

Flox Burrow

Player: Joe C

Magus 2

Uncommon, CN, Medium, Humanoid, Kitsune

Ancestry: Kitsune (Empty Sky Kitsune)

Background: Bounty Hunter

Alignment: Chaotic Neutral

Speed: 25 ft.

Languages: Goblin, Halfling, Mwangi

Hit Points	Focus Points	Hero Points
26	1	3 1

Str	Dex	Con	Int	Wis	Cha
+3	+2	+1	+2	+0	+1

16 Str
14 Dex
12 Con
14 Int
10 Wis
12 Cha

<input type="checkbox"/>	PERCEPTION	+4_T	= +4 Base +0 Wis +0 Misc
<input type="checkbox"/>	FORTITUDE	+7_E	= +6 Base +1 Con +0 Misc
<input type="checkbox"/>	REFLEX	+6_T	= +4 Base +2 Dex +0 Misc
<input type="checkbox"/>	WILL	+6_E	= +6 Base +0 Wis +0 Misc
<input type="checkbox"/>	AC	19_T	= +14 Base +2 Dex +3 Misc

Scale mail (Trained)

AC: +3, Max Dex: +2, Armor Check: -, Speed: -

Dagger (Trained)

Melee: **+7/+3/-1** (1d4+3 P, Crit ×2)

Ranged (10 ft.): **+6/+2/-2** (1d4+3 P, Crit ×2)

Traits: versatile S, thrown 10 ft., agile, finesse

Flail (Trained)

Melee: **+7/+2/-3** (1d6+3 B, Crit ×2)

Traits: disarm, sweep, trip

Shortbow (Trained)

Ranged (60 ft.): **+6/+1/-4** (1d6 P, Crit ×2 +1d10 P)

Traits: deadly d10

Unidentified Magic cold iron shortsword (Trained)

Melee: **+8/+4/+0** (1d6+3 P, Crit ×2)

Traits: versatile S, agile, finesse

Special Abilities

Arcane Cascade +1

After you wield magic, you can enter a special stance to make your attacks more effective.

Change Shape (Tailless Form, Kitsune)

Assume the form of the chosen humanoid ancestry.

Laughing Shadow +2

While in Arcane Cascade stance, gain a status bonus to Speeds and increase bonus dmg if you have a free hand.

Low-Light Vision

See in dim light as if it were normal light.

Spellstrike

Cast and deliver a spell as part of a weapon or unarmed attack.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.



Skills

<input type="checkbox"/>	+6_T	Acrobatics _{Dex}
<input type="checkbox"/>	+6_T	Arcana _{Int}
<input type="checkbox"/>	+7_T	Athletics _{Str}
<input type="checkbox"/>	+2_U	Crafting _{Int}
<input type="checkbox"/>	+5_T	Deception _{Cha}
<input type="checkbox"/>	+1_U	Diplomacy _{Cha}
<input type="checkbox"/>	+1_U	Intimidation _{Cha}
<input type="checkbox"/>	+6_T	Legal Lore _{Int}
<input type="checkbox"/>	+4_T	Medicine _{Wis}
<input type="checkbox"/>	+0_U	Nature _{Wis}
<input type="checkbox"/>	+2_U	Occultism _{Int}
<input type="checkbox"/>	+1_U	Performance _{Cha}
<input type="checkbox"/>	+0_U	Religion _{Wis}
<input type="checkbox"/>	+2_U	Society _{Int}
<input type="checkbox"/>	+2_U	Stealth _{Dex}
<input type="checkbox"/>	+4_T	Survival _{Wis}
<input type="checkbox"/>	+2_U	Thievery _{Dex}

Feats

Shapechanger's Intuition [Ancestry Feats Selection]

GM rolls a secret Perception check whenever you get near a transformed or Impersonating creature.

Familiar [Class Feats Selection]

Gain a familiar

Lie to Me [Skill Feats Selection]

In conversation, use higher of Deception or Perception DC vs. Lies.

Experienced Tracker

Track while moving at full Speed by taking a -5 penalty.

Kitsune Spell Familiarity

Gain ability to cast *daze*, *forbidding ward*, or *ghost sound* each day.

Spells

Kitsune Spell Familiarity Spell spells known (DC 15, attack +5)

Cantrip (at will)—*daze*

Magus spells prepared (DC 16, attack +6)

1st—*shocking grasp*

Cantrip (at will)—*dancing lights*, *daze*, *gale blast*^{SoM}, *mage hand*, *shield*

Focus Spells

Dimensional Assault (1st)

Tracked Resources

Arrows

☒☒☒☒☒ ☐☐☐☐☐

Weapon Proficiencies

Trained: All Simple Weapons, All Martial Weapons, All Unarmed Attacks

Armor Proficiencies

Trained: All Light Armor, All Medium Armor, Unarmored Defense

Tracked Resources

Dagger	<input type="checkbox"/>
Healing potion, minor (1d8)	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Experience & Wealth

Career Experience Points: **1,974** (974/1,000 to 3rd)
Current Cash: **30 gp, 36 sp, 5 cp**

Gear (Encum: 8 bulk, Over: 13 bulk)

Total Bulk Carried: 4.68, Unencumbered

Arrows x6	0.06
Backpack <Holds: 64 @ 1.2 blk>	L
Bedroll <In: Backpack>	L
Chalk x10	-
Clothing, ordinary	-
Dagger	L
eggshell necklace	-
Flail	1
Flint and steel <In: Backpack>	-
Healing potion, minor (1d8)	L
Material component pouch	L
Money <In: Backpack>	-
Rations (1 week) x2 <In: Backpack>	0.2
Rope (foot) x50 <In: Backpack>	L
Sack	0.02
Scale mail	2
Scroll of magic missile	L
Shortbow	1
Soap <In: Backpack>	-
Spellbook <In: Backpack>	L
Torch x5 <In: Backpack>	0.5
Unidentified Magic cold iron shortsword	L
unidentified potion	-
Waterskin <In: Backpack>	L
Writing set <In: Backpack>	L

Companions

Crow

Raven

N, Tiny, Animal, Minion

low-light vision

AC 19; **Fort** +7; **Ref** +6; **Will** +6

HP 10

Speed 25 feet, fly 25 feet

Other Abilities flier, land speed

Personal Details

Flox Burrow – Abilities & Gear

Experienced Tracker (Background Selection, Feat)

Traits: General, Skill

Tracking is second nature to you, and when necessary you can follow a trail without pause. You can Track while moving at full Speed by taking a –5 penalty to your Survival check. If you're a master in Survival, you don't take the –5 penalty. If you're legendary in Survival, you no longer need to roll a new Survival check every hour when tracking, though you still need to roll whenever there are significant changes in the trail.

Shapechanger's Intuition (Ancestry Feats Selection, Feat)

Traits: Kitsune

A lifetime of experience helps you see through disguises. When you come within 10 feet of a creature that is transformed into another form or is impersonating a specific creature, the GM rolls a secret Perception check for you to realize that the creature is transformed, even if you didn't spend an action to Seek against that creature.

Appears In: Lost Omens Ancestry Guide

Arcane Cascade +1 (Class, Magus)

Traits: Concentrate, Magus, Stance
[1 action]

You divert a portion of the spell's magical power and keep it cycling through your body and weapon using specialized forms, breathing, or footwork. While you're in the stance, your melee Strikes deal 1 extra damage. This damage increases to 2 if you have weapon specialization and 3 if you have greater weapon specialization. Any Strike that benefits from this damage gains the arcane trait, making it magical. If your most recent spell before entering the stance was one that can deal damage, the damage from the stance is the same type that spell could deal (or one type of your choice if the spell could deal multiple types of damage). If the spell couldn't deal damage, this stance's bonus damage depends on the spell's school.

- **Abjuration or Evocation** force
- **Conjuration or Transmutation** same type as your weapon or unarmed attack
- **Divination, Enchantment, or Illusion** mental
- **Necromancy** negative

Appears In: Secrets of Magic

Change Shape (Tailless Form, Kitsune) (Ancestry Heritage Selection)

Traits: Concentrate, Divine, Kitsune, Polymorph, Transmutation
[1 action]

Your alternate form is a common Medium humanoid ancestry prevalent where you grew up (typically human), called a tailless form.

Appears In: Lost Omens Ancestry Guide

Laughing Shadow +2 (Hybrid Study)

Magic is freeing, a means to your ends, and you can use it to go where you want, do as you please, and avoid the consequences. You are a laughing shadow of spell and blade, always one step ahead of your foes, always with a trick up your sleeve.

While in Arcane Cascade stance, you gain a +5-foot status bonus to your Speeds, or a +10-foot bonus if you're unarmored. If you have a free hand while in the stance and are attacking a flat-footed creature, you increase the extra damage to 3, to 5 if you have weapon specialization, or to 7 if you have greater weapon specialization. You must have your other hand completely free; the extra damage doesn't apply if you have a free-hand weapon or other item in that hand, even if you would normally be able to use the hand for other things.

Conflux Spell *dimensional assault*

Studious Spells 7th: *mirror image*; 11th: *shift blame* (*Secrets of Magic* 129); 13th: *dimension door*

Appears In: Secrets of Magic

Low-Light Vision (Kitsune, Race)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Spellstrike

(Class, Magus)

[2 actions]

You channel a spell into a punch or sword thrust to deliver a combined attack. You Cast a Spell that takes 1 or 2 actions to cast and requires a spell attack roll. The effects of the spell don't occur immediately but are imbued into your attack instead. Make a melee Strike with a weapon or unarmed attack. Your spell is coupled with your attack, using your attack roll result to determine the effects of both the Strike and the spell. This counts as two attacks for your multiple attack penalty, but you don't apply the penalty until after you've completed the Spellstrike. The infusion of spell energy grants your Strike the arcane trait, making it magical.

After you use Spellstrike, you can't do so again until you recharge your Spellstrike as a single action, which has the concentrate trait. You also recharge your Spellstrike when you cast a conflux spell (*Secrets of Magic* 40) that takes at least 1 action to cast; casting a focus spell of another type doesn't recharge your Spellstrike.

Spellstrike Specifics

Though the base Spellstrike rules cover most spells, various modifications apply to more complicated spells when loaded into your fist, blade, or other attack.

One Target: The spell targets only the target of your Strike, even if it normally allows more targets. Some feats let you affect more creatures.

Reach: The coupled spell affects the target using the reach of the weapon or unarmed attack you make your Spellstrike with. For instance, *shocking grasp* would affect a creature beyond the reach of your hand if you used a weapon with reach, and *ray of frost* would affect only a creature in your weapon's reach, even though the spell's range is longer.

Ancillary Effects: Your spell still has any non-targeted effects that might affect creatures other than the target, as well as any ongoing effects starting from the moment you hit with the Strike. For example, *acid splash* would still deal its splash damage to creatures other than the target and *tanglefoot's* circumstance penalty would last for its normal duration. The spell takes effect after the Strike deals damage; if the Strike has other special effects, the GM determines whether they happen before or after the spell.

Multiple Defenses: Any additional rolls after the initial spell attack still happen normally, such as the Fortitude save attempted by the target of a *disintegrate* spell. Similarly, a spell that allows you to attack with it again on subsequent rounds would only combine a Strike with its initial attack roll, not with any later ones.

Invalid or Immune Target: If the target you hit wouldn't be a valid target for the spell, the spell is still expended but doesn't affect the target. If the target is immune to your attack but not the spell, it can still be affected by the spell.

Variable Actions: Some spells have different effects based on the number of actions you spend to cast them. You choose whether to use the effects of the 1- or 2-action version of the spell when you use Spellstrike. A spell has to take *exactly* 1 or 2 actions; you can't use Spellstrike with a spell that takes a free action, reaction, or 3 or more actions.

Metamagic: You typically can't use metamagic with Spellstrike because metamagic requires the next action you take to be Cast a Spell, and Spellstrike is a combined activity that doesn't qualify.

Appears In: *Secrets of Magic*

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.

Success The target regains 2d8 Hit Points, and its wounded condition is removed.

Critical Failure The target takes 1d8 damage.

Weapons

Arrows

These projectiles are the ammunition for bows. The shaft of an arrow is made of wood. It is stabilized in flight by fletching at one end and bears a metal head on the other.

Dagger

This small, bladed weapon is held in one hand and used to stab a creature in close combat. It can also be thrown.

Weapon Traits

Agile

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

Deadly d10

On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune. For instance, a rapier with a *greater striking* rune deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Disarm

You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Weapon Traits

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

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 to attack a different target this turn using this weapon.

Thrown 10 ft.

You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Trip

You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile S

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Gear

Flint and steel

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

Healing potion, minor (1d8)

Traits: Consumable, Healing, Magical, Necromancy, Positive, Potion [1 action]

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Minor

The potion restores 1d8 Hit Points.

Gear

Scroll of magic missile

Traits: Consumable, Evocation, Force, Magical, Scroll

A scroll contains a single spell that you can cast without having to expend a spell slot. A scroll can be Crafted to contain nearly any spell, so the types of scrolls available are limited only by the number of spells in the game. The exceptions are cantrips, focus spells, and rituals, none of which can be put on scrolls. The spell on a scroll can be cast only once, and the scroll is destroyed as part of the casting. The spell on the scroll is cast at a particular spell level, as determined by the scroll. For instance, a scroll of *magic missile* (1st level) can be used to cast the 1st-level version of *magic missile*, but not a *magic missile* heightened to 2nd level. If no level is listed, the scroll can be used to cast the spell at its lowest level.

If you find a scroll, you can try to figure out what spell it contains. If the spell is a common spell from your spell list or a spell you know, you can spend a single Recall Knowledge action and automatically succeed at identifying the scroll's spell. If it's not, you must use Identify Magic (page 238) to learn what spell the scroll holds.

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

unidentified potion

Flox Burrow – Spells

Daze

Cantrip 1

Cantrip 1
Action [2]
Cantrip, Divine, Enchantment, Mental, Nonlethal
Traditions divine
Cast [2 actions] somatic, verbal
Range 60 ft.
Targets 1 creature
Duration 1 round
Defense basic Will

In-Play Information

Cast [2 actions] somatic, verbal
Range 60 ft.
Targets 1 creature
Duration 1 round
Damage 1 Ment
Defense DC 15 basic Will

Critical Success The creature takes no damage.
Success The creature takes half damage.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.

Calculation Breakdown
Proficiency Level (Trained)
•Ability Bonus (+1): Charisma 12 (+1)
•Base Bonus (+4): Character Level (+2), Trained Proficiency Modifier (+2)
 You cloud the target's mind and daze it with a mental jolt. The jolt deals mental damage equal to your spellcasting ability modifier; the target must attempt a basic Will save. If the target critically fails the save, it is also stunned 1.

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

Dimensional Assault

Focus 1

Focus 1
Action [1]
Uncommon, Conjunction, Magus, Teleportation
Traditions arcane
Cast [1 action] verbal
Range half your Speed

In-Play Information

Cast [1 action] verbal
Range half your Speed

Calculation Breakdown
Proficiency Level (Trained)
•Ability Bonus (+2): Intelligence 14 (+2)
•Base Bonus (+4): Character Level (+2), Trained Proficiency Modifier (+2)
 You tumble through space, making a short dimensional hop to better position yourself for an attack. Teleport to any square in range that's within reach of a creature, and then make a melee Strike against one creature within your reach.

Appears in Secrets of Magic

Dancing Lights

Cantrip 1

Cantrip 1
Action [2]
Arcane, Cantrip, Evocation, Light
Traditions arcane
Cast [2 actions] somatic, verbal
Range 120 ft.
Duration sustained

In-Play Information

Cast [2 actions] somatic, verbal
Range 120 ft.
Duration sustained

Calculation Breakdown
Proficiency Level (Trained)
•Ability Bonus (+2): Intelligence 14 (+2)
•Base Bonus (+4): Character Level (+2), Trained Proficiency Modifier (+2)
 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 Sustain the Spell, you can move any number of lights up to 60 feet. Each light must remain within 120 feet of you and within 10 feet of all others, or it winks out.

Daze

Cantrip 1

Cantrip 1
Action [2]
Arcane, Cantrip, Enchantment, Mental, Nonlethal
Traditions arcane
Cast [2 actions] somatic, verbal
Range 60 ft.
Targets 1 creature
Duration 1 round
Defense basic Will

In-Play Information

Cast [2 actions] somatic, verbal
Range 60 ft.
Targets 1 creature
Duration 1 round
Damage 2 Ment
Defense DC 16 basic Will

Critical Success The creature takes no damage.
Success The creature takes half damage.
Failure The creature takes full damage.
Critical Failure The creature takes double damage.

Calculation Breakdown
Proficiency Level (Trained)
•Ability Bonus (+2): Intelligence 14 (+2)
•Base Bonus (+4): Character Level (+2), Trained Proficiency Modifier (+2)
 You cloud the target's mind and daze it with a mental jolt. The jolt deals mental damage equal to your spellcasting ability modifier; the target must attempt a basic Will save. If the target critically fails the save, it is also stunned 1.

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

Flox Burrow – Spells

Gale Blast

Cantrip 1

Cantrip 1

Action [2]

Air, Arcane, Cantrip, Evocation

Traditions arcane

Cast [2 actions] somatic, verbal

Defense Fortitude

In-Play Information

Cast [2 actions] somatic, verbal

Damage 2 B

Defense DC 16 Fortitude

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 5 feet away from you.

Critical Failure The creature takes double damage and is pushed 10 feet away from you.

Calculation Breakdown

Proficiency Level (Trained)

•**Ability Bonus** (+2): Intelligence 14 (+2)

•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)

Wind flows from your outstretched hands and whirls around you in a 5-foot emanation. Each creature in the area takes bludgeoning damage equal to your spellcasting ability modifier, with a Fortitude save.

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

Appears in Secrets of Magic

Mage Hand

Cantrip 1

Cantrip 1

Action [2]

Arcane, Cantrip, Evocation

Traditions arcane

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 unattended object of light Bulk or less

Duration sustained

In-Play Information

Cast [2 actions] somatic, verbal

Range 30 ft.

Targets 1 unattended object of light Bulk or less

Duration sustained

Calculation Breakdown

Proficiency Level (Trained)

•**Ability Bonus** (+2): Intelligence 14 (+2)

•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly up to 20 feet. Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

Heightened (3rd) You can target an unattended object with a Bulk of 1 or less.

Heightened (5th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 1 or less.

Heightened (7th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 2 or less.

Shield

Cantrip 1

Cantrip 1

Action [1]

Abjuration, Arcane, Cantrip, Force

Traditions arcane

Cast [1 action] verbal

Duration until the start of your next turn

In-Play Information

Cast [1 action] verbal

Duration until the start of your next turn

Calculation Breakdown

Proficiency Level (Trained)

•**Ability Bonus** (+2): Intelligence 14 (+2)

•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)

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

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

Heightened (3rd) The shield has Hardness 10.

Heightened (5th) The shield has Hardness 15.

Heightened (7th) The shield has Hardness 20.

Heightened (9th) The shield has Hardness 25.

Shield Actions

The *shield* spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.

Shield Block [reaction]

Trigger While you have your shield raised, you take damage from a physical attack.

You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Magic Missile**Spell 1****Spell 1****Action** [1] or [2] or [3]**Evocation, Force****Traditions** arcane, occult**Cast** [1 action] to [3 actions] somatic, verbal**Range** 120 ft.**Targets** 1 creature**In-Play Information****Cast** [1 action] to [3 actions] somatic, verbal**Range** 120 ft.**Targets** 1 creature**Damage** 3d4+3 Frc

Calculation Breakdown

Proficiency Level (Trained)•**Ability Bonus** (+2): Intelligence 14 (+2)•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)

You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of missiles you shoot by one, to a maximum of three missiles for 3 actions. You choose the target for each missile individually. If you shoot more than one missile at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

Heightened (+2) You shoot one additional missile with each action you spend.

Shocking Grasp**Spell 1****Spell 1****Action** [2]**Arcane, Attack, Electricity, Evocation****Traditions** arcane**Cast** [2 actions] somatic, verbal**Range** touch**Targets** 1 creature**In-Play Information****Cast** [2 actions] somatic, verbal**Range** touch**Targets** 1 creature**Melee Strikes** +6 / +1 / -4**Melee Damage** 2d12 E**Melee Crit Damage** ×2**Situational bonuses and penalties**

Spell Effect: +1 circ bonus to hit targets wearing or made of metal, and add 1d4 pers E

Calculation Breakdown

Proficiency Level (Trained)•**Ability Bonus** (+2): Intelligence 14 (+2)•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)**Melee Attack**•**Proficiency Bonus** (+4): Character Level (+2), Trained (+2)•**Ability Bonus** (2): Intelligence 14 (+2)

You shroud your hands in a crackling field of lightning. Make a melee spell attack roll. On a hit, the target takes 2d12 electricity damage. If the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *shocking grasp*, and the target also takes 1d4 persistent electricity damage on a hit. On a critical hit, double the initial damage, but not the persistent damage.

Heightened (+1) The damage increases by 1d12, and the persistent electricity damage increases by 1.

Flox Burrow, Magus 2 – Spells in Spellbook

Dancing Lights

Cantrip 1

Cantrip 1
Action [2]
Cantrip, Evocation, Light
Traditions arcane, occult, primal
Cast [2 actions] somatic, verbal
Range 120 ft.
Duration sustained

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 Sustain the Spell, you can move any number of lights up to 60 feet. Each light must remain within 120 feet of you and within 10 feet of all others, or it winks out.

Daze

Cantrip 1

Cantrip 1
Action [2]
Cantrip, Enchantment, Mental, Nonlethal
Traditions arcane, divine, occult
Cast [2 actions] somatic, verbal
Range 60 ft.
Targets 1 creature
Duration 1 round
Defense basic Will

You cloud the target's mind and daze it with a mental jolt. The jolt deals mental damage equal to your spellcasting ability modifier; the target must attempt a basic Will save. If the target critically fails the save, it is also stunned 1.

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

Detect Magic

Cantrip 1

Cantrip 1
Action [2]
Cantrip, Detection, Divination
Traditions arcane, divine, occult, primal
Cast [2 actions] somatic, verbal
Area 30-foot emanation

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

Heightened (3rd) You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

Gale Blast

Cantrip 1

Cantrip 1
Action [2]
Air, Cantrip, Evocation
Traditions arcane, primal
Cast [2 actions] somatic, verbal
Defense Fortitude

Wind flows from your outstretched hands and whirls around you in a 5-foot emanation. Each creature in the area takes bludgeoning damage equal to your spellcasting ability modifier, with a Fortitude save.

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

Appears in Secrets of Magic

Mage Hand

Cantrip 1

Cantrip 1
Action [2]
Cantrip, Evocation
Traditions arcane, occult
Cast [2 actions] somatic, verbal
Range 30 ft.
Targets 1 unattended object of light Bulk or less
Duration sustained

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly up to 20 feet. Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

Heightened (3rd) You can target an unattended object with a Bulk of 1 or less.

Heightened (5th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 1 or less.

Heightened (7th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 2 or less.

Read Aura

Cantrip 1

Cantrip 1
Cantrip, Detection, Divination
Traditions arcane, divine, occult, primal
Cast 1 minute (somatic, verbal)
Range 30 ft.
Targets 1 object

You focus on the target object, opening your mind to perceive magical auras. When the casting is complete, you know whether that item is magical, and if it is, you learn the school of magic (pages 297–298).

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

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

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

Scatter Scree**Cantrip 1**

Cantrip 1
Action [2]
Cantrip, Earth, Evocation
Traditions arcane, primal
Cast [2 actions] somatic, verbal
Range 30 ft.
Area two contiguous 5-foot cubes
Duration 1 minute
Defense basic Reflex

You evoke a jumble of rocks in the area. The scattering rocks deal bludgeoning damage equal to 1d4 plus your spellcasting ability modifier to creatures in the area, with a basic Reflex save. The ground in the area becomes difficult terrain for the duration. A creature can Interact to clear a square of this scree.

If you cast this spell again, any previous scatter scree you have cast ends.

Heightened (+1) The damage increases by 1d4.

Appears in Secrets of Magic

Shield**Cantrip 1**

Cantrip 1
Action [1]
Abjuration, Cantrip, Force
Traditions arcane, divine, occult
Cast [1 action] verbal
Duration until the start of your next turn

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

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

Heightened (3rd) The shield has Hardness 10.

Heightened (5th) The shield has Hardness 15.

Heightened (7th) The shield has Hardness 20.

Heightened (9th) The shield has Hardness 25.

Shield Actions

The *shield* spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.

Shield Block [reaction]

Trigger While you have your shield raised, you take damage from a physical attack.

You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Color Spray**Spell 1**

Spell 1
Action [2]
Illusion, Incapacitation, Visual
Traditions arcane, occult
Cast [2 actions] somatic, verbal
Area 15-foot cone
Duration 1 or more rounds (see below)
Defense Will

Swirling colors affect viewers based on their Will saves.

Feather Fall**Spell 1**

Spell 1
Action [R]
Abjuration
Traditions arcane, primal
Cast [reaction] verbal
Trigger A creature within range is falling.
Range 60 ft.
Targets 1 falling creature
Duration 1 minute

You cause the air itself to arrest a fall. The target's fall slows to 60 feet per round, and the portion of the fall during the spell's duration doesn't count when calculating falling damage. If the target reaches the ground while the spell is in effect, it takes no damage from the fall. The spell ends as soon as the target lands.

Goblin Pox**Spell 1**

Spell 1
Action [2]
Disease, Necromancy
Traditions arcane, primal
Cast [2 actions] somatic, verbal
Range touch
Targets 1 creature

Your touch afflicts the target with goblin pox, an irritating allergenic rash. The target must attempt a Fortitude save.

Goblin Pox (disease); **Level** 1. Goblins and goblin dogs are immune. **Stage 1** sickened 1 (1 round); **Stage 2** sickened 1 and slowed 1 (1 round); **Stage 3** sickened 1 and the creature can't reduce its sickened value below 1 (1 day)

Magic Missile**Spell 1**

Spell 1
Action [1] or [2] or [3]
Evocation, Force
Traditions arcane, occult
Cast [1 action] to [3 actions] somatic, verbal
Range 120 ft.
Targets 1 creature

You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of missiles you shoot by one, to a maximum of three missiles for 3 actions. You choose the target for each missile individually. If you shoot more than one missile at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

Heightened (+2) You shoot one additional missile with each action you spend.

Shocking Grasp**Spell 1**

Spell 1
Action [2]
Attack, Electricity, Evocation
Traditions arcane, primal
Cast [2 actions] somatic, verbal
Range touch
Targets 1 creature

You shroud your hands in a crackling field of lightning. Make a melee spell attack roll. On a hit, the target takes 2d12 electricity damage. If the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *shocking grasp*, and the target also takes 1d4 persistent electricity damage on a hit. On a critical hit, double the initial damage, but not the persistent damage.

Heightened (+1) The damage increases by 1d12, and the persistent electricity damage increases by 1.

Sleep

Spell 1

Spell 1

Action [2]

Enchantment, Incapacitation, Mental, Sleep

Traditions arcane, occult

Cast [2 actions] somatic, verbal

Range 30 ft.

Area 5-foot burst

Defense Will

Each creature in the area becomes drowsy and might fall asleep. A creature that falls unconscious from this spell doesn't fall prone or release what it's holding. This spell doesn't prevent creatures from waking up due to a successful Perception check, limiting its utility in combat.

Heightened (4th) The creatures fall unconscious for 1 round on a failure or 1 minute on a critical failure. They fall prone and release what they're holding, and they can't attempt Perception checks to wake up. When the duration ends, the creature is sleeping normally instead of automatically waking up.

[None Specified] - Flox Burrow

Date (game world): ; Date (real world): 10/06/2023, 9:22 pm **XP Reward:** 665 XP; **Net Cash:** 62 sp, 53 cp

[None Specified] - Flox Burrow

Date (game world): ; Date (real world): 10/13/2023, 9:19 pm **XP Reward:** 308 XP; **Net Cash:** 6 sp

[None Specified] - Flox Burrow

Date (game world): ; Date (real world): 10/14/2023, 12:44 pm **XP Reward:** 27 XP; **Net Cash:**

[None Specified] - Flox Burrow

Date (game world): ; Date (real world): 10/20/2023, 8:34 pm **XP Reward:** 303 XP; **Net Cash:** 7 sp, 6 cp

[None Specified] - Flox Burrow

Date (game world): ; Date (real world): 10/24/2023, 11:11 am **XP Reward:** 132 XP; **Net Cash:** 14 gp, 15 sp, 106 cp

[None Specified] - Flox Burrow

Date (game world): ; Date (real world): 10/24/2023, 11:14 am **XP Reward:** 0 XP; **Net Cash:** 13 gp, -92 sp, -160 cp

[None Specified] - Flox Burrow

Date (game world): ; Date (real world): 10/28/2023, 5:24 pm **XP Reward:** 143 XP; **Net Cash:**

[None Specified] - Flox Burrow

Date (game world): ; Date (real world): 11/10/2023, 2:46 pm **XP Reward:** 396 XP; **Net Cash:** 30 sp