

## Witch Spells

DC 17 (Attack +7)

### Cantrips

Name	Duration	Range	Save	Area/Targets
Detect Magic	-	—	—	30-foot eman...
Void Warp	-	30 feet	Fortitude	1 living creat...
Warp Step	-	—	—	—
Guidance	until the start...	30 feet	—	1 creature
Guidance	until the start...	30 feet	—	1 creature

### Spell Rank 1

Name	Duration	Range	Save	Area/Targets
Sure Strike	until the end ...	—	—	—
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# Cantrips

## Detect Magic

Cantrip 1

Cantrip Concentrate Detection Manipulate

**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 rank than the rank 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 rank or level of the most powerful magical effect the spell detects, as determined by the GM.

**Heightened (4th)** As 3rd rank, but you also pinpoint the source of the highest-rank 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).

PC1

## Eat Fire

Cantrip 1

Cantrip Fire Manipulate

**Trigger** You would take fire damage.

**Duration** until the end of your next turn

You consume and ingest fire, making it less harmful to you. You gain resistance 5 to fire damage until the end of the current turn. During the remaining duration of the spell, you can use the Belch Smoke action. The spell ends if you fall unconscious, inhale, or exhale (this includes speaking).

**Belch Smoke [one-action]** You exhale what remains of the smoke, ending the spell and creating a smoke cloud in a 5-foot burst within 20 feet. All creatures within the smoke cloud are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dispersed by a strong wind.

**Heightened (+3)** The resistance increases by 5.

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## Guidance

Cantrip 1

Cantrip Concentrate

**Range** 30 feet; **Targets** 1 creature

**Duration** until the start of your next turn

You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

PC1

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*PC1*

### Void Warp

Cantrip 1

Cantrip

Concentrate

Manipulate

Void

**Range** 30 feet; **Targets** 1 living creature

**Defense** basic Fortitude

You call upon the Void to harm life force. The target takes 2d4 void damage with a basic Fortitude save. On a critical failure, the target is also enfeebled 1 until the start of your next turn.

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

*PC1*

### Warp Step

Cantrip 1

Cantrip

Conjuration

When you walk, the earth warps beneath your feet - your steps extend, distance contracts, and everything is just a little bit closer. You gain a +5-foot status bonus to your Speed until the end of your turn. You then Stride twice. You can use warp step to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

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# Rank 1 Spells

## Sure Strike

Spell 1

 Concentrate Fortune

**Duration** until the end of your turn

A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll it twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden. You are then temporarily immune to sure strike for 10 minutes.

*PC1*

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