

Character Name

Cleric 1

CLASS
1 (1/2) 0 / 2000

Character Level (CR)	EXP/NEXT LEVEL
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ABILITY NAME	BASE	BASE	ABILITY	ABILITY	TEMP	TEMP
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	SCORE	MOD	SCORE	MOD	SCORE	MOD
STR Strength	12	+1	12	+1		
DEX Dexterity	8	-1	8	-1		
CON Constitution	14	+2	14	+2		
INT Intelligence	8	-1	8	-1		
WIS Wisdom	20	+5	20	+5		
CHA Charisma	6	-2	6	-2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+5	= +2	+ +2	+ +0	+ +1	+ +0	
REFLEX (dexterity)	+0	= +0	+ -1	+ +0	+ +1	+ +0	
WILL (wisdom)	+8	= +2	+ +5	+ +0	+ +1	+ +0	

+2 vs. poison, spells, and spell-like abilities

+4 dodge bonus to AC against humanoid creatures of the giant subtype.

+1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

+4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	=	+0	+1	+0	+0	0	
RANGED attack bonus	-1	=	+0	-1	+0	+0	0	
CMB attack bonus	+1	=	+0	+1	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+1	+1	+1	+1	+1	+1
CMD	10	14	10	10	14	10

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+1	1d3+1	20/x2	5 ft.

*Morningstar			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	BP	M	20/x2	5 ft.
	To Hit	Dam		To Hit			Dam
1H-P	+1	1d8+1	2W-P-(OH)		-5		1d8+1
1H-O	-3	1d8	2W-P-(OL)		-3		1d8+1
2H	+1	1d8+1	2W-OH		-9		1d8

*: 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 Weapon, or Off-hand held weapon.

Player Name

RACE _____

67 Unknown

AGE GENDER

WOUNDS/CURRENT US

Diagram illustrating the calculation of Wounds/Current HP:

- HP** (hit points): 10
- AC** (armor class): 15
- INITIATIVE** (modifier): +1
- Calculation: $10 - 15 = -5$
- Calculation: $-5 + (-1) = -6$
- Calculation: $-6 + 2 = -4$
- Result: **-4 WOUNDS/CURRENT HP**

Encumbrance

Deity
Medium / 5 ft.

SIZE / FACE

EYES

CURBIAL DAMAGE

SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
<div></div>				<div></div>				Walk 20 ft.			
+ 1	+ -1	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0
SIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC	
MISS ANCE	Arcane Spell	ARMOR CHECK	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST				

TOTAL SKILLPOINTS: 1		SKILLS		MAX RANKS: 1		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	-6	= -1	+	-5
✓	Acrobatics (Jump)	DEX	-10	= -1	+	-9
✓	Appraise	INT	-1	= -1		
✓	Appraise (Precious metals and gemstones)	INT	1	= -1	+	2
✓	Bluff	CHA	-2	= -2		
✓	Climb	STR	-4	= 1	+	-5
✓	Craft (Untrained)	INT	-1	= -1		
✓	Diplomacy	CHA	-2	= -2		
✓	Disguise	CHA	-2	= -2		
✓	Escape Artist	DEX	-6	= -1	+	-5
✓	Fly	DEX	-6	= -1	+	-5
✓	Heal	WIS	5	= 5		
✓	Intimidate	CHA	-2	= -2		
✓	Perception	WIS	6	= 5	+	1
✓	Perception (Notice unusual stonework)	WIS	8	= 5	+	1 + 2
✓	Perform (Untrained)	CHA	-2	= -2		
✓	Ride	DEX	-6	= -1	+	-5
✓	Sense Motive	WIS	5	= 5		
✓	Stealth	DEX	0	= 1	+	1
✓	Survival	WIS	5	= 5		
✓	Swim	STR	-4	= 1	+	-5
					+	+
					+	+

✓: can be used untrained, X: exclusive skills, *: Skill Mastery.

Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors.

Uses per day ☐

Channel Positive Energy (Su): 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 channelled energy receive a DC 8 Will save to halve the damage. You can use this ability 1 times per day. [Paizo Inc. - Core Rulebook, p.40]

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Morningstar	Equipped	1	6 / 8
Scale Mail	Equipped	1	30 / 50
Buckler	Equipped	1	5 / 5
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon.			
Healer's Kit	Carried	1	1 / 50
Fighter's Kit		1	29 / 9
This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), trail rations (5 days), and a waterskin.			
Vestments (Cleric's)		1	6 / 0
TOTAL WEIGHT CARRIED/VALUE		42 lbs.	122gp

WEIGHT ALLOWANCE			
Light	43	Medium	86
Lift over head	130	Lift off ground	260
		Heavy	130
		Push / Drag	650

MONEY	
Total= 0 gp [Unspent Funds = 17 gp]	

MAGIC

Languages
Common, Dwarven

Other Companions

Traits

Reactionary	[Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	
Wisdom in the Flesh (Irori) - Dexterity (Stealth)	[Paizo Inc. - Advanced Player's Guide, p.333]
Your hours of meditation on inner perfection and the nature of strength and speed allows you to focus your thoughts to achieve things your body might not normally be able to do on its own. Select any Dexterity-based skill. You make checks with that skill using your Wisdom modifier instead of the skill's normal ability score. That skill is always a class skill for you.	

Special Attacks

Channel Positive Energy (Su)	[Paizo Inc. - Core 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 (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.	
Defensive Training (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.	
Deflection Aura (Su)	[Paizo Inc. - Advanced Player's Guide, p.89]
Once 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.	
Greed (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.	
Hardy (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.	

Hatred (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.	
Orisons	[Paizo Inc. - Core Rulebook, p.41]
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.	
Relentless Footing (Ex)	[Paizo Inc. - Ultimate Magic, p.43]
As a swift action, you can add 10 feet to your land speed. This increase counts as an enhancement bonus, and it affects your jumping distance as normal for increased speed. You can use this ability 8 times per day.	
Spontaneous Casting	[Paizo Inc. - Core Rulebook, p.41]
You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "Cure" in its name).	
Stability (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.	
Steady (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves never have their speed reduced by armor or encumbrance.	
Stonecunning (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.	
Variant Channeling - Luck	[Paizo Inc. - Ultimate Magic, p.30]
Heal - Creatures gain a + channel bonus or a luck bonus (creature's choice) on one roll (attack roll, CMB check, saving throw, or skill check) made before the end of your next turn. Harm - Creatures take a - channel penalty on all d20 rolls until the end of your next turn.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.21]
Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.	

Feats

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

Proficiencies

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, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Warhammer

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	3	3+1	—	—	—	—	—	—	—	—
Concentration	+6									

LEVEL 0 / Per Day:3 / Caster Level:1

Name	School	Time	Duration	Range	Source
■■■■■ Bleed	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	CR:p.249
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:15, Will negates]					
■■■■■ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.262
[V, S] TARGET: Up to 2 gallons of water; EFFECT: This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
■■■■■ Detect Magic	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
■■■■■ Detect Poison	Divination	1 standard action	Instantaneous	Close (25 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
■■■■■ Guidance	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; EFFECT: This spell imbues the subject with a touch of divine guidance. [SR:Yes; DC:15, Will negates (harmless)]					
■■■■■ Light	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
■■■■■ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S, M/DF] TARGET: One object of up to 1 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
■■■■■ Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 1 cu. ft. of contaminated food and water; EFFECT: This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. [SR:Yes (object); DC:15, Will negates (object)]					
■■■■■ Read Magic	Divination	1 standard action	10 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					
■■■■■ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (25 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (object); DC:15, Fortitude negates (object)]					
■■■■■ Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (25 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you target a living creature that has -1 or fewer hit points. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

LEVEL 1 / Per Day:3+1 / Caster Level:1

Name	School	Time	Duration	Range	Source
■■■■■ Abundant Ammunition	Conjuration (Summoning)	1 standard action	1 minutes		UC:p.222
[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical ammunition every round. [SR:No]					
■■■■■ Air Bubble	Conjuration (Creation)	1 standard action	1 minutes	Touch	UC:p.222
[S, M/DF] TARGET: one creature or one object no larger than a Large twohanded weapon; EFFECT: Creates a small pocket of air around your head or an object. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Ant Haul	Transmutation	1 standard action	2 hours	Touch	APG:p.202
[V, S, M/DF] TARGET: creature touched; EFFECT: Triples carrying capacity of a creature. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■ Bane	Enchantment (Compulsion) [Fear, Mind-Affecting]	1 standard action	1 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ft.-radius burst, centered on you; EFFECT: Bane fills your enemies with fear and doubt. [SR:Yes; DC:16, Will negates]					
■■■■■ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: Bless fills your allies with courage. [SR:Yes (harmless)]					
■■■■■ Blessed Fist	Transmutation [Good]	1 standard action	1 minutes	Touch	ACG:p.175
[V, S] TARGET: creature touched; EFFECT: Target doesn't provoke attacks of opportunity with unarmed strikes. [SR:yes; DC:16, none]					
■■■■■ Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.249
[V, S, M] TARGET: Flask of water touched; EFFECT: This transmutation imbues a flask of water with positive energy, turning it into holy water. [SR:Yes (object); DC:16, Will negates (object)]					
■■■■■ Cause Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (25 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. [SR:Yes; DC:16, Will partial]					
■■■■■ Command	Enchantment (Compulsion) [Language-Dependent]	1 standard action	1 round	Close (25 ft.)	CR:p.256
[V] TARGET: One living creature; EFFECT: You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. [SR:Yes; DC:16, Will negates]					
■■■■■ Compel Hostility	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds	Personal	UC:p.226
[V, S, M] TARGET: You; EFFECT: Compels opponents to attack you instead of your allies. [SR:see text; DC:16, see text]					
■■■■■ Comprehend Languages	Divination	1 standard action	10 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
■■■■■ Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8+1 points of damage. [SR:Yes (harmless); see text; DC:16, Will 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 you. [SR:No]					
■■■■■ Deadeye's Lore	Divination	1 round	1 hours	Personal	UC:p.227
[V, S] TARGET: You; EFFECT: Gain a +4 bonus on Survival and move full speed while tracking.					
■■■■■ Deathwatch	Necromancy	1 standard action	10 minutes	30 ft.	CR:p.265
[V, S] TARGET: Cone-shaped emanation; EFFECT: Using the powers of necromancy, you can determine the condition of creatures 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 clean skeleton. [SR:Yes (object); DC:16, Fortitude negates (object)]					
■■■■■ Detect Chaos	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]					
■■■■■ 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 presence of evil. [SR:No]					
■■■■■ Detect Good	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of good. [SR:No]					
■■■■■ Detect Law	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.267
[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.269
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No]					
■■■■■ Diagnose Disease	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 identify diseases. [SR:No]					
■■■■■ Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls.					
■■■■■ Doom	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1 minutes	Medium (110 ft.)	CR:p.274
[V, S, DF] TARGET: One living creature; EFFECT: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:16, Will negates]					
■■■■■ Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
* =Domain/Speciality Spell					

Cleric Spells					
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Entropic Shield</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Abjuration</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 minutes [D]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Personal</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.278</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S] TARGET: You; EFFECT: A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Forbid Action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Enchantment (Compulsion) [Language-Deper</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 round</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Close (25 ft.)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UM:p.220</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V] TARGET: One creature; EFFECT: Target obeys your command to not do something. [SR:Yes; DC:16, Will negates]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Hide from Undead</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Abjuration</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>10 minutes [D]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.296</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, DF] TARGET: 1 creatures touched; EFFECT: Undead cannot see, hear, or smell creatures warded by this spell. [SR:Yes; DC:16, Will negates (harmless); see text]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Inflict Light Wounds</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Necromancy</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Instantaneous</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.300</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 1d8+1 points of damage. [SR:Yes; DC:16, Will half]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Ironbeard</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Transmutation</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 minutes</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>ARG:p.19</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S] TARGET: One Creature; EFFECT: This spell causes a bushy beard of stiff iron to erupt from the face of a willing target. The ironbeard grants a +1 armor bonus to AC, and this bonus stacks with any armor worn by the creature. The ironbeard may also be used as a weapon equivalent to cold iron armor spikes. The ironbeard makes it difficult to speak, so any spellcasting with a verbal component has a 20% spell failure chance. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Know the Enemy</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Divination</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 minute</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Instantaneous</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Personal</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UM:p.226</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR:No]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Liberating Command</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Transmutation</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 immediate action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>instantaneous</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Close (25 ft.)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UC:p.233</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an immediate action and gains a bonus on it. [SR:Yes (harmless); DC:16, Will negates (harmless)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Magic Stone</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Transmutation</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>30 minutes or until discharged</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.310</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, DF] TARGET: Up to three pebbles touched; EFFECT: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Magic Weapon</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Transmutation [MetalSchool]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 minutes</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.310</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Moment of Greatness</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Enchantment (Compulsion) [Mind-Affecting]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 minutes or until discharged</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>50 ft.</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UC:p.237</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, MDF] TARGET: The caster and allies within a 50-ft. burst centered on the caster; EFFECT: Doubles a morale bonus. [SR:Yes (harmless)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Murderous Command</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Enchantment (Compulsion) [Mind-Affecting]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 round</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Close (25 ft.)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UM:p.230</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V] TARGET: One living creature; EFFECT: Target is compelled to kill its ally. [SR:Yes; DC:16, Will negates]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Obscuring Mist</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Conjuration, WaterSchool (Creation)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 minutes [D]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>20 ft.</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.317</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Protection from Chaos</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Abjuration [Lawful]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 minutes [D]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.327</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, MDF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:16, Will negates (harmless)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Protection from Evil</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Abjuration [Good]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 minutes [D]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.327</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, MDF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:16, Will negates (harmless)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Ray of Sickening</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Necromancy</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 minutes</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Close (25 ft.)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UM:p.234</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, M] TARGET: Ray; EFFECT: Ray makes the subject sickened. [SR:Yes; DC:16, Fortitude partial; see text]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Refine Improvised Weapon</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Transmutation</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 hours [D]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>ACG:p.190</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, DF] TARGET: one improvised weapon; EFFECT: Transform improvised weapon into a masterwork simple or martial weapon. [SR:yes (harmless, object); DC:16, Will negates (harmless, object)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Reinforce Armaments</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Transmutation</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>10 minutes</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UC:p.241</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, MDF] TARGET: one armor suit or weapon touched; EFFECT: Temporarily mitigates the fragile quality in targeted weapon or armor. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Remove Fear</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Abjuration</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>10 minutes; see text</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Close (25 ft.)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.332</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S] TARGET: 1 creatures, no two of which can be more than 30 ft. apart; EFFECT: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:16, Will negates (harmless)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Remove Sickness</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Conjuration (Healing)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>10 minutes; see text</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Close (25 ft.)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UM:p.234</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S] TARGET: One creature; EFFECT: Suppress disease, nausea, and the sickened condition. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Restore Corpse</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Necromancy</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Instantaneous</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UM:p.235</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S] TARGET: Corpse touched; EFFECT: Skeletal corpse grows flesh. [SR:No]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Sanctify Corpse</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Evocation [Good]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>24 hours</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UM:p.236</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, DF, M] TARGET: Corpse touched; EFFECT: Prevent a corpse from becoming an undead creature. [SR:No]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Sanctuary</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Abjuration</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 rounds</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.336</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, DF] TARGET: Creature touched; EFFECT: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. [SR:No; DC:16, Will negates]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>*Shield</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Abjuration [Force]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 minutes [D]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Personal</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.342</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S] TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers in front of you.</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Shield of Faith</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Abjuration</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 minutes</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.342</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, M] TARGET: Creature touched; EFFECT: This spell creates a shimmering, magical field around the target that averts and deflects attacks. [SR:Yes (harmless); DC:16, Will negates (harmless)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Stunning Barrier</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Abjuration</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 rounds or until discharged</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Personal</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>ACG:p.194</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S] TARGET: you; EFFECT: Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you. [SR:no and yes (see text); DC:16, none and Will negates (see text)]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Summon Minor Monster</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Conjuration (Summoning)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 round</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 rounds [D]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Close (25 ft.)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UM:p.241</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, F/DF] TARGET: 1d3 summoned creatures; EFFECT: Summon 1d3 Tiny animals [SR:No]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Summon Monster I</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Conjuration (Summoning)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 round</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 rounds [D]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Close (25 ft.)</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>CR:p.350</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature. [SR:No]</div></div>				
<div><div><div></div><div></div><div></div><div></div><div></div></div><div>Sun Metal</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Transmutation [Fire]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 standard action</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>1 rounds [see text]</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>Touch</div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>UC:p.245</div></div>	<div><div><div></div><div></div><div></div><div></div><div></div></div><div>[V, S] TARGET: one melee weapon; EFFECT: Weapon touched bursts into flames. [SR:Yes (object); DC:16, Fortitude negates (object)]</div></div>				
* =Domain/Specialty Spell					

Schist Mudbeard

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

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

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.