

*+1/Frost Falchion	HAND	TYPE	SIZE	CRITICAL	REACH
· i/i i ose i alcilion	Both	S	M	18-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+11/+6	2d4+7				
Consider Donors and and Add and Address and					

Special Properties: +1d6 cold damage

*+1/Frost Falchion	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	18-20/x2	5 ft.
[Furious Focus (Two-Handed)]					
TOTAL ATTACK BONUS			AMAG	E	
+11/+6	2d4+13				

Special Properties: +1d6 cold damage

	D	agger				HAI	ND	TYPE	SIZE	CRITICAL	REACH
	_	agge.				Carr	Carried PS M 19-20/x			2 5 ft.	
	To H	To Hit Dam				To Hit				Dam	
1H-I	P +10/	+5	1d4	1+4	2W-F)-(OH)		+	4/-1		1d4+4
1H-0	+6/-	+1	1d4	1+2	2W-F	P-(OL)	+6/+1			1d4+4	
2H	+10/	+5	1d4	1+4	2W	-ОН			+2		1d4+2
	10 ft.	20 ft.			30 f	t.		40	ft.		50 ft.
TH	+7/+2	+5/+0)		+3/	-2		+1,	/-4		-1/-6
Dam	1d4+4	1d4+4	ļ		1d4	+4 1d4+4 1		d4+4			

^{*:} 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
*+1 Breastplate	Medium	+7	+3	-3	25
Shield, Heavy Steel	Heavy	+2		-2	15
*Ring of Protection +2		+2		+0	0

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

Celestial Spirit

Uses per day

Celestial Spirit (Sp):Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 6 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +1 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon laready has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 1 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls. [Paizo Inc. - Core Rulebook, p.63]

Lay on Hands

Uses per Day

Lay on Hands (Su):You can heal wounds (your own or those of others) by touch. Each day you can use this ability 6 times per day. With one use of this ability, you can heal 3d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 3d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

Channel Positive Energy. You can unleash a wave of positive energy dealing 3d6 (DC 16 for half) / day. You can unleash a wave of positive energy. You must choose to deal 3d6 points of positive energy damage to undead creatures or to heal living creatures of 3d6 points of damage. Creatures that take damage from channeled energy receive a DC 16 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability. [Paizo Inc. - Core Rulebook]

Smite Evil

Uses per day □□

Smite Evil (Su): You can call out to the powers of good to aid you in your struggle against evil 2 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +6 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +12. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability. [Paizo Inc. - Core Rulebook, p.60]

	Long	ybow		HAND	TYPE	SIZE	CR1	TICAL	REACH	
		,		Carried	Р	M	20	0/x3	5 ft.	
	Ammunition: Arrow									
R	lange: 30 ft.	To Hit: +7/+2			Damage: 1d8				1	
	100 ft.	200 ft.		300 ft.		400 ft.		400 ft. 500		00 ft.
TH	+7/+2	+5/+0		+3/-2	-	+1/-4		-1	1/-6	
Dam	1d8	1d8		1d8		1d8		1	d8	
	600 ft.	700 ft.		800 ft.	1	900 ft.		10	00 ft.	
TH	-3/-8	-5/-10	-	7/-12	-	9/-14		-11	I <i> </i> -16	
Dam	1d8	1d8		1d8		1d8		1	d8	

Battleaxe			HAND Carried	TYPE	SIZE	CRITICAL 20/x3	REACH 5 ft.	
	To Hit	Dam		To Hit			Dam	
1H-P	+10/+5	1d8+4	2W-P-(OH)	+4/-1			1d8+4	
1H-O	+6/+1	1d8+2	2W-P-(OL)	+6/+1		+6/+1 10		1d8+4
2H	+10/+5	1d8+6	2W-OH	+0			1d8+2	

Mas	terwork Warha	mmer	HAND	TYPE	SIZE	CRITICAL	REACH
master work warnamer		Carried	В	M	20/x3	5 ft.	
	To Hit	Dam		To Hit			Dam
1H-P	+11/+6	1d8+4	2W-P-(OH)	+5/+0			1d8+4
1H-O	+7/+2	1d8+2	2W-P-(OL)	+7/+2		1d8+4	
2H	+11/+6	1d8+6	2W-OH	+1		1d8+2	

Mas	terwork Warha	mmer	HAND	TYPE	SIZE	CRITICAL	REACH	
[Furious Focus (One-Handed)]		Temp Bonus	s B M 20/x3		20/x3	5 ft.		
1. ~							L	
	To Hit	Dam		To Hit			Dam	
1H-P	+11/+6	1d8+8	2W-P-(OH)		+5/+0	-	1d8+8	
1H-0	+7/+2	1d8+6	2W-P-(OL)	+7/+2		+7/+2		1d8+8
2H	+11/+6	1d8+10	2W-OH	+1			1d8+6	

Shield, Heavy Steel	HAND	HAND TYPE		CRITICAL	REACH
Silicia, ficary Seeci	Carried		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+10/+5	1d4+4				

9	ilver Warhamn	ner	HAND	TYPE	SIZE	CRITICAL	REACH			
				В	М	20/x3	5 ft.			
	To Hit	Dam			Dam					
1H-P	+10/+5	1d8+4	2W-P-(OH)	+4/-1			+4/-1			1d8+4
1H-O	+6/+1	1d8+2	2W-P-(OL)	+6/+1			1d8+4			
2H	+10/+5	1d8+6	2W-OH	+0			1d8+2			
Special	Properties: silver									

	Sting		HAND	TYPE	SIZE	CRITICAL	REACH			
	Jenny 1			P	М	19-20/x2	5 ft.			
	To Hit	Dam			Dam					
1H-P	+11/+6	1d6+5	2W-P-(OH)	+5/+0					0	1d6+5
1H-O	+7/+2	1d6+3	2W-P-(OL)	+7/+2			1d6+5			
2H	+11/+6	1d6+5	2W-OH	+3			1d6+3			
Special	Special Properties: silver, (+1 Short Sword)									

EQUIPM	1ENT								
ITEM	LOCATION	QTY	WT / COST						
Ring of Protection +2	Equipped	1	0 / 8,000						
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 4,000 gp, Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring, Slot: ring									
+1/Frost Falchion	Equipped	1	8 / 8,375						
+1d6 cold damage									
+1 Breastplate	Equipped	1	30 / 1,350						
Cloak of Resistance +1	Equipped	1	1 / 1,000						
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 5 Item, resistance, creator's caster level must be at least three									
Backpack, Masterwork	Equipped	1	4 / 50						
4 lbs., 4 Torch									
Torch	Backpack,	4	1 (4) / 0 (0)						
0000	Masterwork								
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.									
Potion of Enlarge Person	Equipped	1	0 / 50						

Target's size category increases to next larger category for 1 minuteAura: faint transmutation, Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, enlarge person, Slot: none

Scroll of Identify

Equipped 1

NaN / 25

Gives +10 bonus to identify magic items.Aura: faint divination, Caster Level: 1st, Construction Cost: 12 gp 5 sp, Construction Requirements: Scribe Scroll, identify, Slot: none Equipped 0 / 300 Potion of Darkvision 1

Grants darkvision (60 ft.) for 3 hoursAura: faint transmutation, Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, darkvision, Slot: none

Equipped 2 NaN (NaN) / Scroll of Protection from Evil 25 (50) (Divine)

+2 to AC and saves, plus additional protection against selected alignment.Aura: faint abjuration [good], Caster Level: 1st, Construction Cost: 12 gp 5 sp, Construction Requirements: Scribe Scroll, protection from evil, Slot: non Scroll of Cure Light Wounds Equipped NaN (NaN) / 25 (100)

Cures 1d8 damage + 1/level (max +5).Aura: faint conjuration (healing), Caster Level: 1st, Construction Cost: 12 gp sp, Construction Requirements: Scribe Scroll, cure light wounds, Slot: none

Equipped 5 / 55 Artisan's Tools, Masterwork TOTAL WEIGHT CARRIED/VALUE 97,57 lbs. 22,190.5gp

		EQUIPME	NT				
	ITEM		LOCATI	ON	QTY	WT	/ COST
Plural: No	Carried		2	1 (2) / 2 (4)			
Dagger						1 (2) / 2 (4)	
Longbow			Carried		1	3	/ 75
7,5 lbs., 50 Arrow Arrow			Longbow		50	NaN	(NaN) /
ATTOW			Longue	UVV	30		(2.5)
ا حددده مددده						0.1	(2.3)
DODO DODO I Battleaxe		0000 00000	Carrie	d	1	6 / 10	
					-	•	
Masterwork Warhammer			Carrie		1	5 / 312	
Shield, Heavy Steel			Carried		1	15	5 / 20
Silver Warhammer			Carried		1	5	/ 102
silver							
Sting		Carried		1	2 /	2,310	
silver, (+1 Short Sword)							
TOTAL WEIGHT CARRIED/VALUE			97,57 lbs. 22,1		22,19	0.5gp	
	1	WEIGHT ALLO	WANCE				
Light	116	Medium	233		Н	eavy	350
Lift over head	350	Lift off ground	700		Push /	Drag	1750
		MONE	/				
						To	otal= 0 gp
		MAGIC					
Languages							
Celestial, Common, Infernal							
		Other Compa	anions				

Archetypes Oath of Labor [Allard Hoeve Houserules, p.60]

When you take this oath, you become a protector of labor, protecting the common people, their trade and their commerce.

Traits Fed-Up Citizen [Paizo Inc. - Hell's Rebels Player's Guide, p.101

Kintargo is a tough place to live if you count yourself as a law-abiding citizen. While you likely agree with most others of Kintargo that many of the laws put in place by House Thrune seem excessive, you always respected the law and honored it as best you could. You likely worship a deity such as Abadar or Iomedae -a lawful neutral or perhaps lawful good power allowed to practice within Cheliax, but only under restrictions. Yet despite this, Thrune has always made Cheliax a safer place to live. But with recent events, enough is enough. As much as it pains you to admit, the law of the land is now manifestly and obviously not correct, and something must be done to oppose this misuse of power. You're good at hiding your true colors and faith to avoid attracting the wrong kind of attention. You gain a +1 bonus on Disguise checks, and Disguise is always a class skill for you. In addition, when someone uses detect good or detect law on you, your effective Hit Dice are 4 lower than their actual total when someone discerns the strength of your aura. If you are a cleric, paladin, or similar divine spellcaster, you treat yourself as if you were a standard- aligned creature rather than a divine spellcaster for these purposes. This means that until you become 9th level, you won't radiate an aura of good or law at all when someone casts one of these detection spells. Finally, your internal convictions that you're on the actual right of law help bolster your mindset, and you gain a +1 trait bonus on all saving throws against mind-affecting effects

Magical Knack (Paladin)

[Paizo Inc. - Advanced Player's Guide, p.329]

You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Your caster level in Paladin gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Special Attacks

Channel Positive Energy (Su)

[CR]

You can unleash a wave of positive energy dealing 3d6 (DC 16 for half) /day. You can unleash a wave of positive energy. You must choose to deal 3d6 points of positive energy damage to undead creatures or to heal living creatures of 3d6 points of damage. Creatures that take damage from channeled energy receive a DC 16 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

Smite Evil (Su)

You can call out to the powers of good to aid you in your struggle against evil 2 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +6 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +12. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Special Qualities

Aura of Courage (Su)

[CR]

You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Good (Ex)

[CR] [House]

You project a strong good aura.

Blessing of Prosperity (Su)

A paladin that swears an oath of labor is a patron of wealth and seeks to even the playing field for those who have unfair economic disadvantages. By expending a use of lay on hands, the paladin can instead grant a blessing to herself or a creature touched as a standard action. A blessing of prosperity lasts up to 1 hour, though the paladin who bestowed it can end a blessing's benefits early (whether it affects her or another creature) as a free action. A character who has benefited from a blessing of prosperity cannot benefit from such a blessing again for 24 hours. When using this ability, the paladin chooses one of two blessings: Either the target gains a +4 sacred bonus on Craft, Perform, and Profession checks or the target gains a +4 sacred bonus on Appraise and Sense Motive checks. This replaces the mercy gained at 3rd level.

Bonus Feat

[CR]

Humans select one extra feat at 1st level.

Rebellion Rank 02 (Appraise)

[HRAP]

Training: At rank 2, then again at ranks 7, 12, and 17, each PC gains a bonus skill rank that can be immediately applied to any skill. This represents training the PC has gained through association with the increasing number of skilled workers and rebels who have joined the cause. This bonus skill rank can be applied to any skill, as if it were a bonus rank gained by earning a level in a favored class. It stacks with all other sources of skill ranks, but a character's maximum rank in any skill remains unchanged; the PC can never have more ranks in any one skill than he or she has Hit Dice. Subsequent training bonuses can be applied to the same skill or a different skill, as the PC wishes.

Rebellion Rank 03

Gift: At rank 3, then again at ranks 6, 8, 11, 13, 16, and 18, admirers among the rebellion's supporters supply gifts and tributes to each PC. At rank 3, the gift is a single potion worth 300 gp or less. The gifts given at ranks 6, 11, and 16 are all provided as tributes of gold pieces in the amounts listed; each PC gains the listed amount. At rank 8, the gift is a piece of armor or wand worth 1,200 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 13, the gift is a wand or weapon worth 5,000 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 18, the gift is any magic item worth 10,000 gp or less.

Rebellion Rank 04 (Deceitful)

[HRAP]

Title: At rank 4, then again at ranks 9, 14, and 19, the PCs earn a title as befits their growing power in the rebellion. While the title itself is largely just an honorific, it also coincides with the acquisition of a bonus feat or other benefit each PC has earned through a combination of training with rebellion members and self-confidence gained from the rebellion's growing strength. With the title of Guardian at rank 4, each PC gains one of the following as a bonus feat: Alertness, Deceitful, Persuasive, or Stealthy.

Celestial Spirit (Sp)

Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 6 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +1 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 1 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

Code of Conduct

[House]

All creatures are inherently equal, and those that deny this fact for their own gain do the common man harm. A struggle is meaningless if it is not done together for a greater purpose than oneself. Stand and fight with your brothers and sisters for the betterment of all. Give respect, love and kindness to the disenfranchised that find themselves without any. They are your comrades and the reason you fight. The world must change if it is to be better, and it will not change if we do not act. Do your part to make a more just future. You are not above the work that the common man does. Whenever you have the chance, labor with them as they do and work to ease their difficult lot in life.

At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing

on one individual or object, you do not detect evil in any other object or individual within range.

Mercy (Diseased) (Su)

[CR]

Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Disease with a caster level of 6.

Divine Health (Ex) [CR]

You are immune to all diseases, including supernatural and magical diseases, including mummy rot.

Eye for Profit

A knight of coins adds Appraise, Knowledge (local), Perception, and Use Magic Device to her list of class skills. She gains a number of skill ranks equal to 4 + her Intelligence modifier at each level, instead of a number of skill ranks equal to 2 + her Intelligence modifier.

Lay on Hands (Su)

You can heal wounds (your own or those of others) by touch. Each day you can use this ability 6 times per day. With one use of this ability, you can heal 3d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 3d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage. Skilled

[CR]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Fev Foundling

[ISWG]

You were found in the wilds as a child, bearing a mark of the First World. Magical healing works better on you.

You were found in the wilds as a child, bearing a mark of the First World. 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/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).

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

When you are wielding a two-handed weapon or a one-handed weapon with two nands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

[CR] Power Attack

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Step Up [CR]

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.

[Paizo Inc. - Core Rulebook, p.121]

You are skilled at deceiving others, both with the spoken word ans with physical disquises

You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cestus, Chakram, Club, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Light Flail, Heavy Flail, Gaff, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Kasatha Spinal Sword, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Pliers, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Skull, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon Stake, Starknife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword,

Sword Cane, Tepoztopilli, Terbutje, Great Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, War Razor, Dwarven Waraxe, Warhammer, Wushu Dart

Temporary Bonus

Furious Focus (Two-Handed) Furious Focus (One-Handed)

		Class Spell-like	e Abilities			
	Name	School	Time	Duration	Range	Source
At Will	Detect Evil	Divination	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	CR:p.266
[V, S, DF] T	ARGET: Cone-shaped emanation;	; EFFECT: You can sense the presence of evil. [SR:No]				
		* =Domain/Special	ity Spell			
		5 1 1 6				

Paladin Spells

LEVEL	0	1	2	3	4
PER DAY	_	2	_	_	_
Concentration	+8		·		

LI	EVEL 1 / Per Day:2 /	Caster Le	vel:5		
Name	School	Time	Duration	Range	Sourc
Animal Purpose Training	Enchantment (Compulsion) [Mind-Affecti	nc1 minute	5 hours	Close (35 ft.)	ACG:p.17
(V, S, M] TARGET: one indifferent or friendly animal; EFFECT: Animal gains a ne	ew general purpose. [SR:yes; DC:14, none] Enchantment (Compulsion) [Mind-Affection	nc1 standard action	5 minutes	50 ft.	CR:p.24
V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on th		-		3010	Citipiz
DDD Blessed Fist	Transmutation [Good]	1 standard action	5 minutes	Touch	ACG:p.17
[V, S] TARGET: creature touched; EFFECT: Target doesn't provoke attacks of op	portunity with unarmed strikes. [SR:yes; DC:14,	none]			
□□□□ <u>Bless Water</u>	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.24
[V, S, M] TARGET: Flask of water touched; EFFECT: This transmutation imbues			s (object); DC: 14, Will negates (object)] 5 minutes	Tarreb	CD:= 25
DDDD Bless Weapon	Transmutation	1 standard action	5 minutes	Touch	CR:p.25
[V, S] TARGET: Weapon touched; EFFECT: This transmutation makes a weapon Bowstaff	Transmutation	1 swift action	5 rounds [D]	Personal	UC:p.22
[V] TARGET: one weapon [bow]; EFFECT: A shortbow may double as a club, or a			• •		
DDDD Build Trust	Divination	1 standard action	5 days; see text	Close (35 ft.)	UI:p.20
[V,S,M] TARGET: One creature; EFFECT: Gain various bonuses when interacting					
□□□□ <u>Challenge Evil</u>	Enchantment (Compulsion) [Mind-Affection	1 standard action	5 minutes [D]	Close (35 ft.)	APG:p.210
[V, DF] TARGET: one evil creature; EFFECT: Sickens creature if it refuses to fight		and a transfer of a self-re-	E account de	Demond	116 22
Compel Hostility	Enchantment (Compulsion) [Mind-Affection	i c i standard action	5 rounds	Personal	UC:p.22
[V, S, M] TARGET: You; EFFECT: Compels opponents to attack you instead of yo Conditional Favor	Abjuration Abjuration	1 swift action	5 days [D]	See text	UI:p.20
[V] TARGET: One creature; EFFECT: Provide another spell whose effects reverse			3 00/3 [5]	Sec text	01.p.20
□□□□□ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.26
[V, S] TARGET: Up to 10 gallons of water; EFFECT: This spell generates wholeso	me, drinkable water, just like clean rain water. [SR:No]			
□□□□□ <u>Cure Light Wounds</u>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living					
DDDD Detect Poison	Divination	1 standard action	Instantaneous	Close (35 ft.)	CR:p.26
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You do	etermine whether a creature, object, or area has Divination	been poisoned or is p 1 standard action	poisonous. [SR: No] Concentration, up to 5 minutes [D]	60 ft.	UI:p.212
[V.S.DF] TARGET: Cone-shaped emanation; EFFECT: Find others of the same fa		i standard action	Concentration, up to 3 minutes [5]	0011.	01.p.212
Detect Undead	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the au	a that surrounds undead creatures. [SR:No]				
Dagnose Disease	Divination	1 standard action	Instantaneous	Close (35 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detect and ide					
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 de	ty, you gain a +1 luck bonus on attack and wea Abjuration	oon damage rolls. 1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elen					CR.p.277
Ghostbane Dirge	Transmutation	1 standard action	5 rounds	Close (35 ft.)	APG:p.225
[V, S, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal creature t	akes half damage from nonmagical weapons. [!	SR:Yes; DC:14, Will ned	gates]		
DDDD Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; EFFECT: Movement doesn't provoke attacks of opportunity.					
<u> </u>	Conjuration (Healing)	1 immediate action	Instantaneous	Personal	APG:p.226
[V] TARGET: You; EFFECT: Allows the use of lay on hands while falling unconsci	ous. Transmutation	1 standard action	50 minutes	Personal	APG:p.228
□□□□□ Honeyed Tongue [V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher		i standard action	30 minutes	reisonai	Ar G.p.220
Horn of Pursuit	Evocation [Sonic]	1 standard action	1 round	Personal	UM:p.223
[S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [S	R:No]				
□□□□ Knight's Calling	Enchantment (Compulsion) [Mind-Affection	ဂ္(1 standard action	1 round	Close (35 ft.)	APG:p.230
[V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and f					
□□□□ Know Peerage	Divination [Mind-Affecting]	1 standard action	50 minutes	Touch	UI:p.218
[V,S,M] TARGET: Creature touched; EFFECT: Target uses your Knowledge [nobi	lity] ranks. [SR:Yes (harmless); DC:14, Will nega Divination	tes (harmless)] 1 minute	Instantaneous	Personal	UM:p.226
【】【】】】【 Know the Enemy [V, s, DF] TARGET: You; <i>EFFECT:</i> Gain +10 on a monster Knowledge check. [SR :		i illillate	Instantaneous	reisonai	OWI.p.220
V, S, DF TARGET: You, EFFECT: Gain + 10 on a monster knowledge check. [SK:	Transmutation	1 immediate action	instantaneous	Close (35 ft.)	UC:p.233
V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an i	mmediate action and gains a bonus on it. [SR:Y	es (harmless); DC: 14, \	Will negates (harmless)]		·
Litany of Sloth	Enchantment (Compulsion) [Language-De	p 1 swift action	1 round	Close (35 ft.)	UC:p.235
[V, S, DF] TARGET: one creature; EFFECT: Single target cannot make attacks of					
<u>Longshot</u>	Transmutation	1 standard action	5 minutes	Personal	UC:p.236
[V, S, M/DF] TARGET: You; EFFECT: Grants a +10 foot bonus to the range incre		1 atomical action	5 minutes	Tarreb	CD:= 21/
Magic Weapon	Transmutation [MetalSchool]	1 standard action		Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a	+1 enhancement bonus on attack and damage Abjuration [Lawful]	rolls. [SR: Yes (harmles 1 standard action	ss, object); DC: 14, Will negates (harmless, 5 minutes [D]	object)j Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature fro			• •		p2
Protection from Evil	Abjuration [Good]	1 standard action	5 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from					
□□□□ Rally Point	Enchantment (Compulsion) [Good, Mind-		5 minutes [D]	5 ft.	APG:p.237
			FO will write a	D	CD 53
[V, S, DF] TARGET: one 5-ft. square; EFFECT: Square gives good creatures bonu		1 standard action	50 minutes	Personal	CR:p.330
[V, S, DF] TARGET: one 5-ft. square; <i>EFFECT:</i> Square gives good creatures bon. Read Magic	Divination		. 00 00 1		
[V, S, DF] TARGET: one 5-ft. square; <i>EFFECT</i> : Square gives good creatures bonu Read Magic [V, S, F] TARGET: You; <i>EFFECT</i> : You can decipher magical inscriptions on object	sbooks, scrolls, weapons, and the likethat wo	uld otherwise be unin		Touch	CB-n 32/
[V, S, DF] TARGET: one 5-ft. square; <i>EFFECT:</i> Square gives good creatures bon. Read Magic	sbooks, scrolls, weapons, and the likethat we Abjuration	uld otherwise be unin 1 standard action	1 minute	Touch	CR:p.334

	Paladir	n Spells			
□□□□ Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any ma harmless); DC:14, Will negates (harmless)]	agical effects reducing one of the subject'	s ability scores or cures 1d4 po	nts of temporary ability damage	to one of the subject's ability scores.	. [SR:Yes
□□□□ Sanctify Corpse	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] TARGET: Corpse touched; EFFECT: Prevent a corpse from beco	ming an undead creature. [SR:No]				
□□□□ Shield of Fortification	Abjuration	1 standard action	5 minutes	Touch	ACG:p.192
[V, S, DF] TARGET: creature touched; EFFECT: Target gains a 25% chance to	treat critical hits and sneak attacks as no	rmal hits. [SR:yes (harmless); D	C:14, Fortitude negates (harmles	5)]	
□□□□ Stunning Barrier	Abjuration	1 standard action	5 rounds or until discharged	Personal	ACG:p.194
[V, S] TARGET: you; EFFECT: Magical field grants a +1 bonus to AC and on sa	aves, and stuns one creature attacking you	u. [SR:no and yes (see text); DC	:14, none and Will negates (see to	ext)]	
□□□□Sun Metal	Transmutation [Fire]	1 standard action	5 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; EFFECT: Weapon touched bursts into fla	mes. [SR:Yes (object); DC:14, Fortitude ne	gates (object)]			
□□□□ Tactical Acumen	Enchantment (Compulsion) [Mind	d-Affecting1 standard action	5 rounds [D]	30ft.	UC:p.246
[V, S, M/DF] TARGET: The caster and all allies within a 30-ftradius burst, co harmless)]	entered on the caster; EFFECT: You gain an	n additional +1 on attack rolls o	r to AC due to battlefield position	ing. [SR:Yes (harmless); DC:14, Will r	negates
True Strike	Divination	1 standard action	See text	Personal	CR:p.363
[V, F] TARGET: You; EFFECT: You gain temporary, intuitive insight into the in	nmediate future during your next attack.				
U Unbreakable Heart	Enchantment (Compulsion) [Mind	d-Affectinc1 standard action	5 rounds	Close (35 ft.)	ISWG:p.296
[V, S] TARGET: One creature; <i>EFFECT:</i> Creature gains +4 morale bonus on sa harmless); DC:14, Will negates (harmless)]	aves against mind-affecting effects that re	ely on negative emotions or tha	t would force him to harm an ally	. Supresses such effects already in p	lace. [SR: Yes
□□□□ <u>Veil of Positive Energy</u>	Abjuration [Good]	1 standard action	50 minutes [D]	Personal or 5 ft.; see t	APG:p.254
[V, S, DF] TARGET: You or all creatures within 5 ft.; see text; EFFECT: +2 AC,	+2 on saves vs. undead.				
⊒□□□ Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a cre	eature with a tiny surge of life, granting th	e subject 1 temporary hit point	. [SR:Yes (harmless)]		
UUUU Wartrain Mount	Enchantment (Compulsion) [Mind	d-Affectinc1 minute	5 hours	Close (35 ft.)	UM:p.248
[V, S, M] TARGET: One indifferent or friendly animal; EFFECT: Animal gains	combat training. [SR:Yes]				
□□□□Word of Resolve	Abjuration	1 immediate action	Instantaneous	Close (35 ft.)	UM:p.249
[V, DF] TARGET: One ally; EFFECT: Ally rerolls a save against charm or fear.	[SR:Yes (harmless); DC:14, Will negates (h	armless)]			
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Damiro

Human
RACE
31
AGE
Male
GENDER
GLIVELK
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
6' 0"
HEIGHT
190 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
HAIR / HAIR STYLE
17717
PHOBIAS
PERSONALITY TRAITS
INTERESTS
1
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
None
Humanoid
Race Type
race type

Race Sub Type

Description:
Biography: