

Saenvan

CHARACTER NAME

Cleric (Evangelist) 1

CLASS

1 / 1/2

0 / 2000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	13		+1		
DEX Dexterity	14		+2		
CON Constitution	12		+1		
INT Intelligence	13		+1		
WIS Wisdom	18		+4		
CHA Charisma	12		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+3	= +2	+ +1	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+2	= +0	+ +2	+ +0	+ +0	+ +0		
WILL (wisdom)	+6	= +2	+ +4	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	= +0	+ +1	+ +0	+ +0	+ +0	
RANGED attack bonus	+2	= +0	+ +2	+ +0	+ +0	+ +0	
CMB attack bonus	+1	= +0	+ +1	+ +0	+ +0	+ +0	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+1	+1	+1	+1	+1	+1
Defense	13	13	13	13	13	13

\*: 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
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Allard

PLAYER NAME

Human

Medium / 5 ft.

RACE

SIZE / FACE

19

Male

AGE

GENDER

EYES

HAIR

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
9					Walk 30 ft.
AC	armor class	12	10	12	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS
INITIATIVE	modifier	+6	= +2	+ +4	TOTAL
BASE ATTACK	bonus	+0			

TOTAL SKILLPOINTS: 6	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	2	=	2	
✓	Appraise	INT	1	=	1	
✓	Bluff	CHA	1	=	1	
✓	Climb	STR	1	=	1	
✓	Craft (Untrained)	INT	1	=	1	
✓	Diplomacy	CHA	5	=	1 + 1 + 3	
✓	Disguise	CHA	5	=	1 + 1 + 3	
✓	Escape Artist	DEX	2	=	2	
✓	Fly	DEX	2	=	2	
✓	Heal	WIS	4	=	4	
✓	Intimidate	CHA	1	=	1	
✓	Knowledge (Planes)	INT	5	=	1 + 1 + 3	
✓	Knowledge (Religion)	INT	7	=	1 + 1 + 5	
✓	Perception	WIS	5	=	4 + 1	
✓	Perform (Oratory)	CHA	5	=	1 + 1 + 3	
✓	Perform (Untrained)	CHA	1	=	1	
✓	Ride	DEX	2	=	2	
✓	Sense Motive	WIS	4	=	4	
✓	Spellcraft	INT	5	=	1 + 1 + 3	
✓	Stealth	DEX	2	=	2	
✓	Survival	WIS	4	=	4	
✓	Swim	STR	1	=	1	
			=		+	+
			=		+	+

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

BARDIC MUSIC

Uses per day

Copycat

Uses per Day

Copycat (Sp): You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 1 rounds, or until the illusory duplicate is dispelled or destroyed. You can have no more than one Copycat at a time. This ability does not stack with the Mirror Image spell. You can use this ability 7 times per day. [Paizo Publishing - Core Rulebook, p.48]

EQUIPMENT					
ITEM		LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE				0 lbs.	0.0 gp
WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750
LANGUAGES					
Celestial, Common, Infernal					
Archetypes					
Evangelist			[Paizo Publishing LLC - Ultimate Combat, p.32]		
The evangelist is the voice of her religion in the world. Where others nurture the faith among believers, an evangelist proclaims the coming glory of her deific patron and issues the clarion call to all around to heed the truth, or obey the call to war and crusade against the enemies of the church.					
Traits					
Blasphemy			[Fire Mountain Games - Way of the Wicked, Book 1: Knot of Thorns, p.91]		
Either you have defamed the great god Mitra or you have been found guilty of worshipping one of the forbidden deities (who preeminent among them is Asmodeus).\n Punishment: Death by burning\n Benefit: +2 trait bonus to Knowledge (Religion) and Knowledge (Religion) becomes a class skill for you.					
Natural-Born Leader			[Paizo Publishing LLC - Advanced Player's Guide, p.330]		
You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event from your early childhood where you led several other children to accomplish a goal that each of you individually could not. All cohorts, followers, or summoned creatures under your leadership gain a +1 morale bonus on Will saves to avoid mind-affecting effects. If you ever take the Leadership feat, you gain a +1 trait bonus to your Leadership score.					
Special Attacks					
Distraction (Su)			[Paizo Publishing - Core Rulebook, p.36]		
You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.					
Fascinate (Su)			[Paizo Publishing - Core Rulebook, p.37]		
You can use your performance to cause up to 1 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 11) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.					

Special Qualities	
<b>Aura of Evil (Ex)</b>	<b>[Paizo Publishing - Core Rulebook]</b>
<p>You project a faint evil aura.</p>	
<b>Aura of Law (Ex)</b>	<b>[Paizo Publishing - Core Rulebook]</b>
<p>You project a faint lawful aura.</p>	
<b>Bardic Performance</b>	<b>[Paizo Publishing - Core Rulebook, p.35]</b>
<p>You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 5 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.</p>	
<b>Bonus Feat</b>	<b>[Paizo Publishing - Core Rulebook, p.27]</b>
<p>Humans select one extra feat at 1st level.</p>	
<b>Copycat (Sp)</b>	<b>[Paizo Publishing - Core Rulebook, p.48]</b>
<p>You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 1 rounds, or until the illusory duplicate is dispelled or destroyed. You can have no more than one Copycat at a time. This ability does not stack with the Mirror Image spell. You can use this ability 7 times per day.</p>	
<b>Inspire Courage (Su)</b>	<b>[Paizo Publishing - Core Rulebook, p.37]</b>
<p>You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.</p>	
<b>Orisons</b>	<b>[Paizo Publishing - Core Rulebook, p.41]</b>
<p>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.</p>	
<b>Public Speaker</b>	<b>[Paizo Publishing LLC - Ultimate Combat]</b>
<p>An evangelist gains Perform as a class skill. In addition, she is trained to project her voice with great skill and effect; the DC to hear her speak in difficult conditions is reduced by 2.</p>	
<b>Sermonic Performance</b>	<b>[Paizo Publishing LLC - Ultimate Combat]</b>
<p>An evangelist gains the ability to deliver a select number of supernatural and spell-like performances through the force and power of her divinely inspired preaching and exhortation. This ability is similar in all respects to bardic performance as used by a bard of the same level (including interactions with feats, spells, and prestige classes), using Perform (oratory) as the evangelist's performance skill. However, an evangelist gains only the following types of bardic performance: countersong, fascinate, and inspire courage at 1st level; inspire greatness at 9th level; and inspire heroics at 15th level. Sermonic performance replaces the 1st-, 9th-, and 15th-level channel energy abilities. This caps the cleric's channel energy damage at 7d6 points.</p>	
<b>Single-Minded</b>	<b>[Paizo Publishing LLC - Ultimate Combat]</b>
<p>An evangelist focuses her skills and learning on proclamation rather than the fine details of the church's deeper mysteries or martial training. Thus, she may select only one domain and does not gain medium armor proficiency or shield proficiency.</p>	
<b>Skilled</b>	<b>[Paizo Publishing - Core Rulebook, p.27]</b>
<p>Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.</p>	
<b>Spontaneous Casting</b>	<b>[Paizo Publishing LLC - Ultimate Combat]</b>
<p>An evangelist does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, an evangelist can spontaneously cast command (1st), enthrall (2nd), tongues (3rd), suggestion (4th), greater command (5th), geas/quest (6th), mass suggestion (7th), sympathy (8th) and demand (9th) as a spell of listed level by sacrificing a prepared spell of the same level or higher.</p>	

Feats	
<b>Improved Initiative</b>	<b>[Paizo Publishing - Core Rulebook, p.127]</b>
You get a +4 bonus on initiative checks.	
<b>Scribe Scroll</b>	<b>[Paizo Publishing - Core Rulebook, p.132]</b>
You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.	
<b>Armor Proficiency, Light</b>	<b>[Paizo Publishing - Core Rulebook, p.118]</b>
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.	
<b>Simple Weapon Proficiency</b>	<b>[Paizo Publishing - Core Rulebook, p.133]</b>
You make attack rolls with simple weapons without penalty.	

DOMAINS	
<b>Trickery</b>	
You are a master of illusions and deceptions. Bluff, Disguise, and Stealth are class skills.	

PROFICIENCIES	
Bayonet, Blowgun, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Unarmed Strike	

TEMPLATES	
Way of the Wicked Villain	

Cleric Spells

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

LEVEL 0

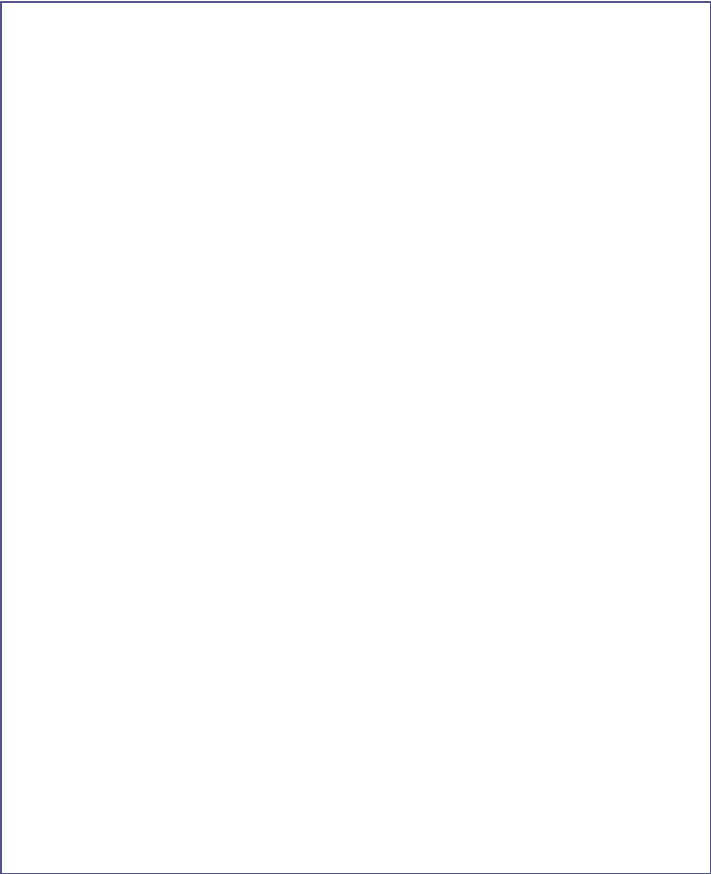
Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Bleed</div> <div><i>School:</i> Necromancy <i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.</div>	<b>DC: 14, Will negates</b> <i>SR:</i> Yes	1 standard action	Instantaneous	Close (25 ft.)	V, S <i>Caster Level:</i> 1	PFCR: p.249 <i>Concentration:</i> +5
<div>■■■■■Create Water</div> <div><i>School:</i> Conjuraton (Creation) [Water] <i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.</div>	<i>SR:</i> No	1 standard action	Instantaneous	Close (25 ft.)	V, S <i>Caster Level:</i> 1	PFCR: p.262 <i>Concentration:</i> +5
<div>■■■■■Detect Magic</div> <div><i>School:</i> Divination <i>Effect:</i> You detect magical auras.</div>	<i>SR:</i> No	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S <i>Caster Level:</i> 1	PFCR: p.267 <i>Concentration:</i> +5
<div>■■■■■Detect Poison</div> <div><i>School:</i> Divination <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.</div>	<i>SR:</i> No	1 standard action	Instantaneous	Close (25 ft.)	V, S <i>Caster Level:</i> 1	PFCR: p.268 <i>Concentration:</i> +5
<div>■■■■■Guidance</div> <div><i>School:</i> Divination <i>Effect:</i> This spell imbues the subject with a touch of divine guidance.</div>	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes	1 standard action	1 minute or until discharged	Touch	V, S <i>Caster Level:</i> 1	PFCR: p.292 <i>Concentration:</i> +5
<div>■■■■■Light</div> <div><i>School:</i> Evocation [Light, WoodSchool] <i>Effect:</i> This spell causes a touched object to glow like a torch.</div>	<i>SR:</i> No	1 standard action	10 minutes	Touch	V, M/DF <i>Caster Level:</i> 1	PFCR: p.304 <i>Concentration:</i> +5
<div>■■■■■Mending</div> <div><i>School:</i> Transmutation [MetalSchool] <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.</div>	<b>DC: 14, Will negates (harmless, object)</b> <i>SR:</i> Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 1	PFCR: p.312 <i>Concentration:</i> +5
<div>■■■■■Purify Food and Drink</div> <div><i>School:</i> Transmutation <i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.</div>	<b>DC: 14, Will negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 1	PFCR: p.328 <i>Concentration:</i> +5
<div>■■■■■Read Magic</div> <div><i>School:</i> Divination <i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.</div>	<i>SR:</i>	1 standard action	10 minutes	Personal	V, S, F <i>Caster Level:</i> 1	PFCR: p.330 <i>Concentration:</i> +5
<div>■■■■■Resistance</div> <div><i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.</div>	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF <i>Caster Level:</i> 1	PFCR: p.334 <i>Concentration:</i> +5
<div>■■■■■Spark</div> <div><i>School:</i> Evocation [Fire, FireSchool] <i>Effect:</i> Ignites flammable objects.</div>	<b>DC: 14, Fortitude negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	Instantaneous	Close (25 ft.)	V or S <i>Caster Level:</i> 1	PFAPG: p.246 <i>Concentration:</i> +5
<div>■■■■■Stabilize</div> <div><i>School:</i> Conjuraton (Healing) <i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.</div>	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	Instantaneous	Close (25 ft.)	V, S <i>Caster Level:</i> 1	PFCR: p.348 <i>Concentration:</i> +5
<div>■■■■■Virtue</div> <div><i>School:</i> Transmutation <i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.</div>	<i>SR:</i> Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF <i>Caster Level:</i> 1	PFCR: p.365 <i>Concentration:</i> +5

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Ant Haul</div> <div><i>School:</i> Transmutation <i>Effect:</i> Triples carrying capacity of a creature.</div>	<b>DC: 15, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	2 hours	Touch	V, S, M/DF (a small pulley) <i>Caster Level:</i> 1	PFAPG: p.202 <i>Concentration:</i> +5
<div>■■■■■Bane</div> <div><i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] <i>Effect:</i> Bane fills your enemies with fear and doubt.</div>	<b>DC: 15, Will negates</b> <i>SR:</i> Yes	1 standard action	1 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 1	PFCR: p.246 <i>Concentration:</i> +5
<div>■■■■■Bless</div> <div><i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Bless fills your allies with courage.</div>	<i>SR:</i> Yes (harmless)	1 standard action	1 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 1	PFCR: p.249 <i>Concentration:</i> +5
<div>■■■■■Cause Fear</div> <div><i>School:</i> Necromancy [Fear, Mind-Affecting, Emotion] <i>Effect:</i> The affected creature becomes frightened.</div>	<b>DC: 15, Will partial</b> <i>SR:</i> Yes	1 standard action	1d4 rounds or 1 round; see text	Close (25 ft.)	V, S <i>Caster Level:</i> 1	PFCR: p.252 <i>Concentration:</i> +5
<div>■■■■■Command</div> <div><i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.</div>	<b>DC: 15, Will negates</b> <i>SR:</i> Yes	1 standard action	1 round	Close (25 ft.)	V <i>Caster Level:</i> 1	PFCR: p.256 <i>Concentration:</i> +5
<div>■■■■■Comprehend Languages</div> <div><i>School:</i> Divination <i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.</div>	<i>SR:</i>	1 standard action	10 minutes	Personal	V, S, M/DF <i>Caster Level:</i> 1	PFCR: p.258 <i>Concentration:</i> +5
<div>■■■■■Cure Light Wounds</div> <div><i>School:</i> Conjuraton (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+1 points of damage.</div>	<b>DC: 15, Will half (harmless); see text</b> <i>SR:</i> Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S <i>Caster Level:</i> 1	PFCR: p.263 <i>Concentration:</i> +5
<div>■■■■■Curse Water</div> <div><i>School:</i> Necromancy [Evil] <i>Effect:</i> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water.</div>	<b>DC: 15, Will negates (object)</b> <i>SR:</i> Yes (object)	1 minute	Instantaneous	Touch	V, S, M <i>Caster Level:</i> 1	PFCR: p.263 <i>Concentration:</i> +5
<div>■■■■■Dancing Lantern</div> <div><i>School:</i> Transmutation [Fire, Light, FireSchool] <i>Effect:</i> Animates a lantern that follows you.</div>	<i>SR:</i> No	1 standard action	1 hours [D]	Touch	V, S, F (a lantern) <i>Caster Level:</i> 1	PFAPG: p.214 <i>Concentration:</i> +5
<div>■■■■■Deathwatch</div> <div><i>School:</i> Necromancy <i>Effect:</i> Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range.</div>	<i>SR:</i> No	1 standard action	10 minutes	30 ft.	V, S <i>Caster Level:</i> 1	PFCR: p.265 <i>Concentration:</i> +5
<div>■■■■■Decompose Corpse</div> <div><i>School:</i> Necromancy <i>Effect:</i> Turn corpse into clean skeleton.</div>	<b>DC: 15, Fortitude negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	Instantaneous or 1 minute; see text	Touch	V, S, M <i>Caster Level:</i> 1	PFUM: p.216 <i>Concentration:</i> +5
<div>■■■■■Detect Chaos</div> <div><i>School:</i> Divination <i>Effect:</i> You can sense the auras of chaotic creatures.</div>	<i>SR:</i> No	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 1	PFCR: p.266 <i>Concentration:</i> +5
<div>■■■■■Detect Evil</div> <div><i>School:</i> Divination <i>Effect:</i> You can sense the presence of evil.</div>	<i>SR:</i> No	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 1	PFCR: p.266 <i>Concentration:</i> +5
<div>■■■■■Detect Good</div> <div><i>School:</i> Divination <i>Effect:</i> You can sense the presence of good.</div>	<i>SR:</i> No	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 1	PFCR: p.267 <i>Concentration:</i> +5
<div>■■■■■Detect Law</div> <div><i>School:</i> Divination <i>Effect:</i> You can sense the auras of lawful creatures.</div>	<i>SR:</i> No	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 1	PFCR: p.267 <i>Concentration:</i> +5
* =Domain/Specialty Spell						

Cleric Spells						
<div> <div> Detect Undead </div> <div> School: Divination </div> <div> Effect: You can detect the aura that surrounds undead creatures. </div> </div>	SR: No	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S, M/DF	PFCR: p.269
<div> <div> Detect Undead </div> <div> School: Divination </div> <div> Effect: You can detect the aura that surrounds undead creatures. </div> </div>		Target: Cone-shaped emanation			Caster Level:1	Concentration:+5
<div> <div> Diagnose Disease </div> <div> School: Divination </div> <div> Effect: Detect and identify diseases. </div> </div>	SR: No	1 standard action	Instantaneous	Close (25 ft.)	V, S	PFUM: p.216
<div> <div> Diagnose Disease </div> <div> School: Divination </div> <div> Effect: Detect and identify diseases. </div> </div>		Target: One creature, one object, or a 5-ft. cube			Caster Level:1	Concentration:+5
<div> <div> Disguise Self </div> <div> School: Illusion (Glamour) </div> <div> Effect: You make yourself—including clothing, armor, weapons, and equipment—look different. </div> </div>	SR:	1 standard action	10 minutes [D]	Personal	V, S	PFCR: p.271
<div> <div> Disguise Self </div> <div> School: Illusion (Glamour) </div> <div> Effect: You make yourself—including clothing, armor, weapons, and equipment—look different. </div> </div>		Target: You			Caster Level:1	Concentration:+5
<div> <div> Divine Favor </div> <div> School: Evocation </div> <div> Effect: Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls. </div> </div>	SR:	1 standard action	1 minute	Personal	V, S, DF	PFCR: p.273
<div> <div> Divine Favor </div> <div> School: Evocation </div> <div> Effect: Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls. </div> </div>		Target: You			Caster Level:1	Concentration:+5
<div> <div> Doom </div> <div> School: Necromancy [Fear, Mind-Affecting, Emotion] </div> <div> Effect: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. </div> </div>	DC: 15, Will negates	1 standard action	1 minutes	Medium (110 ft.)	V, S, DF	PFCR: p.274
<div> <div> Doom </div> <div> School: Necromancy [Fear, Mind-Affecting, Emotion] </div> <div> Effect: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. </div> </div>	SR: Yes	Target: One living creature			Caster Level:1	Concentration:+5
<div> <div> Endure Elements </div> <div> School: Abjuration </div> <div> Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment. </div> </div>	DC: 15, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	PFCR: p.277
<div> <div> Endure Elements </div> <div> School: Abjuration </div> <div> Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment. </div> </div>	SR: Yes (harmless)	Target: Creature touched			Caster Level:1	Concentration:+5
<div> <div> Entropic Shield </div> <div> School: Abjuration </div> <div> 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>	SR:	1 standard action	1 minutes [D]	Personal	V, S	PFCR: p.278
<div> <div> Entropic Shield </div> <div> School: Abjuration </div> <div> 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>		Target: You			Caster Level:1	Concentration:+5
<div> <div> Forbid Action </div> <div> School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] </div> <div> Effect: Target obeys your command to not do something. </div> </div>	DC: 15, Will negates	1 standard action	1 round	Close (25 ft.)	V	PFUM: p.220
<div> <div> Forbid Action </div> <div> School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] </div> <div> Effect: Target obeys your command to not do something. </div> </div>	SR: Yes	Target: One creature			Caster Level:1	Concentration:+5
<div> <div> Hide from Undead </div> <div> School: Abjuration </div> <div> Effect: Undead cannot see, hear, or smell creatures warded by this spell. </div> </div>	DC: 15, Will negates (harmless); see text	1 standard action	10 minutes [D]	Touch	V, S, DF	PFCR: p.296
<div> <div> Hide from Undead </div> <div> School: Abjuration </div> <div> Effect: Undead cannot see, hear, or smell creatures warded by this spell. </div> </div>	SR: Yes	Target: 1 creatures touched			Caster Level:1	Concentration:+5
<div> <div> Inflict Light Wounds </div> <div> School: Necromancy </div> <div> Effect: When laying your hand upon a creature, you channel negative energy that deals 1d8+1 points of damage. </div> </div>	DC: 15, Will half	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
<div> <div> Inflict Light Wounds </div> <div> School: Necromancy </div> <div> Effect: When laying your hand upon a creature, you channel negative energy that deals 1d8+1 points of damage. </div> </div>	SR: Yes	Target: Creature touched			Caster Level:1	Concentration:+5
<div> <div> Know the Enemy </div> <div> School: Divination </div> <div> Effect: Gain +10 on a monster Knowledge check. </div> </div>	SR:	1 minute	Instantaneous	Personal	V, S, DF	PFUM: p.226
<div> <div> Know the Enemy </div> <div> School: Divination </div> <div> Effect: Gain +10 on a monster Knowledge check. </div> </div>		Target: You			Caster Level:1	Concentration:+5
<div> <div> Magic Stone </div> <div> School: Transmutation </div> <div> 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. </div> </div>	DC: 15, Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	PFCR: p.310
<div> <div> Magic Stone </div> <div> School: Transmutation </div> <div> 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. </div> </div>	SR: Yes (harmless, object)	Target: Up to three pebbles touched			Caster Level:1	Concentration:+5
<div> <div> Magic Weapon </div> <div> School: Transmutation [MetalSchool] </div> <div> Effect: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. </div> </div>	DC: 15, Will negates (harmless, object)	1 standard action	1 minutes	Touch	V, S, DF	PFCR: p.310
<div> <div> Magic Weapon </div> <div> School: Transmutation [MetalSchool] </div> <div> Effect: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. </div> </div>	SR: Yes (harmless, object)	Target: Weapon touched			Caster Level:1	Concentration:+5
<div> <div> Murderous Command </div> <div> School: Enchantment (Compulsion) [Mind-Affecting] </div> <div> Effect: Target is compelled to kill its ally. </div> </div>	DC: 15, Will negates	1 standard action	1 round	Close (25 ft.)	V	PFUM: p.230
<div> <div> Murderous Command </div> <div> School: Enchantment (Compulsion) [Mind-Affecting] </div> <div> Effect: Target is compelled to kill its ally. </div> </div>	SR: Yes	Target: One living creature			Caster Level:1	Concentration:+5
<div> <div> Obscuring Mist </div> <div> School: Conjuration (Creation) [WaterSchool] </div> <div> Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. </div> </div>	SR: No	1 standard action	1 minutes [D]	20 ft.	V, S	PFCR: p.317
<div> <div> Obscuring Mist </div> <div> School: Conjuration (Creation) [WaterSchool] </div> <div> Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. </div> </div>		Target: Cloud spreads in 20-ft. radius from you, 20 ft. high			Caster Level:1	Concentration:+5
<div> <div> Protection from Chaos </div> <div> School: Abjuration [Lawful] </div> <div> Effect: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. </div> </div>	DC: 15, Will negates (harmless)	1 standard action	1 minutes [D]	Touch	V, S, M/DF	PFCR: p.327
<div> <div> Protection from Chaos </div> <div> School: Abjuration [Lawful] </div> <div> Effect: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. </div> </div>	SR: No; see text	Target: Creature touched			Caster Level:1	Concentration:+5
<div> <div> Protection from Good </div> <div> School: Abjuration [Evil] </div> <div> Effect: This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. </div> </div>	DC: 15, Will negates (harmless)	1 standard action	1 minutes [D]	Touch	V, S, M/DF	PFCR: p.328
<div> <div> Protection from Good </div> <div> School: Abjuration [Evil] </div> <div> Effect: This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. </div> </div>	SR: No; see text	Target: Creature touched			Caster Level:1	Concentration:+5
<div> <div> Ray of Sickening </div> <div> School: Necromancy </div> <div> Effect: Ray makes the subject sickened. </div> </div>	DC: 15, Fortitude partial; see text	1 standard action	1 minutes	Close (25 ft.)	V, S, M	PFUM: p.234
<div> <div> Ray of Sickening </div> <div> School: Necromancy </div> <div> Effect: Ray makes the subject sickened. </div> </div>	SR: Yes	Target: Ray			Caster Level:1	Concentration:+5
<div> <div> Remove Fear </div> <div> School: Abjuration </div> <div> Effect: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. </div> </div>	DC: 15, Will negates (harmless)	1 standard action	10 minutes; see text	Close (25 ft.)	V, S	PFCR: p.332
<div> <div> Remove Fear </div> <div> School: Abjuration </div> <div> Effect: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. </div> </div>	SR: Yes (harmless)	Target: 1 creatures, no two of which can be more than 30 ft. apart			Caster Level:1	Concentration:+5
<div> <div> Remove Sickness </div> <div> School: Conjuration (Healing) </div> <div> Effect: Suppress disease, nausea, and the sickened condition. </div> </div>	DC: 15, Fortitude negates (harmless)	1 standard action	10 minutes	Close (25 ft.)	V, S	PFUM: p.234
<div> <div> Remove Sickness </div> <div> School: Conjuration (Healing) </div> <div> Effect: Suppress disease, nausea, and the sickened condition. </div> </div>	SR: Yes (harmless)	Target: One creature			Caster Level:1	Concentration:+5
<div> <div> Restore Corpse </div> <div> School: Necromancy </div> <div> Effect: Skeletal corpse grows flesh. </div> </div>	SR: No	1 standard action	Instantaneous	Touch	V, S	PFUM: p.235
<div> <div> Restore Corpse </div> <div> School: Necromancy </div> <div> Effect: Skeletal corpse grows flesh. </div> </div>		Target: Corpse touched			Caster Level:1	Concentration:+5
<div> <div> Sanctuary </div> <div> School: Abjuration </div> <div> Effect: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. </div> </div>	DC: 15, Will negates	1 standard action	1 rounds	Touch	V, S, DF	PFCR: p.336
<div> <div> Sanctuary </div> <div> School: Abjuration </div> <div> Effect: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. </div> </div>	SR: No	Target: Creature touched			Caster Level:1	Concentration:+5
<div> <div> Shield of Faith </div> <div> School: Abjuration </div> <div> Effect: This spell creates a shimmering, magical field around the target that averts and deflects attacks. </div> </div>	DC: 15, Will negates (harmless)	1 standard action	1 minutes	Touch	V, S, M	PFCR: p.342
<div> <div> Shield of Faith </div> <div> School: Abjuration </div> <div> Effect: This spell creates a shimmering, magical field around the target that averts and deflects attacks. </div> </div>	SR: Yes (harmless)	Target: Creature touched			Caster Level:1	Concentration:+5
<div> <div> Summon Minor Monster </div> <div> School: Conjuration (Summoning) </div> <div> Effect: Summon 1d3 Tiny animals </div> </div>	SR: No	1 round	1 rounds [D]	Close (25 ft.)	V, S, F/DF	PFUM: p.241
<div> <div> Summon Minor Monster </div> <div> School: Conjuration (Summoning) </div> <div> Effect: Summon 1d3 Tiny animals </div> </div>		Target: 1d3 summoned creatures			Caster Level:1	Concentration:+5
<div> <div> Summon Monster I </div> <div> School: Conjuration (Summoning) </div> <div> Effect: This spell summons an extraplanar creature. </div> </div>	SR: No	1 round	1 rounds [D]	Close (25 ft.)	V, S, F/DF	PFCR: p.350
<div> <div> Summon Monster I </div> <div> School: Conjuration (Summoning) </div> <div> Effect: This spell summons an extraplanar creature. </div> </div>		Target: One summoned creature			Caster Level:1	Concentration:+5
* =Domain/Specialty Spell						

Saenvan



Human
RACE
19
AGE
Male
GENDER
VISION
Lawful Evil
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
175 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:  
Biography: