Schis	t Mu	dbea	rd			Gue	st				Abada	r	None		Lawf	ful Go	od	
Characte	Name					Player	Name				Deity		Region		Alignment			
Cleric 1						Dwar	/ Humano	id			Mediu	m / 5 ft.	0' 0" / 0 lbs. Darkvisio			visior	n (60 ft	t.)
CLASS	ASS RACE									SIZE / F	ACE	HEIGHT / WEIG	ЭНТ	VISIO	N		<u> </u>	
1 (1/2)	(1/2) 0 / 2000 67					Unk	nown											
Characte	r Level (C	R)	EX	P/NEXT	LEVEL	AGE		GEN	DER		EYES		HAIR		Points	;		
ABILITY NAM	E BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD		EMP MOD		wc	UNDS/CURI	RENT HP		SUBDUAL DAMAGE	DAMAGE RE	DUCTION		SPE	ED	
STR Strength	12	+1	12	+1	Ē	hit poi										Walk	20 ft.	
DEX Dexterity	8	-1	8	-1				ELAT T	9 = оисн	10 BASE	5 + 1 +	STAT SIZE NA			+ 0	+ 0	+ 0	+ 0
CON	14	+2	14	+2			IATIVE	+1 =	-1 +	+2	BONUS BONUS							
INT Intelligence	8	-1	8	-1			modifier	ΤΟΤΑΙ	DEX	MISC	MISS Arcar CHANCE Spel	e ARMOR SPELL I CHECK RESIST		LECT. FIRE ESIST RESIS				
Wisdom	20	+5	20	+5		Enc	umbrance		Light		TOTAL SKI	LLPOINTS: 1	S	KILLS			MAX RAM	NKS: 1/1
CHA	6	-2	6	-2								SKILL NA	AME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER		MISC
Charisma S A \/I N	G THRO		TOTAL	BASE	ABILITY	MAGIC MIS	C EPIC	TEMP			 Acrobati 	cs cs (Jump)		DEX DEX	•	= -1 = -1	+	+ -5 + -9
				SAVE				_			 Acrobati Appraise 	· · · · ·		INT		= -1 = -1		-9
	TITUI		+5	= +2	+ +2	+ +0 + +	1 + +0 +					/ (Precious metals :	and gemstones)	INT	-	- 1 - 1	+	+ 2
RE	FLE	<	+0	= +0	+ -1	+ +0 + +	1 + +0 +				✓ Bluff		- ,	CHA		-2		_
(dexterity)						╡┝═╡╞	_			✓ Climb			STR	-4 =	- 1	+	+ -5
V			+8	⁼∣ +2	+ +5	+ +0 + +	1 + +0 +				 Craft (Ui 	ntrained)		INT	-1 -	-1		
	wiscomy										 Diploma 	су		CHA	-2 =	-2		
				Conc	litional	Save Mod	ifiers:				 Disguise 	•		CHA	-2 =	-2		
+2 vs.	poison,	spell	'								 Escape 	Artist		DEX	-	-1		+ -5
			(Condi	ional C	Combat Mo	difiers:				✓ Fly			DEX	•	= -1	+	+ -5
+4 dod	ge bonus to AC against humanoid creatures		o ,					WIS	U	= 5								
	1 bonus on attack rolls against humanoid			5		 ✓ Intimidate ✓ Perception 		CHA	_	= -2	L 4	_						
subtype	es due	to spe	ecial tr	aining	agains	t these hat	ed foes.						augl stanowork)	WIS WIS	0	5	+ 1 + 1 +	- 0
						efense whe	se when resisting a bull rush or trip					CHA		- 5 ' -2		2		
attemp	t while	stand	ing on	the g	ound.						✓ Ride	(Ontrained)		DEX			+	+ -5
			TOTA	۸L	BAS	SE ATTACK BONUS	STAT S	SIZE MISC	EPIC	TEMP	✓ Sense M	lotive		WIS	5 =	•		5
ME	LEE		+1] =	+0		+0 + +0	+ 0	+ 🗔	✓ Stealth			DEX		= -1	+	+ 1
attack	bonus									\equiv	 Survival 			WIS	5 =			
RAN	GED		-1		=	+0	+ -1 + -	+0 + +0	+ 0	+	✓ Swim			STR	-4 =	= 1	+	+ -5
CN	AB bonus		+1] = [+0	++1+	+0 +	+	۰Ö					=	= 4 = 4	+ + + +	-
CMD		APPLE +1		TRIF +1		DISARM +1	s	SUNDER +1	RUSH			✓: can be used i	untrained. X: exclu	sive skills. *	: Skill N	astery.		
CMB									+1	+1		Cor	nditional Skill	Modifie	ers:			
CMD		10		14	•	10		10	14	10			onus on Perce	•				
_	IARM		ТО					RITICAL	REAC 5 ft	-	unusual st walls or flo		h as traps and	d hidden	doors	locat	ed in s	stone
(n	onlethal or	nly)			+1	1d3		20/x2										
	*	Mor	ning	star		HAN Prima		IZE CRITIO M 20/x		EACH 5 ft.			nnel Positi	ve Ene	ergy			
		To H	it		Dam		To H			am	Uses pe	erday 🗋						
1H-P		+1			1d8+1	2W-P-(OH)	-5			8+1	Channel Posit	ive Energy (Su):You	can unleash a wave o	of positive ene	rgy. You	must cho	ose to de	al 1d6
1H-O 2H		-3			1d8	2W-P-(OL) 2W-OH	-3			8+1	points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage Creatures that take damage from channeled energy receive a DC 8 Will save to halve the damage. You							
21		+1			1d8+1	200-01	-9		1	d8	can use this ab	ility 1 times per day. [Paizo Inc Core Rule	book, p.40]				

*: weapon is equipped **1H-P**: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Scale Mail	Medium	+5	+3	-4	25
*Buckler	Shield	+1		-1	5
Applies a -1 to hit to Two-Handed We	apon, or Off-ha	and he	ld weap	on.	

EQUIPMENT	Hatred (Ex) [Paizo Inc Core
ITEM LOCATION QTY WT/COST	Rulebook, p.21]
Morningstar Equipped 1 6/8	Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc
Scale Mail Equipped 1 30 / 50	and goblinoid subtypes due to special training against these hated foes.
	Orisons [Paizo Inc Core
Buckler Equipped 1 5 / 5 Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.	Rulebook, p.41]
Healer's Kit Carried 1 1/50	You can prepare a number of orisons, or 0-level spells. These spells are cast like any
Fighter's Kit 1 29/9	other spells, but they are not expended when used and may be used again.
This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10),	Relentless Footing (Ex) [Paizo Inc Ultimate Magic, p.43]
trail rations (5 days), and a waterskin.	As a swift action, you can add 10 feet to your land speed. This increase counts as
Vestments (Cleric's) 1 6 / 0	an enhancement bonus, and it affects your jumping distance as normal for increased
TOTAL WEIGHT CARRIED/VALUE 42 lbs. 122gp	speed. You can use this ability 8 times per day.
	Spontaneous Casting [Paizo Inc Core
WEIGHT ALLOWANCE	Rulebook, p.41]
Light 43 Medium 86 Heavy 130	You can channel stored spell energy into healing spells that you did not prepare
Lift over head 130 Lift off ground 260 Push / Drag 650	ahead of time. You can "lose" any prepared spell that is not an orison or domain spell
MONEY	in order to cast any cure spell of the same spell level or lower (a cure spell is any spell
Total= 0 gp [Unspent Funds = 17 gp]	with "Cure" in its name).
	Stability (Ex) [Paizo Inc Core
MAGIC	Rulebook, p.21]
	Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a
Languages	bull rush or trip attempt while standing on the ground.
Common, Dwarven	Steady (Ex) [Paizo Inc Core
Other Companions	Rulebook, p.21]
	Dwarves never have their speed reduced by armor or encumbrance. Stonecunning (Ex) [Paizo Inc Core]
Traits	Stonecunning (EX) [Paizo Inc Core Rulebook, p.21]
Reactionary [Paizo Inc Advanced	Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework.
Player's Guide, p.328	such as traps and hidden doors located in stone walls or floors. They receive a check to
You were bullied often as a child, but never quite developed an offensive response.	notice such features whenever they pass within 10 feet of them, regardless of whether
Instead, you became adept at anticipating sudden attacks and reacting to danger	or not they are actively looking.
quickly. You gain a +2 trait bonus on Initiative checks.	Variant Channeling - Luck [Paizo Inc Ultimate
Wisdom in the Flesh (Irori) - Dexterity (Stealth) [Paizo Inc Advanced	Magic, p.30]
Player's Guide, p.333]	Heal - Creatures gain a + channel bonus or a luck bonus (creature's choice) on one
Your hours of meditation on inner perfection and the nature of strength and speed	roll (attack roll, CMB check, saving throw, or skill check) made before the end of your
allows you to focus your thoughts to achieve things your body might not normally be	next turn. Harm - Creatures take a - channel penalty on all d20 rolls until the end of
able to do on its own. Select any Dexterity-based skill. You make checks with that	your next turn.
skill using your Wisdom modifier instead of the skill's normal ability score. That skill is always a class skill for you.	Weapon Familiarity (Ex) [Paizo Inc Core Rulebook, p.21]
	Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any
Special Attacks	weapon with the word "dwarven" in its name as a martial weapon.
Channel Positive Energy (Su) [Paizo Inc Core	
	Feats
Rulebook, p.40]	Feats Channel Smite Feats IPaizo Inc Core
	Feats Channel Smite [Paizo Inc Core Rulebook, p.119]
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Rulebook, p.40] You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 8 Will save to halve the damage. You can use this ability 1 times per day. Special Qualities Aura (Ex) [Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) [Paizo Inc Core Rulebook, p.] You project a faint lawful aura. Bonus Cleric Domain Power Use [Paizo Inc Advanced Race Guide] Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power. Darkvision (Ex) [Paizo Inc Bestiary] Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise, invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision. Paizo Inc Core Rulebook, p.21] Dwa	Channel Smite [Paizo Inc Core Rulebook, p.119] You can channel your divine energy through your weapon. Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect. Step Up [Paizo Inc Core Rulebook, p.135] You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement. Domains Defense Subdomain Battle Aspergillum, Battleaxe, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pick (Heavy), Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike,
Rulebook, p.40] You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 8 Will save to halve the damage. You can use this ability 1 times per day. Special Qualities Aura (Ex) [Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) [Paizo Inc Core Rulebook] You project a faint lawful aura. Bonus Cleric Domain Power Use [Paizo Inc Advanced Race Guide] Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power. Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision. Defensive Training (Ex) [Paizo Inc Advanced Player's Gui	Channel Smite [Paizo Inc Core Rulebook, p.119] You can channel your divine energy through your weapon. Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect. Step Up [Paizo Inc Core Rulebook, p.135] You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement. Domains Defense Subdomain Battle Aspergillum, Battleaxe, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pick (Heavy), Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike,
Rulebook, p.40] You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 8 Will save to halve the damage. You can use this ability 1 times per day. Special Qualities Aura (Ex) (Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) (Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) (Paizo Inc Core Rulebook] You project a faint lawful aura. Bonus Cleric Domain Power Use (Paizo Inc Advanced Race Guide] Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power. Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not al	Channel Smite [Paizo Inc Core Rulebook, p.119] You can channel your divine energy through your weapon. Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect. Step Up [Paizo Inc Core Rulebook, p.135] You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement. Domains Defense Subdomain Battle Aspergillum, Battleaxe, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pick (Heavy), Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike,
Rulebook, p.40] You can unleash a wave of positive energy. You must choose to deal 146 points of positive energy damage to undead creatures or to heal living creatures of 146 points of damage. Creatures that take damage from channeled energy receive a DC 8 Will save to halve the damage. You can use this ability 1 times per day. Special Qualities Aura (Ex) (Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) (Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) (Paizo Inc Core Rulebook] You project a faint lawful aura. Bonus Cleric Domain Power Use (Paizo Inc Advanced Race Guide] Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power. Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not sp	Channel Smite [Paizo Inc Core Rulebook, p.119] You can channel your divine energy through your weapon. Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect. Step Up [Paizo Inc Core Rulebook, p.135] You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement. Domains Defense Subdomain Battle Aspergillum, Battleaxe, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pick (Heavy), Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike,
Rulebook, p.40] You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 8 Will save to halve the damage. You can use this ability 1 times per day. Special Qualities Aura (Ex) (Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) (Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) (Paizo Inc Core Rulebook] You project a faint lawful aura. Bonus Cleric Domain Power Use (Paizo Inc Advanced Race Guide] Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power. Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not al	Channel Smite [Paizo Inc Core Rulebook, p.119] You can channel your divine energy through your weapon. Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect. Step Up [Paizo Inc Core Rulebook, p.135] You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement. Domains Defense Subdomain Date (Luck, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pick (Heavy), Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike,
Rulebook, p.40] You can unleash a wave of positive energy. You must choose to deal 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 8 Will save to halve the damage. You can use this ability 1 times per day. Special Qualities Aura (Ex) (Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) (Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) (Paizo Inc Core Rulebook] You project a faint lawful aura. Bonus Cleric Domain Power Use (Paizo Inc Advanced Race Guide] Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power. Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisib	Channel Smite [Paizo Inc Core Rulebook, p.119] You can channel your divine energy through your weapon. Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect. Step Up [Paizo Inc Core Rulebook, p.135] You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement. Domains Defense Subdomain Date (Luck, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pick (Heavy), Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike,
Rulebook, p.40] You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 8 Will save to halve the damage. You can use this ability 1 times per day. Special Qualities Aura (Ex) (Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) (Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) (Paizo Inc Core Rulebook] You project a faint lawful aura. Bonus Cleric Domain Power Use (Paizo Inc Advanced Race Guide] Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power. Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not al	Channel Smite [Paizo Inc Core Rulebook, p.119] You can channel your divine energy through your weapon. Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect. Step Up [Paizo Inc Core Rulebook, p.135] You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement. Domains Defense Subdomain Date (Luck, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pick (Heavy), Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike,
Rulebook, p.40] You can unleash a wave of positive energy. You must choose to deal 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 8 Will save to halve the damage. You can use this ability 1 times per day. Special Qualities Aura (Ex) [Paizo Inc Core Rulebook, p.] A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Aura of Law (Ex) [Paizo Inc Core Rulebook] You project a faint lawful aura. [Paizo Inc Advanced Race Guide] Bonus Cleric Domain Power Use [Paizo Inc Advanced Race Guide] Select one domain power granted at 1st level that is normally usable for a number of uses per day of that domain power. Darkvision [Ex) Darkvision [Ex) [Paizo Inc Bestiary] Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not solid arkvision. Defensive Training (Ex) [Paizo Inc Core Rulebook, p.21] Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype. [Paizo Inc Core Rulebook, p.21] Dorce each day, you can emit a 20- foot aura for 1 rounds. Allies within the aura gain a +2 Deflection bonus to AC and combat maneuver defense. [Paizo Inc Core Rulebook, p.21]	Channel Smite [Paizo Inc Core Rulebook, p.119] You can channel your divine energy through your weapon. Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect. Step Up [Paizo Inc Core Rulebook, p.135] You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement. Domains Defense Subdomain Battle Aspergillum, Battleaxe, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pick (Heavy), Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike,
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Cleric Spells	C	leric	Sp	ells	;
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LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	3	3+1	— —	—	—	—		—	—	
Concentration	+6									

Name							
			LEVEL 0 / Per Da	av:3 / Caster L	evel:1		
			School	Time	Duration	Range	Sour
			Necromancy	1 standard action	Instantaneous	Close (25 ft.)	CR:p.24
	turo: EEEECT: Vou causo a li	iving creature the	at is below 0 hit points but stabilized to resu				
Create Wate		iving creature the	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.2
	-	ll gonoratos whol	lesome, drinkable water, just like clean rain	water [SP·No]			
Detect Magic		il generates who	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.26
V, S] TARGET: Cone-shaped e						00 11.	010,0120
Detect Poiso		ect magical aura	Divination	1 standard action	Instantaneous	Close (25 ft.)	CR:p.26
			ou determine whether a creature, object, o				
		Lube, EFFECI. I	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.2
	d: EEECT: This spall imbus	os the subject wi	ith a touch of divine guidance. [SR:Yes; DC		i militato di antil alcontalgoa	100011	or apiza
DDDDLight	eu, EFFECI. This speir imbue	es the subject wi	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.30
	had: EEEECT. This apoll on w	uppe a toughod a	bject to glow like a torch. [SR:No]		To minuted	10001	onapion
	neu, EFFEUI. This spell cau:	ises a touched of	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.3
DDDD <u>Mending</u>						1011.	Ort.p.o
		li repairs damage	ed objects, restoring 1d4 hit points to the ob Transmutation	oject. [SK:Yes (narmiess, object); i 1 standard action	DC:15, Will hegates (harmless, object)]	10 ft.	CR:p.32
DDDD <u>Purify Food</u>							
/, S] TARGET: 1 cu. ft. of conta object)]	aminated food and water; EFF	FECT: This spell	I makes spoiled, rotten, diseased, poisonou	is, or otherwise contaminated food	and water pure and suitable for eating an	nd drinking. [SR:Yes (object); DC	:15, Will negates
			Divination	1 standard action	10 minutes	Personal	CR:p.33
	T: You can decipher magical	inscriptions on a	objectsbooks, scrolls, weapons, and the lik				
Resistance	r. Tou can decipiter magical	rinscriptions on c	Abjuration	1 standard action	1 minute	Touch	CR:p.33
	touchod: EEEECT. Vou imbu	up the publicat wi	ith magical energy that protects it from harn				
S, M/DF) TARGET: Creature	touched; EFFECT: You Impu	ue the subject wi	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (25 ft.)	APG:p.24
	at FFFFFF	his shister (CD-)	· • •		motamanoodo	01000 (20 11.)	74 O.p.2
	ect; EFFECT: Ignites hammad	Die Objects. [SR:	Yes (object); DC:15, Fortitude negates (obj Conjuration (Healing)	1 standard action	Instantaneous	Close (25 ft.)	CR:p.34
	EFFERT HALLEN					01030 (20 11.)	Cit.p.o
	ture; EFFECT: Upon casting t	this spell, you ta	rget a living creature that has -1 or fewer hi				
						Touch	CPip 36
			Transmutation	1 standard action	1 min.	Touch	CR:p.36
	uched; EFFECT: With a toucl	ch, you infuse a c		1 standard action	1 min.	Touch	CR:p.36
	uched; <i>EFFECT:</i> With a toucl		Transmutation	1 standard action e subject 1 temporary hit point. [SI	1 min. R:Yes (harmless)]	Touch	CR:p.36
	uched; <i>EFFECT</i> : With a toucl		Transmutation creature with a tiny surge of life, granting the	1 standard action e subject 1 temporary hit point. [SI	1 min. R:Yes (harmless)]	Touch Range	
V, S, DF] TARGET: Creature to Name			Transmutation creature with a tiny surge of life, granting the LEVEL 1 / Per Day	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster	1 min. R:Yes (harmless)] Level:1		Source
V, S, DF] TARGET: Creature to Name	<u>mmunition</u>	L	Transmutation creature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning)	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time	1 min. R:Yes (harmless)] Level:1 Duration		Sour
V, S, DF] TARGET: Creature to Name Name V, S, M/DF] TARGET: one cont	<u>mmunition</u>	L	Transmutation creature with a tiny surge of life, granting the EVEL 1 / Per Day School	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time	1 min. R:Yes (harmless)] Level:1 Duration		Sourc UC:p.22
V, S, DF] TARGET: Creature to Name Name V, S, M/DF] TARGET: one cont	mmunition ainer touched; EFFECT: Rep	Dlaces nonmagic	Transmutation creature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation)	1 standard action e subject 1 temporary hit point. [SJ /:3+1 / Caster Time 1 standard action 1 standard action	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range	Sourc UC:p.22
Name Name Name V, S, M/DFJ TARGET: one cont N DFJ TARGET: one creatur S, M/DFJ TARGET: one creatur	mmunition ainer touched; EFFECT: Rep	Dlaces nonmagic	Transmutation creature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No]	1 standard action e subject 1 temporary hit point. [SJ /:3+1 / Caster Time 1 standard action 1 standard action	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range	Sourc UC:p.22 UC:p.22
Name Name Name V, S, MDFJ TARGET: one cont Air Bubble S, MDFJ TARGET: one creatur Air Bubble	mmunition ainer touched; <i>EFFECT:</i> Rep e or one object no larger than	blaces nonmagic	Transmutation creature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; <i>EFFECT</i> : Creates a small por Transmutation	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time 1 standard action 1 standard action standard action cocket of air around your head or ar 1 standard action	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes n object. [SR:Yes (harmless); DC:16, Will	Range Touch negates (harmless)]	Sourc UC:p.22 UC:p.22
V, S, DF] TARGET: Creature to Name V, S, M/DF] TARGET: one cont ONDF] TARGET: one creature S, M/DF] TARGET: one creature ONDF] TARGET: creature V, S, M/DF] TARGET: creature	mmunition ainer touched; <i>EFFECT:</i> Rep e or one object no larger than	blaces nonmagic	Transmutation reature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon: EFFECT: Creates a small po Transmutation of a creature. [SR:Yes (harmless); DC:16, f	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time 1 standard action 1 standard action ocket of air around your head or ar 1 standard action Fortitude negates (harmless)]	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes 1 object. [SR:Yes (harmless); DC:16, Will 2 hours	Range Touch negates (harmless)] Touch	Sourc UC:p.22 UC:p.22 APG:p.20
Name Name Name Notes a second second Notes and second second second Notes and second second Notes and second second second Notes and second second second Notes and second second second second Notes and second second second second second Notes and second second second second second second Notes and second second second second second second second Notes and second	mmunition ainer touched; EFFECT: Rep e or one object no larger than touched; EFFECT: Triples ca	L places nonmagic n a Large twohar arrying capacity of	Transmutation creature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon: EFFECT: Creates a small po Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time 1 standard action 1 standard action ocket of air around your head or ar 1 standard action Fortitude negates (harmless)] r, Mind-Affec1 standard action	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes n object. [SR:Yes (harmless); DC:16, Will	Range Touch negates (harmless)]	Sourc UC:p.22 UC:p.22 APG:p.20
Name Name Name N, S, M/DFJ TARGET: one cont N, M/DFJ TARGET: one creatur N, S, M/DFJ TARGET: one creatur N, S, M/DFJ TARGET: creature N, S, M/DFJ TARGET: 50-ftradiu	mmunition ainer touched; EFFECT: Rep e or one object no larger than touched; EFFECT: Triples ca	L places nonmagic n a Large twohar arrying capacity of	Transmutation creature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; <i>EFFECT</i> : Creates a small por Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes	1 standard action e subject 1 temporary hit point. [Si /:3+1 / Caster Time 1 standard action 1 standard action ocket of air around your head or ar 1 standard action scket of air around your head or ar 1 standard action Fortitude negates (harmless)] r, Mind-Affect standard action s; DC:16, Will negates]	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes 1 minutes 2 hours 1 minutes	Range Touch negates (harmless)] Touch 50 ft.	Sourc UC:p.22 UC:p.22 APG:p.20 CR:p.24
Name Name Abundant Ai V, S, M/DFJ TARGET: one cont Air Bubble S, M/DFJ TARGET: one creatur Ant Haul V, S, M/DFJ TARGET: creature Ant Action Bane V, S, DFJ TARGET: 50-ftradiu Bless	mmunition ainer touched; <i>EFFECT:</i> Rep e or one object no larger than touched; <i>EFFECT:</i> Triples ca s burst, centered on you; <i>EFF</i>	Dates nonmagic n a Large twohar arrying capacity of FECT: Bane fills	Transmutation creature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; EFFECT: Creates a small per Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Min	1 standard action e subject 1 temporary hit point. [SJ /:3+1 / Caster Time 1 standard action 1 standard action bcket of air around your head or ar 1 standard action bcket of air around your head or ar 1 standard action scrittude negates (harmless)] ar, Mind-Affect 1 standard action s; DC:16, Will negates] bd-Affecting] 1 standard action	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes	Range Touch negates (harmless)] Touch	Source UC:p.22 UC:p.22 APG:p.20 CR:p.24
Name Name Abundant Ai Abundant Ai S, M/DFJ TARGET: one cont Air Bubble S, M/DFJ TARGET: one creatur Ant Haul Ant Haul	mmunition ainer touched; EFFECT: Rep e or one object no larger than touched; EFFECT: Triples ca s burst, centered on you; EFF and all allies within a 50-ft. bu	Dates nonmagic n a Large twohar arrying capacity of FECT: Bane fills	Transmutation Tr	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time 1 standard action 1 standard action scket of air around your head or ar 1 standard action scket of air around your head or ar 1 standard action schedule negates (harmless)] rr, Mind-Affect standard action s; Dc:16, Will negates] d-Affecting] 1 standard action with courage. [SR:Yes (harmless)	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes	Range Touch negates (harmiess)] Touch 50 ft. 50 ft.	Sourr UC:p.2 UC:p.2 APG:p.2 CR:p.2 CR:p.2
Name Name Abundant Ai A, S, M/DF] TARGET: one cont A, S, M/DF] TARGET: one creatur Ant Haul A, S, M/DF] TARGET: creature Ant Haul A, S, DF] TARGET: 50-ftradiu Bless V, S, DF] TARGET: The caster Blessed Fist	mmunition ainer touched; <i>EFFECT</i> : Rep e or one object no larger than touched; <i>EFFECT</i> : Triples ca s burst, centered on you; <i>EFF</i> and all allies within a 50-ft. bu	L places nonmagic n a Large twohar arrying capacity of FECT: Bane fills urst, centered on	Transmutation reature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. (SR:No) Conjuration (Creation) nded weapon; EFFECT: Creates a small po Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Min the caster; EFFECT: Bless fills your allies Transmutation [Good]	1 standard action e subject 1 temporary hit point. [St /:3+1 / Caster I standard action 1 standard action ocket of air around your head or ar 1 standard action Fortitude negates (harmless)] rr, Mind-Affect 1 standard action s; DC:16, Will negates] ud-Affecting] 1 standard action with courage. [SR:Yes (harmless) 1 standard action	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes 1 minutes	Range Touch negates (harmless)] Touch 50 ft.	Sourr UC:p.2 UC:p.2 APG:p.2 CR:p.2 CR:p.2
Name Name Abundant Ai Air Bubble S, M/DF] TARGET: one cont Air Bubble S, M/DF] TARGET: one creatur Air Bubble S, M/DF] TARGET: creature S, S, DF] TARGET: 50-ftradiu Bless 4, S, DF] TARGET: 50-ftradiu Blessed Fist 4, S, DF] TARGET: creature toucher S, DF] TARGET: creature toucher A S, DF] TARGET: creature touche	mmunition ainer touched; <i>EFFECT</i> : Rep e or one object no larger than touched; <i>EFFECT</i> : Triples ca s burst, centered on you; <i>EFF</i> and all allies within a 50-ft. bu	L places nonmagic n a Large twohar arrying capacity of FECT: Bane fills urst, centered on	Transmutation creature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; <i>EFFECT</i> : Creates a small po Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Min n the caster; <i>EFFECT</i> : Bless fills your allies Transmutation [Good] of opportunity with unarmed strikes. [SR:yes	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time 1 standard action 1 standard action ocket of air around your head or ar 1 standard action standard action Fortitude negates (harmless) ur, Mind-Affect 1 standard action s; DC:16, Will negates] d-Affecting 1 standard action with courage. [SR:Yes (harmless) 1 standard action s; DC:16, none]	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range Touch negates (harmless)] Touch 50 ft. 50 ft. Touch	Sourd UC:p.22 UC:p.22 APG:p.20 CR:p.24 CR:p.24 ACG:p.11
Name Name Abundant Ar Air Bubble S, M/DF] TARGET: one cont Air Bubble S, M/DF] TARGET: one creatur Air Bubble S, M/DF] TARGET: one creature Automatic and a state Automatic a	mmunition ainer touched; <i>EFFECT</i> : Rep e or one object no larger than touched; <i>EFFECT</i> : Triples ca s burst, centered on you; <i>EFF</i> and all allies within a 50-ft. bu ; d; <i>EFFECT</i> : Target doesn't p	Daces nonmagic n a Large twohar arrying capacity of <i>FECT</i> : Bane fills urst, centered on provoke attacks of	Transmutation creature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; <i>EFFECT</i> : Creates a small po Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Min n the caster; <i>EFFECT</i> : Bless fills your allies Transmutation [Good] of oportunity with unarmed strikes. [SR:yes Transmutation [Good]	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time 1 standard action 1 standard action ocket of air around your head or ar 1 standard action schett of air around your head or ar 1 standard action Fortitude negates (harmless) ar, Mind-Affect 1 standard action s; DC:16, Will negates] dr-Affecting 1 standard action with courage. [SR:Yes (harmless) 1 standard action s; DC:16, none] 1 minute	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range Touch negates (harmiess)] Touch 50 ft. 50 ft.	Sourd UC:p.22 UC:p.22 APG:p.20 CR:p.24 CR:p.24 ACG:p.11
Name Name Abundant Ai Abundant Ai Air Bubble MDFJ TARGET: one creatur Air Bubble MDFJ TARGET: one creatur Ant Haul Ant Haul An	mmunition ainer touched; <i>EFFECT</i> : Rep e or one object no larger than touched; <i>EFFECT</i> : Triples ca s burst, centered on you; <i>EFF</i> and all allies within a 50-ft. bu ; d; <i>EFFECT</i> : Target doesn't p	Daces nonmagic n a Large twohar arrying capacity of <i>FECT</i> : Bane fills urst, centered on provoke attacks of	Transmutation reature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; EFFECT: Creates a small per Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fee your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Min the caster; EFFECT: Eless fills your allies Transmutation [Good] of opportunity with unarmed strikes. [SR:yes Transmutation [Good] ues a flask of water with positive energy, tu	1 standard action e subject 1 temporary hit point. [Si /:3+1 / Caster Time 1 standard action 1 standard action cket of air around your head or ar 1 standard action cket of air around your head or ar 1 standard action scrittude negates (harmless)] ar, Mind-Affect 1 standard action s; DC:16, Will negates] d-Affecting] 1 standard action with courage. [SR:Yes (harmless) 1 standard action s; DC:16, none] 1 minute	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes 2 hours	Range Touch negates (harmless)) Touch 50 ft. 50 ft. 50 ft. Touch Touch	Sourr UC:p.22 UC:p.22 CR:p.24 CR:p.24 CR:p.24 ACG:p.11 CR:p.24
Name Name Abundant Ai Abundant Ai S, M/DFJ TARGET: one cont Air Bubble S, M/DFJ TARGET: one creatur Ant Haul Ant Haul Ant Haul Ant Haul Ant Haul S, M/DFJ TARGET: 50-ftradiu Bless A, S, DFJ TARGET: The caster Blessed Fist A, SJ TARGET: creature touche Bless Water A, S, MJ TARGET: Flask of wat Cause Fear	mmunition ainer touched; <i>EFFECT</i> : Rep e or one object no larger than touched; <i>EFFECT</i> : Triples ca s burst, centered on you; <i>EFF</i> and all allies within a 50-ft. bu d; <i>EFFECT</i> : Target doesn't p er touched; <i>EFFECT</i> : This tra	L places nonmagic in a Large twohar arrying capacity of FECT: Bane fills urst, centered on provoke attacks of ansmutation imbu	Transmutation reature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; EFFECT: Creates a small per Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Finite the caster; EFFECT: Eless fills your allies Transmutation [Good] of opportunity with unarmed strikes. [SR:yes Transmutation [Good] ues a flask of water with positive energy, tu Necromancy [Fear, Mind-Affectin	1 standard action e subject 1 temporary hit point. [Si /:3+1 / Caster Time 1 standard action 1 standard action bcket of air around your head or ar 1 standard action bcket of air around your head or ar 1 standard action bcket of air around your head or ar 1 standard action Fortitude negates (harmless)] ar, Mind-Affecting I standard action s; DC:16, Will negates] d-Affecting] 1 standard action with courage. [SR:Yes (harmless) 1 standard action s; DC:16, none] 1 minute ming it into holy water. [SR:Yes (c ng, Emotion] 1 standard action	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range Touch negates (harmless)] Touch 50 ft. 50 ft. Touch	Sourr UC:p.22 UC:p.22 CR:p.24 CR:p.24 CR:p.24 ACG:p.11 CR:p.24
Name Name Abundant Ai V, S, M/DFJ TARGET: one cont S, M/DFJ TARGET: one creatur Ant Haul Y, S, M/DFJ TARGET: creature Ant Haul Y, S, M/DFJ TARGET: Sof-ft-radiu Besse V, S, DFJ TARGET: The caster Blessed Fist V, SJ TARGET: creature touche C, S, MJ TARGET: Cone living creat	mmunition ainer touched; <i>EFFECT</i> : Rep e or one object no larger than touched; <i>EFFECT</i> : Triples ca s burst, centered on you; <i>EFF</i> and all allies within a 50-ft. bu d; <i>EFFECT</i> : Target doesn't p er touched; <i>EFFECT</i> : This tra	L places nonmagic in a Large twohar arrying capacity of FECT: Bane fills urst, centered on provoke attacks of ansmutation imbu	Transmutation reature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; EFFECT: Creates a small per Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Min the caster; EFFECT: Bless fills your allies Transmutation [Good] of opportunity with unarmed strikes. [SR:yes Transmutation [Good] ues a flask of water with positive energy, tu Necromancy [Fear, Mind-Affectir ed creature becomes frightened. [SR:Yes; E	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time 1 standard action bocket of air around your head or ar 1 standard action bocket of air around your head or ar 1 standard action Fortitude negates (harmless)] tr, Mind-Affect 1 standard action s; DC:16, Will negates] ud-Affecting] 1 standard action with courage. [SR:Yes (harmless) 1 standard action s; DC:16, none] 1 minute ming it into holy water. [SR:Yes (c mg, Emotion] 1 standard action DC:16, Will partial]	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 di nuntes 1 minutes 1 minut	Range Touch negates (harmiess)) Touch 50 ft. 50 ft. 50 ft. Touch Touch Close (25 ft.)	Source UC:p.22 APG:p.20 CR:p.24 CR:p.24 ACG:p.17 CR:p.24 CR:p.24
Name Name Nome Nome Nome Nome Nome Nome Nome No	mmunition ainer touched; <i>EFFECT</i> : Rep e or one object no larger than touched; <i>EFFECT</i> : Triples ca s burst, centered on you; <i>EFF</i> and all allies within a 50-ft. bu ; d; <i>EFFECT</i> : Target doesn't p er touched; <i>EFFECT</i> : This tra ture with 5 or fewer HD; <i>EFFE</i>	L places nonmagic n a Large twohar arrying capacity of FECT: Bane fills urst, centered on provoke attacks of ansmutation imbu	Transmutation reature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon: EFFECT: Creates a small per Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Min n the caster; EFFECT: Bless fills your allies Transmutation [Good] of opportunity with unarmed strikes. [SR:yes Transmutation [Good] ues a flask of water with positive energy, tu Necromancy [Fear, Mind-Affectir ed creature becomes frightened. [SR:Yes; E Enchantment (Compulsion) [Lam	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time 1 standard action 1 standard action ocket of air around your head or ar 1 standard action Scottitude negates (harmless)] rr, Mind-Affec1 standard action s; DC:16, Will negates] nd-Affecting] 1 standard action with courage. [SR:Yes (harmless) 1 standard action s; DC:16, none] 1 minute ming it into holy water. [SR:Yes (or ng, Emotion] 1 standard action oc:16, Will partial] nguage-Deper1 standard action	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range Touch negates (harmless)) Touch 50 ft. 50 ft. 50 ft. Touch Touch	Source UC:p.22 APG:p.20 CR:p.24 CR:p.24 ACG:p.17 CR:p.24 CR:p.24
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Name Name Abundant Ar V, S, MDFJ TARGET: one cont Air Bubble S, MDFJ TARGET: one creatur Air Bubble S, MDFJ TARGET: one creatur Air Bubble S, MDFJ TARGET: creature Bane V, S, DFJ TARGET: 50-ft-radiu Blesss V, S) DFJ TARGET: The caster S DFJ TARGET: The caster S DFJ TARGET: The caster S DFJ TARGET: creature touche Command V, SJ TARGET: Creature touche Command V, SJ TARGET: One living creature V, SJ TARGET: One living creature ABUSC Command VJ TARGET: One living creature	mmunition ainer touched; <i>EFFECT</i> : Rep e or one object no larger than touched; <i>EFFECT</i> : Triples ca s burst, centered on you; <i>EFF</i> and all allies within a 50-ft. bu ; d; <i>EFFECT</i> : Target doesn't p er touched; <i>EFFECT</i> : This tra ture with 5 or fewer HD; <i>EFFE</i> e; <i>EFFECT</i> : You give the subj	L places nonmagic n a Large twohar arrying capacity of FECT: Bane fills urst, centered on provoke attacks of ansmutation imbu	Transmutation reature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon: EFFECT: Creates a small per Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Min n the caster; EFFECT: Bless fills your allies Transmutation [Good] of opportunity with unarmed strikes. [SR:yes Transmutation [Good] ues a flask of water with positive energy, tu Necromancy [Fear, Mind-Affectir ed creature becomes frightened. [SR:Yes; E Enchantment (Compulsion) [Lam	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time 1 standard action 1 standard action ocket of air around your head or ar 1 standard action schet of air around your head or ar 1 standard action Fortitude negates (harmless)] ar, Mind-Affect 1 standard action s; DC:16, Will negates] d-Affecting 1 standard action with courage. [SR:Yes (harmless) 1 standard action s; DC:16, none] 1 minute ming it into holy water. [SR:Yes (c ng, Emotion] 1 standard action DC:16, Will partial] guage-Deper1 standard action ity at its earliest opportunity. [SR:Y	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range Touch negates (harmiess)) Touch 50 ft. 50 ft. 50 ft. Touch Touch Close (25 ft.)	Sourr UC:p.22 UC:p.22 APG:p.24 CR:p.24 CR:p.24 ACG:p.11 CR:p.24 CR:p.24
Name Name Abundant Ai Abundant Ai S, M/DFJ TARGET: one cont Air Bubble S, M/DFJ TARGET: one creatur Ant Haul X, S, M/DFJ TARGET: creature Ant Haul X, S, DFJ TARGET: Softradiu Bane V, S, DFJ TARGET: 50-ftradiu Blesse Y, S, DFJ TARGET: The caster S, DFJ TARGET: creature touche S, SJ TARGET: creature touche Cause Fear Y, SJ TARGET: Creature touche Cause Fear Y, SJ TARGET: One living creatur J, TARGET: One living creatur J, TARGET: Command J, TARGET: One living creatur	mmunition ainer touched; <i>EFFECT</i> : Rep e or one object no larger than touched; <i>EFFECT</i> : Triples ca s burst, centered on you; <i>EFF</i> and all allies within a 50-ft. bu ; d; <i>EFFECT</i> : Target doesn't p er touched; <i>EFFECT</i> : This tra ture with 5 or fewer HD; <i>EFFE</i> a; <i>EFFECT</i> : You give the subj tility	Dates nonmagic in a Large twohar arrying capacity of FECT: Bane fills urst, centered on provoke attacks of ansmutation imbu ECT: The affecte oject a single com	Transmutation reature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; EFFECT: Creates a small per Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Min the caster; EFFECT: Bless fills your allies Transmutation [Good] of opportunity with unarmed strikes. [SR:yes Transmutation [Good] ues a flask of water with positive energy, tu Necromancy [Fear, Mind-Affectir ed creature becomes frightend. [SR:yes; C Enchantment (Compulsion) [Lan nmand, which it obeys to the best of its abili Enchantment (Compulsion) [Min of your allies. [SR:see text; DC:16, see tex	1 standard action e subject 1 temporary hit point. [Si /:3+1 / Caster Time 1 standard action bocket of air around your head or ar 1 standard action scett of air around your head or ar 1 standard action Fortitude negates (harmless)] ar, Mind-Affect 1 standard action s; DC:16, Will negates] d-Affecting] 1 standard action with courage. [SR:Yes (harmless) 1 standard action s; DC:16, none] 1 minute rming it into holy water. [SR:Yes (or ng, Emotion] 1 standard action DC: 16, Will partial] nguage-Deper1 standard action ity at its earliest opportunity. [SR:Y	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range Touch negates (harmless)) Touch 50 ft. 50 ft. 50 ft. 50 ft. Touch Touch Close (25 ft.) Close (25 ft.)	Sourr UC:p.22 UC:p.22 APG:p.24 CR:p.24 CR:p.24 ACG:p.11 CR:p.24 CR:p.24
Name Name Abundant Ai V, S, M/DFJ TARGET: one cont Air Bubble S, M/DFJ TARGET: one creatur Ant Haul V, S, M/DFJ TARGET: creature Ant Haul V, S, M/DFJ TARGET: Softradiu Blessed Fisst V, SJ TARGET: creature touche Bless Water V, SJ TARGET: Creature touche Bless Water V, SJ TARGET: Creature touche Cause Fear V, SJ TARGET: One living creature V, S, MJ TARGET: You; EFFEC	mmunition ainer touched; EFFECT: Rep e or one object no larger than touched; EFFECT: Triples ca s burst, centered on you; EFF and all allies within a 50-ft. bu d; EFFECT: Target doesn't p er touched; EFFECT: This tra ture with 5 or fewer HD; EFFE a; EFFECT: You give the subj tility CT: Compels opponents to atta	Dates nonmagic in a Large twohar arrying capacity of FECT: Bane fills urst, centered on provoke attacks of ansmutation imbu ECT: The affecte oject a single com	Transmutation creature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; EFFECT: Creates a small pe Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Fine the caster; EFFECT: Bless fills your allies Transmutation [Good] ues a flask of water with positive energy, tu Necromancy [Fear, MinA4ffectiir ed creature becomes frightened. [SR:Yes; Enchantment (Compulsion) [Lan mmand, which it obeys to the best of its abili Enchantment (Compulsion) [Min	1 standard action e subject 1 temporary hit point. [Si /:3+1 / Caster Time 1 standard action bocket of air around your head or ar 1 standard action scett of air around your head or ar 1 standard action Fortitude negates (harmless)] ar, Mind-Affect 1 standard action s; DC:16, Will negates] d-Affecting] 1 standard action with courage. [SR:Yes (harmless) 1 standard action s; DC:16, none] 1 minute rming it into holy water. [SR:Yes (or ng, Emotion] 1 standard action DC: 16, Will partial] nguage-Deper1 standard action ity at its earliest opportunity. [SR:Y	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range Touch negates (harmless)) Touch 50 ft. 50 ft. 50 ft. 50 ft. Touch Touch Close (25 ft.) Close (25 ft.)	Source UC:p.22 UC:p.22 APG:p.20 CR:p.24 CR:p.24 ACG:p.11 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 UC:p.22
Name Name Name Name Name Name N, S, MDFJ TARGET: creature to Air Bubble S, MDFJ TARGET: one creatur Ant Haul N, S, MDFJ TARGET: creature Ant Haul N, S, MDFJ TARGET: for-tradiu S, S, DFJ TARGET: 50-ftradiu S, S, DFJ TARGET: The caster Bless V, S, DFJ TARGET: The caster C, S, MJ TARGET: Creature touche C, S, MJ TARGET: Creature touche C, S, MJ TARGET: Cone living creature C, S, MJ TARGET: One living creature N, S, MJ TARGET: You; EFFEC S, MJ TARGET: You; EFFEC C, Comprehence	mmunition ainer touched; EFFECT: Rep e or one object no larger than touched; EFFECT: Triples ca s burst, centered on you; EFF and all allies within a 50-ft. bu d; EFFECT: Target doesn't p er touched; EFFECT: This tra ture with 5 or fewer HD; EFFE c; EFFECT: You give the subj tility T: Compels opponents to attra d Languages	L places nonmagic in a Large twohar arrying capacity of FECT: Bane fills urst, centered on provoke attacks of ansmutation imbu ECT: The affecte pject a single con tack you instead	Transmutation reature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; EFFECT: Creates a small per Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Min the caster; EFFECT: Bless fills your allies Transmutation [Good] of opportunity with unarmed strikes. [SR:yes Transmutation [Good] ues a flask of water with positive energy, tu Necromancy [Fear, Mind-Affectir ed creature becomes frightend. [SR:yes; C Enchantment (Compulsion) [Lan nmand, which it obeys to the best of its abili Enchantment (Compulsion) [Min of your allies. [SR:see text; DC:16, see text; DC:16, see text	1 standard action e subject 1 temporary hit point. [St /:3+1 / Caster I standard action 1 standard action bocket of air around your head or ar 1 standard action bocket of air around your head or ar 1 standard action science: [St. Yes] (h. Will negates] dr. Affecting] 1 standard action s; DC:16, Will negates] 1 standard action 3; DC:16, none] 1 minute I standard action 0; ED:16, none] 1 minute I standard action 0; 16, Will partial] 1 guage-Depert standard action 1 standard action	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range Touch negates (harmless)) Touch 50 ft. 50 ft. 50 ft. 50 ft. Close (25 ft.) Close (25 ft.) Close (25 ft.)	CR:p.36 Sourc UC:p.22 APG:p.20 CR:p.24 ACG:p.17 CR:p.24 ACG:p.17 CR:p.25 CR:p.25 UC:p.22 CR:p.25
Name Name Name Note: Second State St	mmunition ainer touched; EFFECT: Rep e or one object no larger than touched; EFFECT: Triples ca s burst, centered on you; EFF and all allies within a 50-ft. bu ; d; EFFECT: Target doesn't p er touched; EFFECT: This tra ture with 5 or fewer HD; EFFE e; EFFECT: You give the subj tility 7: Compels opponents to atta d Languages FECT: You can understand th	L places nonmagic in a Large twohar arrying capacity of FECT: Bane fills urst, centered on provoke attacks of ansmutation imbu ECT: The affecte pject a single con tack you instead	Transmutation reature with a tiny surge of life, granting the EVEL1/PerDay School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon; EFFECT: Creates a small per Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fear your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Fear the caster; EFFECT: Bless fills your allies Transmutation [Good] of opportunity with unarmed strikes. [SR:yes Transmutation [Good] ues a flask of water with positive energy, tu Necromancy [Fear, Mind-Affectir ed creature becomes frightened. [SR:yes; C Enchantment (Compulsion) [Lan nmand, which it obeys to the best of its abili Enchantment (Compulsion) [Min of your allies. [SR:see tex; DC:16, see tex Divination	1 standard action e subject 1 temporary hit point. [St /:3+1 / Caster I standard action 1 standard action bocket of air around your head or ar 1 standard action bocket of air around your head or ar 1 standard action science: [St. Yes] (h. Will negates] dr. Affecting] 1 standard action s; DC:16, Will negates] 1 standard action 3; DC:16, none] 1 minute I standard action 0; ED:16, none] 1 minute I standard action 0; 16, Will partial] 1 guage-Depert standard action 1 standard action	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range Touch negates (harmless)) Touch 50 ft. 50 ft. 50 ft. 50 ft. Close (25 ft.) Close (25 ft.) Close (25 ft.)	Sourn UC:p.22 UC:p.22 APG:p.20 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24 CR:p.24
Name Name Name Norman Abundant Ar N, S, MDFJ TARGET: one cont Air Bubble S, MDFJ TARGET: one creatur Air Bubble S, MDFJ TARGET: one creatur Air Bubble S, MDFJ TARGET: 50-ftradiu Bless V, S, DFJ TARGET: 50-ftradiu S, DFJ TARGET: The caster S, DFJ TARGET: creature touche Compare touche Compare touche Compare touche Comprehens S, S, MJ TARGET: One living creatur Comprehens S, S, MJ TARGET: One living creatur S, S, MJ TARGET: One living creatur Compare touche S, MJ TARGET: One living creatur Compare touches S, S, MJ TARGET: One living creatur Compare touches S, S, MJ TARGET: One living creatur Compare touches S, S, MJ TARGET: One living creatur Compare touches S, S, MJ TARGET: One living creatur Compare touches S, S, MJ TARGET: One living creatur S, S, MJ TARGET: S, S,	mmunition ainer touched; <i>EFFECT</i> : Rep e or one object no larger than touched; <i>EFFECT</i> : Triples ca s burst, centered on you; <i>EFF</i> and all allies within a 50-ft. bu ; d; <i>EFFECT</i> : Target doesn't p er touched; <i>EFFECT</i> : This tra ture with 5 or fewer HD; <i>EFFE</i> c; <i>EFFECT</i> : You give the subj <u>tility</u> T: Compels opponents to attra d Languages FECT: You can understand th <u>Younds</u>	blaces nonmagic: in a Large twohar arrying capacity of <i>FECT</i> : Bane fills urst, centered on provoke attacks of ansmutation imbu <i>ECT</i> : The affecte oject a single con tack you instead he spoken words	Transmutation reature with a tiny surge of life, granting the EVEL 1 / Per Day School Conjuration (Summoning) al ammunition every round. [SR:No] Conjuration (Creation) nded weapon: EFFECT: Creates a small pe Transmutation of a creature. [SR:Yes (harmless); DC:16, f Enchantment (Compulsion) [Fea your enemies with fear and doubt. [SR:Yes Enchantment (Compulsion) [Min n the caster; EFFECT: Bless fills your allies Transmutation [Good] of opportunity with unarmed strikes. [SR:yes Transmutation [Good] ues a flask of water with positive energy, tu Necromancy [Fear, Mind-Affectir ad creature becomes frightened. [SR:Yes; C Enchantment (Compulsion) [Lan nmand, which it obeys to the best of its abili Enchantment (Compulsion) [Min of your allies. [SR:see text; DC:16, see tex Divination	1 standard action e subject 1 temporary hit point. [SI /:3+1 / Caster Time 1 standard action 1 standard action ocket of air around your head or 1 standard action schet of air around your head schet of air around your head 1 standard action ensible written messages. 1 standard action	1 min. R:Yes (harmless)] Level:1 Duration 1 minutes 1 minutes	Range Touch negates (harmless)) Touch 50 ft. 50 ft. 50 ft. 50 ft. 50 ft. Close (25 ft.) Close (25 ft.) Close (25 ft.) Personal Personal Touch	Sourd UC:p.22 UC:p.22 APG:p.24 CR:p.24 CR:p.24 ACG:p.11 CR:p.24 CR:p.24 CR:p.24

[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living	creature, you channel positive energy that cures	1d8+1 points of damag	e. [SR:Yes (harmless); see text; DC:16, Wi	ill half (harmless); see text]	
Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	1 hours [D]	Touch	APG:p.214
[V, S, F] TARGET: Animates one lantern; EFFECT: Animates a lantern that follows	s you. [SR:No]				
DDDDD <u>Deadeye's Lore</u>	Divination	1 round	1 hours	Personal	UC:p.22
[V, S] TARGET: You; EFFECT: Gain a +4 bonus on Survival and move full speed v	while tracking.				
DDDDD <u>Deathwatch</u>	Necromancy	1 standard action	10 minutes	30 ft.	CR:p.26
[V, S] TARGET: Cone-shaped emanation; EFFECT: Using the powers of necromation	ncy, you can determine the condition of creatures	s near death within the	spell's range. [SR:No]		
Decompose Corpse	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch	UM:p.216
[V, S, M] TARGET: One corpse or corporeal undead; EFFECT: Turn corpse into cl	ean skeleton. [SR:Yes (object); DC:16, Fortitude	negates (object)]			
DDDDD <u>Detect Chaos</u>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras	of chaotic creatures. [SR:No]				
DDDD Detect Evil	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the preser	nce of evil. [SR:No]				
Detect Good	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.26
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the preser	nce of good. [SR:No]				
Detect Law	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.26
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras	of lawful creatures. [SR:No]				
Detect Undead	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.26
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aut	a that surrounds undead creatures. [SR:No]				
DDDDD <u>Diagnose Disease</u>	Divination	1 standard action	Instantaneous	Close (25 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detect and ide	entify diseases. [SR:No]				
DOD Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.27
[V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom of a deit	ty, you gain a +1 luck bonus on attack and weapo	on damage rolls.			
Doom	Necromancy [Fear, Mind-Affecting, Emotio	n] 1 standard action	1 minutes	Medium (110 ft.)	CR:p.27
[V, S, DF] TARGET: One living creature; EFFECT: This spell fills a single subject w	with a feeling of horrible dread that causes it to be	ecome shaken. [SR:Yes	; DC:16, Will negates]		
COOL Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.27
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure element	ents suffers no harm from being in a hot or cold e	environment. [SR:Yes (h	narmless); DC:16, Will negates (harmless)]		
	* =Domain/Speciality	Spell			

Character: Schist Mudbeard Player: Guest PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing). Created using <u>PCGen</u> v6.06.01 on May 20, 2019 at 2:05:44 PM

	Cleric Spe	lls			
Entropic Shield	Abjuration	1 standard action	1 minutes [D]	Personal	CR:p.278
[V, S] TARGET: You; EFFECT: A magical field appears around you, glowing with a d	chaotic blast of multicolored hues deflecting incon	ning arrows, rays, and	other ranged attacks.		
VI TARGET: One creature; EFFECT: Target obeys your command to not do someth	Enchantment (Compulsion) [Language-Depe		1 round	Close (25 ft.)	UM:p.220
Hide from Undead	Abjuration	1 standard action	10 minutes [D]	Touch	CR:p.296
[V, S, DF] TARGET: 1 creatures touched; EFFECT: Undead cannot see, hear, or sm					
DDDDInflict Light Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature	vou channel negative energy that deals 1d8+1	noints of damage ISE	e.Ves: DC:16 Will half		p
Inonbeard	Transmutation	1 standard action	1 minutes	Touch	ARG:p.19
[V, S] TARGET: One Creature; EFFECT: This spell causes a brushy beard of stiff irr ironbeard may also be used as a weapon equivalent to cold iron armor spikes. The ir (harmless)]	on to erupt from the face of a willing target. The irr onbeard makes it difficult to speak, so any spellca	onbeard grants a +1 a asting with a verbal co	rmor bonus to AC, and this bonus stacks wi mponent has a 20% spell failure chance. [S	th any armor worn by the creature. R:Yes (harmless); DC:16, Fortitude	The
CONTRACTOR CONTRA	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR:I	[o/				
Liberating Command	Transmutation	1 immediate action	instantaneous	Close (25 ft.)	UC:p.233
[V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an irr	mediate action and gains a bonus on it. [SR:Yes	(harmless): DC:16. W	(ill negates (harmless)]		
Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; EFFECT: You transmute as many negates (harmless, object)]	as three pebbles, which can be no larger than sl	ing bullets, so that the	y strike with great force when thrown or slu	ng. [SR:Yes (harmless, object); DC	:16, Will
Magic Weapon	Transmutation [MetalSchool]	1 standard action	1 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +	1 enhancement bonus on attack and damage roll	s. [SR:Yes (harmless,	object); DC:16, Will negates (harmless, ob	iect)]	
V. S. M/DFI TARGET: The caster and allies within a 50-ft. burst centered on the caster	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes or until discharged	50 ft.	UC:p.237
Murderous Command	Enchantment (Compulsion) [Mind-Affecting]		1 round	Close (25 ft.)	UM:p.230
[V] TARGET: One living creature; EFFECT: Target is compelled to kill its ally. [SR:Y]					
Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	1 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misi					
Protection from Chaos	Abjuration [Lawful]	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from		and from summoned	creatures ISB:No: see text: DC:16 Will p	[(sselman) setane	
Protection from Evil	Abjuration [Good]	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from				tes (harmless)]	
Ray of Sickening	Necromancy	1 standard action	1 minutes	Close (25 ft.)	UM:p.234
[V, S, M] TARGET: Ray; EFFECT: Ray makes the subject sickened. [SR:Yes; DC:1]	6. Fortitude partial: see text]				
Refine Improvised Weapon	Transmutation	1 standard action	1 hours [D]	Touch	ACG:p.190
[V, S, DF] TARGET: one improvised weapon; EFFECT: Transform improvised weap	on into a masterwork simple or martial weapon	R:ves (harmless obi	ect): DC:16 Will negates (barmless object)	a la	
Reinforce Armaments	Transmutation	1 standard action	10 minutes	Touch	UC:p.241
[V, S, M/DF] TARGET: one armor suit or weapon touched; EFFECT: Temporarily mi	tigates the fragile quality in targeted weapon or a	mor. (SR:Yes (harmle	ess, object): DC:16. Will negates (harmless,	object)]	
	Abjuration	1 standard action	10 minutes; see text	Close (25 ft.)	CR:p.332
[V, S] TARGET: 1 creatures, no two of which can be more than 30 ft. apart; EFFEC1	You instill courage in the subject, granting it a +	4 morale bonus again	st fear effects for 10 minutes, ISR:Yes (harr	mless): DC:16. Will negates (harmle	ess)]
Remove Sickness	Conjuration (Healing)	1 standard action	10 minutes; see text	Close (25 ft.)	UM:p.234
[V, S] TARGET: One creature; EFFECT: Suppress disease, nausea, and the sicken	ed condition, [SR:Yes (harmless); DC:16, Fortitud	e negates (harmless)			
Restore Corpse	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
[V, S] TARGET: Corpse touched; EFFECT: Skeletal corpse grows flesh. [SR:No]					
Sanctify Corpse	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] TARGET: Corpse touched; EFFECT: Prevent a corpse from becoming	an undead creature. [SR:No]				
Sanctuary	Abjuration	1 standard action	1 rounds	Touch	CR:p.336
[V, S, DF] TARGET: Creature touched; EFFECT: Any opponent attempting to directl	y attack the warded creature, even with a targete	d spell, must attempt a	a Will save. [SR:No; DC:16, Will negates]		
COO *Shield	Abjuration [Force]	1 standard action	1 minutes [D]	Personal	CR:p.342
[V, S] TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers	s in front of you.				
Shield of Faith	Abjuration	1 standard action	1 minutes	Touch	CR:p.342
[V, S, M] TARGET: Creature touched; EFFECT: This spell creates a shimmering, ma	agical field around the target that averts and defle	cts attacks. [SR:Yes (harmless); DC:16, Will negates (harmless)]		
Stunning Barrier	Abjuration	1 standard action	1 rounds or until discharged	Personal	ACG:p.194
[V, S] TARGET: you; EFFECT: Magical field grants a +1 bonus to AC and on saves,	and stuns one creature attacking you. [SR:no an	d yes (see text); DC:1	6, none and Will negates (see text)]		
Summon Minor Monster	Conjuration (Summoning)	1 round	1 rounds [D]	Close (25 ft.)	UM:p.241
[V, S, F/DF] TARGET: 1d3 summoned creatures; EFFECT: Summon 1d3 Tiny anima	als [SR: No]				
Summon Monster I	Conjuration (Summoning)	1 round	1 rounds [D]	Close (25 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell summons an example.	xtraplanar creature. [SR:No]				
Sun Metal	Transmutation [Fire]	1 standard action	1 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; EFFECT: Weapon touched bursts into flames.	SR:Yes (object); DC:16, Fortitude negates (object	:t)]			
	* =Domain/Speciality S	pell			

Schist Mudbeard

Schist Muubearu
Dwarf
RACE
67
AGE
Unknown
GENDER
Darkvision (60 ft.)
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
0' 0"
HEIGHT
0 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
<u>,</u>
HAIR / HAIR STYLE
PHOBIAS
, PERSONALITY TRAITS
INTERESTS
<u>,</u>
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
Abadar
DEITY
Humanoid
Race Type

Race Sub Type Description: Biography:

Schist is on a mission from god. He is out adventuring to raise money to save an orphanage in Whiteridge. Also many of the kids in town, including the Duke's youngest son have contracted a terminal disease that restists usual magics. Schist beleives he can find the Sacred Chalice of Abadar. A mythic holy item that is reputed to heal all wounds counteract the ravages of aging.