

CROSSBOW ACE**FEAT 1**

Ranger

When you use Hunt Target or when you use Interact to reload your crossbow, if your next Strike with that crossbow before the end of your next turn is against your hunted target, add half your Wisdom modifier to your damage roll; if you are firing a simple crossbow on a qualifying attack, also increase the damage dice on that attack by one size (see page 91).

INFLAMMABLE GOBLIN

Your ancestors have always had a connection to fire and a thicker skin, allowing you to resist burning. You gain resistance to fire equal to half your level (minimum 1). Your flat check to remove persistent fire damage (see page 323) is DC 15 instead of DC 20 without requiring an action to reduce the DC.

FORAGER**FEAT 1**General
Skill**Prerequisites** trained in Survival

While Surviving in the Wilderness during downtime, you can always find enough food and water to provide yourself a subsistence living (provided you aren't in an area that's completely lacking in appropriate resources). If you are trained but not better, finding food and water for another or providing a comfortable living still requires you to attempt Survival checks and hope for a critical success; on

any other successful result, you still find only enough for your own subsistence.

If you're an expert, even without rolling you can always find enough food and water for your own comfortable living or subsistence living for yourself and one other creature that eats roughly as much as a human, and on a critical success you find enough for a second additional creature.

If you're a master, you can always find enough for comfortable living for yourself and one other or subsistence living for yourself and two others without rolling, and you can provide for twice as many others on a critical success.

If you're legendary, you can always find enough for comfortable living for yourself and four others or subsistence living for yourself and eight others without rolling, but a critical success provides no additional benefit.

Multiple smaller creatures or creatures with significantly smaller appetites than a human are counted as a single creature for this feat, and larger creatures or those with significantly greater appetite each count as multiple creatures. The GM determines how much a particular non-human creature needs to eat.

JUNK TINKER**FEAT 1**

Goblin

You can make useful tools out of even the most twisted or rusted scraps. You can craft ordinary items, including weapons but not armor, out of **junk**. This costs one-quarter the usual amount for a standard-quality item but always results in an item of poor quality. You take only a -1 item penalty when using poor-quality items you crafted. For more information about crafting items, see page 147.

HUNT TARGET

Ranger

You designate a single creature as your target and focus your attacks against that creature. You must be able to see or hear the target, or you must be tracking the target in exploration mode.

You ignore the penalty for making ranged attacks against the target you're hunting within your second range increment. You also gain a +2 circumstance bonus to Perception checks when you Seek your target and a +2 circumstance bonus to Survival checks when you Track your target.

You can have only one creature designated as the target of your hunt at a time. If you use **Hunt Target** against a creature when you already have a creature designated, the prior creature loses the designation and the new target gains the designation. In any case, this designation lasts until your next daily preparation (see page 332).

ALCHEMIST'S FIRE**ITEM 1+**Alchemical
Bomb
Consumable
Fire
Splash**Method of Use** held, 1 hand; **Bulk** L

Alchemist's fire is combination of several volatile liquids that ignite when exposed to air, typically stored in a sealed flask. Alchemist's fire deals the listed fire damage and persistent fire damage, as well as 1 fire splash damage. The flames are easier to put out than normal. If anyone helps the target recover from this persistent damage, the subject recovers automatically with no flat check.

Type minor; **Level** 1; **Price** 3 gp

1d8 fire damage, 1 persistent fire damage.

Grenek

GOBLIN SCUTTLE

FEAT 9

Goblin

Trigger A goblin ally ends a move action adjacent to you.

You take advantage of your ally's movement to adjust your position. You Step.

RAZORTOOTH GOBLIN

Your family can use their teeth as formidable weapons. You gain a jaws unarmed attack that deals 1d6 piercing damage. For more information about unarmed attacks, see page 178.

QUICK REPAIR

FEAT 1

General Skill

Prerequisites trained in Crafting

You take only 10 minutes to Repair an item, rather than 1 hour. If you're an expert, it takes 5 minutes; if you're a master, it takes 1 minute; and if you're legendary, it takes 3 rounds.

- Page 170—In **Quick Repair**, change the text to “You take only 1 minute to repair an item, rather than 10 minutes. If you're a master, it takes 1 round, and if you're legendary, it takes 1 action.”

SLUGGISH

Your movements become clumsy and inexact. Sluggish always includes a value. When you are sluggish, you take a conditional penalty to AC, attack rolls, Dexterity-based checks, and Reflex saves equal to the condition's value.

Agile The multiple attack penalty you take on the second attack each turn with this weapon is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

SUDDEN CHARGE

FEAT 1

Barbarian

Requirements You are not wearing heavy armor.

With a quick sprint, you dash up to your foe and swing. Stride up to double your Speed. If you end the move within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use **Sudden Charge** while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

GIANT TOTEM

Giants are towering, exceptionally strong humanoids, and some tribes aspire to be like them. Your rage gives you the raw power and size of a giant. This doesn't mean you revere giants—you might scoff at them, or even aspire to slay them! It could be that you seem to other people like a giant due to your exceptional strength or larger-than-life emotions and ego.

Anathema

Failing to accept a personal challenge of your strength is anathema to your totem.

Titan Mauler (Totem Ability)

You can use a weapon built for a Large creature if you are Small or Medium (both normally and when raging). If you're not Small or Medium, you can use a weapon built for a creature one size larger than you. You also gain access to your choice of weapon at character creation. When you are wielding such a weapon in combat, double your conditional bonus to damage rolls from raging, but you have the sluggish 1 condition (see page 324) because of the weapon's unwieldy size. You can't remove this sluggish condition or ignore its penalties by any means while you're wielding the weapon.

Sweep This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted an attack this turn against a creature other than the target of this attack.

FATIGUED

You're tired, and expending energy makes you worse off. You're hampered 5 (see page 323). You take a -1 conditional penalty to AC and saving throws; each action you use during an encounter increases the penalty by 1 until the start of your next turn. For example, if you use 1 Stride action and 2 Strike actions on your turn, the conditional penalty would increase by 3 to a -4 penalty, which would reset to -1 at the start of your next turn. The penalty increases after each action you spend, so if you triggered an attack as a reaction to the first action you used, you'd take a -2 conditional penalty to AC against that attack.

If you're fatigued in exploration mode, you can't choose any tactic other than wandering.

You recover from fatigue with a full night's rest (8 hours).

HEALING POTION

ITEM 1+

Consumable
Healing
Magical
Necromancy
Potion

Method of Use held, 1 hand; **Bulk** L

Activation ♦ Operate Activation

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

Type minor; **Level** 1; **Price** 3 gp

The potion restores 1d8 Hit Points.

➤ RAGE

Barbarian
Concentrate
Emotion
Mental

Requirements You can't be fatigued, raging, or wearing heavy armor.

You begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution

modifier and enter a state of pure **rage**. While you are raging, you are affected in these ways:

- Gain a +2 conditional bonus to damage rolls with melee weapons and unarmed Strikes. The bonus is halved if your weapon or unarmed Strike is agile. This bonus increases by 1 at level 3 and every 4 levels thereafter.
- Take a -1 penalty to AC.
- You can't use actions that have the concentrate trait unless they also have the **rage** trait. The Seek basic action gains the **rage** trait while you're raging.

At the end of each of your turns, you must attempt a flat check to determine whether you keep raging. The DC starts at 0 on the first round and goes up by 5 each following round, to a maximum of DC 20. If you fail, your **rage** ends immediately. (Because of the flat check rules, you automatically succeed at the DC 0 check without rolling on the first round.)

When your **rage** ends for any reason, you lose any remaining temporary Hit Points from using the **Rage** action, you can't use **Rage** again for 1 round, and you're fatigued for 1 round. You can't voluntarily stop raging while you're in combat, but if you're not in combat, you can voluntarily end your **rage** by spending an action; this action has the concentrate and **rage** traits.

Pizzazz

Deadly On a critical hit, the weapon adds a weapon damage die of the listed size. This damage increases to two dice if the weapon is master quality and three dice if the weapon is legendary.

Finesse You can use your Dexterity modifier instead of your Strength modifier when making attack rolls with this melee weapon. You still use Strength when calculating damage.

FIRST COMPOSITIONS

Compositions are a special type of spell that require you to use the Performance skill as a part of their casting. At 1st level, bards gain two types of composition spells: composition cantrips and composition powers (which both have the composition trait). You gain the *inspire courage* composition cantrip (see page 233), which boosts your allies' attacks, damage, and defense against fear. This is in addition to the cantrips you choose from the occult list. Feats can give you more composition cantrips. Unlike other cantrips, you can't swap out compositions gained from bard feats at a later level, unless you swap out the specific feat via retraining (see page 318).

You can also cast a composition power called *counter performance* (see page 212) that protects against auditory and visual effects. You have a pool of Spell Points you can spend to cast this spell. Your maximum number of Spell Points is equal to your key ability modifier (minimum 0). You regain all your Spell Points during your daily preparations. You can cast *counter performance* only by spending 1 Spell Point, not using spell slots. This power is automatically heightened to the highest level of spell you can cast.

Some bard feats let you learn more composition powers, and such feats typically increase your pool of Spell Points.

COUNTER PERFORMANCE

POWER 1

Composition	Casting ◆ Verbal Casting, ◆ Somatic Casting; Trigger You or an ally within 60 feet must roll a saving throw against an auditory or visual effect. Area 60-foot aura You protect yourself and allies through performance.
Enchantment	
Fortune	
Mental Power	

Choose an auditory performance if the trigger was auditory or a visual performance if it was visual, then roll a Performance check for the chosen performance. You and allies in the area can use the higher result of your Performance check or their saving throw.

LINGERING COMPOSITION

FEAT 1

Bard By adding a flourish, you can make your compositions last longer. You learn the *lingering composition* composition power (see page 235), which you can cast at a cost of 1 Spell Point. Increase your Spell Point pool by 2.

LINGERING COMPOSITION

POWER 1

Enchantment Power	Casting ◆ Verbal Casting; Trigger You finish casting a cantrip composition with a duration of 1 round.
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You attempt to add a flourish to your composition to extend its benefits. Attempt a Performance check. The DC is usually a high-difficulty DC of a level equal to the highest-level target of your composition, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.

Success The composition lasts 2 rounds.

Critical Success The composition lasts 3 rounds.

Failure The composition lasts 1 round.

BIGBELLY GOBLIN

You can subsist on food that most folks would consider spoiled. You are always considered fed with poor meals in a settlement as long as garbage is readily available, without using the Subsist on the Streets downtime activity. You gain a +2 circumstance bonus to saving throws against toxins, against gaining the sick condition, and on removing the sick condition, but only if the toxin or condition resulted from something you ate or drank. Treat a success on Fortitude saves to reduce the effect of an ingested toxin or the sick condition as a critical success.

You can eat and drink things when you have the sick condition.

◆ GOBLIN SONG

FEAT 1

You sing annoying goblin songs, distracting your foes with silly and repetitive lyrics. Attempt a Performance check against the Will DC of a foe within 30 feet. If you are an expert in Performance, you can affect up to two foes within range; if you are a master, you can affect up to four foes; and if you are legendary, you can affect up to eight foes.

Success The target takes a -1 conditional penalty to Perception checks and Will saves for 1 round.

Critical Success As success, but the penalty lasts for 1 minute.

Critical Failure The target is bolstered.

ILLUSORY DISGUISE

SPELL 1

Illusion
Visual Casting ◆ Somatic Casting, ◆ Verbal Casting
Duration 1 hour or until dismissed

Your illusion can make you appear as another creature of the same body shape and roughly similar height (within 6 inches) and weight (within 50 pounds). The disguise is typically good enough to hide your identity, but not to impersonate a specific individual. The spell doesn't change your voice, scent, or mannerisms. You can also make clothing and items you wear appear different, such as making your armor look like an ordinary dress. Held items are unaffected, and any worn item you remove returns to its true appearance until you do it again.

Casting *illusory disguise* counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties you might take for disguising yourself as a dissimilar creature, and it gives you a +4 conditional bonus to your Deception checks to avoid others seeing through your disguise. You can dismiss this disguise with a Verbal Casting action.

MAGIC MISSILE

SPELL 1

Evocation
Force Casting ◆ Verbal Casting or more
Range 120 feet; **Targets** one creature

You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. When Casting this Spell, you can increase the casting by a Material Casting action, a Somatic Casting action, or both. For each component you add, increase the number of missiles you shoot by one. You choose the target for each missile individually.

SOOTHE

SPELL 1

Healing
Mental
Necromancy
Positive Casting ◆ Somatic Casting, ◆ Verbal Casting
Range touch; **Targets** one willing or unconscious living creature
Duration 1 minute

You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains Hit Points equal to 1d6 plus your spellcasting ability modifier when you Cast the Spell and gains a +1 conditional bonus to saves against mental effects for the duration.

- Page 257—In the *soothe* spell, change the range to “30 feet”.

DANCING LIGHTS

CANTRIP

Cantrip
Evocation
Light Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 120 feet
Duration concentration

You create up to four floating lights, no two of which are more than 10 feet apart. Each sheds light like a torch. When you Concentrate

on the Spell, you can move each light up to 60 feet. Each light must remain within range and within 10 feet of all others, or it winks out.

GHOST SOUND

CANTRIP

Auditory
Cantrip
Illusion Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 30 feet
Duration concentration

You create simple sounds up to a maximum volume of four normal humans shouting, emanating from a square you designate within range. You can't create intelligible words or other intricate sounds.

INSPIRE COURAGE

CANTRIP

Cantrip
Composition
Emotion
Enchantment
Mental Casting ◆ Verbal Casting
Area 60-foot aura
Duration 1 round
You inspire your allies with words or tunes of encouragement. You and all allies in the aura gain a +1 conditional bonus to attack rolls, damage rolls, and saves against fear.

PRESTIDIGITATION

CANTRIP

Cantrip
Evocation Casting ◆ Somatic Casting, ◆ Verbal Casting
Range 10 feet; **Targets** one object (cook, lift, or tidy only)
Duration concentration

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

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

Prestidigitation can't deal damage or cause adverse conditions.

Any actual change to an object (beyond just moving, cleaning, coloring, or soiling it) persists only as long as you Concentrate on the Spell.

TELEKINETIC PROJECTILE**CANTRIP****Attack**
Cantrip
Evocation**Casting** ◆ Somatic Casting, ◆ Verbal Casting**Range** 30 feet; **Targets** one creature

You hurl a loose, unattended object in range at the target. The spell gains the trait of a damage type appropriate to the object (bludgeoning, piercing, or slashing). Make a ranged attack against the target. If you hit, you deal 1d10 damage of the given type; you deal double damage on a critical hit. No special traits or magic properties of the hurled item affect the attack or damage.

You can heighten the spell to hurl more objects, though you attempt only one attack roll and target only one creature, and your salvo of projectiles deals damage all at once for the purposes of resistances, weaknesses, and the like. Only one damage type applies regardless of how many objects you hurl.

Success Full damage.**Critical Success** Double damage.

Forceful This weapon becomes more dangerous when you build up momentum. When you attack with it more than once on your turn, the second attack adds a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack adds a circumstance bonus to damage equal to double the number of weapon damage dice.

Sweep This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted an attack this turn against a creature other than the target of this attack.

BOTTLED LIGHTNING

ITEM 1+

Alchemical
Bomb
Consumable
Electricity
Splash

Price 3 gp

Method of Use held, 1 hand; **Bulk** L

Bottled lightning is packed with volatile reagents that create a blast of electricity when they are exposed to air. **Bottled lightning** deals the listed electricity damage and 1 electricity splash damage, and causes the target to be flat-footed to all creatures until the start of your next turn.

Type minor; **Level** 1; **Price** 3 gp
1d6 electricity damage.

HEAL

SPELL 1

Healing
Necromancy
Positive

Casting ◆ Somatic Casting or more

Range touch, **Range** 30 feet, or **Area** 30-foot aura (see text); **Targets** one willing living creature or one undead creature

You channel positive energy to heal the living or damage the undead. You restore Hit Points equal to 1d8 plus your spellcasting ability modifier to a willing living target, or deal that amount of positive damage to an undead target. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

- ◆ **Somatic Casting** The spell has a range of touch. You must succeed at a melee touch attack to damage an undead target.
- ◆ **Somatic Casting**, ◆ **Verbal Casting** The spell has a range of 30 feet and doesn't require a touch attack when targeting an undead creature. An undead target must attempt a Fortitude save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure.
- ◆ **Material Casting**, ◆ **Somatic Casting**, ◆ **Verbal Casting** You disperse positive energy in a 30-foot aura. This has the same effect as the two-action version, but it targets all living and undead creatures in the burst and reduces the amount of healing or damage to your spellcasting ability modifier.

MAGIC FANG

SPELL 1

Transmutation **Casting** ◆ Somatic Casting, ◆ Verbal Casting

Range touch; **Targets** one willing ally

Duration 1 minute

Choose one of the target's unarmed attacks that deals 1 die of damage. You cause that unarmed attack to shine with primal energy.

The unarmed attack counts a +1 *magic weapon*, gaining a +1 item bonus to attack rolls and dealing another die of damage on a hit.

KNOW DIRECTION

CANTRIP

Cantrip
Detection
Divination

Casting ◆ Somatic Casting, ◆ Verbal Casting

In your mind's eye, you see a path northward. You immediately know which direction is north (if there is such a thing as north at your current location).

Heightened (7th) You can choose to instead know the direction to a specific location with which you are very familiar, such as a previous home, a favorite tavern, or the temple where you trained.

PRODUCE FLAME

CANTRIP

Attack
Cantrip
Evocation
Fire

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one creature

A flame appears in your palm. Make a melee or ranged touch attack. On a success, you deal 1d4 fire damage. On a critical success, the target takes 1d4 persistent fire damage in addition to the cantrip dealing double damage. Heightening this spell increases its damage.

STABILIZE

CANTRIP

Cantrip
Healing
Necromancy
Positive

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one dying creature

A single touch shuts death's door. The target goes from 0 Hit Points to 1 Hit Point.

The target loses the dying condition, though it remains unconscious at 0 Hit Points." Also, remove that spell's Heightened entry.

TANGLEFOOT

CANTRIP

Cantrip
Conjuration
Plant

Casting ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one creature

A vine covered in sticky sap appears from thin air, flicking from your hand and lashing itself to the target. Attempt a ranged touch attack against the target.

Success The target is entangled. It can attempt an Acrobatics or Athletics check against your spell DC to remove the entangled condition (and immobile condition, if necessary).

Critical Success Per success, and the target immobile as long as it's entangled.

Failure No effect.

Animal

You have a strong connection to the beasts of the world, and you are allied with a beast companion. You are trained in Athletics, and it becomes a signature skill for you. You also gain the **Animal Companion** druid feat. Finally, as your order power, you can cast *heal animal* at a cost of 1 Spell Point. Committing wanton cruelty to animals or killing animals unnecessarily is anathema to your order. (This doesn't prevent you from defending yourself against animals or killing them cleanly for food.)

ANIMAL COMPANION

Animal Order Druid

You gain the service of a young **animal companion**. This creature stays with you on your adventures, and it obeys any simple command to the best of its abilities. See the **Animal Companion** section on page 152 for information about these creatures.

Special If you are a druid of the animal order, your **animal companion** gains Constitution, Wisdom, and Charisma modifiers by 1.

ROUGH RIDER

FEAT 1

Goblin

Any creature that will bear your weight can become your loyal steed, and you know how to coax even the strangest beasts into service. You gain the Ride feat, even if you don't meet the prerequisites. You gain a +1 circumstance bonus to Nature checks to Handle a goblin dog or wolf mount. For more about the Nature skill, see page 152.

RIDE

FEAT 1

General

You can use the Command an Animal action to control a mount without having to first use Handle an Animal. See page 153 for more information.

INFLAMMABLE GOBLIN

Your ancestors have always had a connection to fire and a thicker skin, allowing you to resist burning. You gain resistance to fire equal to half your level (minimum 1). Your flat check to remove persistent fire damage (see page 323) is DC 15 instead of DC 20 without requiring an action to reduce the DC.

HEALING POTION

ITEM 1+

Consumable Healing Magical Necromancy Potion

Method of Use held, 1 hand; **Bulk** L

Activation ◆ Operate Activation

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

Type minor; **Level** 1; **Price** 3 gp

The potion restores 1d8 Hit Points.

◆ COMMAND AN ANIMAL

Auditory Concentrate

You issue an order to an animal that's obeying you, either because you previously used Handle an Animal successfully (see below) or you have the Ride feat (see page 170). Most animals know the Leap, Seek, Stand, Stride, and Strike basic actions. If an animal knows an activity, such as a horse's Gallop, you can command the animal to perform the activity, but you must spend as many **Command an Animal** actions as the activity's number of actions. The animal uses the action you command.

Most animals understand only the simplest instructions, so you might be able to instruct your animal to move to a certain square but not dictate a specific path to get there, or command it to attack a certain creature but not to make its attack nonlethal. The GM decides the specifics of the action your animal uses.

WILD EMPATHY

You have a connection to the creatures of the natural world that allows you to communicate with them on a rudimentary level. You can use Diplomacy to Make an Impression on animals and to make very simple Requests of them.

Animal companions are loyal comrades who follow your orders. They have the minion trait, so they gain 2 actions during your turn if you use the Command an Animal action to command them; this is in place of the usual effects of Command an Animal. If your companion dies, you can spend a week of downtime to replace it at no cost. You can have only a single animal companion.

You or an ally can ride your animal companion as long as it is at least one size larger than the rider. If you do, it can use only its land Speed unless it has the mount special ability. In addition, if someone is riding your animal companion and it doesn't have the mount special ability, it can't use the **Work Together** action.

◆ WORK TOGETHER

Your animal companion assists you. You gain the benefits listed in your companion's **Work Together** Benefit entry. Your companion can use its other action only to move in order to get into position to take advantage of the **Work Together** benefits; if your companion doesn't have the mount special ability and you are riding it, it can't use any other actions this turn at all.

Work Together Benefit Your wolf tears at your enemies' tendons when you leave an opening, slowing down their movement. Until your next turn, all your weapon Strikes against a creature your wolf threatens make the target hampered 5 for 1 minute as an enhancement (hampered 10 on a critical success).

HAMPERED

Your Speed is reduced. **Hampered** is always followed by a number indicating by how many feet the condition reduces your Speed. This condition can't reduce your Speed below 5 feet. If the condition doesn't specify which of your movement types it applies to, it applies to all of them. You can have both the accelerated and **hampered** conditions at the same time, so if you were accelerated 10 and **hampered** 15, your Speed would be reduced by 5 feet.

HEAL ANIMAL

POWER 1

Healing
Necromancy
Positive

Casting ◆ Somatic Casting or more
Range touch or **Range** 30 feet (see text); **Targets** one willing living animal creature

You channel positive energy to heal the target, restoring Hit Points equal to 1d8 plus your spellcasting action modifier to the target. The number of actions spent Casting this Spell determines its range.

- ◆ **Somatic Casting** The spell has a range of touch.
- ◆ **Somatic Casting, ◆ Verbal Casting** The spell has a range of 30 feet.