

Saenvan

CHARACTER NAME

Cleric (Missionary) 6

CLASS

6 / 5

23000 / 35000

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	14		+2		
WIS Wisdom	19		+4		
CHA Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+6	= +5	+ +1	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+6	= +2	+ +2	+ +0	+ +2	+ +0		
WILL (wisdom)	+9	= +5	+ +4	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	= +4	+ +1	+ +0	+ +0	+ +0	
RANGED attack bonus	+6	= +4	+ +2	+ +0	+ +0	+ +0	
CMB attack bonus	+5	= +4	+ +1	+ +0	+ +0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
Offense	+5	+5	+5	+5	+5	+5
Defense	17	17	17	17	17	17

*Gauntlet, Spiked	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d4+1				

*Mace, Heavy	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d8+1				

*Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Not Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d4+1				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+6	+4	+2	+0	-2
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1

*: 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
*Chain Shirt	Light	+4	+4	-2	20

Allard

PLAYER NAME

Human

Medium / 5 ft.

5' 9"

RACE

SIZE / FACE

HEIGHT

19

Male

AGE

GENDER

EYES

HAIR

HP	39	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
AC	16	14	12	10	4
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS
INITIATIVE	+6	= +2	+ +4	STAT	SIZE
BASE ATTACK	+4	DEX MODIFIER	MISC MODIFIER	NATURAL ARMOR	DEFLECTION
				DODGE	MISC
				MISS CHANCE	ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE modifier	<div>+6</div>	=	<div>+2</div>	+	<div>+4</div>
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	<div>+4</div>				

Asmodeus

None

Lawful Evil

DEITY

REGION

ALIGNMENT

5' 9"

175 lbs.

Normal

HEIGHT

WEIGHT

VISION

25

EYES

HAIR

POINTS

TOTAL SKILLPOINTS: 42		SKILLS		MAX RANKS: 6/6	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	0	=	2	+ -2
✓ Appraise	INT	2	=	2	
✓ Bluff	CHA	12	=	0 + 5	+ 7
✓ Climb	STR	-1	=	1	+ -2
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	12	=	0 + 5	+ 7
✓ Disguise	CHA	8	=	0 + 5	+ 3
✓ Escape Artist	DEX	0	=	2	+ -2
✓ Fly	DEX	0	=	2	+ -2
✓ Heal	WIS	4	=	4	
✓ Intimidate	CHA	4	=	0	+ 4
Knowledge (Nobility)	INT	6	=	2 + 1	+ 3
Knowledge (Planes)	INT	11	=	2 + 6	+ 3
Knowledge (Religion)	INT	13	=	2 + 6	+ 5
✓ Perception	WIS	4	=	4	
Perform (Oratory)	CHA	8	=	0 + 5	+ 3
✓ Perform (Untrained)	CHA	0	=	0	
✓ Ride	DEX	0	=	2	+ -2
✓ Sense Motive	WIS	12	=	4 + 5	+ 3
Spellcraft	INT	11	=	2 + 6	+ 3
✓ Stealth	DEX	6	=	2 + 3	+ 1
✓ Survival	WIS	4	=	4	
✓ Swim	STR	0	=	1 + 1	+ -2
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

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 6 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
Gauntlet, Spiked	Equipped	1	1.0	5.0
Mace, Heavy	Equipped	1	8.0	12.0
Chain Shirt	Equipped	1	25.0	100.0
Dagger	Equipped	2	1.0 (2.0)	2.0 (4.0)
Wand of Cure Light Wounds	Equipped	1	0.06	750.0
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TOTAL WEIGHT CARRIED/VALUE			38.06 871.0 gp	lbs.

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

LANGUAGES	
Celestial, Common, Infernal	

Archetypes	
Missionary	[Allard Hoeve - Houserules]
The missionary 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).\nPunishment: Death by burning\nBenefit: +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 Qualities	
Aura of Evil (Ex)	[Paizo Publishing - Core Rulebook]
You project a strong evil aura.	
Aura of Law (Ex)	[Paizo Publishing - Core Rulebook]
You project a strong lawful aura.	
Bonus Feat	[Paizo Publishing - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Charm of Wisdom (Ex)	[Allard Hoeve - Houserules, p.41]
You use your Wisdom modifier instead of your Charisma modifier when making Bluff, Diplomacy, and Intimidate checks. This ability replaces Channel Energy at 1st level and 5th level.	

Copycat (Sp)	[Paizo Publishing - Core Rulebook, p.48]
You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 6 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.	
Hell's Corruption (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.90]
You can cause a creature to become more susceptible to corruption as a melee touch attack. Creatures touched take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for 3 rounds. You can use this ability 7 times per day.	

Orisons	[Paizo Publishing - Core Rulebook, p.41]
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.	
Public Speaker	[Allard Hoeve - Houserules, p.40]
A missionary 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 6.	

Skilled	[Paizo Publishing - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Spontaneous Casting	[Allard Hoeve - Houserules, p.40]
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.	

Combat Casting	[Paizo Publishing - Core Rulebook, p.119]
You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	
Improved Initiative	[Paizo Publishing - Core Rulebook, p.127]
You get a +4 bonus on initiative checks.	
Lightning Reflexes	[Paizo Publishing - Core Rulebook, p.130]
You get a +2 bonus on all Reflex saving throws.	
Scribe Scroll	[Paizo Publishing - Core Rulebook, p.132]
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.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
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.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
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.	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

Feats	
Combat Casting	[Paizo Publishing - Core Rulebook, p.119]
You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	
Improved Initiative	[Paizo Publishing - Core Rulebook, p.127]
You get a +4 bonus on initiative checks.	
Lightning Reflexes	[Paizo Publishing - Core Rulebook, p.130]
You get a +2 bonus on all Reflex saving throws.	
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Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

DOMAINS	
Devil Subdomain (Evil)	
Trickery	
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, Shieldbash (Heavy), Shieldbash (Light), Shortspike, 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	4	4+1	4+1	3+1	—	—	—	—	—	—
Concentration	+10									

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>	DC: 14, Will negates <i>SR:</i> Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S <i>Caster Level:</i> 6	PFCR: p.249 <i>Concentration:</i> +10
<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 (40 ft.)	V, S <i>Caster Level:</i> 6	PFCR: p.262 <i>Concentration:</i> +10
<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 6 minutes [D]	60 ft.	V, S <i>Caster Level:</i> 6	PFCR: p.267 <i>Concentration:</i> +10
<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 (40 ft.)	V, S <i>Caster Level:</i> 6	PFCR: p.268 <i>Concentration:</i> +10
<div>■■■■■Guidance</div> <div><i>School:</i> Divination <i>Effect:</i> This spell imbues the subject with a touch of divine guidance.</div>	DC: 14, Will negates (harmless) <i>SR:</i> Yes	1 standard action	1 minute or until discharged	Touch	V, S <i>Caster Level:</i> 6	PFCR: p.292 <i>Concentration:</i> +10
<div>■■■■■Light</div> <div><i>School:</i> Evocation [Light] <i>Effect:</i> This spell causes a touched object to glow like a torch.</div>	<i>SR:</i> No	1 standard action	60 minutes	Touch	V, M/DF <i>Caster Level:</i> 6	PFCR: p.304 <i>Concentration:</i> +10
<div>■■■■■Mending</div> <div><i>School:</i> Transmutation <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.</div>	DC: 14, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 6	PFCR: p.312 <i>Concentration:</i> +10
<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>	DC: 14, Will negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 6	PFCR: p.328 <i>Concentration:</i> +10
<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	60 minutes	Personal	V, S, F <i>Caster Level:</i> 6	PFCR: p.330 <i>Concentration:</i> +10
<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>	DC: 14, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF <i>Caster Level:</i> 6	PFCR: p.334 <i>Concentration:</i> +10
<div>■■■■■Spark</div> <div><i>School:</i> Evocation [Fire, FireSchool] <i>Effect:</i> Ignites flammable objects.</div>	DC: 14, Fortitude negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	Close (40 ft.)	V or S <i>Caster Level:</i> 6	PFAPG: p.246 <i>Concentration:</i> +10
<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>	DC: 14, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	Instantaneous	Close (40 ft.)	V, S <i>Caster Level:</i> 6	PFCR: p.348 <i>Concentration:</i> +10
<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> 6	PFCR: p.365 <i>Concentration:</i> +10

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>	DC: 15, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	12 hours	Touch	V, S, M/DF (a small pulley) <i>Caster Level:</i> 6	PFAPG: p.202 <i>Concentration:</i> +10
<div>■■■■■Bane</div> <div><i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting] <i>Effect:</i> Bane fills your enemies with fear and doubt.</div>	DC: 15, Will negates <i>SR:</i> Yes	1 standard action	6 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 6	PFCR: p.246 <i>Concentration:</i> +10
<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	6 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 6	PFCR: p.249 <i>Concentration:</i> +10
<div>■■■■■Cause Fear</div> <div><i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> The affected creature becomes frightened.</div>	DC: 15, Will partial <i>SR:</i> Yes	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	V, S <i>Caster Level:</i> 6	PFCR: p.252 <i>Concentration:</i> +10
<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>	DC: 15, Will negates <i>SR:</i> Yes	1 standard action	1 round	Close (40 ft.)	V <i>Caster Level:</i> 6	PFCR: p.256 <i>Concentration:</i> +10
<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>	DC: 15, Will negates <i>SR:</i> Yes	1 standard action	1 round	Close (40 ft.)	V <i>Caster Level:</i> 6	PFCR: p.256 <i>Concentration:</i> +10
<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	60 minutes	Personal	V, S, M/DF <i>Caster Level:</i> 6	PFCR: p.258 <i>Concentration:</i> +10
<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+5 points of damage.</div>	DC: 15, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S <i>Caster Level:</i> 6	PFCR: p.263 <i>Concentration:</i> +10
<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>	DC: 15, Will negates (object) <i>SR:</i> Yes (object)	1 minute	Instantaneous	Touch	V, S, M <i>Caster Level:</i> 6	PFCR: p.263 <i>Concentration:</i> +10
<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	6 hours [D]	Touch	V, S, F (a lantern) <i>Caster Level:</i> 6	PFAPG: p.214 <i>Concentration:</i> +10
<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	60 minutes	30 ft.	V, S <i>Caster Level:</i> 6	PFCR: p.265 <i>Concentration:</i> +10
<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 60 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 6	PFCR: p.266 <i>Concentration:</i> +10
<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 60 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 6	PFCR: p.266 <i>Concentration:</i> +10
<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 60 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 6	PFCR: p.267 <i>Concentration:</i> +10
<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 60 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 6	PFCR: p.267 <i>Concentration:</i> +10
* =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 6 minutes [D]	60 ft.	V, S, M/DF	PFCR: p.269
<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	60 minutes [D]	Personal	V, S	PFCR: p.271
<div> <div> Divine Favor </div> <div> School: Evocation </div> <div> Effect: Calling upon the strength and wisdom of a deity, you gain a +2 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> Doom </div> <div> School: Necromancy [Fear, Mind-Affecting] </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	6 minutes	Medium (160 ft.)	V, S, DF	PFCR: p.274
<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> 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	6 minutes [D]	Personal	V, S	PFCR: p.278
<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	60 minutes [D]	Touch	V, S, DF	PFCR: p.296
<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+5 points of damage. </div> </div>	DC: 15, Will negates (harmless, object)	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
<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	1 standard action	30 minutes or until discharged	Touch	V, S, DF	PFCR: p.310
<div> <div> Magic Weapon </div> <div> School: Transmutation </div> <div> Effect: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. </div> </div>	SR: Yes (harmless, object)	1 standard action	6 minutes	Touch	V, S, DF	PFCR: p.310
<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	6 minutes [D]	20 ft.	V, S	PFCR: p.317
<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	6 minutes [D]	Touch	V, S, M/DF	PFCR: p.327
<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	6 minutes [D]	Touch	V, S, M/DF	PFCR: p.328
<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 (40 ft.)	V, S	PFCR: p.332
<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	6 rounds	Touch	V, S, DF	PFCR: p.336
<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	6 minutes	Touch	V, S, M	PFCR: p.342
<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	6 rounds [D]	Close (40 ft.)	V, S, F/DF	PFCR: p.350

LEVEL 2						
Name	Save Information	Time	Duration	Range	Comp.	Source
<div> <div> Aid </div> <div> School: Enchantment (Compulsion) [Mind-Affecting] </div> <div> Effect: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 6 temporary hit points. </div> </div>	SR: Yes (harmless)	1 standard action	6 minutes	Touch	V, S, DF	PFCR: p.239
<div> <div> Align Weapon </div> <div> School: Transmutation </div> <div> Effect: Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. </div> </div>	DC: 16, Will negates (harmless, object)	1 standard action	6 minutes	Touch	V, S, DF	PFCR: p.240
<div> <div> *Align Weapon (Evil Only) </div> <div> School: Transmutation [Evil] </div> <div> Effect: Weapon becomes evil. </div> </div>	SR: Yes (harmless, object)	1 standard action	6 minutes	Touch	V, S, DF	PFCR: p.198
<div> <div> Augury </div> <div> School: Divination </div> <div> Effect: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. </div> </div>	SR:	1 minute	Instantaneous	Personal	V, S, M, F	PFCR: p.245
<div> <div> Bear's Endurance </div> <div> School: Transmutation </div> <div> Effect: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. </div> </div>	DC: 16, Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	PFCR: p.246
<div> <div> Blessing of Courage and Life </div> <div> School: Conjuration (Healing) </div> <div> Effect: Grants a +2 bonus on saves vs. fear and death. </div> </div>	SR: Yes	1 standard action	6 minutes [see below]	Close (40 ft.)	V, S, DF	PFAPG: p.205
<div> <div> Bull's Strength </div> <div> School: Transmutation </div> <div> Effect: The subject becomes stronger granting a +4 enhancement bonus to Strength. </div> </div>	DC: 16, Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	PFCR: p.251
<div> <div> Calm Emotions </div> <div> School: Enchantment (Compulsion) [Mind-Affecting] </div> <div> Effect: This spell calms agitated creatures. </div> </div>	DC: 16, Will negates	1 standard action	Concentration, up to 6 rounds [D]	Medium (160 ft.)	V, S, DF	PFCR: p.252
<div> <div> Cure Moderate Wounds </div> <div> School: Conjuration (Healing) </div> <div> Effect: When laying your hand upon a living creature, you channel positive energy that cures 2d8+6 points of damage. </div> </div>	DC: 16, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263
<div> <div> Darkness </div> <div> School: Evocation [Darkness] </div> <div> Effect: This spell causes an object to radiate darkness out to a 20-foot radius. </div> </div>	SR: No	1 standard action	6 minutes [D]	Touch	V, M/DF	PFCR: p.263
<div> <div> Death Knell </div> <div> School: Necromancy [Death, Evil] </div> <div> Effect: You draw forth the ebbing life force of a creature and use it to fuel your own power. </div> </div>	DC: 16, Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	PFCR: p.264
<div> <div> Delay Poison </div> <div> School: Conjuration (Healing) </div> <div> Effect: The subject becomes temporarily immune to poison. </div> </div>	DC: 16, Fortitude negates (harmless)	1 standard action	6 hours	Touch	V, S, DF	PFCR: p.265
<div> <div> Desecrate </div> <div> School: Evocation [Evil] </div> <div> Effect: This spell imbues an area with negative energy. </div> </div>	SR: Yes	1 standard action	12 hours	Close (40 ft.)	V, S, M, DF	PFCR: p.265
<div> <div> Eagle's Splendor </div> <div> School: Transmutation </div> <div> Effect: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. </div> </div>	DC: 16, Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	PFCR: p.275

Cleric Spells

000000	Enthrall	DC: 16, Will negates; see text	1 round	1 hour or less	Medium (160 ft.)	V, S	PFCR: p.278
School: Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]		SR: Yes	Target: Any number of creatures			Caster Level/6	Concentration:+10
Effect: If you have the attention of a group of creatures, you can use this spell to hold them enthralled.							
000000	Find Traps		1 standard action	6 minutes	Personal	V, S	PFCR: p.281
School: Divination		SR:	Target: You			Caster Level/6	Concentration:+10
Effect: You gain intuitive insight into the workings of traps.							
000000	Ghostbane Dirge	DC: 16, Fortitude negates	1 standard action	6 rounds	Close (40 ft.)	V, S, M/DF (an old reed from a wind instrument)	PFAPG: p.225
School: Transmutation		SR: Yes	Target: one incorporeal creature			Caster Level/6	Concentration:+10
Effect: Incorporeal creature takes half damage from nonmagical weapons.							
000000	Grace		1 swift action	see text	Personal	V	PFAPG: p.226
School: Abjuration		SR:	Target: You			Caster Level/6	Concentration:+10
Effect: Movement doesn't provoke attacks of opportunity.							
000000	Heroic Fortune	DC: 16, Will negates (harmless)	1 standard action	6 rounds	Touch	V, S, DF, M	PFAPG: p.324
School: Evocation		SR: No	Target: Creature touched			Caster Level/6	Concentration:+10
Effect: Subject gains 1 temporary hero point.							
000000	Hold Person	DC: 16, Will negates; see text	1 standard action	6 rounds [D]; see text	Medium (160 ft.)	V, S, F/DF	PFCR: p.296
School: Enchantment (Compulsion) [Mind-Affecting]		SR: Yes	Target: One humanoid creature			Caster Level/6	Concentration:+10
Effect: The subject becomes paralyzed and freezes in place.							
000000	Inflict Moderate Wounds	DC: 16, Will half	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
School: Necromancy		SR: Yes	Target: Creature touched			Caster Level/6	Concentration:+10
Effect: When laying your hand upon a creature, you channel negative energy that deals 2d8+6 points of damage.							
000000	Instant Armor		1 standard action	6 minutes [D]	Personal	V, S, DF	PFAPG: p.229
School: Conjuration (Creation) [Force]		SR:	Target: You			Caster Level/6	Concentration:+10
Effect: Summon armor temporarily replacing your current attire.							
000000	*Invisibility	DC: 16, Will negates (harmless) or Will negates (harmless, object)	1 standard action	6 minutes [D]	Personal or touch	V, S, M/DF	PFCR: p.301
School: Illusion (Glamour)		SR: Yes (harmless) or yes (harmless, object)	Target: You or a creature or object weighing no more than 600 lbs.			Caster Level/6	Concentration:+10
Effect: The creature or object touched becomes invisible.							
000000	Make Whole	DC: 16, Will negates (harmless, object)	10 minutes	Instantaneous	Close (40 ft.)	V, S	PFCR: p.311
School: Transmutation		SR: Yes (harmless, object)	Target: One object of up to 60 cu. ft. or one construct creature of any size			Caster Level/6	Concentration:+10
Effect: This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.							
000000	Owl's Wisdom	DC: 16, Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	PFCR: p.318
School: Transmutation		SR: Yes	Target: Creature touched			Caster Level/6	Concentration:+10
Effect: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.							
000000	Remove Paralysis	DC: 16, Will negates (harmless)	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.332
School: Conjuration (Healing)		SR: Yes (harmless)	Target: Up to four creatures, no two of which can be more than 30 ft. apart			Caster Level/6	Concentration:+10
Effect: You can free one or more creatures from the effects of temporary paralysis or related magic.							
000000	Resist Energy	DC: 16, Fortitude negates (harmless)	1 standard action	60 minutes	Touch	V, S, DF	PFCR: p.334
School: Abjuration		SR: Yes (harmless)	Target: Creature touched			Caster Level/6	Concentration:+10
[AirSchool,EarthSchool,FireSchool,WaterSchool]							
Effect: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.							
000000	Restoration (Lesser)	DC: 16, Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	PFCR: p.334
School: Conjuration (Healing)		SR: Yes (harmless)	Target: Creature touched			Caster Level/6	Concentration:+10
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.							
000000	Share Language	DC: 16, Will negates (harmless)	1 standard action	24 hours	Touch	V, S, M (a page from a dictionary)	PFAPG: p.243
School: Divination		SR: Yes (harmless)	Target: creature touched			Caster Level/6	Concentration:+10
Effect: Subject understands chosen language.							
000000	Shatter	DC: 16, Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (40 ft.)	V, S, M/DF	PFCR: p.341
School: Evocation [Sonic, EarthSchool]		SR: Yes	Target: Or Target 5-ft.-radius spread; or one solid object or one crystalline creature			Caster Level/6	Concentration:+10
Effect: Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.							
000000	Shield Other	DC: 16, Will negates (harmless)	1 standard action	6 hours [D]	Close (40 ft.)	V, S, F	PFCR: p.342
School: Abjuration		SR: Yes (harmless)	Target: One creature			Caster Level/6	Concentration:+10
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.							
000000	Silence	DC: 16, Will negates; see text or none (object)	1 round	6 rounds [D]	Long (640 ft.)	V, S	PFCR: p.343
School: Illusion (Glamour)		SR: Yes; see text or no (object)	Target: 20-ft.-radius emanation centered on a creature, object, or point in space			Caster Level/6	Concentration:+10
Effect: Upon the casting of this spell, complete silence prevails in the affected area.							
000000	Sound Burst	DC: 16, Fortitude partial	1 standard action	Instantaneous	Close (40 ft.)	V, S, F/DF	PFCR: p.346
School: Evocation [Sonic]		SR: Yes	Target: 10-ft.-radius spread			Caster Level/6	Concentration:+10
Effect: You blast an area with a tremendous cacophony.							
000000	Spiritual Weapon		1 standard action	6 rounds [D]	Medium (160 ft.)	V, S, DF	PFCR: p.348
School: Evocation [Force]		SR: Yes	Target: Magic weapon of force			Caster Level/6	Concentration:+10
Effect: A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+2 force damage per hit.							
000000	Status	DC: 16, Will negates (harmless)	1 standard action	6 hours	Touch	V, S	PFCR: p.349
School: Divination		SR: Yes (harmless)	Target: 2 living creatures			Caster Level/6	Concentration:+10
Effect: When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition.							
000000	Summon Monster II		1 round	6 rounds [D]	Close (40 ft.)	V, S, F/DF	PFCR: p.352
School: Conjuration (Summoning)		SR: No	Target: One summoned creature			Caster Level/6	Concentration:+10
[AirSchool,EarthSchool,FireSchool,WaterSchool]							
Effect: This spell functions like summon monster I, except that you can summon one creature							

LEVEL 3

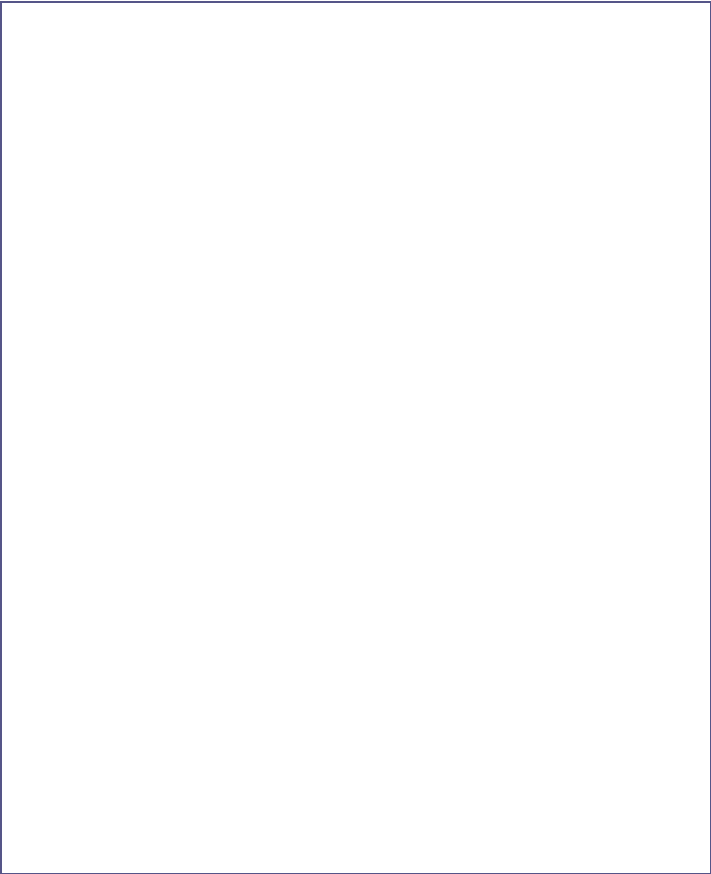
Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□□Agonize <i>School:</i> Evocation [Evil] <i>Effect:</i> You afflict a creature you have conjured with a calling spell with bolts of vicious energy to make it more pliant to your will.	DC: 17, Fortitude negates SR: Yes	1 standard action	1 full round	Close (40 ft.)	V, S	PoD: p.46 <i>Caster Level</i> :6 <i>Concentration</i> :+10
□□□□□Animate Dead <i>School:</i> Necromancy [Evil] <i>Effect:</i> Turns corpses into undead skeletons or zombies that obey your spoken commands.	SR: No	1 standard action	Instantaneous	Touch	V, S, M <i>Caster Level</i> :6	PFCR: p.241 <i>Concentration</i> :+10
□□□□□Bestow Curse <i>School:</i> Necromancy <i>Effect:</i> You place a curse on the subject.	DC: 17, Will negates SR: Yes	1 standard action	Permanent	Touch	V, S <i>Caster Level</i> :6	PFCR: p.247 <i>Concentration</i> :+10
□□□□□Blindness/Deafness <i>School:</i> Necromancy <i>Effect:</i> You call upon the powers of unlfe to render the subject blinded or deafened, as you choose.	DC: 17, Fortitude negates SR: Yes	1 standard action	Permanent [D]	Medium (160 ft.)	V <i>Caster Level</i> :6	PFCR: p.250 <i>Concentration</i> :+10
□□□□□Blood Biography <i>School:</i> Divination <i>Effect:</i> Learn about a creature with its blood.	DC: 17, Will negates (see text) SR: No	1 minute	Instantaneous	Touch	V, S, M/DF (a scrap of PFAPG: parchment) <i>Caster Level</i> :6	p.206 <i>Concentration</i> :+10

Cleric Spells						
<div>☞☞☞☞☞Contagion</div> <div>School: Necromancy [Evil] Effect: The subject contracts a disease.</div>	DC: 17, Fortitude negates SR: Yes	1 standard action Target: Living creature touched	Instantaneous 	Touch 	V, S Caster Level6	PFCR: p.259 Concentration:+10
<div>☞☞☞☞☞Continual Flame</div> <div>School: Evocation [Light] Effect: A flame, equivalent in brightness to a torch, springs forth from an object that you touch.</div>	 SR: No	 Target: Object touched	 	Touch 	V, S, M Caster Level6	PFCR: p.260 Concentration:+10
<div>☞☞☞☞☞Create Food and Water</div> <div>School: Conjunction (Creation) Effect: The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland.</div>	 SR: No	 Target: Food and water to sustain 18 humans or 6 horses for 24 hours	 	Close (40 ft.) 	V, S Caster Level6	PFCR: p.261 Concentration:+10
<div>☞☞☞☞☞Cure Serious Wounds</div> <div>School: Conjunction (Healing) Effect: When laying your hand upon a living creature, you channel positive energy that cures 3d8+6 points of damage.</div>	DC: 17, Will half (harmless) or Will half; see text SR: Yes (harmless) or yes; see text	1 standard action Target: Creature touched	Instantaneous 	Close (40 ft.) 	V, S Caster Level6	PFCR: p.263 Concentration:+10
<div>☞☞☞☞☞Daylight</div> <div>School: Evocation [Light] Effect: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.</div>	 SR: No	 Target: Object touched	 	Touch 	V, S Caster Level6	PFCR: p.264 Concentration:+10
<div>☞☞☞☞☞Deeper Darkness</div> <div>School: Evocation [Darkness] Effect: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps.</div>	 SR: No	 Target: Object touched	 	Touch 	V, M/DF Caster Level6	PFCR: p.265 Concentration:+10
<div>☞☞☞☞☞Dispel Magic</div> <div>School: Abjuration Effect: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.</div>	 SR: No	 Target: One spellcaster, creature, or object	 	Medium (160 ft.) 	V, S Caster Level6	PFCR: p.272 Concentration:+10
<div>☞☞☞☞☞Elemental Speech</div> <div>School: Divination [Air, Earth, Fire, Water, AirSchool,EarthSchool,FireSchool,WaterSchool] Effect: Enables you to speak to elementals and some creatures.</div>	 SR:	 Target: You	 	Personal 	V, S, M (iron filings) Caster Level6	PFAPG: p.218 Concentration:+10
<div>☞☞☞☞☞Enter Image</div> <div>School: Transmutation Effect: Transfers your consciousness to an object bearing your likeness.</div>	 SR: No	 Target: transfer consciousness to any object bearing your likeness	 	300 ft. 	V, S, M/DF (a drop of paint and a ball of clay) Caster Level6	PFAPG: p.219 Concentration:+10
<div>☞☞☞☞☞Gentle Repose</div> <div>School: Necromancy Effect: You preserve the remains of a dead creature so that they do not decay.</div>	DC: 17, Will negates (object) SR: Yes (object)	1 standard action Target: Corpse touched	6 days 	Touch 	V, S, M/DF Caster Level6	PFCR: p.289 Concentration:+10
<div>☞☞☞☞☞Glyph of Warding</div> <div>School: Abjuration Effect: This powerful inscription harms those who enter, pass, or open the warded area or object.</div>	DC: 17, See text SR: No (object) and yes; see text	10 minutes Target: Object touched or up to 30 sq. ft.	Permanent until discharged [D] 	Touch 	V, S, M Caster Level6	PFCR: p.290 Concentration:+10
<div>☞☞☞☞☞Guiding Star</div> <div>School: Divination Effect: Know approximate distance from where you cast this spell.</div>	 SR:	 Target: You	 	Personal 	V, S, M (a spool of thread or string) Caster Level6	PFAPG: p.226 Concentration:+10
<div>☞☞☞☞☞Helping Hand</div> <div>School: Evocation Effect: You create the ghostly image of a hand, which you can send to find a creature within 5 miles.</div>	 SR: No	 Target: Ghostly hand	 	5 miles 	V, S, DF Caster Level6	PFCR: p.295 Concentration:+10
<div>☞☞☞☞☞Inflict Serious Wounds</div> <div>School: Necromancy Effect: When laying your hand upon a creature, you channel negative energy that deals 3d8+6 points of damage.</div>	DC: 17, Will half SR: Yes	1 standard action Target: Creature touched	Instantaneous 	Touch 	V, S Caster Level6	PFCR: p.301 Concentration:+10
<div>☞☞☞☞☞Invisibility Purge</div> <div>School: Evocation Effect: You surround yourself with a sphere of power with a radius of 30 feet that negates all forms of invisibility.</div>	 SR:	 Target: You	 	Personal 	V, S Caster Level6	PFCR: p.302 Concentration:+10
<div>☞☞☞☞☞Locate Object</div> <div>School: Divination Effect: You sense the direction of a well-known or clearly visualized object.</div>	 SR: No	 Target: Circle, centered on you, with a radius of 640 ft.	 	Long (640 ft.) 	V, S, F/DF Caster Level6	PFCR: p.305 Concentration:+10
<div>☞☞☞☞☞Magic Circle against Chaos</div> <div>School: Abjuration [Lawful] Effect: All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either.</div>	DC: 17, Will negates (harmless) SR: No; see text	1 standard action Target: 10-ft.-radius emanation from touched creature	60 minutes 	Touch 	V, S, M/DF Caster Level6	PFCR: p.308 Concentration:+10
<div>☞☞☞☞☞Magic Circle against Good</div> <div>School: Abjuration [Evil] Effect: All creatures within the area gain the effects of a protection from good spell, and good summoned creatures cannot enter the area either.</div>	DC: 17, Will negates (harmless) SR: No; see text	1 standard action Target: 10-ft.-radius emanation from touched creature	60 minutes 	Touch 	V, S, M/DF Caster Level6	PFCR: p.308 Concentration:+10
<div>☞☞☞☞☞Magic Vestment</div> <div>School: Transmutation Effect: You imbue a suit of armor or a shield with an enhancement bonus of +1.</div>	DC: 17, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action Target: Armor or shield touched	6 hours 	Touch 	V, S, DF Caster Level6	PFCR: p.310 Concentration:+10
<div>☞☞☞☞☞Meld into Stone</div> <div>School: Transmutation [Earth] Effect: Meld into stone enables you to meld your body and possessions into a single block of stone.</div>	 SR:	 Target: You	 	Personal 	V, S, DF Caster Level6	PFCR: p.312 Concentration:+10
<div>☞☞☞☞☞Nap Stack</div> <div>School: Necromancy Effect: Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits.</div>	DC: 17, Will negates (harmless) SR: Yes (harmless)	1 minute Target: 30-ft.-radius emanation	8 hours 	30 ft. 	V, S, M (a little silk pillow worth 100 gp) Caster Level6	PFAPG: p.233 Concentration:+10
<div>☞☞☞☞☞*Nondetection</div> <div>School: Abjuration Effect: The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells.</div>	DC: 17, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action Target: Creature or object touched	6 hours 	Touch 	V, S, M Caster Level6	PFCR: p.317 Concentration:+10
<div>☞☞☞☞☞Obscure Object</div> <div>School: Abjuration Effect: This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball.</div>	DC: 17, Will negates (object) SR: Yes (object)	1 standard action Target: One object touched of up to 600 lbs.	8 hours [D] 	Touch 	V, S, M/DF Caster Level6	PFCR: p.317 Concentration:+10
<div>☞☞☞☞☞Prayer</div> <div>School: Enchantment (Compulsion) [Mind-Affecting] Effect: You bring special favor upon yourself and your allies while bringing disfavor to your enemies.</div>	 SR: Yes	 Target: All allies and foes within a 40-ft.-radius burst centered on you	 	40 ft. 	V, S, DF Caster Level6	PFCR: p.324 Concentration:+10
<div>☞☞☞☞☞Protection from Energy</div> <div>School: Abjuration [AirSchool,EarthSchool,FireSchool,WaterSchool] Effect: Protection from energy grants temporary immunity to the type of energy you specify when you cast it.</div>	DC: 17, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action Target: Creature touched	60 minutes or until discharged 	Touch 		

Cleric Spells

<i>Effect:</i> Target is shaken and cannot use hero points.						
☐☐☐☐☐ Speak with Dead	DC: 17, Will negates; see text	10 minutes	6 minutes	10 ft.	V, S, DF	PFCR: p.346
<i>School:</i> Necromancy [Language-Dependent]	<i>SR:</i> No	<i>Target:</i> One dead creature			<i>Caster Level:</i> 6	<i>Concentration:</i> +10
<i>Effect:</i> You grant the semblance of life to a corpse, allowing it to answer questions.						
☐☐☐☐☐ Stone Shape		1 standard action	Instantaneous	Touch	V, S, M/DF	PFCR: p.349
<i>School:</i> Transmutation [Earth, EarthSchool]	<i>SR:</i> No	<i>Target:</i> Stone or stone object touched, up to 16 cu. ft.			<i>Caster Level:</i> 6	<i>Concentration:</i> +10
<i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.						
☐☐☐☐☐ *Suggestion	DC: 17, Will negates	1 standard action	6 hours or until completed	Close (40 ft.)	V, M	PFCR: p.350
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 6	<i>Concentration:</i> +10
<i>Effect:</i> You influence the actions of the target creature by suggesting a course of activity.						
☐☐☐☐☐ Summon Monster III		1 round	6 rounds [D]	Close (40 ft.)	V, S, F/DF	PFCR: p.352
<i>School:</i> Conjuration (Summoning)	<i>SR:</i> No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 6	<i>Concentration:</i> +10
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.						
☐☐☐☐☐ Unravel Destiny	DC: 17, Will negates	1 standard action	6 rounds	Close (40 ft.)	V, S, DF	PFAPG: p.325
<i>School:</i> Divination	<i>SR:</i> Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 6	<i>Concentration:</i> +10
<i>Effect:</i> Target gets -2 on ability checks, attack rolls, saving throws, and skill check per hero point it possesses and takes 2d6 damage when spending hero points.						
☐☐☐☐☐ Vision of Hell	DC: 17, Will Negates		CASTERLEVEL minutes [D]	Medium (160 ft.)	V, M (a pinch of brimstone)	PoD: p.47
<i>School:</i> Illusion (Glamer) [Evil]	<i>SR:</i> No	<i>Target:</i> 50-ft.-radius emanation			<i>Caster Level:</i> 6	<i>Concentration:</i> +10
<i>Effect:</i> You overlay a realistic illusion of a terrifying hellscape upon an area, causing creatures to be shaken.						
☐☐☐☐☐ Water Breathing	DC: 17, Will negates (harmless)	1 standard action	12 hours; see text	Touch	V, S, M/DF	PFCR: p.368
<i>School:</i> Transmutation [WaterSchool]	<i>SR:</i> Yes (harmless)	<i>Target:</i> Living creatures touched			<i>Caster Level:</i> 6	<i>Concentration:</i> +10
<i>Effect:</i> The transmuted creatures can breathe water freely.						
☐☐☐☐☐ Water Walk	DC: 17, Will negates (harmless)	1 standard action	60 minutes [D]	Touch	V, S, DF	PFCR: p.368
<i>School:</i> Transmutation [Water]	<i>SR:</i> Yes (harmless)	<i>Target:</i> 6 touched creatures			<i>Caster Level:</i> 6	<i>Concentration:</i> +10
<i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground.						
☐☐☐☐☐ Wind Wall	DC: 17, None; see text	1 standard action	6 rounds	Medium (160 ft.)	V, S, M/DF	PFCR: p.370
<i>School:</i> Evocation [Air, AirSchool]	<i>SR:</i> Yes	<i>Target:</i> Wall up to 60 ft. long and 30 ft. high [S]			<i>Caster Level:</i> 6	<i>Concentration:</i> +10
<i>Effect:</i> An invisible vertical curtain of wind appears.						
☐☐☐☐☐ Wrathful Mantle	DC: 17, Will negates (harmless)	1 standard action	6 minutes	Touch or 5 ft.; see text	V, S, DF	PFAPG: p.257
<i>School:</i> Evocation [Force, Light]	<i>SR:</i> Yes (harmless)	<i>Target:</i> creature touched or all creatures within 5 ft.; see text			<i>Caster Level:</i> 6	<i>Concentration:</i> +10
<i>Effect:</i> Subject shines and gets 1 on all saves.						
* =Domain/Speciality 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: