

*(All spells are one action to cast and target 1 creature unless otherwise stated.)*

**SPELLS**

AcidSplash0-60'|1/2cr in 5'; d6 acid (DS neg); L5/11/17 2/3/4d6  
 Aid2-30'|3cr; D8h; +5 cur/max hp; H +5/lv  
 Alarm1-30'|20'cube, CT1m; D8h; Choose door/window/area, if Tiny+ touch/enter alarm (mental/audible), can designate crs no trig alarm  
 AnimalFriend1-30'|beast Int3-; D24h; Charm (WS neg), end if you/ally harm; H +1beast/lv  
 ArmorAgathys1-S|D1h; +5thp, if hit w/ melee while have these thp, atk take 5 cold; H +5thp/cold/lv  
 ArmsHadar1-S|10'spr; 2d6 necro + no reactions til target nxt turn (SS half + can take reactions); H +d6/lv  
 Augury2-S|25gp comps; receive omen about result of specific course of action plan to take in 30 minutes. Possible omens: weal/ woe/ weal+woe/ nothing. No account for change in circumstance. If cast 2x+ before long rest, cum 25% get random reading.  
 AuraOfLife4-SC|30'spr (mv w/ you); D10m; Allies+you resist necro, hp max no reduced, 0hp start turn in area regain 1hp  
 Bane1-30'|3cr; D1m; -d4 atk/save (ChS neg); H +1cr/lv  
 Barkskin2-TC|D1h; AC can't be less than 16 regardless of armor  
 BeaconHope3-30'|cany # cr; D1m; AD WS/Death save, regain max hp possible fr healing  
 BeastSense2-TC|willing beast; D1h; ACTION see/hear thrU beast (gain beast sp senses but you are blind+deaf), ACTION to end spell  
 BladeBarrier6-90'|C|5'wide x 20'tall x 100'long or 60'dia; D10m; 3/4 cover, dif terrain, start/enter 6d10 slashing (DS half) (1/t)  
 BladeWard0-S|til EYNT Resist BPS wpn atks  
 Bless1-30'|3cr; D1m; +d4 atk+save; H +1cr/lv  
 BurningHands1-S|15'cone; 3d6 fire (DS half), ignite untend flam obj; H +d6/lv  
 Blur2-SC|D1m; DA atk v you unless atk no rely on sight (blindsight) or can see through illusions (truesight)  
 CalmEmotion2-60'|C|20'rad-humanoids; D1m; either 1) suppress effect causing charmed/frightened; 2) make indifferent to crs you choose (end if atkd/harmed by spell/see friend harmed), become hostile w/ spell end (ChS neg all)  
 CharmPerson1-30'|humanoid you see; D1h; charm (WS neg (AD if fighting)), end if you/ally act harmful; H +1cr/lv (in 30' others)  
 ChillTouch0-120'|rsatk; d8 necro + no regain hp til SYNT (if undead, DA atk caster til EYNT); L5/11/17 2/3/4d8  
 Command1-60'|cr you see; D1r; either: 1) Approach: approach by most direct route, end turn if in 5'; 2) Drop: drop held end turn; 3) Flee: mv away fastest means; 4) Grovel: fall prone end turn; 5) Halt: no mv/ action; (WS neg all). No affect if undead/don't understand/directly harmful; H +1cr/lv (in 30' others)  
 CompLang1-S|D1h; Understand literal meaning of any spoken/written lang hear/see. Must touch writing.  
 ConjureAnimals3-60'|C|D1h; summon beasts in open space you see; 1xCR2/ 2xCR1/ 4xCR.5/ 8xCR.25; also considered fey, own init, friendly to you/companions, obey your (no action) verbal commands or defend selves; H SL5/7/9 2/3/4x#  
 CureWounds1-T|no constr/undead; regain d8+mod hp; H +d8/lv  
 Darkness2-60'|15'spr; D10m; darkvision no see, nonmagic light no illum, dispels light spell of SL2, Opaque obj cover  
 DancingLights0-120'|C|D1m; 4 torch-sized lights or 1 glowing vaguely humanoid form. Dim 10'. BONUS mv lights 60'. Each light must be in 20' of another and wink out if exceed this/range.  
 DetectMagic1-SC|D10m; sense magic in 30', ACTION see aura around any visible magic cr/obj in 30' + learn school. Block by 3' wood/dirt, 1' stone, 1" metal, thin lead.  
 Druidcraft0-30'|D1m; either: 1) tiny sensory effect predict 24h weather; 2) flower blossom/ pod open/ leaf bloom; 3) 5' cube falling leaves/ wind puff/ small animal sound/ faint skunk odor; 4) light/ snuff candle/ torch/ small campfire.  
 EldritchBlast0-120'|rsatk; d10 force; L5/11/17 2/3/4beams  
 Entangle1-90'|C|20'square; D1m; dif terrain; restrain crs in area w/ cast (SS avoid). ACTION SC to escape.  
 FaerieFire1-60'|C|20'cube; D1m; obj/cr outlined (DS neg), dim 10', AD atk v target, no invis  
 FeatherFall1-60'|R|(you/cr in 60' fall); 5 falling crs; D1m; fall at 60'/r, land w/o dmg (end for each w/ it lands)  
 Fireball3-150'|20'spr; 8d6 fire (DS half); H +d6/lv  
 Firebolt0-120'|rsatk; d10 fire, ignite untend flam obj; L5/11/17 2/3/4d10  
 FlameBlade2-SBC|D10m; let go disappear, BONUS evoke again, ACTION msatk, 3d6 fire, bright 10', dim 10'; H +d6/2lv  
 FlamingSphere2-60'|C|D1m; 5' dia sphere in unoccupied space. End turn in 5' take 2d6 fire (DS half). BONUS mv 30'. If ram into cr, deal 2d6 fire (DS half) + stop mv this turn. Mv over 5' tall barrier/across 10' wide pit. Ignite untend flam obj. Bright 20', dim 20'. H +d6/lv  
 Fly3-TC|D10m; fly spd 60', fall w/ end; H +1cr/lv  
 FogCloud1-120'|C|20'rad; D1h; hvy obscure, 10+mph wind disperse; H +20'rad/lv  
 Goodberry1-T|10 berries; D24h; ACTION eat 1 for 1hp + nourish 1d  
 GuidingBolt1-120'|rsatk; 4d6 radiant + AD nxt atk v target before EYNT; H +d6/lv  
 HealWord1-60'|B|cr you see (no constr/undead); regain d4+mod hp; H +d4/lv  
 HeatMetal2-60'|C|manufactd metal obj you see; D1m; red-hot, in contact take 2d8 fire, BONUS (on sub turn) 2d8 fire, if hold/wear obj + take dmg CS or drop if can, if can't drop has DA atk/chk til SYNT  
 HoldPerson2-60'|C|humanoid; paralyze (WS neg). Resave end each turn; H +1/lv in 30'  
 Identify1-T|CT1m; 100gp component; learn props of magic item (see spell) or spells currently affecting cr.  
 InflictWounds1-T|msatk; 3d10 necro; H +d10/lv  
 Invisibility2-TC|D1h; end atk/cast spell; H +1cr/lv  
 LesserRestor2-T|end 1: disease/ blinded/ deafen/ paralyze/ poison  
 Light0-T|obj 10' max; D1h; 20' bright, 20' dim. End if dismiss (FREE)/ cast again. Any color. Opaque obj cover. (DS neg if held/ worn)  
 LightningBolt3-S|5' x 100'line; 8d6 lightning (DS half); H +d6/lv  
 MageArmor1-T|D8h; Base AC13+DMod  
 MageHand0-30'|D1m; vanish if >30', ACTION to control; manipulate obj, open door/container, stow/retrieve item fr open container, pour out vial. mv hand 30' each time use it. No atk/use magic/carry >10lb  
 MagicMissile1-120'|crs you see; 3 darts, strike simultaneously d4+1 force each, can direct v multi target; H: +1/lv  
 MassHealWord3-60'|B|6cr you see (no constr/undead); regain d4+mod hp; H +d4/lv  
 Message0-120'|D1r; whisper to target, only target hears, can reply only you hear. Blocked by 3' wood/dirt, 1' stone, 1" metal, thin lead. Doesn't have to follow straight line.  
 MinorIllusion0-30'|D1m; sound/image of obj 5' cube; ACTION dismiss; end if cast again; if use action to examine, can determine illusion w/ IC(Inlv) or physical interaction  
 MirrorImage2-S|D1m; 3 dups, ACTION dismiss, atk target dup if d20 is (3=6+; 2=8+, 1=11+), AC 10+your DMod, disappear only if hit  
 MistyStep2-SB|teleport 30' to space you see  
 Moonbeam2-120'|C|5'rad-40'tall; enter/start 2d10 radiant (CS half (shapechanger DA and revert to orig form if fail save and can't assume differnet form til leave)) (1/t), ACTION mv 60'; H +d10/lv  
 PhantasmalForce2-60'|C|no constr/undead; D1m; Create illusory obj/cr/other (incl sound, temp, etc.) that fits in 10'cube visible to target only (WS neg). ACTION to disbelieve (IC (Investigate) to end). Target treats phantasm as real. 1/r on your turn deal d6 psychic if target in 5' of phantasm of hazard/enemy creature.  
 PlantGrowth3-150'|100'rad (xcl'd any areas desired), norm plants become thick + overgrown. 1' mv cost 4'. ALT: If cast over 8 hrs, all plants in half-mile rad enriched 1 yr and yeild 2x norm food.  
 PoisonSpray0-10'|d12 poison (CS neg); L5/11/17 2/3/4d12  
 PrayerHealing2-30'|CT10m; 6cr (no construct/undead); regain 2d8+mod hp each; H +d8/lv  
 Prestidigitation0-10'|D1h; either: 1) instant, harmless sensory effect (spark shower/ wind puff/ faint musical notes/ odd odor); 2) instant, light/snuff candle/torch/small campfire; 3) instant, clean/ soil obj 1' cube; 4) chill/warm/flavor 1' cube of nonliving material for 1h; 5) make color/small mark/symbol appear on obj/surface for 1h; 6) create nonmagic trinket or illusory image that can fit in your hand and that lasts til EYNT; 3 active at a time; ACTION dismiss effect.  
 ProduceFlame0-S|D10m; bright 10', dim 10'; ACTION dismiss, end if cast again. W/ cast or ACTION on later turn, hurl 30', rsatk, d8 fire; L5/11/17 2/3/4d8  
 ProtEvilGood1-TC|willing cr; D10m; aberration/ celestial/ elemental/ fey/ fiend/ undead have DA to atk, can't be charm/ frighten/ possessed by them, if already charm/ frighten/ possessed by one, has AD any new saves v that effect  
 RayEnfeebl2-60'|C|D1m; rsatk; Str wpn atk dmg/2 (CS end ea turn neg)  
 RayFrost0-60'|rsatk; d8 cold + spd -10' til SYNT; L5/11/17 2/3/4d8  
 SacredFlame0-60'|d8 radiant (DS neg) (no cover benefit for save); L5/11/17 2/3/4d8

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Sanctuary1-30'B|D1m; if target w/ atk/harmful spell WS or must choose new target or lose atk/spell. Don't protect fr area effects (fireball). If target make atk/spell that affect enemy, spell ends.

ShockingGrasp0-T|msatk (AD target in metal armor); d8 lightning + no reaction til start its nxt turn; L5/11/17 2/3/4d8

Shield1-SR|(hit by atk/magic missile); +5 AC (include trigger atk) + no dmg fr magic missile til SYNT

ShieldFaith1-60'BC|D10m; +2AC

Shillelagh0-SB|held club/staff; D1m; can use spell ability Mod for melee atk/dmg + dmg die become d8, considered magic, end if cast again/ let go.

Silence1-120'C|20'rad; D10m; no sound in/thru,entirely inside deaf + immune thunder dmg, cast spell w/ V comp impossible.

Sleep1-90'|20'r-cr in ascending current hp (undead/ immune charm/ unconscious immune); D1m; 5d8 hp, unconscious til take dmg/ someone use ACTION to wake; H +2d8hp/lv

SpareDying0-T|no construct/undead; stabilize

SpeakAnimals1-S|D10m; communicate w/ beasts. Can give info about near local/ monster in last day. May be able to persuade small favor.

SpiderClimb2-TC|D1h; mv all surfaces w/ hands free, climb=walk spd

SpikeGrowth2-150'C|20'rad; D1m; dif terrain, mv into/in take 2d4 piercing per 5'; look natural, if no see w/ spell cast WC(Per) to notice

SpiritGuardians3-SC|15'rad; D10m; spirits swirl around you. w/ cast, designate crs you see to be unaffected. Spd/2 in area. enter/start, 3d8 radiant (you G/N) or necro (you E) (WS half) (1/t); H +d8/lv

SpiritWpn2-60'B|D1m; spectral wpn, cast again end. w/ cast, msatk v cr in 5' wpn, d8+mod force. BONUS, mv 20'+ msatk. H +d8/2lv

Stoneskin4-TC|100gp diamond dust; D1h/C; resist nonmagic BPS

Suggestion2-30'C|D8h; Suggest activity (1/2 sentence) to cr hear + understand. If can't be charmed, immune. Must sound reasonable or end. WS or pursue activity. End if you/companion dmg target.

TashasHideousLaugh1-30'C|cr you see (Int 4- immune); D1m; prone+ incap (WS neg). Resave each turn or take dmg (AD save fr dmg)

Thaumaturgy0-30'|D1m; either: 1) your voice booms 3x louder; 2) flames flicker/brighten/dim/change color; 3) harmless tremors in ground; 4) sound (rumble of thunder/ cry of raven/ ominous whispers) (1 time); 5) unlocked door/window fly open/slam shut (1 time); 6) alter your eyes appearance. ACTION dismiss. 3 active at once.

ThornWhip-30'|msatk; d6 piercing + L- cr pull 10'; L5/11/17 2/3/4d6

Thunderwave1-S|15'cube; 2d8 thunder + push 10' (CS half + no push). Unsecure obj push 10'. Thunderous boom in 30'

VisciousMock0-60'|cr can hear you, d4 psychic + DA nxt atk before end its nxt turn (WS neg all); L5/11/17 2/3/4d4

Web-60'C|20'cube; D1h; dif terrain, light obscure, 5' deep on flat surf, start/enter during its turn DS or restrained, ACTION SC to escape, 2d4 fire/5' cube

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ActionSurge-F|1/rest; your turn, 1 xtr action. L17 2/rest (1/turn).  
 Amorphous|mv thru space 1 inch wide w/o squeezing  
 AntimagicSusceptible|incap in antimagic field. If targeted by dispel magic, CS or unconscious for 1 min.  
 ArcaneRecover|1/day during short rest, recover expended spell slots totaling WizLv/2 (round up) (5th lv max)  
 ArtificerLore|2x prof bonus (even if not prof) for IC(History) for magic item/ alchemical obj/ tech device  
 AshPuff-F|(1st time take dmg); living cr in 5' 10CS or DA atk/ save/ chk for 1m; repeat save end each turn.  
 AspectBeastBear|x2 carry/max load/lift; AD SC to push/pull/lift/break  
 BardInspire-60'|ChMod/day; cr can hear you; D10m; Add d6 to chk/atk/ save. Can wait til after roll but before know if success. Cr can have 1max. L5/10/15 d8/d10/d12. Combat Inspiration add: 1)  
 CombatInspireAC-PR|(have CombatInspire, atkd), add BardInspire die to AC (after seeing roll but before know if hit); and 2)  
 CombatInspireDmg-PF|(have CombatInspire, roll wdmg), add BardicInspire die to wdmg  
 Brave|AD save v frighten  
 BreathWpn-S|1/rest; 5'x30' line or 15'cone; 2d6 type (D/CS half); L6/11/16 3/4/5d6 (black/copper acid-line-DS; blue/bronze lightning-line-DS; brass fire-line-DS; gold/red fire-cone-DS; green poison-cone-CS; silver/white cold-cone-CS)  
 Brute|mwatk deal xtr die dmg  
 CD-AbjureEnemy-60'|cr you see; D1m; frighten til it take dmg, spd 0 (bonus no help) (WS no frighten+spd/2 til it take dmg, DA for fiends/undead)  
 CD-CharmAnimalsPlants-P|30' rad; each beast/ plant cr can see you charmed (WS neg); end if take dmg, friendly to you + others you designate  
 CD-KnowledgeAges-P|D10m; Prof w/ 1 chosen skill/ tool  
 CD-PreserveLife-30'|Restore ClrLv5 hp to crs (no undead/ construct) divided as you choose to half hp max.  
 CD-RadianceDawn-S|30'rad; dispel magic darkness, hostile cr 2d10+ClrLv radiant (CS half)  
 CD-TurnUndead-30'|undead can see/ hear you; D1m; turned (or destroyed) til take dmg (WS neg). Must spend turn mv as far away as can. Can't willingly mv into 30' of you. No reactions. For its action, only Dash or try escape fr effect that prevent from mv. If nowhere to mv, Dodge. L5/8/11/14/17 destroyCR half/1/2/3/4  
 CD-VowEnmity-10'|B|cr you see; D1m; AD your atk v it til it 0hp/ uncon  
 ChangeShape-S|1/rest; D1h; polymorph into crocodile, revert to true form as BONUS or if die, equip no transform  
 CommanderStrike-B|w/ take Atk action, forgo 1 atk and spend superiority die and direct cr can see/hear you to strike. Cr use REACTION to atk, add superiority die to dmg.  
 CriminalContact|get message to/fr contact, at great distance; know messengers, caravan masters, sailors who carry message for you.  
 CultDragonInfiltrator|Familiar with inner workings/ customs. 2nd identity as cult initiate, blend in as simple grunt/ servant  
 CunningAction-B|Dash/ Disengage/ Hide  
 CuttingWords-60'R|(cr you see make atk/ chk/ dmg roll) use of BardInspire, subtract BardInspire die from roll, after trig but before DM announce success/fail; immune if no hear you/ immune to charm  
 DangerSense|AD DS v effect can see (xcpt if blind/ deaf/ incap).  
 DarkDevotion|AD save v charm/ frighten  
 Darkvision60'|dim as bright, darkness as dim, no color  
 DeflectMissiles-R|(hit by rwatk); reduce dmg by d10+DMod+MnkLv. If reduce to 0 + hold in 1 hand + 1 hand free, catch, spend 1 ki to make throw back as part of same reaction (atk w/ prof regardless of prof) (roll SC/DC as applicable for atk).  
 DevilSight|magic darkness doesn't impede darkvision  
 DisarmAtk-F|(hit cr w/ watk); spend superiority die, add to dmg, drop 1 held item (SS neg)  
 DiscipleLife-F|(cast SL 1+ spell to restore hp) cr regain +2+SL hp  
 DistractStrike-F|(hit cr w/ watk); spend superiority die, add to dmg, nxt atk v target by atkr other than you has AD if before SYNT  
 DivineHealth|Immune to disease  
 DivineSense-60'|1+ChMod/day; til EYNT, know local of celestial/ fiend/ undead in 60' w/o total cover. Know type but not ident. Detect presence of place/obj consecrated/desecrated (as w/ hallow)  
 DivineSmite-F|(hit cr w/ mwatk); expend spell slot, +2d8+d8/slot>1 radiant (+d8 to undead/fiend)  
 DragonFanic|AD save v charm/ frighten. While can see dragon or higher rank cultist, ignore effect of charm/ frighten.  
 DrowWpnTrain|Prof w/ rapier, shortsword, hand xbow  
 DwarfArmorTrain|Prof w/ light+medium armor  
 DwarfCombatTrain|Prof w/ battleaxe, handaxe, throwing hammer, warhammer  
 DwarfResilience|AD poison save, Resist poison dmg  
 DwarfTough|hp max increase by 1/lv  
 ElfWpnTrain|Prof w/ longsword, shortsword, shortbow, longbow  
 EvasiveFootwork-F|(move); spend 1 superiority die, add to AC til stop move  
 Expertise|x2 Prof bonus for DC(Stealth) or thieves' tools chk  
 ExtraAtk-F|Atk 1 xtr time when take atk action.  
 FalseAppearance|w/ motionless, indistinguishable fr norm item  
 FanicAdv-F|(watk hit w/ AD); 1/t; deal xtr 2d6 dmg  
 FeatHealer|Stabilize w/ healer kit gives 1hp. ACTION heal d6+4+HD with healer's kit (1/rest/target)  
 FeintingAtk-B|spend 1 superiority die, chose 1 cr in 5', AD on nxt atk v it, if hit add to dmg.  
 FerallInstinct|AD Init; If surprised + not incap, act on 1st turn if rage 1st  
 FeyAncestry|AD save v charm; magic can't put you to sleep  
 FeyPresence-S|10'cube; 1/rest; charm or frighten til EYNT (WS neg)  
 FightStyleArcher|+2 rwatk  
 FightStyleDefense|+1 AC if wear armor  
 FightStyleDueling|+2 mwdmg w/ weild in 1 hand + no other wpn  
 FightStyleGWF|w/ roll 1/2 on dmg die for mwpn wielded in 2 hand, can reroll, must use new roll (must be 2 hand/versatile wpn)  
 FightStyleProtect-R|(cr you see atk friend in 5' of you + you wield shield); DA on atk  
 FightStyleTWF|add abil mod to 2nd atk dmg  
 FlurryBlows-B|1 ki; Immediate after take atk action, 2 unarmed strikes  
 Frenzy-F|(enter rage); for duration of rage; make 1 mwatk as BONUS; gain 1 lv exhaustion after rage  
 GnomeCunning-F|AD IS/WS/CS v magic  
 GoadingAtk-F|(hit cr w/ watk); spend 1 superiority die, add to dmg, target has DA on all atks v targets other than you til EYNT (WS neg)  
 HalflingNimble|mv thru space of any creature of larger size.  
 ImpCrit|watk score crit on 19-20  
 IncorpMove|mv thru obj/cr, can't stop there.  
 KeenHearSight|AD WC(Per) rely on hearing/sight  
 KeenHearSmell|AD WC(Per) rely on hearing/smell  
 KeenSight|AD WC(Per) rely on sight  
 KIEmpowerStrike|Unarm strike count as magic to overcome resist/immune  
 LayHands-T|5xPaLv hp/day; heal or spend 5hp to cure 1 disease/ poison (can do mult per action (5hp each)). No effect on undead/ constructs  
 Leadership|1/rest; D1m; utter command/ warning w/ nonhostile cr you see in 30' make atk/ save. +d4 to roll if can hear + understand. Cr benefit from 1 at a time. End if incap.  
 Lucky-F|(roll nat 1 on atk/ chk/ save), can reroll die, must use new roll.  
 LungingAtk-F|(make mwatk on your turn); spend 1 superiority die, increase reach for that atk by 5', add to dmg if hit  
 MagicResist|AD save v spell/ magic effect  
 MagicWpn|Wpn atks are magical  
 ManeuveringAtk-F|(hit cr w/ watk); spend 1 superiority die, add to dmg, 1 cr that can see/ hear you REACTION to mv half its spd w/o OA fr target of your atk  
 MartialArts|(unarmed/monk wpn and no armor/shield) 1)Dex/ Str for atk/dmg; 2)Martial Arts die for dmg; 3)w/ use atk action w/ unarmed/monk wpn, make 1 unarmed strike as BONUS  
 MaskWild|can hide w/ lightly obscured by foliage/ hvy rain/ falling snow/ mist/ other natural phenomena  
 MenacingAtk-F|(hit cr w/ watk); spend 1 superiority die, add to dmg, frighten til EYNT (WS neg)  
 MercSergeant|Soldiers recognize your authority and defer if lower rank. Requisition simple equip and horses for temp use. Gain access to friendly merc camps/ forts.  
 MinorConjuration-10'|space you see; D1h; inanimate obj <= 3' cube + 10lb, form of nonmagic obj you've seen, visibly magical, dim light 5'; disapper if use again/ takes dmg

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NaturalRecover|1/day during short rest, recover expended spell slots totaling DrdLv/2 (round up) (5th lv max)

NaturalStealth|Attempt to hide when obscured by cr of larger size.

NimbleEscape-B|Disengage/ Hide

OpenHandProne-F|(hit w/ FlurryBlows), DS or prone

OpenHandPush-F|(hit w/ FlurryBlows), SS or push 15'

OpenHandReaction-F|(hit w/ FlurryBlows), no reactions EYNT

PackTactics-F|AD atk v cr if 1+ non-incap ally in 5'

Parry-R|(take dmg fr matk); spend 1 superiority die, reduce dmg by roll+DMod

Parry-R|(hit by melee atk, see atkr, wielding mwpn); add 2 to AC v atk

PatientDefense-B|1 ki; Dodge

PositionOfPrivilege|Welcome in high society, people assume you have right to be where you are. Common folk make every effort to accommodate you and avoid your displeasure. People of high birth treat you as member of same social sphere. Can secure audience with local noble.

PrecisionAtk-F|(make watk v cr); spend 1 superiority die, add to atk, can use before/ after roll, but before effects of atk applied

PushAtk-F|(hit cr w/ watk); spend 1 superiority die, add to dmg, push 15' (H+ immune) (SS neg)

Rage-B|2/day; D1m, no hvy armor, AD SC/SS, +2 dmg melee Str atk, resist B/P/S, no cast/concentrate spells, end if uncon or turn end and have neither atkd hostile cr nor taken dmg since your last turn, BONUS end; L3/6/12/17/20 3/4/5/6/=times; L9/16 +3/4dmg

Rally-B|spend 1 superiority die, 1 cr that can see/ hear you gain thp = roll+ChMod

RecklessAtk-F|AD mwtak using Str during your turn, atk v you have AD til SYNT.

RelentlessEndur-F|(reduced to 0hp but not killed); 1/day; drop to 1hp

RendingCrit|Crits are x4 dmg dice

Rejuvenation|Regain all hp and active in 1hr unless remains sprinkled w/ holy water/ dispel magic/ remove curse

Riposte-R|(cr miss you w/ matk); use REACTION and spend 1 superiority die to make mwtak v it, add to dmg if hit

RusticHospitality|Find place to hide/ rest/ recuperate among commoners, unless shown to be danger to them. They will shield you from law/ anyone searching for you, but will not risk lives.

SavageAtks-F|(score crit w/ mwtak); roll 1 wpn dmg dice xtr time

SecondWind-B|1/rest; Regain d10+FtrLv hp.

ShelterOfFaithful|Command respect of those who share your faith. Perform religious ceremonies of your deity. You + companions receive free healing and care at a temple/ shrine of your faith (you must provide M comps of spells). Those who share your religion support you at modest lifestyle. Have ties to specific temple + have residence there. W/ near your temple, can call on priests for assistance, provided not hazardous and you're in good standing.

ShieldMasterShove-B|use shield to shove 5' SC(Ath) vs target choice of SC(Ath) or DC(Acr) (+1sz max)

ShieldMasterSave-F|(spell/ harmful effect target only you, you not incap) add shield AC bonus to DS

ShieldMasterDmg-R|(effect allow DS for dmg/2) take no dmg on save

Skewer-F|(trident melee hit); 1/t; +3d6 dmg + gain thp = xtr dmg

SlowFall-R|(you fall); reduce dmg by 5xMnkLv

SneakAtk-F|(Dex atk hit; w/ AD or another non-incap enemy of target in 5' + no DA), 1/t, +d6 dmg. +d6/2lv (i.e. 2d6 at 3rd, etc.)

SongRest|you+friends hear you gain+d6 hp if regain hp at end of rest; L9/13/17 d8/d10/d12

SpeakSmallBeasts|Communicate simple ideas w/ S- beasts

SpiderClimb|climb difficult surface, incld upside down, w/o chk.

SpiritSeeker|Cast BeastSense + SpeakAnimals, but only as rituals.

Stench|start turn in 5' of ghastr, 10CS or poisoned til start its ntxt turn, on success immune for 24h

StepWind-B|1 ki; Disengage/ Dash, and x2 jump distance for turn

StoneCamo|AD on DC(Stealth) to hide in rocky terrain

Stonecunning|2x prof bonus (even if not prof) for IC(History) for stonework origin

StoutResilience|AD poison save, Resist poison dmg

StunStrike-F|(mwtak hit); 1 ki; CS or stun til EYNT

SureFooted|AD SS/DS v effects that would knock prone

SurpriseAtk|If surprise cr + atk hit during 1st round, deal xtra 2d6 dmg

SunSensitive|In sunlight, DA atk and WC(Per) that rely on sight

SweepAtk-F|(hit cr w/ mwtak); spend 1 superiority die, choose 1 cr in 5' original target and in your reach, If original atk would hit 2nd cr, it takes dmg equal to roll, same type as original atk

ThievesCant|Secret mix of dialect/ jargon/ code allow hidden message in normal conversation. Also understand secret signs/ symbols to convey simple message, such as area dangerous/ loot nearby/ easy marks in area/ safe house.

Tinker|1hr, 10gp, make tiny (AC5, 1hp) device; 1) toy, 2) fire starter, 3) music box

TotemSpiritBear|w/ raging; resist all xcpt psychic dmg

TotemSpiritEagle|w/ raging and no hvy armor; DA on OA v you, BONUS Dash

TotemSpiritWolf|w/ raging, friend have AD on matk v hostile cr in 5' you

Trance|4h semiconscious trance same as 8h sleep

TripAtk-F|(hit cr w/ watk); spend 1 superiority die, add to dmg, prone (H+ immune) (SS neg)

TurnDefiance|ghast + ghouls in 30' AD sv v turn

UndeadFort-F|(dmg (xcpt radiant/ crit) reduce to 0hp); 5+dmg CS to drop to 1hp instead

Variablellum|bright light in its choice of 5' to 20' rad and dim x2, BONUS change

WardingFlare-PR|(atkd by cr in 30' you see); WMod/day (1 min); DA atk roll (immune Blind immune)

WeaponBond|Bond during short rest. Can't be disarmed unless incap. If on same plane, BONUS summon hand. 2 max bonded, summon 1 at time.

WholenessBody|1/day; regain 3xMnkLv hp

WildShape|2/rest. DrdLv/2 hrs. Beast you saw. CR1/4-, No fly/ swim. Revert to norm w/ BONUS/ unconscious/ 0hp/ die. 1) Beast stats xcpt align, Int, Wis, Cha. Retain skill/ save profs and gain beast's (use higher). No legend/ lair actions. 2) Beast hp/ HD. W/ revert to normal, return to hp had before transform unless due to 0hp, then excess dmg from that atk carry over. Unless this drops to 0hp, not unconscious. 3) Can't cast spells. Speak/ use hand depend on form. Doesn't break concentration/ prevent taking actions part of spell (e.g. call lightning). 4) Retain class/ race/ etc. features and can use if new form physically capable. Can't use special senses such as darkvision, unless new form has that sense. 5) Choose if equip fall to ground/ merge/ worn. Only function as normal if worn, can only wear if make sense. Varies with Druid Level and Circle

WrathStorm-R|(cr in 5' of you that you see hit you); WMod/day (1 min); 2d8 lightning/ thunder (DS half)