed equal to its ground speed
- Fast healing equal to its level
- A +10 status bonus to all speeds
- Additional 1d4 poison damage on all Strikes

Ranged Necromancy

Increase the range of your Reanimate and Death Grasp by 60ft.

If used in conjunction with Mass Death Grasp, you may cast it as a 60ft cone, 120ft line or 30ft emanation.

Sudden Reanimation [Reaction]

Trigger: A creature is killed by your Death Grasp

You spend 1 Spell Point and immediately Reanimate the creature's corpse.

You still need to pay for any cost from Reanimate and Talents affecting it.

Death Grasp Talents

Aging (death grasp)

(Curse)

You curse a creature with rapid aging. The target must attempt a Fortitude save.

Critical Success: the target is unaffected

Success: the target is clumsy 1 and enfeebled 1 for 1 round

Failure: as success, but with a duration of 1 minute

Critical Failure: as success, with an unlimited duration

Bonerattle (death grasp)

You spend 1 Spell Point to make your Death Grasp violently shake a creature's bones, causing 1d10 bludgeoning damage. Targets attempt a Fortitude save.

Critical Success: the target is unaffected

Success: the target takes half damage

Failure: the target takes full damage and is moved 5ft in a direction of your choice

Critical Failure: the target takes double damage and is moved 10ft in a direction of your choice.

Bonerattle cannot affect creatures with no skeleton.

Level (+2): Increase the damage by 1d10

Command Undead (death grasp)

(Incapacitation)

Target: 1 mindless undead

You may spend 1 Spell Point to attempt to control undead creatures with your Death Grasp.

The target must attempt a Will save.

Critical Success: the target is unaffected

Success: the target is Stunned 1

Failure: the target is Controlled for 1 round

Critical Failure: the target is Controlled for 1 minute

Drain (death grasp)

You spend 1 Spell Point to directly damage the life force of a creature. The target attempts a Fortitude save.

Critical Success: the target is unaffected

Success: the target is Drained 1

Failure: the target is Drained 2

Critical Failure: the target is Drained 3

A creature already Drained increases its value by 1 if failing a save against this Talent.

Plague (death grasp)

(Poison)

The target is afflicted with deadly toxins, taking 1d4 persistent poison damage with a basic Fortitude save. You may spend 1 Spell Point to increase the damage die to d10.

Level (+2): The poison damage increases by 1d4

Poltergeist (death grasp)

(Curse)

The target of your Grasp is haunted by a vengeful Poltergeist that disrupts their actions.

While under the effect of Poltergeist, the target must succeed at a DC5 Flat check whenever they attempt a Manipulate or Concentrate action, being Disrupted on a failure. The duration of Poltergeist is determined by a Will save.

You may spend 1 or 2 additional Spell Points when casting Poltergeist, increasing the DC of the flat check to 8 and 11 respectively.

Critical Success: the target is unaffected

Success: the duration is 1 round

Failure: the duration is 1 minute

Critical Failure: the duration is permanent.

Rot (death grasp)

Your void energy inflicts wounds upon your targets, dealing 1d4 void damage and 1 persistent void damage with a basic Fortitude save. You can spend 1 Spell Point to increase the damage die of Rot to d10.

Level (+2): Increase the damage by 1d4

Vampirism (death grasp)

You may spend 1 Spell Point to deal 2d6 void damage to a creature with a basic Fortitude save. You gain temporary Hit Points equal to half the damage dealt by Vampirism. If multiple creatures are affected by this Talent, consider only the creature that has taken the highest amount of damage.

Dual Grave Talents

Grave Infection

Requirement: Blood Sphere

Your void energy becomes particularly harmful to blood.

Creatures suffering from persistent bleed damage or under half Hit Points take a -2 circumstance penalty to saves against your Death Grasp.

Enhancement

Enhance [2 Actions]

(Manipulate, Concentrate)

Range: 30ft

Target: 1 object or creature

Duration: sustained up to 1 minute

You apply an (Enhance) effect to the target. If the target is unwilling, it can attempt a Will save. A target can only be affected by one Enhance effect at a time.

Critical Success: the target is unaffected

Success: the target is affected by Enhance for 1 round

Failure: the target is affected by Enhance for the full duration.

You may spend 1 Spell Point to increase the duration of Enhance to 1 minute.

You learn the following (Enhance) effect when unlocking this Sphere

Magical Equipment (enhance)

A weapon you target gains the effect of +1 Striking for the duration.

Level (5th): You can target a piece of armor to grant it +1 Resilient

Level (12th): A weapon gains the effect of +2 Greater Striking

Level (14th): A piece of armor gains the effect of +2 Greater Resilient

Level (19th): A weapon gains the effect of +3 Major Striking

Level (20th): A piece for armor gains the effect of +3 Major Resilient

Enhance Talents

Talents with the (enhance) mark grant alternative applications for Enhance.

Enhancement Talents

Deep Enhancement

When you spend 1 Spell Point to increase the duration of Enhance to 1 minute, you may spend 1 additional Spell Point to increase the duration to 1 hour.

Instill Enhancement [2 Actions]

(Instill)

You can instill an Enhance effect inside a small container of liquid. The container then functions as a Potion or Oil that can be activated as a two action Interact activity to apply the Enhance effect to a creature or object within reach.

An instilled Enhance cannot be Sustained. All the parameters of the Enhance spell are determined upon the creation of the Potion or Oil. The instilled liquid remains potent until your next daily preparations.

Mass Enhancement

When casting Enhance, you may spend 1 additional Spell Point to increase the number of targets by 1. Each target must be affected by the same Enhancement.

Level (+2): Increase the number of additional targets by 1

Natural Enhancement

You can target creatures with Enhancements that usually only apply to weapons or armor.

Weapon Enhancements used this way affect all unarmed Strikes used by the creature, armor Enhancements apply directly to the creature, with a maximum Dexterity modifier of +5 if not already lower.

Ranged Enhancement

Increase the range of Enhance by 60ft. You may take this talent multiple times.

Enhance Talents

Alter Movement (enhance)

You may Enhance a creature or vehicle to increase or decrease its movement.

When increasing, you grant the target a +10ft status bonus to one speed and a +2 status bonus to Acrobatics checks.

When decreasing, the target takes a -10ft status penalty to one of its speeds

Level (+4): The status bonus increases by 5ft

Animate Object

You spend 1 Spell Point to animate a target object of up to 1 Bulk, bestowing movement and a semblance of life. An animated object has an HP of 5 times your level and AC equal to your spell DC. The object is a Mindless Minion Construct and can be Commanded with the same action used to Sustain Animate Object. It uses your spell attack modifier for any checks and saves it attempts.

The animated object gains a fly speed of 20ft in addition to any movement it had before. You can Command it to Strike, dealing 1dd bludgeoning damage on a hit. It can attempt to Trip, Shove or Grapple if it has an appropriate structure, under GMs discretion.

An animated object loses its previous hardness, and resumes being a mundane object if reduced to 0 Hit Points.

Level (+2): Increase the maximum Bulk affected by 1 and the Strike damage by 1d4

Bestow Intelligence (enhance)

You may spend 1 Spell Point to enhance an animal, plant, object or mindless creature, granting it temporary intelligence. The target gains an Intelligence, Wisdom, and Charisma of 0, unless already higher, and the ability to speak 1 language you know. It gains average senses if it hadn't already.

For the most part, the new mind is friendly to you, unless it has a different disposition already. The target does not gain greater insight into its surroundings before it had gained intelligence (thus, an enhanced rock would not be able to tell you who passed by it before it gained sentience, for example).

Deadly Weapon (enhance)

You may enhance a weapon, giving it the Deadly d8 trait.

Level (7th): The weapon is granted the Deadly d10 trait.

Level (13th): The weapon is granted the Deadly 12 trait.

Level (19th): The weapon additionally gains the properties of the Keen rune.

Level (20th): You may instead grant the weapon the properties of the Vorpal rune, using your spell DC for any save forced by the rune's effect.

Enhance Momentum (enhance)

A target weapon is granted your choice of Backswing, Sweep, or Forceful. You may spend 1 additional Spell Point to grant the weapon 2 of the listed traits.

Energize Body (enhance)

You may enhance creatures, granting them increased stamina. Creatures under this effect ignore the Fatigued condition and add your casting ability to their Constitution for the purpose of calculating the time they can Hustle or hold their breath. Creatures affected by Energize body increase their Bulk thresholds by an amount equal to your spellcasting ability.

Energy Enchantment (enhance)

You may enhance a weapon, granting it the properties of the Frost, Flaming, Corrosive, Thundering, or Shocking rune. If one of the runes forces a save, use your spell DC instead of its normal DC.

Level (14th): You may grant the effect of the Greater versions of the listed runes.

Imitate Sanctity (enhance)

You may enhance creatures, granting them the Holy or Unholy trait. This effect cannot target creatures that already are Holy or Unholy.

Level (10th): You can target a weapon to give it the effects of the Holy or Unholy runes.

Harden/Weaken (enhance)

You may enhance an object to increase or decrease its Hardness, or a creature to increase or decrease its physical resistance.

A target object has its Hardness decreased by an amount equal to your level, or increased by an amount equal to half your level.

A target creature is granted Resistance 1 to physical damage, or has their resistance decreased by an amount equal to half your level.

Level (+4): Increase the Resistance granted to creatures by 1

Increased Flexibility (enhance)

You grant a creature a +2 status bonus to Escape checks, and the ability to Squeeze as if it were 1 size smaller.

Level (11th): The status bonus increases to +3 and the creature counts as 2 sizes smaller for Squeezing

Level (17th): The status bonus increases to +4 and the creature can Squeeze at full speed.

Lighten (enhance)

You may target an object of up to 6 Bulk, reducing its weight or even making it weightless.

An object affected by Lighten has its Bulk halved, or reduced to L if the result would be lower than 1. You may spend 1 Spell Point when casting Lighten to further reduce the target's Bulk to 1/4.

Level (+1): Increase the maximum Bulk of the targetable object by 1

Ragged Edges (enhance)

You may Enhance a weapon, giving it the effects of the Wounding rune.

Level (+8): Increase the persistent damage caused by the rune by 1d6

Staunch Resistance (enhance)

You may Enhance a creature to grant it a +2 status bonus to one type of save.

Level (+7): Increase the status bonus by 1

Superior Poison (enhance)

You may Enhance a single dose of poison, even if it's already applied. The poison becomes Virulent.

Superior Reflexes (enhance)

You spend 1 Spell Point to Enhance a creatures' reflexes. The target gains an additional Reaction at the start of each of its turns.

Traveling Weapon (enhance)

You may enhance a melee weapon to grant it the Thrown 10ft trait and the effects of the Returning rune.

When used on a ranged weapon, this effect instead grants its ammo the capacity to curve slightly, ignoring the effects of Lesser Cover and the Concealed condition.

Level (12th): You may instead grant the weapon the effects of the Animated rune.

Level (19th): You may instead grant the weapon the properties of the Impossible rune.

Time

Alter Time effects can have different effects depending on your Talents
When unlocking the Time Sphere, you gain the Haste (time) and Slow (time) effects.
All (time) effects have the Manipulate and Concentrate traits.

Haste (time) [2 Actions]

Range: 30ft

Target: 1 creature

Duration: sustained up to 1 minute

You spend 1 Spell Point to accelerate the target, granting it the Quickened 1 condition for the duration of Haste.

The target can use the additional action to Strike, Stride or Step.

You may spend 1 additional Spell Point to increase the duration of Haste to 1 minute.

Slow (time) [2 Actions]

Range: 30ft

Target: 1 creature

Duration: sustained up to 1 minute

You spend 1 Spell Point to slow a target's movements and perception of time.

The target must attempt a Will save.

Critical Success: the target is unaffected

Success: the target is Slowed 1 for 1 round

Failure: the target is Slowed 1 for the full duration

Critical Failure: the target is Slowed 1 and Off-guard for the full duration

You may spend 1 additional Spell Point to increase the duration to 1 minute

Time Talents

Augment Healing

When casting Haste, you may spend 1 additional Spell Point to grant the creatures under its effects Fast Healing equal to your level.

Creatures under the effect of your Slow have any Fast Healing or Regeneration reduced by half.

Improved Haste

Creatures under the effect of your Haste are granted a +10ft status bonus to all speeds.

Improved Slow

Creatures under the effect of your Slow suffer a -10 status penalty to all speeds.

Instill Time [2 Actions]

(Instill)

You can instill an Alter Time effect inside a small container of liquid. The liquid functions as a Potion with an Interact activation of two actions. You cannot sustain the instilled effect.

An instill effect remains potent until your next daily preparations.

Mass Time

When using an Alter Time effect that targets creatures, you can spend 1 additional Spell Point to target 1 additional creature.

Alternatively, you may spend 1 additional Spell Point to double the area of an Alter Time effect that targets an area.

Level (+2): The number of additional targets increases by 1

Ranged Time

Your Alter Time effects have their range increase by 60ft.

Temporal Trap [2 Actions]

You may spend 1 Spell Point when casting an Alter Time effect to turn it into a Trap placed in a 5ft square. Any creatures who enter the space of the Trap are immediately affected by the Alter Time placed inside the Trap.

You may only have 1 Temporal Trap active at a time. You can select this Talent multiple times, increasing the total amount of Traps you can have placed by 1 for each time you select it.

Alter Time Talents

After Image (time) [2 Actions]

(visual)

Range: 30ft

Target: 1 creature

Duration: 1 minute

You may spend 1 Spell Point to cause a target to bleed through time, blurring their image.

The target becomes Concealed for the duration.

Delay Consequence (time) [Reaction]

Trigger: a creature within range is damaged

Range: 30ft

Target: 1 creature

Duration: 1 round

You spend 1 Spell Point to transpose the moment that the target would be injured to later in its timestream. Roll damage normally, but do not reduce Hit Points or apply any other effects until the spell's duration has elapsed. When the spell ends, the target is immediately affected, taking damage and being affected by any additional effects.

Eject (time) [2 Actions]

Range: 30ft

Target: 1 creature

Duration: varies

You spend 1 Spell Point to temporarily eject a creature from time itself. The target must attempt a Will save. An ejected creature disappears completely and cannot be targeted by any effect while vanished. When the effect ends, the creature returns to the exact spot it disappeared from (or the closest unoccupied square). From the target's perspective no time has passed, and any effect already on the target with a duration (such as magic or poison) continues as if the time spent ejected simply had not happened.

Success: the target is unaffected

Failure: the target is ejected for 1 round

Critical Failure: the target is ejected for 1 minute. It can attempt a new save at the start of your turn, ending the effect on a success.

Rapid Response (time) [2 Actions]

Range: 30ft

Target: 1 creature

Duration: sustained up to 1 minute.

You enhance the target's ability to react, granting it a +1 status bonus to Reflex saves.

Targets affected by Rapid Response gain an additional Reaction at the start of their turns.

You may spend 1 Spell Point to increase the duration to 1 minute.

Retry (time) [Reaction]

(Uncommon)

Range: 60ft

Target: 1 creature

You spend 2 Spell Points to force the target to redo their turn. An unwilling creature can attempt a Will save, negating Retry on a success. The turn is rolled back to its start. Any

effects, movement, checks etc. that happened during the turn are treated as if they never occurred. You do not recover the Spell Points and Reaction spent to cast Retry.

Skip Time [2 Actions]

Range: 30ft

Area: 20ft burst

You spend 1 Spell Point to accelerate time within the area. All effects inside the area or affecting creatures inside the area have their duration decreased by 1 round. An unwilling creature can attempt a Will save, being unaffected by Skip Time on a success.

You may spend 2 additional Spell Points to increase the duration reduction to 1 minute.

Time Stop [2 Actions]

(Uncommon)

Range: 30ft

Area: 20ft burst

Duration: 1 round

You may spend 2 Spell Points to freeze all activity inside the area. An unwilling creature can attempt a Will save, being unaffected on a success.

All objects and creatures within this area cannot act for the duration, neither can they be acted upon in any way. Once the effect is placed, non-affected creatures may enter the area without incident. The duration of effects placed inside the area (or on creatures affected by the area) does not elapse while Time Stop lasts.

Warp

Teleport [2 Actions]

(Teleportation, Manipulate, Concentrate)

Range: 30ft

Target: 1 creature

You spend 1 Spell Point and instantly transport yourself and everything you're carrying to a space within range you can see.

You may instead touch a willing creature to teleport it to a space within range.

Bend Space

Talents marked (space) grant you ways of folding space.

Warp Talents

Distant Teleport

When casting Teleport you may spend an additional Spell Point to increase its range to 120ft

Imbue Teleport

When casting Teleport on a creature, you may instead imbue them with the ability to Teleport itself once with the same details as the casting you affected them with. Once the creature uses that Teleport, it is spent.

The imbued Teleport remains usable for a period of 1 hour. A creature can only be imbued with 1 Teleport at a time.

Mass Teleport

When casting Teleport, you may spend 1 additional Spell Point to increase the number of creatures targeted by 1.

Level (+2): The number of additional targets is increased by 1.

Pouncing Teleport

When you teleport to a space adjacent to a creature, that creature becomes Off-guard to you for 1 round.

Quick Teleport

When teleporting yourself or a group that includes yourself, you may spend 1 additional Spell Point to reduce the action cost by 1.

Ranged Warp

You can affect other creatures with Teleport as long as they're within the spell's range. Your (space) Talents gain a range of 30ft.

Swap Placement

When teleporting yourself or another creature to a space already occupied by another creature, you may send the creature already occupying that location back to where the teleporting creature came from. This must be a willing target unless you possess Unwilling Teleport. Unwilling targets must make their saves as normal for Unwilling Teleport. If the occupying creature succeeds on its save, the teleported creature is sent back to its original space.

Unseeing Teleport

You may spend 1 additional Spell Point to Teleport to a location outside of your line of sight and line of effect by indicating a direction and distance. If Unseeing Teleport would bring a creature to a space completely occupied, the creature is shunted to the nearest unoccupied space.

Unwilling Teleport

You may spend 1 additional Spell Point to affect an unwilling creature with Teleport. The creature must attempt a Will save, negating the effect on a success. An unwilling creature can only be teleported into open areas and solid surfaces (thus, they cannot be teleported into the air or into a wall).

Space Talents

Avert (space) [Reaction]

Trigger: a creature targets you with a ranged attack

Duration: 1 round

You spend 1 Spell Point to bend space around you. Ranged attacks treat you as Concealed for the duration.

You may spend an additional Spell Point when casting Avert, forcing ranged attacks to treat you as Hidden instead.

Create Gap (space) [2 Actions]

Range: touch

Target: 1 non magical object

Duration: 1 minute

You spend 1 Spell Point to create a gap in an otherwise solid object or wall. The gap is a 5ft square and does not damage the object when created. Since the hole is formed from added space rather than removed matter, anything in the affected area is still accessible, pushed to the nearest edge of the gap.

If the gap is created in a way that would immediately force a creature to fall through it, the creature may attempt a Reflex save, safely moving to any edge of the hole on a success.

Distorted Size (space) [2 Actions]

Range: touch

Target: 1 willing creature

Duration: 1 minute

You spend 1 Spell Point to distort the target's spatial footprint, causing them to occupy a smaller or larger area. You may increase or decrease the target's size by one category.

You may spend an additional Spell Point to increase the duration of Distorted Size to 10 minutes.

Extradimensional Room (space) [1 Minute]

Range: touch

Duration: 1 hour

You spend 1 Spell Point to create a small pocket dimension, accessible through a shimmering portal appearing where you cast the spell. This pocket dimension measures one 30ft cube. You can make the entrance as small as a 5ft square or as large as a 10ft square.

You may select the light level and temperature of the room (to a maximum of severe heat and a minimum of severe cold).

You may spend an additional Spell Point to increase the duration of the Room to 8 hours.

The portal of the room can be hidden and barred as a single Envision action costing 1 Spell Point. A barred entrance can only be detected by a successful Perception check against your spell DC, and can be forced open with a successful Athletics check.

Anything inside the room when its duration ends is shunted to the space closest to the portal when the spell ends. You may take this Talent twice to allow objects to remain inside the room while the spell is inactive.

Extradimensional Storage (space)

You gain a permanent extradimensional storage that may hold up to 5 Bulk of non living material. You can retrieve any object from this storage with a single Interact action, and can send any object you're holding to the storage with a 3 action Interact activity.

If you die, all the contents of your Extradimensional Storage appear in your space, or the nearest unoccupied space.

Level (+1): Increase the maximum Bulk stored by 2

Flex Space (space) [3 Actions]

Range: touch

Duration: 1 minute

You spend 1 Spell Point to choose to either expand or contract the space in the area of a 30ft cube. If contracted, any movement occurring through that space only cost 5ft by each 10ft moved.

If expanded, the space becomes difficult terrain.

Plane Manipulator (space) [2 Actions]

Range: self

Duration: 1 minute

You create a dimensional anchor in a 30ft emanation centered on you. The Anchor automatically attempts to counteract any Teleport effect originating from or targeting the space inside its area. This also applies to any Summon effect.

Wormhole (space) [2 Actions]

Range: touch

Duration: 1 minute

You spend 1 Spell Point to create a portal occupying a 5ft square within range and link it to another 5ft square within the range of your Teleport (or within 30ft, whichever is higher. Any creature can use a single move action to travel between the linked squares as if they were adjacent.

You can dismiss this spell.

Level(+4): You can create an additional linked portal when casting Wormhole

Dual Warp Talents

Shadow Warp

Requirement: Darkness Sphere

When casting Teleport, the Spell Point cost is decreased by 1 (to a minimum of 1) if the creature's starting and end point are in dim light or darkness.

Creation

Alter [1 Minute]

(Manipulate, Concentrate)

Range: touch

Target: 1 non magical object

You Alter the condition or properties of the target object, with the effect depending on the (Alter) effect used. You may spend 1 Spell Point to cast Alter as a 2 Action activity.

Destroy (alter)

(Force)

You directly affect the structure of the target object, dealing 1d10 damage that ignores any Hardness. You can Destroy sections up to a 5ft cube in size.

Level (+2): Increase the damage by 1d10

Repair (alter)

You repair a damaged object, restoring 1d10 Hit Points to it.

Level (+2): Increase the amount of Hit Points restored by 1d10

Create [2 Actions]

(Manipulate, Concentrate)

Range: 5ft

Duration: 1 minute

By spending 1 Spell Point you're able to create a Tiny non magical object of vegetable matter (such as wood, cotton or hemp) of up to 1 Bulk. You can grant the object an amount of Hardness equal to half your level and maximum Hit Points up to 5 times your level, and can be Broken by a successful Athletics check against your Spell DC.

You can create any level 0 object as long as it's not Alchemical or able to deal damage on contact. To create any object of level 1 or higher, you must succeed at a Crafting check against the Craft DC for the object or the spell is Disrupted.

Objects made with Create can be revealed as magical fakes with a DC10 Crafting check.

Level (+1): Increase the maximum Bulk of the created object by 1

You can create objects of larger sizes according to the following table

<i>Level</i>	<i>Size</i>
2	<i>Small</i>
5	<i>Medium</i>
9	<i>Large</i>
15	<i>Huge</i>

Falling Objects

Objects created above creatures may cause damage with a basic Reflex save when dropped on them.

If falling at least 10ft, the object deals damage equal to its Bulk.

If falling at least 50ft, the object deals 1d4 damage per Bulk, if higher than 100ft, the damage increases to 1d6 per Bulk.

Objects that can occupy more than one square damage all creatures under it when falling.

Falling objects usually deal bludgeoning damage, but may deal other types of damage depending on its structure and material

Walls and Coverings

When creating objects that occupy multiple 5ft squares (such as Large objects), the caster may decide to shape the object in any format as long as it is created or anchored on a solid surface. A Large object could be a wall of four contiguous horizontal 5ft squares, or a ladder occupying a vertical space of four 5ft squares.

All squares the object occupies must be adjacent to at least part of the object.

Cages and Boxes

You may create an object surrounding a creature to hamper its movement.

The object must be of size at least equal to the creature, and the creature can attempt a Reflex save to move out of the confinement before its creation is finished on a success.

A creature encased by the object cannot move outside of it, as normal, but does not suffer any other Condition. The creature may attack the object or Break it to escape.

Creation Talent Types

Talents marked as (alter) grant you alternative ways to use the Alter spell.

Talents marked as (material) allow you to Create objects from new materials.

Creation Talents

Altering Burst

When casting Alter, you may spend 1 Spell Point to affect all objects in a 10ft burst. If you possess Distant Creation, you may affect a 10ft burst anywhere inside range.

Distant Creation

You increase the range of your Alter and Create spells to 30ft.

You may select this feat a second time, increasing the range of both spells to 100ft.

Instill Alteration [1 Minute]

(Instill)

You may instill an Alter effect inside a container of liquid, transforming it into an Oil Magic Item with an activation time of 2 Actions. All parameters of the Alter effect must be determined the moment it is instilled.

An instilled liquid remains potent until your next daily preparations.

Larger Creation

You may spend 1 additional Spell Point to increase the size of a Created object by one category.

Potent Alteration

The damage and healing dice from Destroy and Repair increase to 1d12

You may spend 1 Spell Point when casting Alter to allow it to affect magical objects and constructs. An unwilling creature may attempt a basic Fortitude save against any damage caused by your Alter.

Alter Talents

Change Properties (alter)

Duration: 1 hour

You spend 1 Spell Point to grant an object the special properties of one Precious Materials, including Silver, Cold Iron, and Peachwood

Level (9th): You may grant the properties of Adamantine, Dawnsilver, and Sovereign Steel.

Level (15th): You may grant the properties of Warpglass

Crack (alter)

You disrupt the floor affected by Alter. The ground in a 10ft burst becomes difficult terrain.

Each 5ft square of difficult terrain can be cleared with a single Interact action.

Level (+3): You may increase the burst by 5ft

Maginify/Minimize (alter)

Duration: 1 hour

You increase or decrease the size of a Large or smaller object by 1 stage. This spell cannot affect an object if it would disrupt the structure of an object larger than it.

You may spend additional Spell Points to increase the size change by 1 stage for each point spent.

Level (9th): You may target Huge objects

Level (15th): You may target Gargantuan objects

Rigidity (alter)

Duration: 1 hour

You alter the Hardness of an object, increasing or decreasing it by an amount equal to half your level

Transparency (alter)

Duration: 1 hour

You transform an object into a more transparent version of itself. This does not affect the object composition, hardness, or have any effect other than offering a clear view through it.

You may spend 1 additional Spell Point to affect the object's opacity in a way that only allows sight from one side of the object.

Material Talents

Alchemical Creation (material)

(Alchemic)

Prerequisites: Alchemical Crafting

You can spend 1 additional Spell Point to create any alchemical item of up to half your level.

You must still succeed at the Crafting check unless you have the formula for the item.

Any items with a duration higher than 10 minutes have that duration be 10 minutes instead.

You may spend 1 additional Spell Point to use your Spell DC for any DC from the item's effects.

If you possess Advanced Alchemy, you may spend 1 Spell Point during your daily preparations to create an additional infused item. You may use up to 3 Spell Points this way.

Expanded Materials (material)

When casting Create, you may generate items made from non-precious inorganic matter like stone, water, glass or gases. When creating objects from stone or metal, increase their hardness to a number equal to your level.

Object of Force (material)

(Force)

You may create objects from pure magical force.

When creating a force object, you may choose to "anchor" it in place, making it unmovable, even by gravity. Objects of force cannot be traversed by Incorporeal creatures and count as having the properties of the Ghost Touch rune.

Mana

The Flow of Magic: Some talents or abilities in the Mana sphere, as well as some other spheres, grant temporary spell points. Only temporary spell points from different sources stack together. Temporary spell points from any source may never be used to cast Mana sphere effects.

Expunge [2 Actions]

(Manipulate, Concentrate)

Range: 30ft

Target: 1 creature

You expel the mana from a creature, applying the effect of a single (expunge) Talent

You gain the following (expunge):

Spellburn (expunge)

You directly damage a creature's mana. The target must attempt a Will save.

Critical Success: the target is unaffected

Success: the target loses 1 Spell Point

Failure: the target loses 1 Spell Point and is Spellburned for 1 round

Critical Failure: the target loses 1d4 Spell Points and is Spellburned for 1 minute

Whenever a Spellburned creature casts a spell costing at least 1 Spell Point, they lose an additional Spell Point. You may spend 1 Spell Point to increase the duration to 1 minute on a failure and 1 hour on a critical failure.

Level (+4): The Spell Points lost on a failure or critical failure increases by 1

Control [2 Actions]

(Manipulate, Concentrate)

Range: 30ft

You bend the rules of magic to your advantage. The effect is determined by the (control) Talent used.

Dispel (control)

Target: 1 magical effect or 1 magic item

You spend 2 Spell Points to unravel the magic behind the effect. Attempt a counteract check against the target. A successfully counteracted magic item becomes a mundane item of its type for 10 minutes.

Your counteract rank is treated as 1 lower when using Dispel.

Mana Talent Types

Talents marked with (expunge) grant additional ways to use Expunge, and talents marked as (control) grant you new ways to manipulate energy.

Mana Talents marked with (amplify) modify the nature of the next spell cast. You may use an (amplify) talent on yourself or on a willing creature within the range of your Control. The (amplify) effect affects the first spell cast by the creature before the end of its next turn. A spell can't be simultaneously affected by an (amplify) Talent and a Spellshape.

Mana Talents

Absorb Ambient Mana

Whenever a magical effect is counteracted inside the range of your Control, you may absorb 1 Temporary Spell Point from its remains as a free action. This can only be used on effects that spent at least 1 Spell Point at the time they were cast.

Empowered Dispel

When casting Dispel, you may use your full counteract rank.

Explosive Expunge

When using Expunge, you may spend an additional Spell Point to affect all targets inside a 15ft burst. You can choose to be unaffected by Explosive Expunge.

Manavore

Frequency: once per minute

Whenever you gain Spell Points (including temporary ones), you may instead heal an amount of Hit Points equal to your level times the amount of Spell Points gained.

Mass Dispel

When casting Dispel, you may spend an additional Spell Point to counteract all magical effects inside a 20ft burst. Roll separately for each magical effect.

Ranged Mana

Your Expunge and Control have their range increased to 90ft.

You may take this Talent a second time, increasing the range to 150ft.

Expunge Talents

Disorient (Expunge)

You spend 1 Spell Point to damage the target's control over their magic. The affected creature must attempt a Will save.

Critical Success: the target is unaffected

Success: the target suffers a -1 status penalty to spell attack and spell DC for 1 round

Failure: the target suffers a -3 status penalty to spell attack and spell DC for 1 minute

Critical Failure: as failure with a status penalty of -4

Ignition (Expunge)

You spend 1 Spell Point to set a target's magical essence ablaze. The target takes 1d8 force damage with a Fortitude save.

Critical Success: the target is unaffected

Success: the target takes half damage

Failure: the target takes full damage and suffers a -1 status penalty on saves against magical effects for 1 minute

Critical Failure: as failure but the target takes double damage and the penalty is -2

Level (+2): The damage increases by 1d8

Mark of Instability (Expunge)

You spend 1 Spell Point to separate a target from their magic for 1 minute. Whenever the creature attempts to cast a spell costing at least 1 Spell Point, it must attempt a Will save.

Critical Success: the spell is cast and Mark of Instability immediately ends

Success: the spell is cast normally

Failure: the spell is disrupted

Mark of Lifeburn (Expunge)

You spend 1 Spell Point to have the target's magic reservoir become dangerous to tap into for 1 minute. Whenever the affected creature spends at least 1 Spell Point, it must attempt a Fortitude save with a circumstance penalty equal to the amount of Spell Points spent.

Critical Success: the creature is unaffected and Mark of Lifeburn ends

Success: the creature is unaffected

Failure: the creature takes 1d8 force damage

Critical Failure: as failure with double damage

Level (+2): Increase the damage by 1d8

Control Talents

Bulwark (control)

Duration: 1 minute

You spend 1 Spell Point to ward a creature against the effects of magic. The next time that creature is affected by a magical effect, Bulwark immediately attempts to counteract it, then this spell ends. Successfully counteracting a magical effect that targets an area or multiple targets only negates its effect toward the creature affected by Bulwark.

You may spend an additional Spell Point when casting this spell to increase the duration to 1 hour.

Imbue Vessel (control)

Duration: 1 hour

You spend 1 Spell Point to partially transfer your magic to a willing creature.

Whenever you cast a spell, you may use the target creature as the origin point for it as long as it is within the range of your Control. If the spell would target yourself it targets the imbued creature instead.

Shuffle (control)

Duration: 1 minute

You spend 1 Spell Point to rewire the magic inside a 20ft burst within range, with one of the following effects.

Chaotic Rewiring: By actively ruining magical cohesiveness in the area of your shuffle, magic becomes trickier to control. Whenever a spell targets a creature inside the area, it instead selects a random target. If the original target was an ally of whoever cast the spell, it randomly targets an ally. If the original target was an enemy, it targets a random enemy

Elemental Rewire: Choose two damage types from: fire, cold, acid, electricity or sonic. Any damage of the first type from magical effects inside the area is converted to the second type.

Transfer (control)

You may spend any amount of Spell Points to grant the target creature an equal amount. If targeting multiple creatures, the Spell Points must be divided among them.

A creature affected by Transfer can have their current Spell Points exceed their maximum, lasting until you or the target makes their daily preparations.

Amplify Talents

Arcanodynamics (amplify) [1 Action]

You spend 1 Spell Point, granting one of the following effects:

Stretched Spell: The spell has its range doubled. This has no effect on spells with a range of touch.

Extended Spell: The spell has its duration doubled.

Massive Spell: The spell has the size of the area it affects doubled.

Archmage's Methods (amplify) [1 Action]

You spend 1 Spell Point to grant one of the following effects

Durable Spell: If the spell creates an object or magical structure with Hit Points, you may grant it an amount of Hardness equal to your level.

Minute Spell: You may ignore the Manipulate and Concentrate traits when casting the spell.

Vindictive Spell: If a creature attempts to counteract this spell, it takes 1d8 force damage with a basic Fortitude save.

Level (+2): Increase the damage of Vindictive Spell by 1d8

Energy Modification (amplify) [1 Action]

You spend 1 Spell Point, granting one of the following effects

Malleable Spell: You may amplify a spell that deals physical damage, changing its damage type to either piercing, bludgeoning or slashing

Adaptable Spell: You may amplify a spell that deals acid, cold, fire, electricity or sonic damage, changing that damage type to any other among the listed.

Underwater Spell: You may allow a spell to ignore the effects of water around it, including resistances granted by being underwater and limitations around casting fire spells underwater.

Gather Energy (amplify) [3 Actions]

You spend 1 Spell Point to accumulate mana, greatly empowering the next spell.

Grand Spell: The spell has a +2 status bonus to its spell DC and spell attack.

Additionally, its initial damage is increased by 1d6.

Level (+2): Increase the additional damage by 1d6

Spell Mastery (amplify) [1 Action]

You spend 1 Spell Point to enhance the control of a spell.

Penetrating Spell: The spell ignores any circumstance or status bonus to saves and AC against it.

Stable Spell: When rolling for the spell's damage, instead count each die as average damage rounded up (3 for d4, 4 for d6, 5 for d8, 6 for d10, and 7 for d12).

Avoidant Spell: When casting a spell that affects an area, you may choose an amount of 5ft squares equal to your spellcasting ability to be unaffected by it.

Dual Mana Talents

Environmental Mana Cycling (amplify) [1 Action]

Requirement: Nature Sphere

You spend 1 Spell Point to infuse a spell with natural power

Bountiful Spell: Reduce the total Spell Point cost for the spell by 2 (to a minimum of 1).

Natural Spell: You grant the spell the trait of one of your Nature Sphere packages.

Nature

Nature and Packages

When selecting the Nature Sphere, a caster must choose one of the following elements: Air, Earth, Fire, Metal, Water and Wood.

Talents may have different effects depending on your unlocked packages. You can unlock additional packages by choosing the Expanded Geomancy Talent.

Geomancy [2 Actions]

(Manipulate, Concentrate)

Range: 30ft

You command terrain and nature to act on your behalf, with effects depending on which (geomancy) Talent you use. When casting a Geomancy effect with a duration of sustained, you may spend 1 additional Spell Point to increase the duration to 1 minute.

All Geomancy effects have the trait of its associated package.

You gain the following applications of Geomancy for each package you possess:

Air

Breeze

Duration: sustained

Target: 1 creature

Requirement: air

You create a light wind that remains swirling around the target, granting a +2 circumstance bonus to saving throws against inhaled effects. A target under the effects of Breeze can treat heat and cold as if it were one category lower.

Gust

Duration: sustained

Requirement: air

Area: 5ft line extending from you to the end of your Geomancy range

You spend 1 Spell Point and a violent wind blows from the point where you are to the line's opposite end. The wind extinguishes small non-magical flames, disperses fog or mist, blows objects of light or lower bulk around, and pushes larger objects.

Large or smaller creatures inside the area when the spell is cast, or that later move into the area, must attempt a Fortitude save.

Critical Success: the creature is unaffected

Success: the creature can't move against the wind

Failure: the creature is knocked prone. If it was flying, it takes the effects of critical failure instead.

Critical Failure: The creature is pushed 30ft in the wind's direction, is knocked prone, and takes 2d6 bludgeoning damage

Level (10th): The gust can affect huge creatures

Purify Air

Duration: sustained

Requirement: air

Area: 10ft burst

You convert polluted air or non-breathable gas or vapour into breathable air. This has no effect on magically created clouds.

Earth

Bury

Duration: sustained

Area: 15ft burst

Requirement: sand

You spend 1 Spell Point to shift the sands inside the area. The sand becomes difficult terrain, and all creatures inside it must attempt a Reflex save.

Success: the creature is unaffected

Failure: the creature is knocked prone

Critical Failure: the creature is knocked prone, Immobilized, and unable to breathe until it Escapes

Dust Storm

Duration: instantaneous

Area: 20ft burst

Requirement: sand or loose dirt

You kick up dust within the area, creatures inside must attempt a Fortitude save.

Success: the creature is unaffected

Failure: the creature is Dazzled for 1 round

Critical Failure: the creature is Blinded for 1 round, then Dazzled for 1 minute

Tremor

Duration: instantaneous

Area: 15ft burst

Requirement: dirt or stone

You spend 1 Spell Point to send a tremor through the ground. Creatures in the area must attempt a Reflex save.

Critical Success: the creature is unaffected

Success: the creature is Off-guard for 1 round

Failure: the creature is knocked prone

Critical Failure: the creature is knocked prone and takes 1d6 bludgeoning damage

Level (+2): Increase the damage on a critical failure by 1d6

Fire

Affect Fire

Duration: sustained

Requirement: fire

You may affect a non-magical fire within range, increasing or decreasing its area. A fire occupying the area of a 5ft square or less is permanently extinguished if decreased.

Increasing the area of a flame makes it one size larger as if it were a creature (a fire occupying a 5ft square is considered Medium and increases to Large, occupying four 5ft squares, for example).

After targeting a flame with Affect Fire, you may increase its damage to 1d6 if it was lower. A creature that starts its turn inside the flame or enters its space takes that damage with a basic Reflex save.

Level (+2): increase the damage by 1d6

Create Fire

Duration: sustained

You produce a small flame inside a 5ft square that burns without fuel. A creature starting its turn inside the created fire or that later enters its area suffers 1d4 fire damage with a basic Reflex save.

Level (+2): Increase the damage by 1d4

Metal

Magnetize

Duration: instantaneous

Target: 1 unattended metal object

Requirement: metal

You cause a metal object of 1 Bulk or lower to fly in a straight line towards any space inside your Geomancy range. You can attempt a ranged spell attack against one target the object flies through, dealing 2d6 bludgeoning damage on a hit.

Level (+2): Increase the damage by 1d6 and the maximum Bulk by 1

Recover Ore

Duration: Instantaneous

Requirement: dirt or sand occupying space one size larger than the recovered ore

You spend 1 Spell Point to create a Medium piece of metal ore by pulling and combining particles from the ground. The ore is formed on the ground and can be of any shape as long as it does not contain moving parts.

Although the effect is instantaneous the ore breaks back into particles after 8 hours.

You can use Recover Ore as part of an attempt to Earn Income, using your spell DC proficiency and your spell DC - 10 as the modifier for the check.

Level(+6): Increase the size of the gathered ore by one category

Reforge

Duration: instantaneous

Requirement: metal

You spend 1 Spell Point to cause a Medium or smaller unattended object composed mostly of metal to be reshaped into an object of the same size.

Level (+6): Increase the size category of the target object by one category

Water

Fog

Duration: sustained

Requirement: rain, mist or at least a 5ft cube of water

Area: 15ft

You create a rolling fog of mist. Everything inside the mist is concealed, and creatures outside the mist are concealed to creatures within it.

Freeze

Duration: instantaneous

Requirement: water

You spend 1 Spell Point to flash freeze water, turning the surface of a 10ft body of water into ice. You may instead target one wet and attempt to freeze it, dealing 2d4 cold damage with a Fortitude save.

Critical Success: the creature is unaffected

Success: the creature takes half damage

Failure: the creature takes full damage and is immobilized until it Escapes

Critical Failure: the creature takes double damage and is restrained until it Escapes

Level(+4): You may target 1 additional creature, and the damage is increased by 2d4

A creature is considered wet for 10 minutes if at any moment is inside a water effect of at least its size. Creatures under rain or inside water are always considered wet. Other circumstances may affect this, under GM discretion.

Vortex

Duration: sustained

Requirement: a Large body of liquid

Area: 20ft burst

You spend 1 Spell Point to create a spinning vortex inside a body of liquid, sucking creatures and objects to its center. Creatures inside the Vortex when you cast it take 1d8 bludgeoning damage with a Fortitude save.

Critical Success: the creature is unaffected

Success: the creature takes half damage and is pulled 5ft down and towards the Vortex

Failure: the creature takes full damage, is pulled 10ft down and towards the Vortex, and is immobilized for 1 round

Critical Failure: as failure with double damage

Creatures ending their turn inside the Vortex must also attempt the save.

Level (+2): Increase the damage by 1d8

Wood

All effects under the wood package have the plant trait

Entangle

Duration: sustained

Requirement: grass, weeds, vines or underbrush

Area: 20ft burst

You spend 1 Spell Point to sprout plants that wrap around everything on the ground within the area, turning it into Difficult Terrain. Creatures within the area when Entangle is cast or that end their turn inside the area must attempt a Fortitude save.

Critical Success: the creature is unaffected

Success: the creature suffers a -5ft circumstance penalty to ground speed

Failure: as success with a 10ft circumstance penalty

Critical Failure: the creature is Immobilized

An affected creature may Escape against your spell DC, removing the penalty and immobilization.

Harvest

Duration: instantaneous

Requirement: fruit trees, berry bushes or food crops

You spend 1 Spell Point to cause one plant to sprout food spontaneously. Each plant produces enough food to feed 3 medium creatures for a day.

Level (+1): Increase the amount of affected plants by 1

Pummel

Duration: sustained

Requirement: A tree, bush, or other plants with branches

You cause a tree branch to come alive and attack a foe you designate. The plant cannot move, but it makes one slam attack against the designated creature the moment you cast it and whenever you Sustain Pummel as long as the target is within 10ft of the plant. The tree uses your spell attack modifier, dealing 1d10 bludgeoning damage on a hit.

If you spend a Spell Point to make the duration of Pummel not sustained, it attacks the designated creature at the start of your turn. You may change the designated creature as a single action or as part of sustaining this spell.

Level (+2): Increase the damage by 1d10

Types of Nature Talents

Some Talents are marked with (air), (earth), (fire), (metal), (water), or (wood). You must possess the respective package to select these Talents.

Talents marked with (geomancy) change or increase the effects you can create with Geomancy.

Talents marked with (spirit) grant the user powers channeled directly from the spirits of nature, usually without the material requirements of Geomancy. Some (spirit) Talents may reference "Geomancy" as its range, and are affected by anything that increases the range of your Geomancy. If you do not possess the ability to use Geomancy, consider the range 30ft.

Nature Talents

Deep Nature

When you spend 1 Spell Point to increase the duration of Geomancy to 1 minute, you may increase it to 10 minutes instead.

Expanded Geomancy

Select a Nature package you do not possess. You may select this Talent multiple times.

Grant Spirit

When using a (spirit) effect that only targets yourself, you may instead target a willing creature within your Geomancy range.

You may take this Talent twice. When taken twice, you may spend 1 additional Spell Point to target 1 additional creature with the same (spirit) Talent.

Level (+2): Increase the number of additional creatures by 1

Ranged Geomancy

Increase the range of your Geomancy to 90ft. You may take this talent twice, increase the range to 150ft.

Geomancy Talents

Air Mastery (geomancy, air)

Shifting Winds

Duration: instantaneous

Requirement: 1 cloud, mist, smoke or similar effect

You may spend 1 Spell Point to move one of the required effects to anywhere within Geomancy range. If the effect is magical, you must succeed at a check to counteract it.

Feather Fall [Reaction]

Duration: sustained

Target: 1 creature

Requirement: air

You raise a magical updraft to protect a single creature against falling. The target falls only 60ft per round, and the duration it falls while under Feather Fall does not count when calculating fall damage. If a creature lands while the spell is in effect, it takes no fall damage. You may spend 1 Spell Point to cast Feather Fall as reaction triggered by a creature within range falling.

Breeze Master (geomancy, air)

When casting Breeze, you may have it affect a 20ft radius area instead of a single creature. Additionally, you may add any of the following effects to depending on what other packages you posses

Earth: Stabilizing Dustveil

Requirement: loose sand or dirt

Particles of dust stabilize the air around you. Creatures inside your Breeze add the circumstance bonus to defenses against being pushed, moved or knocked prone.

Fire: Warm Breeze

The warm air wards against the chill. Creatures inside your Breeze gain resistance 5 to Cold and add the circumstance bonus to defenses against Cold effects

Metal: Ferrous Zephyr

Requirement: at least one metal object of 1 Bulk or more

You fill the air with fine filaments of metal. Creatures inside your Breeze gain resistance 5 to Electricity and add the circumstance bonus to defenses against Electricity effects

Wood: Fragrant Flurry

The air smells of pleasant meadows and flowers, granting Poison resistance 5 and adding the circumstance bonus to defenses against Poison effects.

Water: Cooling Breeze

Requirement: rain, mist, or at least a 5ft cube of water

Your Breeze protects those inside against fire, granting Fire resistance 5 and adding the circumstance bonus against Fire effects.

Create Nature (geomancy)

Duration: instantaneous

You may spend 1 Spell Point to create your Geomancy element anywhere within range. You may use Create Nature as part of casting any other Geomancy effect by spending an additional Spell Point.

Air: Create Air

You create a 10ft cube of breathable air. The air will immediately displace other fluids in the area, but will shortly behave as normal air. For example, using this talent underwater would create a bubble that will ascend to the surface.

Earth: Granulate

You create loose dirt or sand that covers a 10ft radius. You may reduce the cost of Granulate by 1 Spell Point if there is stone or rock to break apart in the area.

Fire

You may now cast Create Fire as part of Affect Fire, without the additional Spell Point cost.

Metal

You may use Recover Ore as part of other Geomancy Spells without the additional Spell Point cost, although the created ore breaks apart after 1 minute.

Water: Create Water

You create a pool of water filling 4 5ft cubes. Using this in conjunction with Vortex may create a vortex that travels on the ground. Using Create Water in conjunction with Freeze allows you to create a wall of ice with the same hitpoints as normal, but arranged in a contiguous wall.

Wood: Grow Plants

You spontaneously grow plants. This may create a single Medium tree or a field of plants in a 10ft burst along the ground. This cannot create plants with inherent qualities like rare herbs, but may be used to create food crops.

Earth Mastery (geomancy, earth)

Increase the area of Bury and Tremor to a 30ft burst. You gain the following Geomancy effects.

Unearth

Duration: sustained

Requirement: dirt or stone

Target: 1 creature

You manipulate the earth surrounding a burrowed creature. The target must attempt a Fortitude save. You may target creatures with any amount of cover as long as that cover is composed of earth or stone.

Critical Success: the target is unaffected

Success: the targets burrow speed is reduced by 10ft

Failure: the target loses its burrow speed and is ejected to the nearest surface

Sandstone

Duration: instantaneous

Requirement: sand or loose dirt

You may spend 1 Spell Point to create a Medium stone structure out of the required material.

The stone has Hardness equal to your level and 5 times your level in Hit Points.

You may target 1 Medium creature covered in dirt or sand to encase it in stone. The targeted creature must attempt a Reflex save.

Critical Success: the target is unaffected

Success: the target suffers a -10ft status penalty to speed until it Escapes or breaks the stone

Failure: the target is Immobilized until it Escapes or breaks the stone

Critical Failure: the target is Restrained until it Escapes or breaks the stone

Level (+4): Increase the size of the created stone or the encased creature by one category

Fire Mastery (geomancy, fire)

When you Create Fire, you can choose for it to be Large. You gain the following Geomancy:

Alter Light

Duration: sustained

Target: 1 flame

You may alter the light produced by the fire, you may halve or double the range of its light, as well as change it from an emanation to a cone with double the length.

Extinguish

Duration: instantaneous

You immediately extinguish all non-magical fires inside your Geomancy range. You may spend 1 Spell Point to counteract any number of magical Fire effects within range.

Flash

Duration: instantaneous

Target: 1 non-magical flame or a single Fire effect you created

You spend 1 Spell Point to immediately extinguish the flame, causing it to burst in a 20ft radius dealing 2d6 fire damage with a basic Fortitude save.

Level (+2): Increase the damage by 2d6

Fog Mastery (geomancy, water)

When you cast Fog, you may add one of the following effects depending on what packages you possess:

Air: Wind Blades

Your fog slices those inside it with cutting winds. Creatures starting their turn inside the Fog take 1d4 slashing damage with a basic Reflex save.

Level (+2): Increase the damage by 1d4

Earth: Sandstorm

Requirement: loose dirt or sand instead of water

You create a sandstorm, creatures starting their turn inside must attempt a Fortitude save, being Blinded for 1 turn on a failure.

Fire: Smokescreen

Requirement: fire instead of water

You create a Fog of choking smoke instead of mist. Creatures starting their turn inside it must attempt a Fortitude save, being Sickened 1 on a failure and Sickened 2 on a critical failure.

Metal: Acid Rain

Requirement: a metal object of at least 1 Bulk inside the area of the Fog

The metal reacts, turning the Fog acidic. Creatures starting their turn inside take 1d6 acid damage with a basic Fortitude save.

Level (+2): Increase the damage by 1d6

Water: Solid Fog

You may spend 1 additional Spell Point to make your Fog so thick it becomes almost solid. Solid Fog is treated as difficult terrain, and grants creatures lesser cover against ranged attacks.

Wood: Spore Cloud

Requirement: grass, weeds, or trees instead of water

You create a fog from noxious spores. Creatures starting their turn inside the cloud must attempt a Fortitude save, becoming Stupefied 1 for a minute on a failure, and additionally Stunned 1 on a critical failure

Hazardous Terrain (geomancy)

You know how to make many of your Geomancy abilities particularly dangerous, turning them into Hazardous Terrain dealing 1 damage for each square a creature moves inside it.

When using Freeze or Tremor, you may grow spike-like formations which last for a minute, dealing piercing damage. If using Freeze on a creature, you may affect all squares adjacent to the creature.

When using Entangle, you may cause the effect to grow thorns, dealing damage equal to your level to creatures failing their saving throws.

When using Create Fire, you may create a flame of one category size larger

You may spend 1 Spell Point when casting Magnetize to cause an object to harm all creatures inside a 10ft burst. Magnetize becomes sustained, and whenever a creature starts their turn inside the area or enters the area, they take Magnetize's damage with a basic Reflex save.

Manipulate Nature (geomancy)

Air: Updraft

Requirement: Air

By spending a Spell Point you create a powerful blast of air capable of flinging a Large or smaller creature upwards. The creature can attempt a Reflex save.

Success: the target is unaffected

Failure: the target is flung 10ft upwards

Critical Failure: the target is flung double the distance upwards

Level (+3): Increase the distance on a Failure by 10ft

Earth: Fault

Requirement: Ground

By spending a Spell Point you alter the ground in a 10ft cube. You may raise or lower any number of squares by up to 10ft, possibly creating structures like walls. The raised earth can be climbed with a DC equal to your Spell DC. You may decide to lower the DC by any amount down to 10.

Fire: Prominence

Requirement: Fire

You move a flame in a straight line to any space within your Geomancy range. You may use Prominence as part of casting Affect Fire or Sustaining Create Fire. You may spend 1 Spell Point when moving a flame with Prominence to damage all creatures it moves through with a basic Reflex save. The damage is equal to your Affect Fire damage.

Metal: Pinball

When hitting a target with Magnetize, you may immediately repeat the attack as a Free Action against another target within range. The multiattack penalty increases as normal, and the Pinball attack originates from the position of the previously hit target. You may repeat Pinball until you miss the attack, and a creature cannot be targeted more than once by Pinball.

Water: Wave

Requirement: Water

You create a surge in water that pushes targets in its wake. The Wave can be created anywhere within range and may face any direction, traveling in a straight line up to 30ft long and 10ft wide. Creatures in the area must attempt a Fortitude save. By spending 1 Spell Point, you can form a stronger Wave capable of knocking Prone any creature failing the Fortitude save.

You may use Wave to move a Vortex you created along the same distance.

Critical Success: The creature is unaffected

Success: The creature is pushed 5ft along with the Wave

Failure: As success, but pushed 10ft

Critical Failure: As success, but pushed 20ft

Wood: Shelter

Requirement: A medium or larger tree

You spend 1 Spell Point to reshape the tree into a cabin one size larger than it. The cabin is a structure made from simple wooden walls and a single door. The Shelter magically protects those inside it from temperatures up to Severe, and reduces effects of Extreme temperatures to Severe. The shelter can have up to four windows without affecting its magical protection.

Metal Mastery (metal, geomancy)

You gain a +2 circumstance bonus to checks to Earn Income using Recover Ore.

When a creature is critically hit by your Magnetize, it takes an additional 1d4 persistent bleeding damage

Level (+2): Increase the additional persistent damage by 1d4

You gain the following applications of Geomancy:

Fortify

Duration: 1 hour

You spend 1 Spell Point to temporarily harden an object regardless of its material. The target's Hardness increases by an amount equal to half your level.

Reforged Edge

Duration: 1 hour

By spending 1 Spell Point you temporarily sharpen a metal weapon. Slashing and piercing attacks made with the weapon deal an additional 1 damage per weapon damage die.

Temperature (fire, geomancy)

Your control of temperature extends to other elements, granting the following applications depending on what packages you possess:

Earth: Lava

Duration: Sustained

Requirement: Sand, dirt or stone

Area: 10ft cube

By spending 1 Spell Point you cause the surface within the area to melt, transmuting the earth into lava. The lava is one foot deep and difficult terrain. Creatures starting the turn inside the area or that enter it take 1d6 fire damage and 1d6 persistent fire damage with a basic Reflex save. If a creature is within the area when Lava ends, it must attempt a Reflex save, being Immobilized until it Escapes on a failure.

You may spend additional Spell Points to increase the area affected by Lava by 10ft per Point (To a maximum of a 30ft cube).

Level (+2): Increase the initial and persistent damage by 1d6

Metal: Heat

Duration: Sustained

Target: A metal object or creature

You spend 1 Spell Point to cause the target to become red-hot for a moment. This is usually harmless to an unattended metal item, which doesn't get a saving throw, though the GM might rule that flammable materials connected to the object catch fire or melt. If you target an item worn or carried by a creature, or you target a creature made primarily of metal, the heat deals 2d6 fire damage and 1d4 persistent fire damage to the creature with a basic Fortitude save.

The persistent damage is associated with the object and has no effect while no one is holding it. It still attempts flat checks until it succeeds in case a creature picks it up.

Level (+2): Increase the initial fire damage by 2d6 and persistent damage by 1d4

Water: Boil

Duration: Sustained

Requirement: Water

You cause a 10ft cube of water to heat up and boil. Creatures that start their turn within the area or enter it take 1d8 fire damage with a basic Fortitude save. When Sustaining Boil, you may increase the cube's size by 10ft (to a maximum of a 100ft cube).

Level (+2): Increase the damage by 1d8

Wood Mastery (wood, geomancy)

Your mastery over plantlife becomes more pronounced. Increase the maximum area of Entangle by an additional 10ft

When using Pummel, add your spellcasting ability to its damage. You may command the plant affected by Pummel to Trip, Grab, Push or Reposition a target within its reach. It uses your spellcasting modifier for its Athletics check. A plant affected by your Pummel can now make ranged attacks against any creature within your Geomancy range, with a damage die of d6.

Spirit Talents

Cycle of Consumption [2 Actions] (spirit)

(Concentrate, Manipulate)

Each part of the elemental cycle counters another. You spend 1 Spell Point to counteract an effect within your Geomancy range. Each element package is capable of counteracting effects with a specific trait. Wood counters Earth, Earth counters Water, Water counters Fire, Fire counters Metal, Metal counters Plant and Wood, and Air counters Air.

Dragonlung [1 to 3 Actions] (spirit)

(Concentrate, Manipulate)

Area: 30ft cone

Frequency: Once per minute

By spending 1 Spell Point you breathe a wave of elemental energy, dealing 1d6 damage with a basic Reflex save. For each additional action used, the area of the cone is increased by 30ft. If you spend at least 2 actions, the damage die increases to 1d12.

Whenever you cast Dragonlung, you may select a damage type depending on which packages you have access to.

Air: Sonic

Earth: Bludgeoning

Fire: Fire

Metal: Electricity

Plant: Poison

Water: Cold

Level (+2): Increase the damage by 1d6

Friend to Wildlife [1 Action] (spirit)

(Concentrate)

Duration: 1 hour

By spending 1 Spell Point you gain the ability to ask questions of, receive answers from, and use the Diplomacy skill with animals. The spell doesn't make them more friendly than normal. Cunning animals are likely to be terse and evasive, while less intelligent ones often make inane comments.

While the spell is active, you may use your Nature modifier for any Diplomacy checks when interacting with animals.

Master of Elements (spirit)

You count as possessing 3 additional Nature Sphere packages of your choice when determining what (spirit) Talents you gain and use. You must choose which packages you obtain the moment you select this Talent.

Nature's Carapace [1 Action] (spirit)

(Concentrate, Manipulate)

Duration: 1 minute

You spend 1 Spell Point to wrap an element around yourself, granting one of the benefits below:

Air: Buffeting Winds

Wind circles around you. Ranged attacks made against you must succeed at a Flat check as if you were Concealed.

Earth: Stoneskin

Your skin hardens like rock, granting Resistance 1 to slashing and piercing damage.

Level (+2): Increase the resistance by 1

Fire: Flame Mantle

Flames damage those who touch you. Creatures who hit you with unarmed melee attacks or melee attacks within 5ft take 1d4 fire damage.

Level (+4): Increase the damage by 1d4

Metal: Iron Body

You become heavy and flexible like metal, granting a +2 status bonus on saves against effects that would knock you Prone or forcibly move you. When affected by an effect that forces you to move, you may halve the distance you're moved.

Water: Seamantle

Cleansing water flows around you, reducing the DC for persistent damage as if you had particularly effective assistance. You gain a +2 Status bonus on attempts to Escape.

Wood: Florescence

Vegetation grows on your body, granting 2 Temporary Hit Points when you cast Florescence and at the start of your turns.

Level (+2): Increase the amount of temporary Hit Points by 1

Nature's Movement [Free Action] (spirit)

(Concentrate, Manipulate)

Duration: 1 minute

At the start of your turn, you spend 1 Spell Point to grant yourself an alternative form of movement. You may spend 1 additional Spell Point to increase the duration to 1 hour.

Air: Windwalk

You can walk on air as if it were solid ground. You can ascend and descend in this way at a maximum of a 45-degree angle.

Earth: Burrow

You gain a burrow speed equal to half your land speed. You may Burrow through solid stone at a rate of 5ft per action, leaving behind a tunnel of your size.

Fire: Jet

You may use jets of flame to Leap 30ft in any direction without touching the ground.

Metal: Magnetism

You may float 3ft above the ground. You may Stride ignoring effects that only affect grounded creatures, such as Difficult Terrain or Hazards.

Water: Waterwalk

You may walk on water as if it were solid ground. You may decide to sink if you desire, in which case you have a Swim speed equal to your Land speed.

Wood: Brachiate

You gain a Climb speed equal to half your Land speed. You may move along branches, bushes, and canopies of trees as if they were solid terrain, ignoring any difficult terrain caused by natural vegetation.

Rejuvenation [2 Actions] (spirit)

(Healing, Vitality, Manipulate, Concentrate)

Duration: 1 minute

You spend 1 Spell Point to gain Fast Healing 2, with additional effects for each of the following packages you possess.

Level (+2): Increase the Fast Healing by 2

Fire: You immediately attempt a save against one Poison or Disease Affliction.

Water: You immediately attempt a Flat check to remove one source of persistent damage with a reduced DC for effective assistance.

Wood: You gain temporary Hit Points equal to your level.

Resist Elements [1 Action] (spirit)

(Manipulate, Concentrate)

Duration: 1 round

You grant yourself Resistances depending on what package you use. You may spend 1 Spell Point to increase the duration to 1 minute. The amount of Resistance is equal to your level, or half your level if the damage type is piercing, slashing or bludgeoning.

Air: Sonic, Air, and damage from falling.

Earth: Piercing, Slashing, and Earth

Fire: Fire

Metal: Electricity, Bludgeoning, and Metal

Water: Cold and Water

Plant: Poison, Wood, and Plant

Wreath of Elements [Reaction] (spirit)

You can wrap yourself with elements, with reactions depending on your packages.

Air (Move)

Trigger: A creature moves to a space adjacent to you

You spend 1 Spell Point to Step away from the creature, or 2 Spell Points to Fly 15ft away from the creature.

Earth

Trigger: You take damage

You spend 1 Spell Point to harden your body and gain Temporary Hit Points equal to your level, lasting for 1 round.

Fire

Trigger: A creature within 5ft attacks you

You spend 1 Spell Point to rebuke the target with fire, dealing 1d6 persistent fire damage.

Level (+2): Increase the persistent damage by 1d6

Metal

Trigger: A creature attempts to Strike you with a metal weapon or projectile

You conjure a magnetic field, gaining a +3 circumstance bonus against the attack.

Water

Trigger: A creature attempts to Trip, Grapple, Shove or Reposition you

Conjured waves redirect the target's force. You gain a +2 circumstance bonus to DCs against the triggering action, and may spend 1 Spell Point to turn the creature's failure into a critical failure.

Wood

Trigger: A creature within 5ft uses a Move action

You spend 1 Spell Point to summon vines capable of impeding the target's movement. The triggering creature must attempt a Reflex save.

Success: The creature is unaffected

Failure: The target has a -10ft circumstance penalty to movement until the start of your turn

Critical Failure: As failure and the target is knocked Prone.

Mind

Charm [2 Actions]

(Manipulate, Concentrate, Mental)

Range: 30ft

Target: 1 creature

You spend 1 Spell Point to place a Charm on a creature, with an effect determined by the (charm) Talent used. All Charms have Additions, effects capable of further influencing the target in exchange for expending additional Spell Points. You can only apply one Addition when casting a Charm.

Any trait possessed by a specific (charm) Talent is added to the ones already present on this feature.

You are granted one (charm) Talent of your choice when unlocking the Mind Sphere.

Mind Talents

Mass Charm

When casting Charm, you may spend 1 additional Spell Point to target an additional creature.

Level (+2): Increase the number of additional targets by 1

Powerful Charm

You may choose to apply any number of Additions to a Charm, spending a Spell Point for each Addition as normal.

Psychic Counter [Reaction]

Trigger: You critically succeed at a Will save against a creature within range of your Charm
You spend 1 additional Spell Point to cast a Charm against the triggering creature.

Ranged Mind

Increase the range of your Charm by 60ft. You may take this Talent multiple times.

Subtlety

All your Charms have the Subtle trait.

Charm Talents

Calm (charm)

(Emotion, Incapacitation)

Duration: varies

You suppress a creature's hostility. The target must attempt a Will save.

The effects of Calm end if you or any of your allies take a hostile action against the affected creature.

Critical Success: the creature is unaffected

Success: The creature cannot take hostile actions for 1 round

Failure: As success for 1 minute

Critical Failure: As success for 1 hour

Additions
Calm loses the Incapacitation trait. The target must attempt a Will save whenever it takes any hostile action, ending the spell on a success and having its action disrupted on a failure
The creature has a -10ft status penalty to its movement while under the effect of Calm.
The creature has to succeed at a Will save when affected by a hostile action, only ending the effects of Calm on a Success.

Clarity (charm)

You clear a creature's mind from outside influence. Attempt to counteract one Mental effect affecting the target. Clarity can't counteract effects originating from Afflictions or Curses.

Additions
You may attempt to counteract a number of Mental effects equal to your Spellcasting Ability. You must roll a separate check for each effect.
The target gains a +3 Status bonus to the first Will save it makes within the next minute.
The target can't benefit from any bonuses granted by Mental effects until the end of your next turn.

Command (charm)

(Linguistic, Auditory)

You command a creature to take a specific course of action. The target must attempt a Will save.

Success: The target is unaffected

Failure: You may direct the target to take one of the following as the first action on its turn: Stride towards or away from you, Fall Prone or Release what it's holding. It can't take any Reactions until it has obeyed your Command.

Critical Failure: As failure but the target must spend all its actions obeying your command.

Additions

Your Command transcends language, ignoring the Linguistic trait.
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Your Command affects the creature's mind directly, ignoring the Auditory trait.

You may command the creature to Strike another target.
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Confusion (charm)

(Emotion)

You befuddle a creature with strange impulses, causing it to act randomly. The target must attempt a Will save

Critical Success: The target is unaffected

Success: The target is unaffected

Failure: The target is Confused for 1 round

Critical Failure: The target is Confused for 1 minute

Additions

The target babbles incoherently and is Stunned 1 on a Success

The duration is increased to 1 minute on a failure, but the target repeats the save at the end of its turns, ending the effect on a Success

Your Confusion affects the target like a hallucinogenic toxin, losing the Emotion trait. You may choose to force a Fortitude save instead of Will.

Courage (charm)

(Emotion)

Duration: 1 minute

You imbue a creature with bravery. The target has a +2 Status bonus to Will saves and is immune to the Fleeing condition.

Additions

The Status bonus increases to +4 against Fear effects.
--

The target gains an amount of temporary Hit Points equal to twice your level.

The target gains resistance to mental damage equal to your level.

Enthrall (charm)

(Emotion)

Duration: 1 hour

You cause a creature to regard you as its friend. The target must attempt a Will save.

If you or any of our allies recently threatened the target or took any hostile action against it, Enthrall gains the Incapacitation trait.

Critical Success: The target is unaffected

Success: The targets attitude regarding you changes one step towards Helpful

Failure: As Success with two steps

Critical Failure: The target becomes Helpful toward you for the duration.

Additions
The duration is increased to 8 hours.
Enthrall also influences the target's attitude towards your allies.
The target becomes Fascinated with you for the duration.

Disorder (charm)

You disrupt a creature's ability to focus. The target must attempt a Will save.

Critical Success: The target is unaffected

Success: For 1 round, the target must succeed at a DC5 Flat check whenever it takes any Concentrate action or the action is disrupted.

Failure: As Success, with a duration of 1 minute.

Critical Failure: As Failure, and the target is Stunned 1.

Additions
The DC for the Flat check increases to 10.
The creature becomes Off-Guard while affected by Disorder.
The creature becomes Dazzled while under the effect of Disorder.

Fear (charm)

(Emotion, Fear)

You inflict terror on a creature. The target 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 4

Additions
The target becomes Fleeing for 1 round on a Failure. Fear gains the Incapacitation trait.
The affected creature has a -10ft Status penalty to its movement while Frightened.
Creatures who fail the save become Fascinated by you while they're Frightened.

Gestures (charm)

You pull and tug at a creature's motor functions. The target must attempt a Will save.

Critical Success: The target is unaffected

Success: For 1 round, the target must attempt a DC5 Flat check whenever they take a Manipulate action, having the action disrupted on a Failure.

Failure: As Success, with a duration of 1 minute.

Critical Failure: As Failure, and the creature falls Prone.

Additions

Increase the DC for the Flat check to 10.

The creature must also attempt the Flat check when taking a Move action.
--

An affected creature must attempt the Flat check at the end of its turn or drop whatever it's holding.
--

Inspiration (charm)

(Emotion)

Duration: 10 minutes

You inspire competence in the target. An affected creature has a +1 Status bonus to Skill checks.

Additions

Increase the Status bonus to +2.

The bonus affects Attack rolls.

The bonus affects Saves.

Isolation (charm)

(Emotion)

You inflict a creature with doubt about everyone. The target must attempt a Will save.

Critical Success: The target is unaffected

Success: For 1 round, the target does not treat any creature as an ally, and is not considered willing for any effect

Failure: As success, with duration of 1 minute

Critical Failure: As success, with a duration of 1 hour

Additions

The target becomes Frightened 1 on a Failure and Frightened 2 on a Critical Failure.
--

The target has a -2 circumstance penalty on Saves against Mental effects while affected.
--

The target gains Weakness to mental damage equal to half your level.
--

Pain (charm)

You inflict psychic pain on a creature. The target takes 1d6 persistent mental damage and must attempt a Will save.

Critical Success: The target is unaffected

Success: The target takes half damage

Failure: The target takes full damage and is Sickened 1.

Critical Failure: The target takes double damage and is Sickened 2.

Level (+2): Increase the persistent mental damage by 1d6

Additions

The psychic pressure applied is immediate. The target takes an amount of mental damage equal to the persistent damage inflicted.
--

The affected creature is Off-Guard while Sickened.
--

While Sickened, the target is Stupefied with the same value.
--

Remembrance (charm)

Duration: 1 minute

You enhance a creature's memory, granting it a +2 Status bonus to Recall Knowledge.

Additions

The creature can immediately Recall Knowledge up to 6 times as a Free Action. These cannot trigger any special ability or feat that triggers upon a Recall Knowledge.

The cast time of Remembrance is reduced to 1 Action.
--

The target creature cannot Critically Fail a Recall Knowledge for the duration.

Sleep (charm)

(Incapacitation)

You inflict a creature with drowsiness. The target must attempt a Will save.

A creature that falls Unconscious from this Charm does not fall Prone or release what it's holding.

Critical Success: The target is unaffected

Success: The target is Stunned 1

Failure: The target falls Unconscious for 1 minute but may wake up due to a successful Perception check.

Critical Failure: The target falls Unconscious for 1 hour.

Additions

Creatures who fall Unconscious from Sleep drop Prone and release what they're holding.
--

Unconscious creatures cannot wake up from successful Perception checks.

After Sleep's duration ends, the creature is sleeping normally instead of waking up.
--

Stupefy (charm)

You dull the target's mind, depending on its Will save.

Critical Success: The target is unaffected

Success: The target is Stupefied 1 for 1 round

Failure: The target is Stupefied 2 for 1 minute

Critical Failure: The target is Stupefied 3 for 1 minute

Additions

The target is affected for 1 hour on a Failure or Critical Failure
--

The target is Stunned 1 on a Failure

The target cannot use Reactions while affected

Protection

Aegis (1 Action)

(Force, Concentrate, Manipulate)

Range: touch

Duration: 1 round

You grant the creature magical protection, with an effect depending on which (aegis) Talent is used. A creature can only benefit from one Aegis at a time. You may spend 1 Spell Point to increase the duration of this spell to 1 Hour.

You gain the following (aegis):

Deflection (aegis)

(Force)

The target has a +1 circumstance bonus to AC.

Ward (3 Actions)

(Concentrate, Manipulate)

Duration: sustained for up to 1 minute

You spend 1 Spell Point to create a ward centered on yourself with a radius of up to 20ft.

You may spend an additional Spell Point to increase the Ward duration to 1 minute.

You gain the following (ward):

Barrier (ward)

(Force)

The spell creates a mostly transparent wall of force at its perimeter. A Barrier is solid, grants full cover, has 5 HP, a Hardness of 1, AC 10, and immunity to critical hits and precision damage. If an attack of effect breaks through the Barrier before affecting creatures covered by it, reduce the damage taken by those creatures by an amount equal to the damage that was needed to destroy the Barrier.

A Barrier can hold up to 20 Bulk and can be Forced Open with a DC equal to your Spell DC.

Level (+1): Increase the HP by 2, Hardness by 1, and maximum Bulk by 2

Succor (Reaction)

(Concentrate, Manipulate)

A (succor) Talent allows you to sacrifice an Aegis affecting a target to create an immediate effect. The trigger and resulting effect depends on the (succor) used and occurs only to the creature bearing the Aegis.

You gain the following (succor):

Block (succor)

Trigger: A creature under your Aegis takes physical damage or damage from a magical effect

You partially protect the creature from harm, reducing damage as with the Shield Block reaction with a Hardness of 5. The creature then becomes immune to your Aegis for 10 minutes.

Level (+4): Increase the Hardness by 5

Protection Talents

Buttressing

You can repair Barriers you created. As a single concentrate action, or as a part of Sustaining the spell, you may spend 1 Spell Point to restore 5 Hit Points to a Barrier. You may spend 1 additional Spell Point when casting Barrier to grant it Fast Healing 2.

Level (+2): Increase the healing by 5 Hit Points and the Fast Healing by 2

Community (Reaction)

(Concentrate)

Trigger: A creature under one of your Aegises takes damage

You spend 1 Spell Point to redirect half the damage taken by the triggering creature to any other creature bearing an Aegis you created. The redirected damage cannot be further reduced in any way.

Durable Ward

When creating a Ward, you may increase its maximum Hit Points by an amount equal to double your level.

Enduring Ward

When spending a Spell Point to increase the duration of a Ward, you may increase its duration to 1 hour. You may spend another Spell Point to increase it from 1 hour to lasting until your next daily preparations.

Far Protection

When creating a Ward, you may center it anywhere within 30ft. Your Aegis gains a range of 30ft. You may select this Talent more than once, increasing the ranges by an additional 60ft.

Shapeable Barrier

You can fashion your Barrier as a series of contiguous panels 1ft thick. The Barrier must start adjacent to you and can have a maximum of 5 panels.

Aegis/Ward Talents

Armor (aegis)

A creature under Armor gains Resistance 1 to physical damage.

Level (+2): Increase the resistance by 1

Breathless (aegis/ward)

(Air)

You can grant an Aegis capable of suspending the target's need to breathe. The affected target does not need to breathe and has a +4 circumstance bonus against Inhaled effects.

If cast as a Ward, Breathless grants the same benefit to every creature inside the area.

Deathless (aegis)

(Vitality)

You protect the target from attacks on one's life. The targeted creature gains Resistance 5 to Void and Vitality and a +2 circumstance bonus on saves against Death effects.

Level (+4): The resistance increases by 5

Energy Protection (aegis/ward)

You may grant an Aegis capable of reducing damage from energy effects. Choose Cold, Fire, Acid, Sonic, or Electricity: the target gains Resistance 5 to that damage type.

An Energy Protection Ward protects every creature inside it, granting them Resistance 2 against the selected energy.

Level (+4): Increase the Aegis Resistance by 5 and the Ward Resistance by 2

Friendship (aegis)

Creatures under the effect of this Aegis consider any roll on a save against an effect created by an allied creature to be one degree of success higher.

Impedance (aegis/ward)

(Force)

An Impedance Ward makes it difficult for creatures to approach its center. The Ward's space is considered Difficult Terrain when moving towards the center of the effect.

If used as an Aegis, Impedance turns all squares adjacent to the creature into difficult terrain

Missile Shield (aegis/ward)

Creatures affected by this Aegis or inside this Ward are considered Concealed against any ranged attacks.

Peace (aegis/ward)

(Mental)

You can create an Aegis capable of protecting a target from hostility. Any creature attempting to target a creature under the Peace Aegis must succeed at a Will save or have the action disrupted. If a creature under Peace takes any hostile action, the spell ends.

As a Ward, Peace disrupts any hostile action taken inside it unless the acting creature succeeds at a Will save. If any creature succeeds at a save against Peace Ward, the spell ends.

Retaliation (aegis)

(Force)

Whenever a creature under Retaliation is hit by a melee unarmed attack or a melee attack from within 5ft, the attacker takes 1 force damage.

If you possess Energy Shield, you may change the damage from Retaliation to any of the damage types listed for that Talent.

Level (+2): Increase the damage dealt by 1

Shell (aegis/ward)

You protect the affected creatures from magic. Creatures under the Aegis or Ward gain a +1 circumstance bonus to AC and saves against Magical effects.

Slippery (aegis)

The affected creature has a +2 circumstance bonus to saves against being Grabbed or Restrained and to checks to Escape.

Travel (aegis)

You create an Aegis capable of protecting a creature from the environment. A creature under the Travel Aegis has Resistance 5 to damage from Hazards and Climate and a +2 circumstance bonus to saves against Hazards.

Succor Talents

Deflection (succor)

(Misfortune, Force)

Trigger: A creature under your Aegis is hit by an attack

You spend 1 Spell Point to warp your Aegis in an attempt to direct the attack away. The attacker must roll again for the attack and take the new result if it is lower.

Luck (succor)

(Fortune)

Trigger: A creature under your Aegis attempts a save

You spend 1 Spell Point to channel luck through your Aegis. The creature rolls on the save twice, taking the higher result.

Punishment (succor)

(Force)

Trigger: A creature under your Aegis is hit by an attack

You shatter the Aegis, directing its force against the attacker. The attacking creature takes 1d6 force damage with a basic Reflex save.

If you possess Energy Shield, you may change the damage type of Punishment to one listed under that Talent.

Level (+2): Increase the damage by 1d6

Reflection (succor)

Trigger: A creature under your Aegis succeeds on a save against a magical effect targeting them.

By spending 1 Spell Point you may use your Aegis to reflect the effect back at the source.

Attempt a counteract check against the triggering effect. If successful, the effect is redirected and targets the creature it originated from, who must attempt a save normally.

Vengeance (succor)

Trigger: A creature under your Aegis is hit by an attack

You channel the power of the Aegis into a vengeful counterattack. You Strike the attacking creature.

Light

Shine [2 Actions]

(Light, Manipulate, Concentrate)

Range: 90ft

Duration: 1 hour

You create an orb of light that sheds bright light in up to a 20ft radius (and dim light for the next 20ft). You can attach the light to a willing creature, causing it to float near them while they move. You can Sustain Shine to move it anywhere within range.

You can Dismiss this spell. You may only have a total amount of Shines equal to your Spellcasting Ability at a time.

Level (+2): Increase the radius of light by 10ft

Glow [2 Actions]

(Light, Manipulate, Concentrate)

Range: 60ft

Duration: 10 minutes

Target: 1 creature or object

You envelop the target with a luminous layer. A target affected by Glow sheds bright light in up to a 10ft radius (and dim light for the next 10ft). An unwilling creature may attempt a Reflex save if they or any of their attended objects are targeted. If a target affected by Glow was invisible, it becomes concealed instead. A target concealed by any other reason is no longer concealed. A creature under the effect of Glow can, as a single action, attempt a Reflex save and end the effects of Glow on a success.

Critical Success: The target is unaffected

Success: The target Glows for 1 round

Failure: The target Glows for the full duration

Level (+2): Increase the radius of light by 5ft

Lens [1 Action]

(Light, Manipulate, Concentrate)

Range: 60ft

Duration: 1 hour

Target: 1 creature

You spend 1 Spell Point to place a (lens) Talent on a creature, affecting the properties of light. An unwilling creature may negate the Lens with a successful Reflex save.

You gain the following (lens) talent:

Telescope (lens)

You grant the target the ability to magnify incoming light, enhancing its sight. The affected creature gains a +1 status bonus to Perception checks and the ability to see four times farther than normal.

Level (+8): Increase the status bonus by 1

Talent Types

Talents marked as (glow) and (shine) grant additional effects to those spells. A spell can only be affected by a single (glow) or (shine) Talent at a time.

Light Talents

Bend Light

When creating a Shine, you may choose to shape its light into a cone or line. A cone has a size double the radius of the original effect and a line has a length of triple the original radius.

You may change the shape of a Shine as part of Sustaining it.

Dispelling Light

When casting Shine or Glow, you may spend 1 Spell Point to attempt to counteract each Darkness effect inside the area of its bright light.

Flash

(Light, Manipulate, Concentrate)

As part of Dismissing a Shine, you may spend 1 Spell Point and cause it to blaze up momentarily. All creatures within the bright light created by the effect take 1d4 fire damage with a basic Fortitude save. A creature who fails the save is dazzled for 1 round.

Level (+2): Increase the damage by 1d4

Lightshow

When Sustaining a Shine, you may spend 1 Spell Point to affect it with a different (shine) Talent, spending additional Spell Points as required by the new (shine).

Mass Lens

When casting Lens, you may spend 1 Spell Point to affect an additional creature.

Level (+2): Increase the number of affected creatures by 1

Ranged Light

The range of your Shine, Glow and Lens is increased to 150ft. You may take this Talent multiple times, increasing the range by an additional 150ft each time.

Sticky Glow

A target under the effect of your Glow must use a total of 3 actions (instead of a single action) to attempt a Reflex save to end the spell.

Style

Your Shines and Glows can be composed of multiple colors and complex patterns. You may use these patterns as a form of communication and can attempt checks to Perform from the space of the Shine or Glow.

As a single action with the manipulate trait, you can cause one of your Shines to stain a surface with its light. The resulting stain functions as regular dye and cannot be dispelled.

Lens Talents

Aiming Scope (lens)

The target of this Lens can fire with more precision. An affected creature increases the range increment of any of its ranged weapons by 10ft. If a weapon has an increment greater than 50ft, increase the range increment by 20ft instead.

Chameleon (lens)

An affected creature's colors shift to blend with its surroundings. The target gains a +1 status bonus to Stealth checks and can attempt to hide even without cover.

Level (+6): Increase the status bonus by 1

Halo (lens)

You place a lens that subtly shifts light around a creature to aid their attempts at communication. An affected creature gains a +1 status bonus to Diplomacy, Intimidation, and Performance checks.

Level (+6): Increase the status bonus by 1

Infra Vision (lens)

You grant the target the ability to see heat. An affected creature ignores flat checks to target Concealed creatures and gains a +1 status bonus to Track checks.

Level (+6): Increase the status bonus by 1

Periscope (lens)

You grant the target the ability to alter the path light takes to reach it. The affected creature can, as a single Concentrate action, change its field of view to anywhere within 20ft.

Refraction (lens)

You place a lens capable of deflecting light. The affected creature has a +4 status bonus on saves against Light effects and a +2 status bonus on saves against Visual effects.

Shine/Glow Talents

Beacon of Hope (shine, glow)

(Mental)

By spending 1 Spell Point you infuse the magic's light with the ability to soothe despair. Creatures inside the bright light gain a +3 status bonus on saves against Fear effects. When you Dismiss Beacon of Hope, you may attempt to counteract a single Fear effect within its bright light.

Blinding Light (shine, glow)

By spending 1 Spell Point you can create a light bright enough to blind creatures. Creatures starting their turn inside the area of bright light created by the spell, or that later enter the area, must attempt a Fortitude save.

Critical Success: the creature is unaffected

Success: the creature is Dazzled while inside the area of the spell

Failure: as success, and the creature remains Dazzled for 1 round after

Critical Failure: as failure, and the creature is immediately Blinded for 1 round

Binding Glow (glow)

By spending 1 Spell Point you solidify your Glow as a luminous prison. The target creature is affected based on its saving throw against Glow.

Success: the creature has a -10ft status penalty to its movement until Glow ends

Failure: the creature is immobilized until it Escapes or Glow ends

Critical Failure: the creature is Restrained until it Escapes or Glow ends

Disorienting Light (shine)

By spending 1 Spell Point you cover the area illuminated by the spell in confusing colors and designs. Everything within the area is considered Concealed.

Fenestrate (shine, glow)

You spend 1 Spell Point to create light capable of turning objects and creatures partly translucent. Opaque objects still grant concealment to anything behind them. Any structure of effect that would only grant concealment (like mist or plants) no longer does. You can place a Fenestrate Glow on an object in order to make only it translucent as long as it can be contained within the area of your Glow.

Objects and creatures made translucent by Fenestrate cannot grant cover against Light effects.

Guiding Glow (glow)

By spending 1 Spell point you create a Glow capable of magically guiding attacks towards the affected target. Attacks made against the target of Guiding Glow are made with a +1 status bonus.

Level (+7): Increase the status bonus by 1

Hypnotic Lights (shine, glow)

(Mental, Visual)

You spend 1 Spell Point to create a pattern capable of fascinating creatures. Creatures starting their turn within the effect's bright light must attempt a Will save.

Critical Success: the target is unaffected and immune to Hypnotic Lights for 1 hour

Success: the target is unaffected

Failure: the target is Fascinated for 1 round

Critical Failure: the target is Fascinated for 1 minute

Irradiance (shine, glow)

(Poison)

You spend 1 Spell Point to create ionizing radiation along with visible light. Creatures starting their turn inside the bright light from your spell must attempt a Fortitude save.

Success: the creature is unaffected

Failure: the creature is Sickened 1

Critical Failure: the creature is Sickened 2

Revealing Light (shine, glow)

By spending 1 Spell Point you create light capable of illuminating the unseen. Invisible creatures inside the bright light are considered Concealed. Creatures who would otherwise be Concealed while inside the bright light are not considered Concealed.

Searing Light (shine, glow)

(Fire)

You spend 1 Spell Point to form your spell from burning sunlight. Creatures starting their turn within the bright light take 1d4 fire damage with a basic Fortitude save.

Level (+2): Increase the damage by 1d4

Visual Overload (shine, glow)

(Visual, Incapacitation)

You spend 2 Spell Points to create a flash of overwhelmingly powerful light.

Creatures inside the area of bright light at the moment you create it must attempt a Fortitude save.

Critical Success: the creature is unaffected

Success: the creature is Stunned 1

Failure: the creature is Stunned 2

Critical Failure: the creature is Stunned 3

Dark

Darkness [3 Actions]

(Darkness, Manipulate, Concentrate)

Range: 60ft

Area: 20ft burst

Duration: 1 minute

You spend 1 Spell Point to create a shroud of darkness that prevents light from penetrating or emanating within the area. Light does not enter the area and any non-magical light sources, such as a torch or lantern, do not emanate any light while inside the area, even if their light radius would extend beyond the darkness.

Light can't pass through, so creatures in the area can't see outside. From outside, it appears as a globe of pure darkness.

Magical light must succeed at a counteract check or be suppressed by Darkness.

Meld [2 Actions]

(Manipulate, Concentrate, Darkness)

Range: 60ft

Target: 1 creature

You spend 1 Spell Point to change how the creature interacts with darkness depending on what (meld) Talent is used.

You gain the following (meld) Talent:

Darkvision (meld)

Duration: 1 hour

You grant the target Darkvision. If the target already has Darkvision, they gain Greater Darkvision.

Shadow [2 Actions]

(Incapacitation, Manipulate, Concentrate, Darkness, Shadow)

Range: 60ft

Target: 1 creature

Duration: varies

You spend 1 Spell Point to shroud the senses of a specific creature. The creature's vision is affected as if it were inside a Darkness created by you, depending on its Will save. You may apply the effect of (darkness) Talents to the creature affected by Shadow as long as the Talent is also marked as (shadow). An affected creature can use a single Concentrate Action to attempt a new Will save against Shadow, ending it on a success.

Critical Success: The target is unaffected

Success: The target is affected for 1 round

Failure: The target is affected for 1 minute

Critical Failure: As failure, and the target cannot use actions to attempt another save

Blot:

When casting Darkness, you may create a Blot, affecting only a specific surface within the area. Creatures who are not able to see through Darkness treat the affected surface as Difficult Terrain.

Dark Talents

Deep Shadows

Creatures with darkvision cannot see completely through your dark spells. They treat the targets seen through the darkness as if they were Concealed.

Expansive Dark

You may increase the area affected by your Darkness to 60ft by spending 2 additional Spell Points.

Mass Meld

When using a (meld) talent, you may spend 1 Spell Point to target an additional creature.

Level (+3): Increase the number of targeted creatures by 1

Rolling Darkness

You learn how to move the areas of darkness you create. You may spend 1 Spell Point and Sustain a Darkness or Blot to move it anywhere within range.

Smother

When creating an effect from the Dark sphere, you may attempt to counteract a number of Light or Fire effects equal to your spellcasting modifier. The counteracted effects need to either be inside the area of a Darkness spell, or affecting a creature targeted by your Shadow.

Darkness Talents

Black Lung (darkness, shadow)

(Poison, Inhaled)

You spend 1 additional Spell Point to grant your darkness a miasmic quality, causing creatures to choke and retch. Creatures starting their turn inside the area must attempt a Fortitude save.

Success: the creature is unaffected

Failure: the creature is Sickened 1 and must attempt a DC5 flat check before taking actions requiring speech.

Creeping Darkness (darkness, shadow)

(Mental, Fear)

You spend 1 additional Spell Point to infuse your darkness with an unsettling presence.

Creatures within the area cannot reduce their Frightened condition below 1.

Grasping Shadows (darkness)

You spend 2 Spell Points to manifest grabbing appendages from the dark. Creatures starting their turn inside the area must attempt a Reflex saving throw.

Success: the target is unaffected

Failure: the target takes a -5ft circumstance penalty to its speed until the end of their turn

Critical Failure: the target takes a -10ft circumstance penalty and is Off-Guard until the start of their next turn.

Midnight (darkness, shadow)

(Mental, Sleep)

By spending 1 Spell Point, you create shadows capable of inducing drowsiness.

Creatures within the area must attempt a Will save.

Success: the target is unaffected

Failure: the target is Stupefied 2 while within the area

Critical Failure: as failure and the target is Unconscious, without falling prone or dropping what it's holding, for 1 round.

Thick Shadows (darkness, shadow)

You spend 1 additional Spell Point to create magically dense darkness. The area becomes difficult terrain, and grants lesser cover against ranged attacks made through it.

Meld Talents

Cloak (meld)

Duration: 1 hour

The target gains a +1 status bonus to stealth while in dim light or darkness. The DC for flat checks to target the creature while it is concealed or hidden by darkness increases by 1.

Level (+8): Increase the status bonus and DC for flat checks by 1

Nondetection (meld)

Duration: 1 hour

You enchant the target with anti-divination properties. Nondetection attempts to counteract any Scrying, Detection, Divination or Prediction effect targeting, affecting or detecting the target. Effects that are successfully counteracted still function normally except that they detect nothing about the target of Nondetection.

Shadowstep (meld)

Duration: 1 hour

While inside dim light or darkness, the target has a +10ft status bonus to its speed, and can Step 10ft.

Level (+6): Increase the status bonus by 5ft

Dark Dual Feats

Black Hole (darkness)

Requirement: Telekinesis Sphere

When casting Darkness, you may spend 3 additional Spell Points to infuse it with force.

Choose Gravity or Push/Pull, targets inside the area are immediately affected by the chosen spell, treating the center of the Darkness as the origin point for Push/Pull.

Targets are affected again whenever they end their turn inside the area of Black Hole.

Fate

Consecrate [2 Actions]

(Aura, Manipulate, Concentrate)

Area: 15ft emanation

Duration: 1 minute

An aura expands from you, with effects depending on what (consecrate) Talent is used.

You can Sustain Consecrate to increase the emanation by 10ft for the duration.

You gain the following Talent:

Serendipity (consecrate)

You spend 1 Spell Point to manifest an aura capable of bolstering your allies. Allied creatures inside the emanation gain a +1 status bonus to one of the following, chosen at the time of casting: attack rolls, saves, skill checks, or AC.

Word [1 Action]

(Concentrate, Sanctified)

Range: 60ft

Target: 1 creature

You invoke a word of power, with effects depending on the (word) Talent used.

You gain the following Talent:

Guide (word)

Duration: 1 round

The target is blessed by supernatural guidance, gaining a +1 status bonus to one attack roll, Perception check, saving throw, or skill check. The target chooses which check to use the bonus on. A target affected by Guide becomes immune to it for 1 hour.

Motif [3 Actions]

(Manipulate, Concentrate)

Range: touch

Target: 1 willing creature

Duration: until next daily preparations

You spend 2 Spell Points to influence the fate of the target by marking it with a specific (motif) Talent. A creature affected by a Motif cannot be targeted by Motif again until its next daily preparations.

Motifs grant passive effects along with an activation usable by the creature affected by it.

The Fate Sphere grants no initial (motif) Talent.

When making your daily preparations, you may swap one of your (motif) Talents for another (motif) you have access to.

Fate Talents

Bound Consecration

When casting Consecrate, you may touch an object or creature and make it the originator of the Aura. The emanation will move along with the target for the duration.

Echoing Word

When casting Word, you may spend 1 additional Spell Point to target 1 additional creature.

Level (+3): Increase the number of additional creatures by 1

Expanded Serendipity

When casting Serendipity, you can spend additional Spell Points to expand the types of check that casting will affect. You could, for example, spend 2 additional Spell Points to create an Aura that grants a status bonus to attacks, saves, and skill checks.

Greater Serendipity

By spending 2 additional Spell Points, you empower a casting of Serendipity, increasing the status bonus it grants to +2.

Consecrate Talents

Adversity (consecrate)

(Sanctified)

You spend 1 Spell point to create an Aura capable of weakening foes.

Enemies in the area must attempt a Will save when entering the Aura or suffer a -1 status penalty to your choice between attack rolls, saving throws, or skill checks. A creature attempts the save only the first time it is affected by emanation and suffers the penalty only while inside it.

Creatures with the trait opposite to your Sanctification take a -2 circumstance save against Adversity.

The status penalty of Adversity can be increased by Greater Serendipity, and the types of checks it affects simultaneously can be increased by Expanded Serendipity.

Divine Pressure (consecrate)

(Spirit, Sanctified)

By spending 1 Spell Point you emanate spiritual force.

Creatures starting their turn inside the emanation take 1 spirit damage.

Level (+1): Increase the damage by 1

Stricture (consecrate)

(Spirit)

By spending 2 Spell Points, you forbid a type of activity from being done inside your Consecration.

Choose a specific action when casting Stricture (such as Strike, Stride, Lie, or Cast a Spell).

Creatures inside the Aura take 1d6 spirit damage (basic Will save) whenever they attempt the specified action.

Creatures inside Stricture are always aware of what action is forbidden.

You cannot exclude yourself from Stricture's emanation.

Level (+2): Increase the damage by 1d6

Unravel Fate (consecrate)

You spend 1 Spell Point to create an emanation detached from the forces of fate.

Creatures inside the emanation cannot be affected by any Fortune of Misfortune effects.

Word Talents

Doom (word)

(Uncommon, Incapacitation, Spirit, Void, Curse)

Duration: 1 minute

You spend 2 Spell Points to weaken a creature's soul.

The target must attempt a Will save at the start of each of its turns while affected.

Critical Success: the target is unaffected

Success: the target is Doomed 1 and the spell ends

Failure: the target is Doomed 1, increasing the condition by 1 if Doomed already

Critical Failure: the target is Doomed 2, increasing the condition by 1 if Doomed already

Exorcise (word)

(Sanctified)

You spend 2 Spell Points to attempt to counteract a Curse, Misfortune, Fortune, or Possession effect.

Exorcise can be used to counteract any effect with the trait opposite to your Sanctification, with a +2 circumstance bonus on the counteract check.

Faultless (word)

(Fortune)

Duration: 1 round

You spend 1 Spell Point to ensure the creature's next attack strikes true.

The first attack roll the creature makes while affected rolls twice and takes the higher result.

An affected creature becomes immune for 10 minutes.

Freedom (word)

Duration: 1 round

You spend 1 Spell Point to grant a creature the ability to free itself from restraints.

The target ignores difficult terrain for the duration and can immediately use a Reaction to Escape, using your spell attack modifier for the check if higher than its own modifier.

Mercy (word)

(Mental)

By spending 1 Spell Point, you take away a creature's capacity to cause death.

A creature under Mercy deals all its damage as nonlethal with a duration depending on its Will save.

If the target would have its damage reduced because of Mercy (such as by attacking a creature resistant or immune to nonlethal damage), then it is able to ignore the spell's effect for that instance of damage.

Critical Success: the creature is unaffected

Success: the creature is affected by 1 round

Failure: the creature is affected for 1 minute

Critical Failure: the creature is affected for 1 hour

Omen (word)

(Misfortune, Curse)

Duration: 1 round

You spend 1 Spell Point to briefly curse a creature

The target must attempt a Will save.

Success: the creature is unaffected

Failure: the creature must roll twice on its next attack roll, taking the worse result

Critical Failure: the creature must roll twice and take the worse result on all its attack rolls for the duration.

Persist (word)

(Mental)

Duration: 1 round

You spend 1 Spell Point to grant a creature the capacity to defy death.

The first time the affected creature would be reduced to 0 Hit Points it is reduced to 1 Hit Point instead. A creature affected by Persist is temporarily immune for 1 hour.

Motif Talents

The Fool (motif)

This Motif favors those who realize their potential by taking reckless action.

An affected creature gains a +2 status bonus on Initiative rolls when facing creatures of higher Level.

Activation: Envision [Free Action]

Trigger: your turn starts

You become Quickenened 1 for the current turn.

At the end of the turn, The Fool ends and you become Stunned 1.

The Quickenened creature can use its extra action to Strike, Stride, or Step.

The Magician (motif)

This Motif benefits the use of knowledge and careful preparation to face the future.

Choose one of the following: Acid, Cold, Electricity, Fire, or Sonic.

The target gains resistance equal to its level to the chosen trait and has weakness equal to half its level to the four others.

Activation: Envision [Free Action]

Trigger: you take damage from an effect with the chosen trait

The resistance to that damage increases to double your level, The Magician then ends.

The Chariot (motif)

Those affected by The Chariot must unflinchingly face adversity.

The target is granted a +2 status bonus to saves against effects that would cause the Prone, Grabbed, Restrained, Fleeing, or Paralyzed Conditions.

Activation: Envision [One Action]

You Stride twice, ignoring difficult terrain. The Chariot then ends.

The Wheel of Fortune (Motif)

(Uncommon)

The target is blessed with fortune when it lets fate guide it.

An affected creature reduces the DCs for flat checks by 2.

Activation: Envision [Free Action] (Fortune)

Trigger: You attempt a flat check

You roll the check twice, taking the higher result.

Death (motif)

(Uncommon)

The bearer of Death accepts change and draws power from it..

The target reduces all status penalties from the Frightened, Sickened, Clumsy, Enfeebled, and Stupefied Conditions by 1. Other effects caused by the Conditions still apply.

Activation: Envision [Free Action]

Trigger: Your turn starts

The value of the previously listed Conditions increases by 1, Death ends, and you treat all status penalties as status bonuses until the end of the current turn.

The Tower (motif)

(Uncommon)

This Motif invites disaster, and those who bear it must defy doom.

A creature affected by The Tower is Doomed 1.

Activation: Envision [Free Action] (Fortune)

Trigger: You fail, or critically fail, an attack roll or saving throw

You roll the check again, taking the second result. Your Doomed condition increases by 1.

The Tower does not end after using this activation.

The Moon (motif)

Night protects from that which should not be perceived.

The affected creature has a -2 penalty on Perception checks and a +3 status bonus to saves against Visual, Auditory, and Fear effects.

Activation: Envision [One Action]

The Moon ends, you reduce your Frightened Condition by 1, gain temporary hit points equal to your level, and become Blinded until the start of your next turn.

The World (motif)

Telekinesis

Maneuver [2 Actions]

(Manipulate, Concentrate)

Range: 30ft

You execute a telekinetic maneuver, with effects depending on what (maneuver) Talent is used.

You gain the following (maneuver) Talents:

Levitate (maneuver)

Target: 1 unattended object or willing creature of 2 Bulk or less

Duration: sustained up to 1 minute

You spend 1 Spell Point to move the target 20ft in any direction, possibly suspending it mid-air while the spell lasts.

You may move the target the same distance as part of Sustaining Levitate as long as it is within range. As part of moving an object with Levitate, you can attempt a spell attack roll against a creature it moves adjacent to, dealing 1d4 bludgeoning damage on a hit.

Consider only the regular Bulk of a creature (specified in 'Bulk of Creatures') when attempting to Levitate it, unless the creature is Encumbered.

If targeting an object of half the maximum Bulk or lower, Levitate costs no Spell Points.

Level(+2): Increase the targetable Bulk by 2 and the bludgeoning damage by 1d4

Push/Pull (maneuver)

Target: 1 medium or smaller creature or object

Attempt a spell attack roll against the target's Fortitude, moving the target directly away from or towards you with the effects of a Shove.

You may spend 1 Spell Point when casting Push/Pull to use it as a single action.

Level (+4): Increase the targetable size by one category

Gravity (maneuver)

Target: 1 medium or smaller creature

You magically pull a creature towards the ground.

The target must attempt a Fortitude save.

Critical Success: the target is unaffected

Success: the target is pulled 10ft downwards

Failure: the target is pulled 20ft downwards and knocked Prone

Critical Failure: as failure, with double the distance

Other (maneuver) Talents may grant different applications.

Telekinesis Talents

Acceleration

When moving a target in a straight line with Levitate, increase the maximum distance to 30ft. You can spend 1 additional Spell Point when casting Levitate to increase that distance by 10ft, stacking to a maximum of 60ft.

Dampening Field

Your telekinesis can protect those it affects. Creatures under the effect of your Levitate gain a +1 circumstance bonus to AC and Reflex saves.

Dynamic Levitation

You can Sustain Levitation multiple times in a single turn.

By spending 1 Spell Point, you may sustain any number of targets affected by Levitation.

You can still only make a single attack as part of Sustaining the spell.

Forceful Slam

Attacks made with Levitate add your spellcasting ability to damage rolls.

When attacking with an object affected by your Levitate, you may increase the actions taken to Sustain it by one and change the damage dice to d10s.

Gravitational Mass

You may spend 1 Spell Point when casting Push/Pull or Gravity to affect an area.

Push/Pull affects a 20ft burst, moving affected targets towards or away from the center of the burst.

Gravity affects a 20ft radius, 60ft tall cylinder.

Mass Telekinesis

You may spend 1 Spell Point when casting a Maneuver to increase the number of targets by 1. Targets affected by Levitation must still be sustained individually.

Level (+4): Increase the number of additional targets by 1

Ranged Telekinesis

Increase the range of your Maneuver to 90ft. You may take this Talent more than once, increasing the range by an additional 60ft each time.

Violent Gravity

You may choose for targets affected by your Push/Pull or Gravity to take bludgeoning damage equal to your Level.

Double the distance creatures are moved by your Push/Pull.

Creatures who critically fail their saves against your Gravity are Stunned 1.

Maneuver Talents

Fine Manipulation (maneuver)

Duration: 1 minute

You extend your telekinesis, granting you the ability to Interact with objects within your Maneuver range. This Talent allows you to perform skill related Manipulate actions like Steal, Disable a Device, Repair, or Treat Wounds anywhere within range. You still need to meet requirements to use those actions, such as wearing or holding the appropriate tools.

Flight (maneuver)

Target: 1 creature

Duration: 10 minutes

You spend 1 Spell Point to grant the target a fly speed of 20ft. Affected targets fall to the ground after ending their turn mid-air.

Level (7th): Increase the fly speed to 30ft, and creatures no longer fall to the ground at the end of their turns.

Lift (maneuver)

(Incapacitation)

Target: 1 medium or smaller creature

Duration: sustained

You spend 1 Spell Point to lift a hostile creature off the ground.

The target attempts a Fortitude save.

Success: the target is unaffected

Failure: the creature floats 10ft off the ground. It can attempt a Fortitude save at the end of each of its turns, ending the effect on a success.

Critical Failure: as failure, and the creature is Off-guard while affected.

You may move the target 10ft vertically as part of sustaining Lift. If the target is adjacent to a fixed object or terrain of suitable stability, it can move across the surface by climbing (if the surface is vertical, like a wall) or crawling (if the surface is horizontal, such as a ceiling). The GM determines which surfaces can be climbed or crawled across.

Level (+4): The targetable size increases by one category

Redirecting Force (maneuver)

Target: 1 creature

Duration: sustained up to 1 minute

You spend 1 Spell Point to create a field capable of deflecting ranged attacks against the target creature, granting it a +2 circumstance bonus against ranged Strikes.

If a physical ranged Strike critically fails against an affected creature, you can use a Reaction to attempt that Strike against a creature within your Maneuver range, using a spell attack roll.

Telekinetic Disarm (maneuver)

Target: 1 creature

You spend 1 Spell Point to attempt a Disarm against a target within range, using a spell attack roll instead of an Athletics check.

You are not Off-guard on a critical failure, and you can choose to move all items knocked to the ground 10ft in any direction.

Transformation

Shapeshift [Two Actions]

(Manipulate, Concentrate, Morph)

Range: touch

Duration: 1 minute

You spend 1 Spell Point to change a willing creature's form, with the effects of one (shape) Talent and one Feature from any Transformation Talent. You may spend any number of Spell Points to increase the number of maximum Features by an equal amount.

All (shape) effects have the Polymorph trait, and all Features are Morph effects.

Level (+4): Increase the initial number of (features) by 1

You gain the following Talents:

Blank Transformation (shape)

The target's body is modified in slight ways, with no effect other than the applied Features.

You gain the following Feature options:

- Low-light vision
- 1d4 slashing damage claw unarmed attack in the brawling group (finesse, agile)
- 1d6 piercing damage fang unarmed attack in the brawling group

Transformation and battle forms

Initially, Strikes granted by battle forms in this Sphere still use the creature's normal statistics to hit and damage bonuses. Specific Talents may grant different bonuses to hit and damage. Strikes granted by battle forms are always part of the brawling weapon group.

Shape Talents

Aberrant Form (shape)

Harnessing the power of vile entities, you transform the target into a battle form with the Aberration trait, granting the following statistics:

- AC = 16 + Your level
- Temporary Hit Points equal to your level
- 1d8 bludgeoning damage tentacle unarmed attack (reach 10ft) and 1d4 slashing damage lash unarmed attack (reach 10ft, agile, finesse)
- Resistance to mental damage equal to your level
- Darkvision

You gain the following Feature options:

- Tentacles - The target's Strikes gain the Grab creature ability
- Alien Mind - The target gains a +2 status bonus to Will saves
- Many Eyes - The target has All-Around Vision
- Elongated Limbs - The target's reach increases to 10ft

Level (+4): Increase the battle form's AC by 1 and Strike damage by 1

Animal Form (shape)

You transform the target into a battle form with the Animal Trait, granting the following:

- AC = 16 + Your level
- Low-light vision and imprecise scent 30ft
- Temporary Hit Points equal to your level
- Athletics modifier equal to your spell attack
- 1d10 piercing jaws unarmed attack (trip) and 1d6 slashing claws unarmed attack (finesse, agile)
- 40ft ground speed

You gain the following Feature options:

- Pest - The target's size becomes Tiny and it becomes unable to perform attack actions. The duration of Shapeshift is increased to 10 minutes.

•Aquatic - The target has 40ft swim speed and the ability to breathe underwater. You may apply this Feature for free by reducing the target's ground speed to 5ft.

•Venomous - The target's unarmed Strikes gain the Venomous trait.

•Climber - The target has a climb speed equal to half its ground speed

Constructed Form (shape)

You transform the target into a battle form with the Construct trait, granting the following:

•AC = 18 + your level

•Immunity to Void and Vitality effects. Cannot be healed by Void or Vitality.

•Resistance to Poison and persistent bleed damage equal to your level

•20ft ground speed

•Athletics modifier equal to your spell attack

•1d8 bludgeoning damage slam unarmed strike and
1d6 slashing damage blade unarmed strike (finesse, agile)

You gain the following feature options:

•Shell - The target gains Resistance 1 to physical damage, increasing by 1 at 3rd level and every 3 levels afterwards

•Serrated - The target's unarmed Strikes gain the Tearing trait

•Inexorable - The target gains a +2 status bonus to Fortitude saves

Draconic Form (shape)

You transform the target into a battle form with the Dragon trait, granting the following:

•AC = 17 + your level

•Low light vision, imprecise scent for 60ft

•Immunity to the Paralyzed condition

•Resistance equal to your level to the Breath damage type

•30ft ground speed

•Athletics modifier equal to your spell attack

- 1d10 piercing damage jaws unarmed strike and
1d6 slashing damage claws unarmed strike (finesse, agile)

•A Breath [Two Actions] dealing 1d6 damage for each level you have within a 30ft cone or 100ft line with a basic Reflex save. The damage type of the Breath is chosen when the spell is cast from: acid, cold, electricity, fire, or sonic.

You gain the following Feature options:

•Frightening - You gain a +1 status bonus to Intimidation
Level (+6): Increase the status bonus by 1

•Overflow - You strikes an additional 1d4 damage, with the damage type of your Breath

•Quick - All your speeds increase by 10ft

Slime Form (shape)

You transform the target into a battle form with the Ooze trait, granting the following:

•AC = 10 + your level

•Motion sense for 30ft, no vision

•Temporary Hit Points equal to your level

•Immunity to critical hits, precision damage and visual effects

•Resistance to acid, slashing, and piercing damage equal to your level

•15ft ground speed

•Athletics modifier equal to your spell attack

•1d8 bludgeoning pseudopod unarmed strike (grab, trip) and
1d4 bludgeoning whip unarmed strike (finesse, reach)

You gain the following Feature options:

•Acidic - The target's strikes deal an additional 1d4 acid damage

•Flexible - The target can squeeze as if it were one size smaller

•Sticky - The target has a climb speed of 10ft

Transformation Talents

Elemental Forms

You learn to infuse your transformation with elemental power, choosing from air, earth, fire, metal, water, or wood. You can always choose to give one of those traits to a target you affect with Shapeshift.

You gain the following Feature options.

- Elemental Composition - The target gains resistance equal to your level to damage with the chosen trait.
- Energy Strikes - Strikes from the target gain the trait of the chosen element.
- Adaptable - The target gains a +2 status bonus to Reflex saves.
- Projection - The target gains a 1d6 bludgeoning ranged unarmed strike with a 30ft increment and the trait of your chosen element. If you choose fire or water, the strike deals fire or cold damage respectively.
- Aquatic - The target has 40ft swim speed and the ability to breathe underwater. You may apply this Feature for free by reducing the target's ground speed to 5ft.
- Hover - The target can float up to 3ft above solid or liquid surfaces while moving at a speed of 25ft. This allows the target to ignore difficult terrain and hazards that require contact with the ground.

Enchanted Natural Weapons

Creatures affected by your Shapeshift can choose to use your spell attack modifier to hit with Strikes granted by their current battle form.

Mobile Forms

You gain the following Feature options:

- Fleet - The target gains a 10ft status bonus to all its speeds.
- Leaping - The target can leap 15ft in any direction.
You may increase the leap distance to 30ft by spending 2 Features.
- Swimming - The target gains a swim speed equal to its ground speed.
- Winged - The target gains a 20ft flying speed.
You may grant a 40ft flying speed by spending 2 Features.

Natural Armor Enchantment

Battle forms you grant increase their AC by 1

This bonus increases to 2 if the target of your Shapeshift is an Expert in any armor or unarmored defense, to 4 if they're a Master, and to 6 if they're Legendary.

Otherworldly Forms

You may grant your targets traits from outsiders, gaining the following Feature options:

- Beam - The target gains a 1d6 spirit damage ranged unarmed strike with a 30ft increment.
- Celestial - The target becomes Holy and gains a +1 circumstance bonus to saves against magic. The target's strikes gain the Holy trait.
- Darkvision - The target gains Darkvision, or Greater Darkvision if they already have it.
- Fiendish - The target becomes Unholy and gains a +1 circumstance bonus to saves against magic. The target's strikes gain the Unholy trait.
- Wings - The target gains a 20ft flying speed.
You may grant a 40ft flying speed by spending 2 Features.

Size Modification

You may alter the target's size, gaining the following Feature options:

- Pest - The target's size becomes Tiny and it becomes unable to perform attack actions. The duration of Shapeshift is increased to 10 minutes.
- Growth - The target's size becomes Large. The creature is Clumsy 1, has its reach increased by 5ft, and gains a +2 status bonus to melee damage. This has no effect on Large or larger creatures
You may spend 2 Features to make the target Huge, increasing the additional range to 10ft and the status bonus to damage to +4.

Divination

Detect [Two Actions]

(Concentrate, Detection)

Area: 60ft emanation

Duration: sustained up to 10 minutes

You emit divination magic, detecting a specific object, material, creature, or phenomena.

The effects are dependent on what (detect) Talent is used.

You may spend 1 Spell Point to cast Detect as a free action.

You gain the following:

Detect Magic (detect)

You detect the presence of magical effects within range, narrowing down their source to within a 5ft cube. You detect illusion magic only if it has a level lower than yours.

You gain an additional (detect) Talent for each Sphere you possess, detailed in 'Alternate Divinations'.

Sense [One Action]

(Concentrate)

Duration: 1 hour

You spend 1 Spell Point to grant yourself new sensorial abilities, depending on the (sense) Talent used.

You gain the following:

Anticipation (sense)

With brief foresight, you gain a +1 status bonus to your next initiative roll, after which the spell ends.

Level (+6): Increase the status bonus by 1

Alternate Divination

Detect Bleeding

Sphere: Blood

You pinpoint the presence of any blood on unattended objects within range.

For the spell duration, you gain a +2 circumstance bonus to Seek or Track creatures under half Hit Points or that took persistent bleed damage within the last 10 minutes.

Detect Summons

Sphere: Conjuring

For the duration, you can determine if any creature within range has originated from a plane other than the current plane you're located in.

Detect Materials

Sphere: Creation

For the duration, you can use a single action to determine what materials compose any single object within range. You cannot identify materials you have no knowledge of.

Detect Shadows

Sphere: Dark

You may determine if, and how much, the light level within range is magically altered in any way. You gain a +2 circumstance bonus to Seek or Track any creature with the Dark or Shadow trait for the duration.

Detect Enhancement

Sphere: Enhancement

You can detect if any item within range has any magical properties. For the duration, you gain a +2 circumstance bonus to Identify Magic of any items.

Detect Sanctity

Sphere: Fate

You can detect if any creature within range has the Holy or Unholy traits.

Detect Undead

Sphere: Grave

For the duration of the spell, you can detect if any creature within range is Undead, and in the case they are, if they're currently under control of another creature.

Detect Illusions

Sphere: Illusion

For the duration of the spell you gain a +2 circumstance bonus to checks and saves to disbelieve an illusion, and to any save against Illusion effects.

Detect Ailments

Sphere: Life

You can identify what creatures within range are currently under the effect of a Poison, Disease, or Curse effect.

Ultravision

Sphere: Light

For the duration of the spell, you can ignore the effects of the Concealed condition on any creature as long as you are not Dazzled.

Detect Spell Capacity

Sphere: Mana

For the duration of the spell you may as a single action determine the current amount of Spell Points a creature within range has.

Detect Charm

Sphere: Mind

While the spell is active, you may use a single action to identify if a specific creature is under the influence of any Mental magical effect.

Detect Elements

Sphere: Nature

You can pinpoint the presence of any unattended object containing or made of the elements you possess the packages of. You gain a +2 circumstance bonus to Seek or Track creatures with the corresponding trait for the packages you possess.

If you have a (spirit) Talent, you gain a +2 circumstance bonus to Seek or Track creatures with the Animal or Beast trait.

Detect Resistance

Sphere: Protection

For the duration of the spell, you can use a single action to identify what resistances and immunities a specific creature has. You may spend 1 Spell Point when using that action to identify the highest saving throw modifier that creature has.

Detect Mass

Sphere: Telekinesis

While the spell lasts, you know the Bulk and Hardness of any unattended object within range. You gain a +2 circumstance bonus to Seek creatures with the Incorporeal trait.

Retrocognition

Sphere: Time

You immediately learn exactly what time it is and how much time has passed since your last casting of Detect Time.

You may spend 1 Spell Point to divine what happened in the past within range, seeing events linearly for as long as you are able to sustain Retrocognition.

Detect Rifts

Sphere: Warp

You immediately detect the location of any Teleportation effect within range. If you are aware a Teleportation effect was used by a creature within the last minute, you may use a single action to determine the direction and distance that creature has teleported as long as the creature was not transported to another plane.

Divination Talents

Expanded Divination

Pick any three alternate divinations you do not possess. You gain access to those alternate divinations as if you had unlocked their required sphere. If selecting Detect Elements, you must choose each package as if they were a separate sphere.

You may select this Talent any amount of times.

Far Detection

The emanation of your Detect is increased to 150ft.

You may select this Talent an additional time, increasing the area to 300ft.

Grant Sense

When casting Sense, you may choose any willing creature inside your Detect range to be affected by the spell in your stead.

Lasting Divination

Increase the duration you can sustain your Detect spell to 1 hour.

Keen Divination

Once per turn, you may immediately Seek or Recall Knowledge as part of casting Detect or Sense. You may increase the area you can Seek to the emanation of your Detect spell.

Detect Talents

Dowsing (detect)

You spend 1 Spell Point to divine the location of a specific creature or object. You must have a clear mental image of the creature or object, and you only gain knowledge of the 5ft square it is currently on.

Find Traps (detect)

You gain a +2 circumstance bonus to checks made to find traps or hazards. Even if you aren't Searching, you automatically get a check to find hazards that normally require you to be Searching.

Find Secrets (detect)

You spend 1 Spell Point to divine for nearby secret passages, gaining a +4 circumstance bonus to checks made to locate hidden doors, hidden caches and secret compartments.

This only detects openings specifically made to avoid detection.

Even if you aren't Searching, you automatically get a check to find passages that normally require you to be Searching.

Viewing (detect)

You spend 1 Spell Point to transfer your point of view to any point within range, seeing and hearing as if you were standing at that point. The locale must be known to you or obvious (such as a distance and direction).

You may instead transfer your point of view to a creature within range, sensing from their space even if they exit the range of Viewing.

Sense Talents

Battlefield Vision (sense)

You gain all-around vision for the duration of this spell.

Discernment (sense)

Your sight pierces falsehoods, granting a +4 status bonus to checks to Sense Motive and to your DCs against attempts to Lie.

Ghost Sight (sense)

You can see Invisible creatures as though they weren't invisible, although their features are blurred, making them Concealed. You can also see incorporeal creatures, such as ghosts, phasing through objects as blurry shapes seen through those objects.

Logos (sense)

You spend 1 Spell Point to understand all spoken and written words, regardless of language. You may spend 1 additional Spell Point to also be understood by any creature with a language. You do not learn the creature's language, but instead every creature hears you speak in whatever language is most comfortable for it.

While this spell is active, you may understand languages even if you lack the senses to normally interpret them. For example, a blind character can use this sense to "read" written language by touching it or a deaf character can use it to read the lips of any creature they can perceive.

Pallesthesia (sense)

You gain precise echolocation for 30ft and imprecise tremorsense for 60ft. You become Blinded for the duration of Pallesthesia.

Dual Divination Talents

Read Thoughts (detect)

Requirement: Mind Sphere

You spend 1 Spell Point to sense the emotions of any creature you can see within range, gaining a +2 circumstance bonus to Sense Motive.

You may, as a single action, spend 1 additional Spell Point to try reading the surface thoughts of a specific creature, who must attempt a Will save. The target then becomes immune to Read Thoughts for 1 hour.

Critical Success: the target is unaffected

Success: you find out whether the target's intelligence modifier is higher than, equal to, or lower than yours

Failure: as success, and you perceive the target's surface thoughts

Critical Failure: as failure, and you may perceive the target's surface thoughts whenever you Sustain the spell.

Illusion

Figments and Glamers

Spells from the Illusion Sphere can usually be cast as either Figments or Glamers

Figments affect a chosen area, can target any space within your Illusion range, and may be moved to any space within range as part of Sustaining them. You may Sustain a Figment in order to move it, even if its usual duration is not Sustained.

Glamers affect creatures or objects, moving along with them. Unwilling targets may negate a glamer being placed upon them with a successful Will save. Creatures can ignore the effects of glamers placed upon them.

Senses

By default, your illusions only affect sight. However, (sensory) Talents may allow you to affect additional senses. You can choose to not affect any of the senses when casting an Illusion, including sight.

Disbelieving

A creature may use the Seek action to attempt a Perception check to disbelieve illusions. Some circumstances may allow a creature to automatically attempt to disbelieve an illusion.

You gain the following:

Illusion [Two Actions]

(Manipulate, Concentrate, Illusion, Visual)

Area: 5ft cube

Range: 60ft

Duration: Sustained up to 1 minute

Figment: You create an illusion of an object or creature with a maximum size equal to the spells area. A creature interacting with the figment using a sense not affected by the Illusion may automatically attempt a Will save to disbelieve it (such as moving through an illusory wall without the Illusory Touch Talent). The figment animates naturally, and may be moved to any space within range as part of Sustaining the spell.

Moving an object or creature beyond what it should logically be capable of moving may allow creatures witnessing it to automatically attempt a Will save to disbelieve it, under GMs discretion.

Glamer: You create an illusion on a creature or object capable of fitting within the spell's area. A glamer may be used to change the appearance of a creature, allowing you to set up a disguise for the Impersonate use of Deception. You may change the apparent height or weight of the creature as long as it remains within the same size category, but physical interaction with such a creature grants an automatic Will save to disbelieve the illusion.

You may spend 1 or more Spell Point when casting Illusion to apply one of the following for each point spent:

- Increase its area to a 10ft cube
- Allow it to remain active without being Sustained
- Increase its maximum duration to 10 minutes

Level (+2): Increase the area affected by the spell when spending Spell Points by 5ft

Illusion Talents

Blur

You may place a distorting glamer on a creature, making it Concealed while the spell lasts. The maximum duration of Blur is 1 minute, though you can still use a Spell Point to allow it to persist without sustaining.

Complex Illusion

When creating a figment, you may spend 1 Spell Point to divide it into different objects or creatures, as long as those components remain smaller than the maximum size if combined. You may only move one component when sustaining a complex figment, though the other ones still animate naturally even if not moved.

When creating a glamer, you may spend 1 Spell Point to affect any number of creatures or objects within the area of the spell.

Distracting Phantoms

Figments of creatures you manifest count as allies for the purpose of flanking.

When creating a figment, you may spend 1 Spell Point to attempt to make creatures within 5ft of it Fascinated for 1 round unless they succeed at a Will save.

Decoy

You may place illusory decoys on a creature as glamer.

The decoy is an identical copy of the creature, and occupies the same space, moving along with it. Anyone who hits that creature with a Strike must succeed on a DC11 flat check, hitting a decoy on a failure, destroying it in the process. You may increase the number of decoys to 3 by spending 1 Spell Point at the time of casting.

When you Sustain the Illusion, you may transform one of the decoys into a figment identical to the creature, moving it to any space within range.

Focused Imagination

When spending Spell Points to increase the duration of an Illusion, the duration becomes 1 hour.

Hostile Glamers

You may spend 1 Spell Point to create glamers that negatively affects the bearer, depending on what senses you can affect. You may only affect a single sense at a time with a Hostile Glamer.

A target of a Hostile Glamer is always aware it can Seek to disbelieve the Illusion.

Vision: Blindness

You create a glamer that impedes the target's vision. The target is Blinded for the duration.

Hearing: Deafness

Your glamer impedes the target's hearing. The target is Deafened for the duration.

Touch: Restraints

You create objects that impede the target's movement, Immobilizing it for the duration. You may spend 1 additional Spell Point to make the glamor hazardous, dealing damage to the target at the end of its turns, as with Illusory Touch

Mage Feint

When using a Feint, you may spend 1 Spell Point to target any creature within your Illusion range, using your spell attack modifier for the check instead of Deception.

When placing a glamor on a creature, you may grant it the ability to Feint using your spell attack modifier for the duration.

Programmer Illusions

When creating an Illusion, you may add a specific circumstance that, when met, changes the nature of the Illusion immediately. You may spend any amount of Spell Points to add additional circumstances for each point spent.

Ranged Illusion

Increase the range of your Illusion to 150ft.

You may select this feat an additional time to increase the range to 300ft.

Selective Illusions

When creating an Illusion, you may spend 1 Spell Points to designate a number of specific creatures to be affected by it. All other creatures are unaffected and cannot perceive the Illusion.

Subtlety

Spells you cast from the Illusion Sphere gain the Subtle trait.

Suppression

You may create glamers that suppress or eliminate sensations rather than creating their own. You may suppress any sense you can affect with your Illusions, but only once per casting.

The following are the effects for each sense.

Vision: Invisibility

You spend 1 Spell Point to make the target Invisible for the duration. Invisibility immediately ends if the target takes any hostile action.

Level (7th): You may spend 1 additional Spell Point to allow Invisibility to persist even if the target takes a hostile action. The maximum duration is reduced to 1 minute.

Hearing: Silence

You cause the target to become muffled. The target gains a +1 status bonus to checks to Sneak and Resistance to sonic damage equal to your level. The target must succeed at a DC11 flat check to attempt any actions that require speaking or creating sound.

Level (+6): Increase the bonus to Sneak by 1

Touch: Touchless

The target becomes difficult to detect by touch, gaining a +1 status bonus to checks to Steal or Escape.

Level (+6): Increase the bonus to Steal and Escape by 1

Scent: Odorless

The affected target inflicts a -3 circumstance bonus to any attempts to Seek or Track it through scent. When cast on an object, attempts to detect any poison on it or to Identify Alchemy take the same penalty.

You may cast Suppression as a figment, affecting all targets inside the area. Unlike other figments, Suppression cannot be moved.

Sensory Talents

Illusory Odor (sensory)

Your Illusions can produce smell and taste. You may also alter how a target smells and tastes by placing a Glamer on it.

Illusory Sound (sensory)

When creating an Illusion, you may choose for it to emit sound, including constant sounds that may happen for the duration of the Illusion.

The sound travels normally beyond the range and area of the Illusion, up to 300ft, though you may choose to reduce the distance it travels by any amount.

Illusory Touch (sensory)

You can create Illusions that feel real to the touch by spending 1 Spell Point at the moment of casting. Creatures who have not disbelieved that Illusion cannot willingly move through them, even though the Illusion itself cannot hold weight. Creatures who are pushed through it or attempt to stand on it will simply go through it.

When creating an Illusion with touch, you may grant it damaging properties.

An Illusion of an object becomes hazardous, dealing 1d4 mental damage to any creature entering it or ending their turn inside it.

An Illusion of a creature may deal 1d4 damage to a single creature within your Illusion range whenever you Sustain the spell.

Creatures who disbelieve the Illusion heal for half the damage they took from the Illusion, and cannot take any subsequent damage from it.