



DIVINE WIELDER

Foundation

SPELLCAST TRAIT: STRENGTH

Spirit Weapon: When you have an equipped weapon with a range of Melee or Very Close, it can fly from your hand to attack an adversary within Close range and then return to you. You can **mark a Stress** to target an additional adversary within range with the same attack roll.

Sparing Touch: Once per long rest, touch a creature and clear 2 Hit Points or 2 Stress from them

