

Zeah Anstablit

LE Human detective rogue 6

Evil, Human, Humanoid, Lawful

Deity: **Achaek**; Age: **18**

Speed: **30 ft.**, Languages: Common, Draconic, Mwangi, Osiriani, Sylvan

Hit Points	Hero Points
62	3
	1

Str	Dex	Con	Int	Wis	Cha	
+1	+4	+1	+3	+2	+2	12 Str 18 Dex 12 Con 16 Int 14 Wis 14 Cha

PERCEPTION **+12_E*** = +10_{Base} +2_{Wis} +0_{Misc}

FORTITUDE **+9_T** = +8_{Base} +1_{Con} +0_{Misc}

REFLEX **+14_E** = +10_{Base} +4_{Dex} +0_{Misc}

WILL **+12_E** = +10_{Base} +2_{Wis} +0_{Misc}

AC **24_T** = +18_{Base} +4_{Dex} +2_{Misc}

Defenses

Perception (Trap Finder): +1 circumstance bonus to find traps

All Saves (Trap Finder): +1 circumstance bonus vs. traps

All Armor Classes (Trap Finder): +1 circumstance bonus vs. traps

+1 leather armor (Trained)

AC: +2, Max Dex: +4, Armor Check: -, Speed: -

+1 striking sawtooth saber (Expert)

Melee: **+15/+11/+7** (2d6+4 S, Crit 2d6x2+8 S / x2 / x2)

Traits: agile, finesse, twin

+1 striking sawtooth saber (Expert)

Melee: **+15/+11/+7** (2d6+4 S, Crit 2d6x2+8 S / x2 / x2)

Traits: agile, finesse, twin

Hand crossbow (Expert)

Ranged (60 ft.) : **+14/+9/+4** (1d6 P, Crit 1d6x2 P / x2 / x2)

Traits:

Light mace (Expert)

Melee: **+14/+10/+6** (1d4+4 B, Crit 1d4x2+8 B / x2 / x2)

Traits: agile, finesse, shove

Special Abilities

Deny Advantage

You aren't flat-footed to hidden, undetected or flanking creatures, or those using surprise attack. of your level or lower.

Sneak Attack (2d6)

Strikes vs. flat-footed foes with agile/finesse weapons or ranged attacks deal extra damage.

Surprise Attack

Used Deception or Stealth for initiative: Creatures that haven't acted are flat-footed to you.

Feats

Natural Ambition [Ancestry Feats Selection]

Gain a 1st-level class feat for your class.



Skills

<input type="checkbox"/>	+12_T	Acrobatics <small>Dex</small>
<input type="checkbox"/>	+11_T	Arcana <small>Int</small>
<input type="checkbox"/>	+11_T	Assassin Lore <small>Int</small>
<input type="checkbox"/>	+11_E	Athletics <small>Str</small>
<input type="checkbox"/>	+11_T	Crafting <small>Int</small>
<input type="checkbox"/>	+12_E	Deception <small>Cha</small>
<input type="checkbox"/>	+10_T	Diplomacy <small>Cha</small>
<input type="checkbox"/>	+10_T*	Intimidation <small>Cha</small>
<input type="checkbox"/>	+2_U	Medicine <small>Wis</small>
<input type="checkbox"/>	+10_T	Nature <small>Wis</small>
<input type="checkbox"/>	+11_T	Occultism <small>Int</small>
<input type="checkbox"/>	+2_U	Performance <small>Cha</small>
<input type="checkbox"/>	+2_U	Religion <small>Wis</small>
<input type="checkbox"/>	+13_E	Society <small>Int</small>
<input type="checkbox"/>	+14_E*	Stealth <small>Dex</small>
<input type="checkbox"/>	+10_T	Survival <small>Wis</small>
<input type="checkbox"/>	+14_E	Thievery <small>Dex</small>
<input type="checkbox"/>	+13_E	Underworld Lore <small>Int</small>

Skill Modifiers

Intimidation (You're Next): +2 circumstance bonus to Demoralize a single creature when using You're Next

Stealth (Assurance): Forgo rolling to receive total result of 20

Feats

Unconventional Weaponry (Sawtooth saber) [Ancestry]

Gain access to an uncommon weapon with an ancestry trait or from another culture.

Advanced Red Mantis Magic [Class Feats Selection]

Gain additional spell slots.

Basic Red Mantis Magic [Class Feats Selection]

Gain a spellbook and ability to cast spells.

Red Mantis Assassin Dedication [Class Feats Selection]

Proficiency rank in sawtooth sabres equal to your highest weapon proficiency rank.

You're Next [Class Feats Selection]

If you reduce a foe to 0 HP, Demoralize a creature that can see you with a +2 circ bonus.

Fleet [General Feats Selection]

Your Speed increases by 5 feet.

Weapon Proficiency [General Feats Selection]

Gain the trained proficiency rank in the next type of weapons (Simple, Martial, Advanced).

Trap Finder [Natural Ambition]

+1 circ bonus to AC and saves vs. traps. +1 Perception to find traps, and if you are trained in Stealth, you always check even if you're not searching. Disable traps as though Master in Thievery (Legendary if already Master).

Weapon Proficiencies

Trained: All Martial Weapons, Hand crossbow, Rapier, Sap, Sawtooth saber, Shortbow, Shortsword

Expert: All Simple Weapons, All Unarmed Attacks, Hand crossbow, Rapier, Sap, Sawtooth saber, Shortbow, Shortsword

Armor Proficiencies

Trained: All Light Armor, Unarmored defense

Feats

Arcane Sense [Skill Feats Selection]

Cast *detect magic* as an arcane innate spell.

Assurance (Stealth) [Skill Feats Selection]

Forgo rolling a Stealth check to instead use a result of 20.

Cat Fall [Skill Feats Selection]

Treat falls as 10' shorter.

Quick Disguise [Skill Feats Selection]

Set up a disguise in 5 minutes.

Quick Identification [Skill Feats Selection]

Identify Magic to determine the properties of an item, ongoing effect, or location, takes 1 minute.

Terrain Stalker (Underbrush) [Skill Feats Selection]

Sneak without the need to attempt a Stealth check, in underbrush, as long as you move no more than 5 ft and are not within 10 ft of an enemy at any point during your movement.

Streetwise

Use Society to Gather Information or to Recall Knowledge in a frequented settlement.

Spells

Red Mantis spells prepared (DC 12)

Innate Spells

Detect Magic (1st)

Illusory Disguise (self only, 1/day) (1st)

Tracked Resources

Barkskin potion

Bolts

Caltrops

Climbing bolt

Darkvision elixir, moderate

Gear (Encum: 6 bulk, Over: 11 bulk)

Total Bulk Carried: 4.01, Unencumbered

+1 leather armor	1
+1 striking sawtooth saber	L
+1 striking sawtooth saber	L
Backpack x10	1
Barkskin potion	L
Bolts x10	L
Caltrops x3	0.3
Climbing bolt	0.01
Darkvision elixir, moderate	L
Doubling rings (+1 striking sawtooth saber, +1 striking	-
Grappling hook	L
Hand crossbow	L
Hat of disguise	-
Hourglass	L
Light mace	L
Money	-
Religious symbol, silver	L
Repair kit	1
Replacement pick	-
Rope (foot) x50	L
Scroll of obscuring mist	L
Spellbook	L
Sunrod	L
Thieves' tools	L

Experience & Wealth

Career Experience Points: **5,000** (0/1,000 to 7th)

Current Cash: **5 gp**

Gear

Writing set L

Zeah Anstablit – Abilities & Gear

Assurance (Stealth) (Feat, Skill Feats Selection)

Traits: Fortune, General, Skill

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Cat Fall (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Acrobatics

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter. If you're a master in Acrobatics, treat them as 50 feet shorter. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.

Quick Disguise (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites expert in Deception

You can set up a disguise in half the usual time (generally 5 minutes). If you're a master, it takes one-fifth the usual time (usually 2 minutes), and if you're legendary, it takes one-tenth the usual time (usually 1 minute).

Quick Identification (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Arcana, Nature, Occultism or Religion

You can identify Magic swiftly. You take only 1 minute when using Identify Magic to determine the properties of an item, ongoing effect, or location, rather than 10 minutes. If you're a master, it takes a 3-action activity, and if you're legendary, it takes 1 action.

Streetwise (Background Selection, Feat)

Traits: General, Skill

Prerequisites trained in Society

You know about life on the streets and feel the pulse of your local settlement. You can use your Society modifier instead of your Diplomacy modifier to Gather Information. In any settlement you frequent regularly, you can use the Recall Knowledge action with Society to know the same sorts of information that you could discover with Diplomacy to Gather Information. The DC is usually significantly higher, but you know the information without spending time gathering it. If you fail to recall the information, you can still subsequently attempt to Gather Information normally.

Terrain Stalker (Underbrush) (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Stealth

Select one type of difficult terrain from the following list: rubble, snow, or underbrush. While undetected by all non-allies in that type of terrain, you can Sneak without attempting a Stealth check as long as you move no more than 5 feet and do not move within 10 feet of an enemy at any point during your movement. This also allows you to automatically approach creatures to within 15 feet while Avoiding Notice during exploration as long as they aren't actively Searching or on guard.

Trap Finder (Feat, Natural Ambition)

Traits: Rogue

You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap.

You can disable traps that require a proficiency rank of master in Thievery. If you have master proficiency in Thievery, you can disable traps that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to +2.

Unconventional Weaponry (Sawtooth sab) (Ancestry Feats Selection, Feat)

Traits: Human

You've familiarized yourself with a particular weapon, potentially from another ancestry or culture. Choose an uncommon simple or martial weapon with a trait corresponding to an ancestry (such as dwarf, goblin, or orc) or that is common in another culture. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a simple weapon.

If you are trained in all martial weapons, you can choose an uncommon advanced weapon with such a trait. You gain access to that weapon, and for the purpose of determining your proficiency, that weapon is a martial weapon.

You're Next (Class, Class Feats Selection, Feat, Rogue)

Traits: Emotion, Fear, Mental, Rogue

[reaction]

Prerequisites trained in Intimidation

Trigger You reduce an enemy to 0 hit points.

After downing a foe, you menacingly remind another foe that you're coming after them next. Attempt an Intimidation check with a +2 circumstance bonus to Demoralize a single creature that you can see and that can see you. If you are 10th level or higher, you can use this as a free action with the same trigger.

Deny Advantage (Class, Rogue)

As someone who takes advantage of others' defenses, you are careful not to leave such openings yourself. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

Sneak Attack (2d6) (Class, Rogue)

When your enemy can't properly defend itself, you take advantage to deal extra damage. If you Strike a creature that has the flat-footed condition (page 620) with an agile or finesse melee weapon, an agile or finesse unarmed attack, or a ranged weapon attack, you deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.

As your rogue level increases, so does the number of damage dice for your sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

Surprise Attack (Class, Rogue)

You spring into combat faster than foes can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

Weapons

Climbing bolt

Traits: Conjunction, Consumable, Magical

The shaft of this bolt is wrapped with fine twine. When the bolt strikes a solid surface, the twine unwinds and enlarges into a 50-foot-long rope, securely fastened to the surface the bolt struck. The rope can be pulled free with an Interact action and a successful DC 20 Athletics check.

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.

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.

Shove

You can use this weapon to Shove 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 Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Twin

These weapons are used as a pair, complementing each other. When you attack with a twin weapon, you add a circumstance bonus to the damage roll equal to the weapon's number of damage dice if you have previously attacked with a different weapon of the same type this turn. The weapons must be of the same type to benefit from this trait, but they don't need to have the same runes.

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 follows the same rules as a free-hand weapon.

Gear

Barkskin potion

Traits: Abjuration, Consumable, Potion, Primal
[1 action]

After you drink this bitter draft, your skin thickens like bark. You gain the effects of a 2nd-level *barkskin* spell for 10 minutes.

Gear

Caltrops

These four-pronged metal spikes can cause damage to a creature's feet. You can scatter caltrops in an empty square adjacent to you with an Interact action. The first creature that moves into that square must succeed at a DC 14 Acrobatics check or take 1d4 piercing damage and 1 persistent bleed damage. A creature taking persistent bleed damage from caltrops takes a –5-foot penalty to its Speed. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding. Once a creature takes damage from caltrops, enough caltrops are ruined that other creatures moving into the square are safe.

Deployed caltrops can be salvaged and reused if no creatures took damage from them. Otherwise, enough caltrops are ruined that they can't be salvaged.

Darkvision elixir, moderate

Traits: Alchemical, Consumable, Elixir
[1 action]

After you drink this elixir, your sight becomes sharper in darkness. You gain darkvision for the listed duration.

Moderate

The duration is 1 hour.

Doubling rings (+1 striking sawtooth saber, +1 striking sawtooth sabre)

Traits: Evocation, Invested, Magical

This item consists of two magically linked rings: an intricate, gleaming golden ring with a square-cut ruby, and a thick, plain iron ring. When you wield a melee weapon in the hand wearing the golden ring, the weapon's fundamental runes are replicated onto any melee weapon you wield in the hand wearing the iron ring. (The fundamental runes are *weapon potency* and *striking*, which add an item bonus to attack rolls and extra weapon damage dice, respectively.) Any fundamental runes on the weapon in the hand wearing the iron ring are suppressed.

The replication functions only if you wear both rings, and it ends as soon as you cease wielding a melee weapon in one of your hands. Consequently, the benefit doesn't apply to thrown attacks or if you're holding a weapon but not wielding it (such as holding in one hand a weapon that requires two hands to wield).

Grappling hook

You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make an attack roll with the secret trait against a DC depending on the target, typically at least DC 20. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

Hat of disguise

Traits: Illusion, Invested, Magical

This ordinary-looking hat allows you to cloak yourself in illusions.

Activate 1 minute (Interact); **Frequency** once per day; **Effect** The hat casts a 1st-level *illusory disguise* spell on you. While setting up the disguise, you can magically alter the hat to appear as a comb, ribbon, helm, or other piece of headwear.

Gear

Scroll of obscuring mist

Traits: Conjunction, Consumable, Magical, Scroll, Water

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.

Sunrod

Traits: Alchemical, Consumable, Light

[1 action]

This 1-foot-long, gold-tipped rod glows after it's struck on a hard surface. For the next 6 hours, it sheds bright light in a 20-foot radius (and dim light to the next 40 feet).

Zeah Anstabil – Spells

Detect Magic

Cantrip 1

Cantrip, Detection, Divination

Traditions Arcane, Divine, Occult, Primal

Cast [2 actions] somatic, verbal

Area 30-foot emanation

In-Play Information

Cast [2 actions] somatic, verbal

Area 30-foot emanation

Calculation Breakdown:

Proficiency Level (Trained)

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

•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

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).

Illusory Disguise (self only, 1/day)

Spell 1

Illusion, Visual

Traditions Arcane

Cast [2 actions] somatic, verbal

Duration 1 hour

In-Play Information

Cast [2 actions] somatic, verbal

Duration 1 hour

Calculation Breakdown:

Proficiency Level (Trained)

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

•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

You create an illusion that causes you to appear as another creature of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds), as yourself. 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 change the appearance of your clothing and worn items, such as making your armor look like a dress. Held items are unaffected, and any worn item you remove returns to its true appearance.

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, it gives you a +4 status bonus to Deception checks to prevent others from seeing through your disguise, and you add your level even if you're untrained. You can Dismiss this spell.

Heightened (2nd) The spell also disguises your voice and scent, and it gains the auditory trait.

Heightened (3rd) You can appear as any creature of the same size, even a specific individual. You must have seen an individual to take on their appearance. The spell also disguises your voice and scent, and it gains the auditory trait.

Obscuring Mist

Spell 2

Conjuration, Water

Traditions Arcane, Primal

Cast [3 actions] material, somatic, verbal

Range 120 feet

Area 20-foot burst

Duration 1 minute

In-Play Information

Cast [3 actions] material, somatic, verbal

Range 120 feet

Area 20-foot burst

Duration 1 minute

Calculation Breakdown:

Proficiency Level (Untrained)

You call forth a cloud of mist. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. You can Dismiss the cloud.

Ghost Sound**Cantrip 1**

Auditory, Cantrip, Illusion
Traditions Arcane, Occult
Cast [2 actions] somatic, verbal
Range 30 feet
Duration sustained

You create an auditory illusion of simple sounds that has a maximum volume equal to four normal humans shouting. The sounds emanate from a square you designate within range. You can't create intelligible words or other intricate sounds (such as music).

Heightened (3rd) The range increases to 60 feet.
Heightened (5th) The range increases to 120 feet.

Message**Cantrip 1**

Auditory, Cantrip, Illusion, Linguistic, Mental
Traditions Arcane, Divine, Occult
Cast [1 action] verbal
Range 120 feet
Targets 1 creature
Duration see below

Your mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of the target. While others can't hear your words any better than if you normally mouthed them, the target can hear your words as if they were standing next to you. The target can give a brief response as a reaction, or as a free action on their next turn if they wish, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear, just like the original message.

Heightened (3rd) The spell's range increases to 500 feet.

Sigil**Cantrip 1**

Cantrip, Transmutation
Traditions Arcane, Divine, Occult, Primal
Cast [2 actions] somatic, verbal
Range touch
Targets 1 creature or object
Duration unlimited (see below)

You harmlessly place your unique magical sigil, which is about 1 square inch in size, on the targeted creature or object. The mark can be visible or invisible, and you can change it from one state to another by using an Interact action to touch the target. The mark can be scrubbed or scraped off with 5 minutes of work. If it's on a creature, it fades naturally over the course of a week. The time before the mark fades increases depending on your heightened level.

Heightened (3rd) The sigil instead fades after 1 month.
Heightened (5th) The sigil instead fades after 1 year.
Heightened (7th) The sigil never fades.

Jump**Spell 1**

Move, Transmutation
Traditions Arcane, Primal
Cast [1 action] somatic

Your legs surge with strength, ready to leap high and far. You jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

Heightened (3rd) The range becomes touch, the target changes to one touched creature, and the duration becomes 1 minute, allowing the target to jump as described whenever it takes the Leap action.

Pest Form**Spell 1**

Polymorph, Transmutation
Traditions Arcane, Primal
Cast [2 actions] somatic, verbal
Duration 10 minutes

You transform into the battle form of a Tiny animal, such as a cat, insect, lizard, or rat. You can decide the specific type of animal (such as a rat or praying mantis), but this has no effect on the form's Size or statistics. While in this form, you gain the animal trait. You can Dismiss the spell.

You gain the following statistics and abilities:
 • AC = 15 + your level. Ignore your armor's check penalty and Speed reduction.
 • Speed 10 feet.
 • Weakness 5 to physical damage. (If you take physical damage in this form, you take 5 additional damage.)
 • Low-light vision and imprecise scent 30 feet.
 • Acrobatics and Stealth modifiers of +10, unless your own modifier is higher; Athletics modifier –4.

Heightened (4th) You can turn into a flying creature, such as a bird, which grants you a fly Speed of 20 feet.

True Strike**Spell 1**

Divination, Fortune
Traditions Arcane, Occult
Cast [1 action] verbal
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 the attack 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.

Blur**Spell 2**

Illusion, Visual
Traditions Arcane, Occult
Cast [2 actions] somatic, verbal
Range touch
Targets 1 creature
Duration 1 minute

The target's form appears blurry. It becomes concealed. As the nature of this effect still leaves the target's location obvious, the target can't use this concealment to Hide or Sneak.

See Invisibility**Spell 2**

Divination, Revelation
Traditions Arcane, Divine, Occult
Cast [2 actions] somatic, verbal
Duration 10 minutes

You can see invisible creatures and objects. They appear to you as translucent shapes, and they are concealed to you.

Heightened (5th) The spell has a duration of 8 hours.

Spider Climb

Spell 2

Transmutation

Traditions Arcane, Primal

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

Duration 10 minutes

Tiny clinging hairs sprout across the creature's hands and feet, offering purchase on nearly any surface. The target gains a climb Speed equal to its Speed.

Heightened (5th) The duration increases to 1 hour.