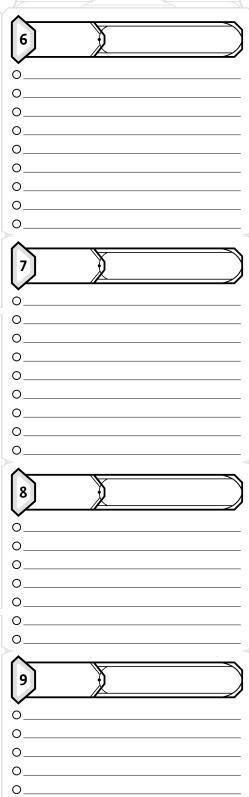


SPELLCASTING ABILITY

SPELL SAVE DC

روا	<u>!</u>	CANTRIPS
Ca	ntripss	S:
Tha	ımaturgy: `	You create a supernatural effect such as mak m, flames flicker, or doors fly open. No
dam	age.	
		A flame-like radiance descends upon a ng 1d8 radiant damage (Dex save for half).
Guid a sir	ance: You gle ability	touch a creature, giving them a +1d4 bonus t check within the next minute.
PELL		
EVEL	SLOTS TOTA	AL SLOTS EXPENDED
1)
/		
Э S р	ellss:	SPELL NAME
- yıa ⊓	ung mem a	ss up to three creatures of your choice, a 1d4 bonus to attack rolls and saving throws
Э .	p to 1 minu	ute. A creature you touch regains hit points equal
⊃ ^{to 10}	l8 + your s	spellcasting modifier.
J <u>deal</u>	ng 4d6 rac	 flash of light streaks toward a creature, diant damage on a hit and granting advantage ack roll against the target.
⊃ _{Hea}	ing Word:	A creature of your choice within 60 feet
O rega	ins hit poin	nts equal to 1d4 + your spellcasting
O Dete	ct Magic: \	You sense the presence of magic within 30 ferninutes.
о <u> </u>		
D		
D		
၁		
D		
\sim		
2		
/		
Э <u> </u>		
) 		
)		
၁		
o o		
ა ა		
))		
))		
ა ა		
J Э		
J Э		
2		

3		6
·		 0_
0		 7
		0_
4		0_ 0_
·		0_ 0_
		0_ 0_
0		 0_ 0_
0		 0_
o		0_
	X	0_
	<u> </u>	
0		
0		 0_



0__

0_____

0__