



CHARACTER NAME

ALIGNMENT

PLAYER

CHARACTER LEVEL

DEITY

HOMELAND

CAMPAIGN

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	SCORE	MOD.	TEMP. SCORE	TEMP. MOD.	HP HIT POINTS	TOTAL	NONLETHAL DAMAGE
STR STRENGTH							
DEX DEXTERITY							
CON CONSTITUTION					INITIATIVE		
INT INTELLIGENCE					DAMAGE REDUCTION		
WIS WISDOM					FERVOR		
CHA CHARISMA					POWER 2		
AC ARMOR CLASS							
TOUCH AC					FLAT FOOTED AC		

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC. MOD.	TEMP. MOD.
FORTITUDE CONSTITUTION						
REFLEX DEXTERITY						
WILL WISDOM						
B.A.B.		SPELL RESISTANCE		ENERGY RESISTANCE		
CMB						
CMD						

WEAPON	
CRITICAL	TYPE
ATTACK	DAMAGE

WEAPON	
CRITICAL	TYPE
ATTACK	DAMAGE

WEAPON	
CRITICAL	TYPE
ATTACK	DAMAGE

WEAPON	
CRITICAL	TYPE
ATTACK	DAMAGE

WEAPON	
CRITICAL	TYPE
ATTACK	DAMAGE

MOVEMENT

BASE SPEED	ARMOR SPEED	BURROW	
FLY	MANEUVERABILITY	SWIM	CLIMB
TEMP. MODS			

SKILLS

SKILL NAMES	TOTAL	ABILIT	RANKS	MISC
<input type="checkbox"/> ACROBATICS	=DEX	+	+	
<input type="checkbox"/> APPRAISE	=INT	+	+	
<input checked="" type="checkbox"/> ARTISTRY	=INT	+	+	
<input type="checkbox"/> BLUFF	=CHA	+	+	
<input checked="" type="checkbox"/> CLIMB	=STR	+	+	
<input checked="" type="checkbox"/> CRAFT (A)	=INT	+	+	
<input checked="" type="checkbox"/> CRAFT (B)	=INT	+	+	
<input checked="" type="checkbox"/> CRAFT (C)	=INT	+	+	
<input checked="" type="checkbox"/> DIPLOMACY	=CHA	+	+	
<input type="checkbox"/> DISABLE DEVICE*	=DEX	+	+	
<input type="checkbox"/> DISGUISE	=CHA	+	+	
<input type="checkbox"/> ESCAPE ARTIST	=DEX	+	+	
<input type="checkbox"/> FLY	=DEX	+	+	
<input checked="" type="checkbox"/> HANDLE ANIMAL*	=CHA	+	+	
<input checked="" type="checkbox"/> HEAL	=WIS	+	+	
<input checked="" type="checkbox"/> INTIMIDATE	=CHA	+	+	
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (NATURE)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	=INT	+	+	
<input type="checkbox"/> KNOWLEDGE (PLANES)*	=INT	+	+	
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	=INT	+	+	
<input type="checkbox"/> LINGUISTICS*	=INT	+	+	
<input checked="" type="checkbox"/> LORE*	=INT	+	+	
<input type="checkbox"/> PERCEPTION	=WIS	+	+	
<input type="checkbox"/> PERFORM (A)	=CHA	+	+	
<input type="checkbox"/> PERFORM (B)	=CHA	+	+	
<input checked="" type="checkbox"/> PROFESSION (A)*	=WIS	+	+	
<input checked="" type="checkbox"/> PROFESSION (B)*	=WIS	+	+	
<input checked="" type="checkbox"/> RIDE	=DEX	+	+	
<input checked="" type="checkbox"/> SENSE MOTIVE	=WIS	+	+	
<input type="checkbox"/> SLEIGHT OF HAND*	=DEX	+	+	
<input checked="" type="checkbox"/> SPELLCRAFT	=INT	+	+	
<input type="checkbox"/> STEALTH	=DEX	+	+	
<input checked="" type="checkbox"/> SURVIVAL	=WIS	+	+	
<input checked="" type="checkbox"/> SWIM	=STR	+	+	
<input type="checkbox"/> USE MAGIC DEVICE*	=CHA	+	+	

X CLASS SKILL *TRAINED ONLY

CONDITIONAL MODIFIERS

LANGUAGES

COMMON

WARPRIEST SPELL BOOK

SPELL LEVEL	0	1	2	3	4	5	6
SPELLS PER DAY (ADJUSTED)	∞	4 (5)	2 (3)	-	-	-	-

PREPARED SPELLS

PREPARED SPELL LEVEL 0	METAMAGIC	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC
Detect Magic		Divination	concentration, up to 1	1 standard	60 ft. cone-shaped	none	no	13
Guidance		Divination	1 minute or until	1 standard	touch	Will	yes	13
Light		Evocation	10 min./level;	1 standard	touch	none	no	13
Stabilize		Conjuration	instantaneous;	1 standard	close (25 ft. + 5 ft./2	Will	yes	13
PREPARED SPELL LEVEL 1	METAMAGIC	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC
Bane		Enchantment	1 min./level;	1 standard	50 ft. 50-ft.-radius burst,	Will	yes	14
Bless		Enchantment	1 min./level;	1 standard	50 ft. The caster and all	none	yes	14
Cure Light Wounds		Conjuration	instantaneous;	1 standard	touch	Will half	yes	14
Sanctuary		Abjuration	1 round/level;	1 standard	touch	Will	no	14
Summon Monster I		Conjuration	1 round/level;	1 round	close (25 ft. + 5 ft./2	none	no	14
PREPARED SPELL LEVEL 2	METAMAGIC	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC
Calm Emotions		Enchantment	concentration, up to 1	1 standard	medium (100 ft. + 10	Will	yes	15
Life Pact		Necromancy	1 minute/level;	1 standard	close (25 ft. + 5 ft./2	Will	yes	15
Silence		Illusion	1 round/level (D);	1 round	long (400 ft. + 40 ft./level)	Will	yes;	15

SPELL DESCRIPTIONS (A-Z)

BANE

School: Enchantment (compulsion)
Level: antipaladin 1, cleric/oracle 1, inquisitor 1, shaman 1, mesmerist 1
Descriptor: fear, mind-affecting
Casting time: 1 standard action
Components: V, S, DF
Range: 50 ft.
Area: 50-ft.-radius burst, centered on you
Duration: 1 min./level;
Saving Throw: Will negates
Spell Resistance: yes

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless.

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BLESS

School: Enchantment (compulsion)
Level: cleric/oracle 1, paladin 1, inquisitor 1, shaman 1
Descriptor: mind-affecting
Casting time: 1 standard action
Components: V, S, DF
Range: 50 ft.
Area: The caster and all allies within a 50-ft. burst, centered on the caster
Duration: 1 min./level;
Saving Throw: none
Spell Resistance: yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. Bless counters and dispels bane.

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CALM EMOTIONS

School: Enchantment (compulsion)
Level: bard 2, cleric/oracle 2, inquisitor 2, shaman 2, occultist 2, psychic 2, mesmerist 2
Descriptor: mind-affecting, emotion
Casting time: 1 standard action
Components: V, S, DF
Range: medium (100 ft. + 10 ft./level)
Area: creatures in a 20-ft.-radius spread
Duration: concentration, up to 1 round/level;
Saving Throw: Will negates
Spell Resistance: yes

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures. This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

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CURE LIGHT WOUNDS

School: Conjuration (healing)
Level: bard 1, cleric/oracle 1, druid 1, paladin 1, ranger 2, witch 1, inquisitor 1, alchemist 1, shaman 1, occultist 1, spiritualist 1
Casting time: 1 standard action
Components: V, S
Range: touch
Targets: creature touched
Duration: instantaneous;
Saving Throw: Will half (harmless); see text
Spell Resistance: yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

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DETECT MAGIC

School: Divination
Level: bard 0, cleric/oracle 0, druid 0, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, magus 0, shaman 0, occultist 0, psychic 0, mesmerist 0, spiritualist 0
Casting time: 1 standard action
Components: V, S
Range: 60 ft.
Area: cone-shaped emanation
Duration: concentration, up to 1 min./level;
Saving Throw: none
Spell Resistance: no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Spell or Object Aura Power Faint Moderate Strong Overwhelming Functioning spell (spell level) 3rd or lower 4th-6th 7th-9th 10th+ (deity-level) Magic item (caster level) 5th or lower 6th-11th 12th-20th 21st+ (artifact) Lingered Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingered Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6x10 minutes Overwhelming 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell.

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GUIDANCE

School: Divination
Level: cleric/oracle 0, druid 0, summoner 0, witch 0, inquisitor 0, summoner 0, witch 0, inquisitor 0, shaman 0, occultist 0, spiritualist 0
Casting time: 1 standard action
Components: V, S
Range: touch
Targets: creature touched
Duration: 1 minute or until discharged;
Saving Throw: Will negates (harmless)
Spell Resistance: yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

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LIFE PACT

School: Necromancy
Level: cleric/oracle 2, shaman 2, sorcerer/wizard 2, witch 2, psychic 2, spiritualist 2
Casting time: 1 standard action
Components: V, S, DF/M (a drop of blood from each target)
Range: close (25 ft. + 5 ft./2 levels)
Targets: one willing living creature/level, no two of which can be more than 30 ft. apart
Duration: 1 minute/level;
Saving Throw: Will negates (harmless)
Spell Resistance: yes

You bind the life forces of the targets into a mystical pact. If any target is reduced to fewer than 0 hit points, that target automatically triggers the power of the pact. The triggering target drains 1 hit point from all other targets that have at least 1 hit point and are within 30 feet of the triggering target; these hit points are applied to the triggering target as magical healing. This healing can prevent the triggering creature from dying, if the attack would cause the target to have a number of negative hit points equal to its Constitution score. This healing cannot raise the triggering creature above 1 hit point; any excess hit points drained from other targets are wasted. The pact can be triggered once per round. It's not triggered by death effects or effects that do not deal hit point damage.

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LIGHT

School: Evocation
Level: bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0, shaman 0, occultist 0, psychic 0, mesmerist 0, spiritualist 0
Descriptor: light
Casting time: 1 standard action
Components: V, M/DF (a firefly)
Range: touch
Targets: object touched
Duration: 10 min./level;
Saving Throw: none
Spell Resistance: no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

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SANCTUARY

School: Abjuration
Level: cleric/oracle 1, inquisitor 1, spiritualist 1
Casting time: 1 standard action
Components: V, S, DF
Range: touch
Targets: creature touched
Duration: 1 round/level;
Saving Throw: Will negates
Spell Resistance: no

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

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SILENCE

School: Illusion (glamer)
Level: bard 2, cleric/oracle 2, inquisitor 2, antipaladin 2, psychic 2, mesmerist 2
Casting time: 1 round
Components: V, S
Range: long (400 ft. + 40 ft./level)
Area: 20-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 round/level (D);
Saving Throw: Will negates; see text or none (object)
Spell Resistance: yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

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STABILIZE

School: Conjuration (healing)
Level: cleric/oracle 0, druid 0, witch 0, inquisitor 0, shaman 0, occultist 0, psychic 0, spiritualist 0
Casting time: 1 standard action
Components: V, S
Range: close (25 ft. + 5 ft./2 levels)
Targets: one living creature
Duration: instantaneous;
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

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SUMMON MONSTER I

School: Conjuration (summoning)
Level: bard 1, cleric/oracle 1, sorcerer/wizard 1, summoner 1, witch 1, antipaladin 1, psychic 1, spiritualist 1
Descriptor: see text
Casting time: 1 round
Components: V, S, F/DF (a tiny bag and a small candle)
Range: close (25 ft. + 5 ft./2 levels)
Effect: one summoned creature
Duration: 1 round/level;
Saving Throw: none
Spell Resistance: no

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

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FEATS

ARMOR PROFICIENCY, HEAVY

Requirements: Light Armor Proficiency, Armor Proficiency, Medium.

See Armor Proficiency, Light.

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ARMOR PROFICIENCY, LIGHT

Requirements: None

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

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ARMOR PROFICIENCY, MEDIUM

Requirements: Light Armor Proficiency.

See Armor Proficiency, Light.

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COVERING FIRE

Requirements: Point-Blank Shot.

You can use the aid another action with a ranged attack against an opponent, regardless of whether the opponent threatens an ally. Range penalties apply to this attack roll. Choose one ally when making the attack. If the attack is successful, that ally gains a +2 bonus to AC against that opponent's next attack, as long as the attack comes before the beginning of your next turn. All allies with this feat also gain this bonus against that opponent.

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DODGE

Requirements: Dex 13.

You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

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FEY FOUNDLING

Requirements: You may only select this feat at 1st level.

Your strange connection to the First World and the fey infuses you with life, and whenever you receive magical healing, you heal an additional 2 points per die rolled. You gain a +2 bonus on all saving throws against death effects. Unfortunately, you also suffer +1 point of damage from cold iron weapons (although you can wield cold iron weapons without significant discomfort).

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POINT-BLANK SHOT

Requirements: None

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

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PRECISE SHOT

Requirements: Point-Blank Shot.

You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

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SHIELD PROFICIENCY

Requirements: None

When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

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WEAPON FOCUS

Requirements: Proficiency with selected weapon, base attack bonus +1.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

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WEAPON PROFICIENCY, MARTIAL(ALL)

Requirements: Awarded by class.

Proficiency with all martial weapons.

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WEAPON PROFICIENCY, SIMPLE

Requirements: None

You make attack rolls with simple weapons without penalty.

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Description

A PFRPG character build.

Notes

No build notes.