

Damiro

Character Name
Paladin (Oath of Labor) 9, Brawler
(Hinyasi) 1
CLASS

10 (9) 105000 / 155000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	19	+4	21	+5		
DEX Dexterity	12	+1	14	+2		
CON Constitution	12	+1	14	+2		
INT Intelligence	13	+1	13	+1		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	16	+3	18	+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+15	= +8	+2	+1	+4	+0	
REFLEX (dexterity)	+12	= +5	+2	+1	+4	+0	
WILL (wisdom)	+13	= +6	+0	+1	+6	+0	

Conditional Save Modifiers:
+1 trait bonus vs. mind-affecting
+2 vs. death

Conditional Combat Modifiers:
When you are wielding a two-handed weapon or a one-handed weapon with two hands, 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 suffer +1 point of damage from cold iron weapons.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+15/+10	= +10/+5	+5	+0	+0	0	
RANGED attack bonus	+12/+7	= +10/+5	+2	+0	+0	0	
CMB attack bonus	+15/+10	= +10/+5	+5	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	+15/+10	+15/+10	+15/+10	+15/+10	+15	+15
CMD	29	29	29	29	29	29

	DIRTY TRICK	DRAW	REPOSITION	STEAL
CMB	+15	+15	+15	+15
CMD	29	29	29	29

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(lethal or nonlethal)	+15/+10	1d6+5	20/x2	5 ft.

Special Properties:

*+1/Frost Falchion	HAND	TYPE	SIZE	CRITICAL	REACH
[Furious Focus (Two-Handed)]	Both	S	M	15-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+16/+11	2d4+17				

Special Properties: +1d6 cold damage

Allard

Player Name
Human / Humanoid
RACE

31 Male

AGE

GENDER

HP	hit points	WOUNDS/CURRENT HP
104		
AC	armor class	TOTAL
26		25
INITIATIVE	modifier	TOTAL
+2		+2
Encumbrance	Light	

None

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

6' 0" / 190 lbs.

HEIGHT / WEIGHT

Lawful Good

Alignment

Normal

VISION

EYES

HAIR

Points

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 30 ft.
MISS CHANCE	ARCANE SPELL FAILURE PENALTY	ARMOR CHECK PENALTY	SPELL RESIST
	35	-5	0
ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST
			2

TOTAL SKILLPOINTS: 60	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Acrobatics	DEX	-3	= 2	+ -5	
	Appraise	INT	8	= 1 + 4	+ 3	
	Bluff	CHA	6	= 4 + 2		
	Climb	STR	4	= 5 + 1	+ -2	
	Craft (Blacksmithing)	INT	9	= 1 + 1	+ 7	
	Craft (Untrained)	INT	5	= 1	+ 4	
	Craft (Wood)	INT	9	= 1 + 1	+ 7	
	Diplomacy	CHA	17	= 4 + 10	+ 3	
	Disguise	CHA	10	= 4 + 2	+ 4	
	Escape Artist	DEX	-3	= 2	+ -5	
	Fly	DEX	-3	= 2	+ -5	
	Handle Animal	CHA	8	= 4 + 1	+ 3	
	Heal	WIS	4	= 0 + 1	+ 3	
	Intimidate	CHA	4	= 4		
	Knowledge (Local)	INT	5	= 1 + 1	+ 3	
	Knowledge (Nobility)	INT	5	= 1 + 1	+ 3	
	Knowledge (Religion)	INT	8	= 1 + 4	+ 3	
	Linguistics(Celestial, Dwarven)	INT	3	= 1 + 2		
	Perception	WIS	17	= 0 + 10	+ 7	
	Perform (Dance)	CHA	5	= 4 + 1		
	Perform (Untrained)	CHA	4	= 4		
	Profession (Baker)	WIS	8	= 0 + 1	+ 7	
	Profession (Cook)	WIS	8	= 0 + 1	+ 7	
	Profession (Driver)	WIS	8	= 0 + 1	+ 7	
	Profession (Engineer)	WIS	8	= 0 + 1	+ 7	
	Profession (Farmer)	WIS	8	= 0 + 1	+ 7	
	Profession (Gardener)	WIS	8	= 0 + 1	+ 7	
	Profession (Innkeeper)	WIS	8	= 0 + 1	+ 7	
	Profession (Merchant)	WIS	8	= 0 + 1	+ 7	
	Profession (Midwife)	WIS	8	= 0 + 1	+ 7	
	Profession (Porter)	WIS	8	= 0 + 1	+ 7	
	Profession (Sailor)	WIS	8	= 0 + 1	+ 7	
	Profession (Soldier)	WIS	8	= 0 + 1	+ 7	
	Ride	DEX	1	= 2 + 1	+ -2	
	Sense Motive	WIS	17	= 0 + 10	+ 7	
	Spellcraft	INT	8	= 1 + 4	+ 3	
	Stealth	DEX	-3	= 2	+ -5	
	Survival	WIS	0	= 0		
	Swim	STR	0	= 5	+ -5	
	Use Magic Device	CHA	8	= 4 + 1	+ 3	

*+1/Frost Falchion	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	15-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+16/+11	2d4+8				
Special Properties: +1d6 cold damage					

+1/Flaming Composite Longbow (+5)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
Ammunition: Arrow					
Range: 30 ft.		To Hit: +13/+8		Damage: 1d8+6	
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
TH	+13/+8	+11/+6	+9/+4	+7/+2	+5/+0
Dam	1d8+6	1d8+6	1d8+6	1d8+6	1d8+6
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	+3/-2	+1/-4	-1/-6	-3/-8	-5/-10
Dam	1d8+6	1d8+6	1d8+6	1d8+6	1d8+6
Special Properties: Strength bonus to damage, +1d6 fire damage					

*: 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
*+3/Glamered Full Plate	Heavy	+12	+1	-5	35
can appear as normal clothing on command					
Shield, Heavy Steel	Heavy	+2		-2	15
*Amulet of Natural Armor +1		+1		+0	0
*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 9 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +2 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 2 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 10 times per day. With one use of this ability, you can heal 6d6 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 6d6 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 5d6 (DC 18 for half) / day. You can unleash a wave of positive energy. You must choose to deal 5d6 points of positive energy damage to undead creatures or to heal living creatures of 5d6 points of damage. Creatures that take damage from channeled energy receive a DC 18 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability. [Paizo Inc. - Core Rulebook]

Martial Flexibility

Uses per Day

Martial Flexibility (Ex):The brawler can use a move action to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The brawler must otherwise meet all the feat's prerequisites. He can use this ability a number of times per day equal to 4. The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation, any uses of that combat feat while using this ability count toward that feat's daily limit. At later levels, when he gains multiple feats through this ability, the brawler can use those feats to meet the prerequisites of other feats he gains with this ability. Doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability. [Paizo Inc. - Advanced Class Guide, p.93]

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 3 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +4 to your attack rolls and +9 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 +18. 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 +4 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]

Sting				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+16/+11				1d6+6				
Special Properties: silver, (+1 Short Sword)								
Battleaxe				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	M	20/x3	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+15/+10				1d8+5				
Silver Warhammer				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	B	M	20/x3	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+15/+10				1d8+5				
Special Properties: silver								
Shield, Heavy Steel				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried		M	20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+15/+10				1d4+5				
Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+15/+10				1d4+5				
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.			
	+12/+7	+10/+5	+8/+3	+6/+1	+4/-1			
Dam	1d4+5	1d4+5	1d4+5	1d4+5	1d4+5			
+1/Human Bane Bastard Sword				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+16/+11				1d10+8				
Special Properties: Human Bane weapons have +2 enhancement bonus and deal +2d6 bonus damage against the chosen foe								

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Headband of Alluring Charisma +2	Equipped	1	1 / 4,000	
Aura: moderate transmutation, Caster Level: 8th, Construction Cost: 2,000 gp, Construction Requirements: Craft Wondrous Item, eagle's splendor, Slot: headband				
Cap of the Free Thinker	Equipped	1	0 / 12,000	
Amulet of Natural Armor +1	Equipped	1	0 / 2,000	
Aura: faint transmutation, Caster Level: 5th, Construction Cost: 1,000 gp, Construction Requirements: Craft Wondrous Item, barkskin, creator's caster level must be at least three times the amulet's bonus, Slot: neck				
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				
Bracers of the Merciful Knight	Equipped	1	1 / 15,600	
Cloak of Resistance +1	Equipped	1	1 / 1,000	
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 500 gp, Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus, Slot: shoulders				
Belt of Physical Might +2 (Dex, Con)	Equipped	1	1 / 10,000	
Aura: strong transmutation, Caster Level: 12th, Construction Cost: 5,000 gp, Construction Requirements: Craft Wondrous Item, bear's endurance, cat's grace, Slot: belt				
+3/Glamered Full Plate	Equipped	1	50 / 13,350	
can appear as normal clothing on command				
Boots of Striding	Equipped	1	1 / 2,500	
Backpack, Masterwork	Equipped	1	4 / 50	
4 lbs., 4 Torch				
Torch	Backpack, Masterwork	4	1 (4) / 0 (0)	
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				
Potion of Darkvision	Equipped	1	0 / 300	
Grants darkvision (60 ft.) for 3 hoursAura: faint transmutation, Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, darkvision, Slot: none				
Scroll of Protection from Evil (Divine)	Equipped	2	NaN (NaN) / 25 (50)	
+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: none				
Scroll of Cure Light Wounds	Equipped	4	NaN (NaN) / 25 (100)	
Cures 1d8 damage + 1/level (max +5).Aura: faint conjuration (healing), Caster Level: 1st, Construction Cost: 12 gp 5 sp, Construction Requirements: Scribe Scroll, cure light wounds, Slot: none				
Artisan's Tools, Masterwork	Equipped	1	5 / 55	
Plural: No				
Pale blue Rhomboid Ioun Stone	Equipped	1	0 / 8,000	
TOTAL WEIGHT CARRIED/VALUE		122,57 lbs.	105,213.5gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Aura: strong varied, Caster Level: 12th, Construction Cost: 4,000 gp, Construction Requirements: Craft Wondrous Item, creator must be 12th level, Slot: none			
Ioun Torch	Equipped	1	0 / 75
+1/Flaming Composite Longbow (+5)	Carried	1	3 / 8,900
Strength bonus to damage, +1d6 fire damage7.5 lbs., 50 Arrow			
Arrow	+1/Flaming Composite Longbow (+5)	50	NaN (NaN) / 0.1 (2.5)
Strength bonus to damage, +1d6 fire damage7.5 lbs., 50 Arrow			
Sting	Carried	1	2 / 2,310
silver, (+1 Short Sword)			
Battleaxe	Carried	1	6 / 10
Silver Warhammer	Carried	1	5 / 102
silver			
Shield, Heavy Steel	Carried	1	15 / 20
Dagger	Carried	2	1 (2) / 2 (4)
+1/Human Bane Bastard Sword	Carried	1	6 / 8,335
Human Bane weapons have +2 enhancement bonus and deal +2d6 bonus damage against the chosen foe			
TOTAL WEIGHT CARRIED/VALUE	122,57 lbs.	105,213.5gp	

WEIGHT ALLOWANCE			
Light	173	Medium	346
Lift over head	520	Lift off ground	1040
		Heavy	520
		Push / Drag	2600

MONEY	
Total= 0 gp	

MAGIC

Languages
Celestial, Common, Dwarven, Infernal

Other Companions

Archetypes	
Hinyasi	[Allard Hoeve - Houserules]
Hinyasi teach martial traditions centered on the use of farming tools and on other improvised weapons.	
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.10]
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 Cheliah, but only under restrictions. Yet despite this, Thrune has always made Cheliah 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)	[Paizo Inc. - Core Rulebook]
You can unleash a wave of positive energy dealing 5d6 (DC 18 for half) /day. You can unleash a wave of positive energy. You must choose to deal 5d6 points of positive energy damage to undead creatures or to heal living creatures of 5d6 points of damage. Creatures that take damage from channeled energy receive a DC 18 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.	

Smite Evil (Su)	[Paizo Inc. - Core Rulebook, p.60]
<p>You can call out to the powers of good to aid you in your struggle against evil 3 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +4 to your attack rolls and +9 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 +18. 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 +4 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.</p>	

Special Qualities	
Aura of Courage (Su)	[Paizo Inc. - Core Rulebook, p.61]
<p>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.</p>	
Aura of Good (Ex)	[Paizo Inc. - Core Rulebook]
<p>You project a strong good aura.</p>	
Aura of Resolve (Su)	[Paizo Inc. - Core Rulebook, p.63]
<p>You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.</p>	
Blessing of Prosperity (Su)	[Allard Hoeve - Houserules]
<p>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.</p>	
Bonus Energy Resistance (2x)	[Paizo Inc. - Advanced Player's Guide]
<p>Add +1 to the paladin's energy resistance to one kind of energy (maximum +10).</p>	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
<p>Humans select one extra feat at 1st level.</p>	
Rebellion Rank 02 (Appraise)	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>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.</p>	
Rebellion Rank 03	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>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.</p>	
Rebellion Rank 04 (Alertness)	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>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.</p>	
Rebellion Rank 05	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>XP Award: At ranks 5, 10, 15, and 20, the party earns the listed amount of experience points as a story award. As with all story awards, divide the XP awarded equally among all PCs in the party.</p>	
Rebellion Rank 06	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>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</p>	

<p>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.</p>	
Rebellion Rank 07 (Linguistics)	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>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.</p>	
Rebellion Rank 08	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>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.</p>	
Rebellion Rank 09 (Iron Will)	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>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 Sentinel at rank 9, each PC gains one of the following as a bonus feat: Great Fortitude, Iron Will, or Lightning Reflexes.</p>	
Rebellion Rank 10	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>XP Award: At ranks 5, 10, 15, and 20, the party earns the listed amount of experience points as a story award. As with all story awards, divide the XP awarded equally among all PCs in the party.</p>	
Rebellion Rank 11	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>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.</p>	
Rebellion Rank 12 (Profession (Baker))	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>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.</p>	
Rebellion Rank 13	[Paizo Inc. - Hell's Rebels Player's Guide]
<p>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.</p>	
Brawler's Cunning (Ex)	[Paizo Inc. - Advanced Class Guide, p.23]
<p>If the brawler's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.</p>	
Celestial Spirit (Sp)	[Paizo Inc. - Core Rulebook, p.63]
<p>Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestrial spirit for 9 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +2 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</p>	

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 2 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 [Allard Hoeve - Houserules, p.61]

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.

Mercy (Cursed) (Su) [Paizo Inc. - Core Rulebook, p.61]

Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Curse with a caster level of 9.

Detect Evil (Sp) [Paizo Inc. - Core Rulebook, p.60]

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) [Paizo Inc. - Core Rulebook, p.61]

Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Disease with a caster level of 9.

Divine Health (Ex) [Paizo Inc. - Core Rulebook, p.61]

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

Eye for Profit [Allard Hoeve - Houserules]

A paladin that swears an oath of labor 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.

Humble Beginnings [Allard Hoeve - Houserules]

A hinyasi gains her choice of Catch Off-Guard or Throw Anything as a bonus feat.

Lay on Hands (Su) [Paizo Inc. - Core Rulebook, p.61]

You can heal wounds (your own or those of others) by touch. Each day you can use this ability 10 times per day. With one use of this ability, you can heal 6d6 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 6d6 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.

Martial Flexibility (Ex) [Paizo Inc. - Advanced Class Guide, p.93]

The brawler can use a move action to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The brawler must otherwise meet all the feat's prerequisites. He can use this ability a number of times per day equal to 4. The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation, any uses of that combat feat while using this ability count toward that feat's daily limit. At later levels, when he gains multiple feats through this ability, the brawler can use those feats to meet the prerequisites of other feats he gains with this ability. Doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

Martial Training (Ex) [Paizo Inc. - Advanced Class Guide, p.23]

A brawler counts her total brawler levels as both fighter levels and monk levels for the purpose of qualifying for feats. She also counts as both a fighter and a monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist and a monk's robe). This ability does not automatically grant feats normally granted to fighters and monks based on class level, namely Stunning Fist.

Practise Makes Perfect [Allard Hoeve - Houserules]

A paladin that swears an oath of labor works daily to aid others at their craft. The paladin picks up knowledge on many crafts like this. She adds +4 to all Craft and Profession skill checks.

Resistance to Fire (Ex) [Paizo Inc. - Bestiary, p.303]

You may ignore 2 points of Fire damage each time you take fire damage.

Skilled [Paizo Inc. - Core Rulebook, p.27]

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

Weapon and Armor Proficiency [Paizo Inc. - Advanced Class Guide]

A brawler is proficient with all simple weapons plus the handaxe, short sword, and weapons from the close fighter weapon group. She is proficient with light armor, and shields (except tower shields).

Feats

Dirty Fighting [Paizo Inc. - Pathfinder Player Companion: Dirty Tactics Toolbox, p.14]

You can take advantage of a distracted foe.

When you attempt a combat maneuver check against a foe you are flanking, you can forgo the +2 bonus on your attack roll to instead have the combat maneuver not provoke an attack of opportunity. If you have a feat or ability that allows you to attempt the combat maneuver without provoking an attack of opportunity, you can instead increase the bonus on your attack roll for flanking to +4 for the combat maneuver check. Special: This feat counts as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of the various improved combat maneuver feats.

Fey Foundling [Paizo Inc. - Inner Sea World Guide, p.286]

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).

Furious Focus [Allard Hoeve - Advanced Player's Guide, p.161]

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 hands, 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.

Improved Critical (Falchion) [Paizo Inc. - Core Rulebook, p.127]

Attacks made with your chosen weapon are quite deadly.

When using the weapon you selected, your threat range is doubled.

Power Attack [Paizo Inc. - Core Rulebook, p.131]

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

You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 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 [Paizo Inc. - Core Rulebook, p.135]

You can close the distance when a foe tries to move away.

Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Alertness [Paizo Inc. - Core Rulebook, p.117]

You often notice things that others might miss.

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

Catch Off-Guard [Paizo Inc. - Core Rulebook, p.119]

Foes are surprised by your skilled use of unorthodox and improvised weapons.

You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Improved Unarmed Strike [Paizo Inc. - Core Rulebook, p.128]

You are skilled while fighting unarmed.

You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Iron Will

[Paizo Inc. - Core Rulebook, p.129]

You are more resistant to mental effects.

You get a +2 bonus on all Will saving throws.

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, Dan Bong, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Emei Piercer, Falchion, Fighting Fan, Light Flail, Heavy Flail, Gaff, Gauntlet, Spiked Gauntlet, Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Dwarven Boulder Helmet, Hooked Lance, Horsechopper, Hunga Munga, Improvised Weapon, Iron Brush, Javelin, Jutte, Kasatha Spinal Sword, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Madu, 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, Tekko-Kagi, 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)

Paladin Spells

☐☐☐☐☐ Read Magic	Divination	1 standard action	80 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
☐☐☐☐☐ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR: Yes (harmless); DC: 15, Will negates (harmless)]					
☐☐☐☐☐ Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR: Yes (harmless); DC: 15, Will negates (harmless)]					
☐☐☐☐☐ Sanctify Corpse	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] TARGET: Corpse touched; EFFECT: Prevent a corpse from becoming an undead creature. [SR: No]					
☐☐☐☐☐ Shield of Fortification	Abjuration	1 standard action	8 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 normal hits. [SR: yes (harmless); DC: 15, Fortitude negates (harmless)]					
☐☐☐☐☐ Stunning Barrier	Abjuration	1 standard action	8 rounds or until discharged	Personal	ACG:p.194
[V, S] TARGET: you; EFFECT: Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you. [SR: no and yes (see text); DC: 15, none and Will negates (see text)]					
☐☐☐☐☐ Sun Metal	Transmutation [Fire]	1 standard action	8 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; EFFECT: Weapon touched bursts into flames. [SR: Yes (object); DC: 15, Fortitude negates (object)]					
☐☐☐☐☐ Tactical Acumen	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 rounds [D]	30ft.	UC:p.246
[V, S, M/DF] TARGET: The caster and all allies within a 30-ft.-radius burst, centered on the caster; EFFECT: You gain an additional +1 on attack rolls or to AC due to battlefield positioning. [SR: Yes (harmless); DC: 15, Will negates (harmless)]					
☐☐☐☐☐ Unbreakable Heart	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 rounds	Close (45 ft.)	ISWG:p.296
[V, S] TARGET: One creature; EFFECT: Creature gains +4 morale bonus on saves against mind-affecting effects that rely on negative emotions or that would force him to harm an ally. Supresses such effects already in place. [SR: Yes (harmless); DC: 15, Will negates (harmless)]					
☐☐☐☐☐ Veil of Positive Energy	Abjuration [Good]	1 standard action	80 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 creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR: Yes (harmless)]					
☐☐☐☐☐ Wartrain Mount	Enchantment (Compulsion) [Mind-Affecting]	1 minute	8 hours	Close (45 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 (45 ft.)	UM:p.249
[V, DF] TARGET: One ally; EFFECT: Ally rerolls a save against charm or fear. [SR: Yes (harmless); DC: 15, Will negates (harmless)]					

LEVEL 2 / Per Day:2 / Caster Level:8

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Arrow of Law	Evocation [Lawful]	1 standard action	Instantaneous [1 round]; see text	Close (45 ft.)	UM:p.207
[V, S, DF] TARGET: Arrow-shaped projectile of lawful energy; EFFECT: Harm and possibly daze chaotic creatures. [SR: Yes; DC: 16, Will partial (see text)]					
☐☐☐☐☐ Aura of Greater Courage	Abjuration [Emotion]	1 standard action	10/minutes per level	Personal	APG:p.204
[V, S, DF] TARGET: 10-ft.-radius emanation centered on you; EFFECT: Increases strength of a paladin's aura of courage. [SR: Yes (harmless); DC: 16, Will negates (harmless)]					
☐☐☐☐☐ Bestow Grace	Abjuration	1 standard action	8 minutes	Touch	APG:p.205
[V, S, DF] TARGET: one good creature touched; EFFECT: Subject gains bonus on saving throws equal to Cha modifier. [SR: Yes (harmless); DC: 16, Will (harmless)]					
☐☐☐☐☐ Bestow Weapon Proficiency	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 minutes	Close (45 ft.)	UC:p.224
[V, S, M] TARGET: one creature; EFFECT: Grant a creature proficiency in a single weapon for short period of time. [SR: Yes (harmless); DC: 16, Will negates (harmless)]					
☐☐☐☐☐ Blessing of Courage and Life	Conjuration (Healing) [Emotion]	1 standard action	8 minutes [see below]	Close (45 ft.)	APG:p.205
[V, S, DF] TARGET: one living creature; EFFECT: Grants a +2 bonus on saves vs. fear and death. [SR: Yes (harmless); DC: 16, Will negates (harmless)]					
☐☐☐☐☐ Bull's Strength	Transmutation	1 standard action	8 minutes	Touch	CR:p.251
[V, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR: Yes (harmless); DC: 16, Will negates (harmless)]					
☐☐☐☐☐ Bullet Ward	Abjuration	1 standard action	80 minutes or until discharged	Personal	ACG:p.176
[V, S, F] TARGET: you; EFFECT: Adamantine bullets intercept firearm attacks.					
☐☐☐☐☐ Corruption Resistance	Abjuration	1 standard action	80 minutes	Touch	APG:p.212
[V, S, DF] TARGET: Creature touched; EFFECT: Protects creature against damage from alignment-based attacks. [SR: Yes (harmless); DC: 16, Fortitude negates (harmless)]					
☐☐☐☐☐ Delay Poison	Conjuration (Healing)	1 standard action	8 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. [SR: Yes (harmless); DC: 16, Fortitude negates (harmless)]					
☐☐☐☐☐ Divine Arrow	Transmutation [Good]	1 standard action	8 rounds or until discharged	Touch	UC:p.228
[V, S] TARGET: one projectile; EFFECT: Imbues a projectile with holy energy. [SR: No]					
☐☐☐☐☐ Eagle's Splendor	Transmutation	1 standard action	8 minutes	Touch	CR:p.275
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR: Yes; DC: 16, Will negates (harmless)]					
☐☐☐☐☐ Effortless Armor	Transmutation	1 standard action	8 minutes	Personal	UC:p.228
[V, S] TARGET: You; EFFECT: Armor you wear no longer slows your speed.					
☐☐☐☐☐ Endure Elements (Communal)	Abjuration	1 standard action	24 hours	Touch	UC:p.228
[V, S] TARGET: creatures touched; EFFECT: As endure elements, but you may divide the duration among creatures touched. [SR: Yes (harmless); DC: 16, Will negates (harmless)]					
☐☐☐☐☐ Fire of Entanglement	Evocation	1 swift action	8 rounds	special; see text	APG:p.221
[V, S] TARGET: one creature; EFFECT: Your ability to smite evil also entangles your foe. [SR: Yes; DC: 16, Reflex partial]					
☐☐☐☐☐ Holy Shield	Abjuration	1 standard action	80 minutes	Personal	UM:p.223
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR: No]					
☐☐☐☐☐ Instant Armor	Conjuration (Creation) [Force]	1 standard action	8 minutes [D]	Personal	APG:p.229
[V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your current attire.					
☐☐☐☐☐ Light Lance	Evocation [Good, Light]	1 standard action	9 rounds [D]	Personal	APG:p.231
[V, S] TARGET: lance of light; EFFECT: Creates a soaring beacon of light.					
☐☐☐☐☐ Litany of Defense	Transmutation	1 swift action	1 round	Personal	UC:p.234
[V, S, DF] TARGET: You; EFFECT: Doubles armor's enhancement bonus. [SR: Yes; DC: 16, no]					
☐☐☐☐☐ Litany of Eloquence	Enchantment (Charm) [Language-Dependent]	1 swift action	1 round	Close (45 ft.)	UC:p.234
[V, S, DF] TARGET: one creature; EFFECT: Fascinates a single creature for 1 round. [SR: Yes; DC: 16, no]					
☐☐☐☐☐ Litany of Entanglement	Conjuration (Calling) [Language-Dependent]	1 swift action	1 round	Close (45 ft.)	UC:p.234
[V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [SR: Yes; DC: 16, Will negates]					
☐☐☐☐☐ Litany of Righteousness	Evocation [Good, Language-Dependent]	1 swift action	1 round	Close (45 ft.)	UC:p.235
[V, S, DF] TARGET: one creature; EFFECT: A single evil creature takes more damage from creatures with a good aura. [SR: Yes; DC: 16, Will negates]					
☐☐☐☐☐ Litany of Warding	Transmutation	1 swift action	1 round	Personal	UC:p.235
[V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opportunity for 1 round.					
☐☐☐☐☐ Magic Siege Engine	Transmutation	1 standard action	8 minutes	Touch	UC:p.236
[V, S, DF] TARGET: one siege engine touched; EFFECT: Siege engine gains +1 on targeting and damage rolls. [SR: Yes (harmless, object); DC: 16, Will negates (harmless, object)]					
☐☐☐☐☐ Owl's Wisdom	Transmutation	1 standard action	8 minutes	Touch	CR:p.318
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR: Yes; DC: 16, Will negates (harmless)]					
☐☐☐☐☐ Paladin's Sacrifice	Abjuration	1 immediate action	Instantaneous	Close (45 ft.)	APG:p.234
[V, DF] TARGET: one creature; EFFECT: Take the damage and effects for another creature. [SR: Yes (harmless); DC: 16, Fortitude negates (harmless)]					
☐☐☐☐☐ Protection from Chaos (Communal)	Abjuration [Lawful]	1 standard action	8 minutes [D]	Touch	UC:p.240
[V, S, M/DF] TARGET: creatures touched; EFFECT: As protection from chaos, but you may divide the duration among creatures touched. [SR: No; see text; DC: 16, Will negates (harmless)]					
☐☐☐☐☐ Protection from Evil (Communal)	Abjuration [Good]	1 standard action	8 minutes [D]	Touch	UC:p.240
[V, S, M/DF] TARGET: creatures touched; EFFECT: As protection from evil, but you may divide the duration among creatures touched. [SR: No; see text; DC: 16, Will negates (harmless)]					

* =Domain/Speciality Spell

Paladin Spells

☐☐☐☐ Remove Paralysis	Conjuration (Healing)	1 standard action	Instantaneous	Close (45 ft.)	CR:p.332
[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; EFFECT: You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐ Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	80 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
☐☐☐☐ Righteous Vigor	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 rounds	Touch	APG:p.239
[V, S, DF] TARGET: creature touched; EFFECT: Boosts attack bonus with each hit. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐ Sacred Bond	Conjuration (Healing)	1 round	80 minutes [D]	Touch; see text	APG:p.240
[V, S, F] TARGET: creature touched; EFFECT: Cast touch healing spells from a distance. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐ Saddle Surge	Transmutation	1 standard action	8 rounds [D]; see text	Personal	APG:p.240
[V, S, DF] TARGET: You and your mount; EFFECT: Bonus damage for moving on mount.					
☐☐☐☐ Shield Companion	Abjuration	1 standard action	8 hours [D]	Close (45 ft.)	ACG:p.191
[V, S] TARGET: your companion creature; EFFECT: As shield other, but affecting your companion creature. [SR:yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐ Shield Other	Abjuration	1 standard action	8 hours [D]	Close (45 ft.)	CR:p.342
[V, S, F] TARGET: One creature; EFFECT: This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐ Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (45 ft.)	CR:p.363
[V, S] TARGET: One creature or object; EFFECT: An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐ Vestment of the Champion	Abjuration	1 standard action	8 minutes	Touch	UM:p.247
[V, S] TARGET: Armor or shield touched; EFFECT: Armor or shield gains a +2 enhancement bonus. [SR:No]					
☐☐☐☐ Wake of Light	Evocation [Good]	1 standard action	8 rounds	120 ft.	APG:p.254
[V, S, DF] TARGET: a 10-ft.-wide path in a straight line, up to 120 ft. long; EFFECT: Magical trail aids good creatures, hinders evil ones. [SR:Yes]					
☐☐☐☐ Weapon of Awe	Transmutation [Emotion]	1 standard action	8 minutes	Touch	APG:p.256
[V, S, DF] TARGET: weapon touched; EFFECT: Weapon gets +2 on damage rolls. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐ Widen Auras	Transmutation	1 standard action	8 minutes [D]	Personal	ACG:p.199
[V] TARGET: you; EFFECT: Increase the range of auras bestowed by your class.					
☐☐☐☐ Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 minutes	Close (45 ft.)	CR:p.371
[V, S, DF] TARGET: 20-ft.-radius emanation; EFFECT: Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. [SR:Yes; DC:16, Will negates]					

* =Domain/Speciality Spell

Class Spell-like Abilities

At Will Detect Evil

Magic Item Spell-like Abilities

- ☐Restoration (Lesser)
(DC:10)

Damiro

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

Race Sub Type

Description:
Biography: