

Saenvan

CHARACTER NAME

Cleric (Missionary) 5

CLASS

5 / 4

22999 / 23000

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)	+5	= +4	+ +1	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+5	= +1	+ +2	+ +0	+ +2	+ +0		
WILL (wisdom)	+8	= +4	+ +4	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	= +3	+ +1	+ +0	+ +0	+ +0	
RANGED attack bonus	+5	= +3	+ +2	+ +0	+ +0	+ +0	
CMB attack bonus	+4	= +3	+ +1	+ +0	+ +0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVER	RUN
Offense	+4	+4	+4	+4	+4		
Defense	16	16	16	16	16	16	16

*Gauntlet, Spiked	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d4+1				

*Mace, Heavy	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d8+1				

*Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Not Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d4+1				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+5	+3	+1	-1	-3
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

RACE

Medium / 5 ft.

SIZE / FACE

5' 9"

HEIGHT

175 lbs.

WEIGHT

19

AGE

Male

GENDER

EYES

HAIR

HP	33	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
hit points					Walk 30 ft.
AC	16	14	12	10	4
armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
					SHIELD BONUS
					STAT
					SIZE
					NATURAL ARMOR
					DEFLECTION
					DODGE
					MISC
					MISS CHANCE
					ARCANE SPELL FAILURE
					ARMOR CHECK PENALTY
					SPELL RESIST

INITIATIVE	+6	+2	+4
modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	+3		
bonus			

Asmodeus

DEITY

None

REGION

Lawful Evil

ALIGNMENT

Normal

VISION

25

POINTS

TOTAL SKILLPOINTS: 35		SKILLS				MAX RANKS: 5/5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics	DEX	0	=	2		+ -2	
✓ Appraise	INT	2	=	2			
✓ Bluff	CHA	11	=	0	+ 4	+ 7	
✓ Climb	STR	-1	=	1		+ -2	
✓ Craft (Untrained)	INT	2	=	2			
✓ Diplomacy	CHA	11	=	0	+ 4	+ 7	
✓ Disguise	CHA	7	=	0	+ 4	+ 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	10	=	2	+ 5	+ 3	
Knowledge (Religion)	INT	12	=	2	+ 5	+ 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	11	=	4	+ 4	+ 3	
Spellcraft	INT	10	=	2	+ 5	+ 3	
✓ Stealth	DEX	5	=	2	+ 2	+ 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 5 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			36.06 871.0 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	
<b>Missionary</b>	[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	
<b>Blasphemy</b>	[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.	
<b>Natural-Born Leader</b>	[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	
<b>Aura of Evil (Ex)</b>	[Paizo Publishing - Core Rulebook]
You project a strong evil aura.	
<b>Aura of Law (Ex)</b>	[Paizo Publishing - Core Rulebook]
You project a strong lawful aura.	
<b>Bonus Feat</b>	[Paizo Publishing - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
<b>Charm of Wisdom (Ex)</b>	[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.	

<b>Copycat (Sp)</b>	[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 5 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.	

<b>Hell's Corruption (Su)</b>	[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 2 rounds. You can use this ability 7 times per day.	

<b>Orisons</b>	[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.	

<b>Public Speaker</b>	[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 5.	

<b>Skilled</b>	[Paizo Publishing - Core Rulebook, p.27]
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Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
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<b>Spontaneous Casting</b>	[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.	

Feats	
<b>Combat Casting</b>	[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.	
<b>Improved Initiative</b>	[Paizo Publishing - Core Rulebook, p.127]
You get a +4 bonus on initiative checks.	
<b>Lightning Reflexes</b>	[Paizo Publishing - Core Rulebook, p.130]
You get a +2 bonus on all Reflex saving throws.	
<b>Scribe Scroll</b>	[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.	
<b>Armor Proficiency, Light</b>	[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.	
<b>Armor Proficiency, Medium</b>	[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.	
<b>Shield Proficiency</b>	[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.	
<b>Simple Weapon Proficiency</b>	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

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

## PROFICIENCIES

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

## TEMPLATES

Way of the Wicked Villain

# Cleric Spells

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

## LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Bleed</div> <div><i>School:</i> Necromancy <i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.</div>	<b>DC: 14, Will negates</b> <i>SR:</i> Yes	1 standard action	Instantaneous	Close (35 ft.)	V, S <i>Caster Level:</i> 5	PFCR: p.249 <i>Concentration:</i> +9
<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 (35 ft.)	V, S <i>Caster Level:</i> 5	PFCR: p.262 <i>Concentration:</i> +9
<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 5 minutes [D]	60 ft.	V, S <i>Caster Level:</i> 5	PFCR: p.267 <i>Concentration:</i> +9
<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 (35 ft.)	V, S <i>Caster Level:</i> 5	PFCR: p.268 <i>Concentration:</i> +9
<div>■■■■■Guidance</div> <div><i>School:</i> Divination <i>Effect:</i> This spell imbues the subject with a touch of divine guidance.</div>	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes	1 standard action	1 minute or until discharged	Touch	V, S <i>Caster Level:</i> 5	PFCR: p.292 <i>Concentration:</i> +9
<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	50 minutes	Touch	V, M/DF <i>Caster Level:</i> 5	PFCR: p.304 <i>Concentration:</i> +9
<div>■■■■■Mending</div> <div><i>School:</i> Transmutation <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.</div>	<b>DC: 14, Will negates (harmless, object)</b> <i>SR:</i> Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 5	PFCR: p.312 <i>Concentration:</i> +9
<div>■■■■■Purify Food and Drink</div> <div><i>School:</i> Transmutation <i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.</div>	<b>DC: 14, Will negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 5	PFCR: p.328 <i>Concentration:</i> +9
<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	50 minutes	Personal	V, S, F <i>Caster Level:</i> 5	PFCR: p.330 <i>Concentration:</i> +9
<div>■■■■■Resistance</div> <div><i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.</div>	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF <i>Caster Level:</i> 5	PFCR: p.334 <i>Concentration:</i> +9
<div>■■■■■Spark</div> <div><i>School:</i> Evocation [Fire, FireSchool] <i>Effect:</i> Ignites flammable objects.</div>	<b>DC: 14, Fortitude negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	Instantaneous	Close (35 ft.)	V or S <i>Caster Level:</i> 5	PFAPG: p.246 <i>Concentration:</i> +9
<div>■■■■■Stabilize</div> <div><i>School:</i> Conjuraton (Healing) <i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.</div>	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	Instantaneous	Close (35 ft.)	V, S <i>Caster Level:</i> 5	PFCR: p.348 <i>Concentration:</i> +9
<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> 5	PFCR: p.365 <i>Concentration:</i> +9

## LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Ant Haul</div> <div><i>School:</i> Transmutation <i>Effect:</i> Triples carrying capacity of a creature.</div>	<b>DC: 15, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	10 hours	Touch	V, S, M/DF (a small pulley) <i>Caster Level:</i> 5	PFAPG: p.202 <i>Concentration:</i> +9
<div>■■■■■Bane</div> <div><i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting] <i>Effect:</i> Bane fills your enemies with fear and doubt.</div>	<b>DC: 15, Will negates</b> <i>SR:</i> Yes	1 standard action	5 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 5	PFCR: p.246 <i>Concentration:</i> +9
<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	5 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 5	PFCR: p.249 <i>Concentration:</i> +9
<div>■■■■■Cause Fear</div> <div><i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> The affected creature becomes frightened.</div>	<b>DC: 15, Will partial</b> <i>SR:</i> Yes	1 standard action	1d4 rounds or 1 round; see text	Close (35 ft.)	V, S <i>Caster Level:</i> 5	PFCR: p.252 <i>Concentration:</i> +9
<div>■■■■■**Command</div> <div><i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.</div>	<b>DC: 15, Will negates</b> <i>SR:</i> Yes	1 standard action	1 round	Close (35 ft.)	V <i>Caster Level:</i> 5	PFCR: p.256 <i>Concentration:</i> +9
<div>■■■■■Command</div> <div><i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.</div>	<b>DC: 15, Will negates</b> <i>SR:</i> Yes	1 standard action	1 round	Close (35 ft.)	V <i>Caster Level:</i> 5	PFCR: p.256 <i>Concentration:</i> +9
<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	50 minutes	Personal	V, S, M/DF <i>Caster Level:</i> 5	PFCR: p.258 <i>Concentration:</i> +9
<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>	<b>DC: 15, Will half (harmless); see text</b> <i>SR:</i> Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S <i>Caster Level:</i> 5	PFCR: p.263 <i>Concentration:</i> +9
<div>■■■■■Curse Water</div> <div><i>School:</i> Necromancy [Evil] <i>Effect:</i> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water.</div>	<b>DC: 15, Will negates (object)</b> <i>SR:</i> Yes (object)	1 minute	Instantaneous	Touch	V, S, M <i>Caster Level:</i> 5	PFCR: p.263 <i>Concentration:</i> +9
<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	5 hours [D]	Touch	V, S, F (a lantern) <i>Caster Level:</i> 5	PFAPG: p.214 <i>Concentration:</i> +9
<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	50 minutes	30 ft.	V, S <i>Caster Level:</i> 5	PFCR: p.265 <i>Concentration:</i> +9
<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 50 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 5	PFCR: p.266 <i>Concentration:</i> +9
<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 50 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 5	PFCR: p.266 <i>Concentration:</i> +9
<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 50 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 5	PFCR: p.267 <i>Concentration:</i> +9
<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 50 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 5	PFCR: p.267 <i>Concentration:</i> +9
* =Domain/Specialty Spell						

Cleric Spells						
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Detect Undead</b> <i>School:</i> Divination <i>Effect:</i> You can detect the aura that surrounds undead creatures.	<i>SR:</i> No	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S, M/DF	PFCR: p.269
<i>Target:</i> Cone-shaped emanation					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>*Disguise Self</b> <i>School:</i> Illusion (Glamour) <i>Effect:</i> You make yourself—including clothing, armor, weapons, and equipment—look different.	<i>SR:</i>	1 standard action	50 minutes [D]	Personal	V, S	PFCR: p.271
<i>Target:</i> You					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Divine Favor</b> <i>School:</i> Evocation <i>Effect:</i> Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls.	<i>SR:</i>	1 standard action	1 minute	Personal	V, S, DF	PFCR: p.273
<i>Target:</i> You					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Doom</b> <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.	<b>DC: 15, Will negates</b> <i>SR:</i> Yes	1 standard action	5 minutes	Medium (150 ft.)	V, S, DF	PFCR: p.274
<i>Target:</i> One living creature					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Endure Elements</b> <i>School:</i> Abjuration <i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.	<b>DC: 15, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	24 hours	Touch	V, S	PFCR: p.277
<i>Target:</i> Creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Entropic Shield</b> <i>School:</i> Abjuration <i>Effect:</i> A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.	<i>SR:</i>	1 standard action	5 minutes [D]	Personal	V, S	PFCR: p.278
<i>Target:</i> You					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Hide from Undead</b> <i>School:</i> Abjuration <i>Effect:</i> Undead cannot see, hear, or smell creatures warded by this spell.	<b>DC: 15, Will negates (harmless); see text</b> <i>SR:</i> Yes	1 standard action	50 minutes [D]	Touch	V, S, DF	PFCR: p.296
<i>Target:</i> 5 creatures touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Inflict Light Wounds</b> <i>School:</i> Necromancy <i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.	<b>DC: 15, Will half</b> <i>SR:</i> Yes	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
<i>Target:</i> Creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Magic Stone</b> <i>School:</i> Transmutation <i>Effect:</i> 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.	<b>DC: 15, Will negates (harmless, object)</b> <i>SR:</i> Yes (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	PFCR: p.310
<i>Target:</i> Up to three pebbles touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Magic Weapon</b> <i>School:</i> Transmutation <i>Effect:</i> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.	<b>DC: 15, Will negates (harmless, object)</b> <i>SR:</i> Yes (harmless, object)	1 standard action	5 minutes	Touch	V, S, DF	PFCR: p.310
<i>Target:</i> Weapon touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Obscuring Mist</b> <i>School:</i> Conjuration (Creation) [WaterSchool] <i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.	<i>SR:</i> No	1 standard action	5 minutes [D]	20 ft.	V, S	PFCR: p.317
<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Protection from Chaos</b> <i>School:</i> Abjuration [Lawful] <i>Effect:</i> This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures.	<b>DC: 15, Will negates (harmless)</b> <i>SR:</i> No; see text	1 standard action	5 minutes [D]	Touch	V, S, M/DF	PFCR: p.327
<i>Target:</i> Creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Protection from Good</b> <i>School:</i> Abjuration [Evil] <i>Effect:</i> This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures.	<b>DC: 15, Will negates (harmless)</b> <i>SR:</i> No; see text	1 standard action	5 minutes [D]	Touch	V, S, M/DF	PFCR: p.328
<i>Target:</i> Creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Remove Fear</b> <i>School:</i> Abjuration <i>Effect:</i> You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes.	<b>DC: 15, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	10 minutes; see text	Close (35 ft.)	V, S	PFCR: p.332
<i>Target:</i> 2 creatures, no two of which can be more than 30 ft. apart					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Sanctuary</b> <i>School:</i> Abjuration <i>Effect:</i> Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.	<b>DC: 15, Will negates</b> <i>SR:</i> No	1 standard action	5 rounds	Touch	V, S, DF	PFCR: p.336
<i>Target:</i> Creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Shield of Faith</b> <i>School:</i> Abjuration <i>Effect:</i> This spell creates a shimmering, magical field around the target that averts and deflects attacks.	<b>DC: 15, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	5 minutes	Touch	V, S, M	PFCR: p.342
<i>Target:</i> Creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Summon Monster I</b> <i>School:</i> Conjuration (Summoning) <i>Effect:</i> This spell summons an extraplanar creature.	<i>SR:</i> No	1 round	5 rounds [D]	Close (35 ft.)	V, S, F/DF	PFCR: p.350
<i>Target:</i> One summoned creature					<i>Caster Level:</i> 5	<i>Concentration:</i> +9

LEVEL 2						
Name	Save Information	Time	Duration	Range	Comp.	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Aid</b> <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 5 temporary hit points.	<i>SR:</i> Yes (harmless)	1 standard action	5 minutes	Touch	V, S, DF	PFCR: p.239
<i>Target:</i> Living creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Align Weapon</b> <i>School:</i> Transmutation <i>Effect:</i> Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose.	<b>DC: 16, Will negates (harmless, object)</b> <i>SR:</i> Yes (harmless, object)	1 standard action	5 minutes	Touch	V, S, DF	PFCR: p.240
<i>Target:</i> Weapon touched or 50 projectiles [all of which must be together at the time of casting]					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>*Align Weapon (Evil Only)</b> <i>School:</i> Transmutation [Evil] <i>Effect:</i> Weapon becomes evil.	<b>DC: 16, Will negates (harmless, object)</b> <i>SR:</i> Yes (harmless, object)	1 standard action	5 minutes	Touch	V, S, DF	PFCR: p.198
<i>Target:</i> Weapon touched or fifty projectiles [all of which must be in contact with each other at the time of casting]					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Augury</b> <i>School:</i> Divination <i>Effect:</i> An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.	<i>SR:</i>	1 minute	Instantaneous	Personal	V, S, M, F	PFCR: p.245
<i>Target:</i> You					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Bear's Endurance</b> <i>School:</i> Transmutation <i>Effect:</i> The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.	<b>DC: 16, Will negates (harmless)</b> <i>SR:</i> Yes	1 standard action	5 minutes	Touch	V, S, M/DF	PFCR: p.246
<i>Target:</i> Creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Blessing of Courage and Life</b> <i>School:</i> Conjuration (Healing) <i>Effect:</i> Grants a +2 bonus on saves vs. fear and death.	<b>DC: 16, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	5 minutes [see below]	Close (35 ft.)	V, S, DF	PFAPG: p.205
<i>Target:</i> one living creature					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Bull's Strength</b> <i>School:</i> Transmutation <i>Effect:</i> The subject becomes stronger granting a +4 enhancement bonus to Strength.	<b>DC: 16, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	PFCR: p.251
<i>Target:</i> Creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Calm Emotions</b> <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> This spell calms agitated creatures.	<b>DC: 16, Will negates</b> <i>SR:</i> Yes	1 standard action	Concentration, up to 5 rounds [D]	Medium (150 ft.)	V, S, DF	PFCR: p.252
<i>Target:</i> Creatures in a 20-ft.-radius spread					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Cure Moderate Wounds</b> <i>School:</i> Conjuration (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 2d8+5 points of damage.	<b>DC: 16, Will half (harmless) or Will half; see text</b> <i>SR:</i> Yes (harmless) or yes; see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263
<i>Target:</i> Creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Darkness</b> <i>School:</i> Evocation [Darkness] <i>Effect:</i> This spell causes an object to radiate darkness out to a 20-foot radius.	<i>SR:</i> No	1 standard action	5 minutes [D]	Touch	V, M/DF	PFCR: p.263
<i>Target:</i> Object touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Death Knell</b> <i>School:</i> Necromancy [Death, Evil] <i>Effect:</i> You draw forth the ebbing life force of a creature and use it to fuel your own power.	<b>DC: 16, Will negates</b> <i>SR:</i> Yes	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	PFCR: p.264
<i>Target:</i> Living creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Delay Poison</b> <i>School:</i> Conjuration (Healing) <i>Effect:</i> The subject becomes temporarily immune to poison.	<b>DC: 16, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	5 hours	Touch	V, S, DF	PFCR: p.265
<i>Target:</i> Creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Desecrate</b> <i>School:</i> Evocation [Evil] <i>Effect:</i> This spell imbues an area with negative energy.	<i>SR:</i> Yes	1 standard action	10 hours	Close (35 ft.)	V, S, M, DF	PFCR: p.265
<i>Target:</i> 20-ft.-radius emanation					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Eagle's Splendor</b> <i>School:</i> Transmutation <i>Effect:</i> The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.	<b>DC: 16, Will negates (harmless)</b> <i>SR:</i> Yes	1 standard action	5 minutes	Touch	V, S, M/DF	PFCR: p.275
<i>Target:</i> Creature touched					<i>Caster Level:</i> 5	<i>Concentration:</i> +9
* =Domain/Specialty Spell						



## Cleric Spells

000000	Enthrall	DC: 16, Will negates; see text	1 round	1 hour or less	Medium (150 ft.)	V, S	PFCR: p.278
School: Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic]		SR: Yes	Target: Any number of creatures			Caster Level:5	Concentration:+9
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	5 minutes	Personal	V, S	PFCR: p.281
School: Divination		SR:	Target: You			Caster Level:5	Concentration:+9
Effect: You gain intuitive insight into the workings of traps.							
000000	Ghostbane Dirge	DC: 16, Fortitude negates	1 standard action	5 rounds	Close (35 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:5	Concentration:+9
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:5	Concentration:+9
Effect: Movement doesn't provoke attacks of opportunity.							
000000	Heroic Fortune	DC: 16, Will negates (harmless)	1 standard action	5 rounds	Touch	V, S, DF, M	PFAPG: p.324
School: Evocation		SR: No	Target: Creature touched			Caster Level:5	Concentration:+9
Effect: Subject gains 1 temporary hero point.							
000000	Hold Person	DC: 16, Will negates; see text	1 standard action	5 rounds [D]; see text	Medium (150 ft.)	V, S, F/DF	PFCR: p.296
School: Enchantment (Compulsion) [Mind-Affecting]		SR: Yes	Target: One humanoid creature			Caster Level:5	Concentration:+9
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:5	Concentration:+9
Effect: When laying your hand upon a creature, you channel negative energy that deals 2d8+5 points of damage.							
000000	Instant Armor		1 standard action	5 minutes [D]	Personal	V, S, DF	PFAPG: p.229
School: Conjuration (Creation) [Force]		SR:	Target: You			Caster Level:5	Concentration:+9
Effect: Summon armor temporarily replacing your current attire.							
000000	*Invisibility	DC: 16, Will negates (harmless) or Will negates (harmless, object)	1 standard action	5 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 500 lbs.			Caster Level:5	Concentration:+9
Effect: The creature or object touched becomes invisible.							
000000	Make Whole	DC: 16, Will negates (harmless, object)	10 minutes	Instantaneous	Close (35 ft.)	V, S	PFCR: p.311
School: Transmutation		SR: Yes (harmless, object)	Target: One object of up to 50 cu. ft. or one construct creature of any size			Caster Level:5	Concentration:+9
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	5 minutes	Touch	V, S, M/DF	PFCR: p.318
School: Transmutation		SR: Yes	Target: Creature touched			Caster Level:5	Concentration:+9
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 (35 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:5	Concentration:+9
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	50 minutes	Touch	V, S, DF	PFCR: p.334
School: Abjuration		SR: Yes (harmless)	Target: Creature touched			Caster Level:5	Concentration:+9
[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:5	Concentration:+9
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:5	Concentration:+9
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 (35 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:5	Concentration:+9
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	5 hours [D]	Close (35 ft.)	V, S, F	PFCR: p.342
School: Abjuration		SR: Yes (harmless)	Target: One creature			Caster Level:5	Concentration:+9
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	5 rounds [D]	Long (600 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:5	Concentration:+9
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 (35 ft.)	V, S, F/DF	PFCR: p.346
School: Evocation [Sonic]		SR: Yes	Target: 10-ft.-radius spread			Caster Level:5	Concentration:+9
Effect: You blast an area with a tremendous cacophony.							
000000	Spiritual Weapon		1 standard action	5 rounds [D]	Medium (150 ft.)	V, S, DF	PFCR: p.348
School: Evocation [Force]		SR: Yes	Target: Magic weapon of force			Caster Level:5	Concentration:+9
Effect: A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+1 force damage per hit.							
000000	Status	DC: 16, Will negates (harmless)	1 standard action	5 hours	Touch	V, S	PFCR: p.349
School: Divination		SR: Yes (harmless)	Target: 1 living creatures			Caster Level:5	Concentration:+9
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	5 rounds [D]	Close (35 ft.)	V, S, F/DF	PFCR: p.352
School: Conjuration (Summoning)		SR: No	Target: One summoned creature			Caster Level:5	Concentration:+9
[AirSchool,EarthSchool,FireSchool,WaterSchool]							
Effect: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.							
000000	Undetectable Alignment	DC: 16, Will negates (object)	1 standard action	24 hours	Close (35 ft.)	V, S	PFCR: p.36

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
<b>□□□□□ Agonize</b>	<b>DC: 17, Fortitude negates</b>	1 standard action	1 full round	Close (35 ft.)	V, S	PoD: p.46
School: Evocation [Evil]	SR: Yes	<i>Target:</i> One conjured outsider or elemental [see text]			Caster Level:5	Concentration:+9
Effect: You afflict a creature you have conjured with a calling spell with bolts of vicious energy to make it more pliant to your will.						
<b>□□□□□ Animate Dead</b>		1 standard action	Instantaneous	Touch	V, S, M	PFCR: p.241
School: Necromancy [Evil]	SR: No	<i>Target:</i> One or more corpses touched			Caster Level:5	Concentration:+9
Effect: Turns corpses into undead skeletons or zombies that obey your spoken commands.						
<b>□□□□□ Bestow Curse</b>	<b>DC: 17, Will negates</b>	1 standard action	Permanent	Touch	V, S	PFCR: p.247
School: Necromancy	SR: Yes	<i>Target:</i> Creature touched			Caster Level:5	Concentration:+9
Effect: You place a curse on the subject.						
<b>□□□□□ Blindness/Deafness</b>	<b>DC: 17, Fortitude negates</b>	1 standard action	Permanent [D]	Medium (150 ft.)	V	PFCR: p.250
School: Necromancy	SR: Yes	<i>Target:</i> One living creature			Caster Level:5	Concentration:+9
Effect: You call upon the powers of unlfe to render the subject blinded or deafened, as you choose.						
<b>□□□□□ Blood Biography</b>	<b>DC: 17, Will negates (see text)</b>	1 minute	Instantaneous	Touch	V, S, M/DF (a scrap of PFAPG: p.206 parchment)	
School: Divination	SR: No	<i>Target:</i> one creature's blood or one bloodstain			Caster Level:5	Concentration:+9
Effect: Learn about a creature with its blood.						
* =Domain/Specialty Spell						

## Cleric Spells

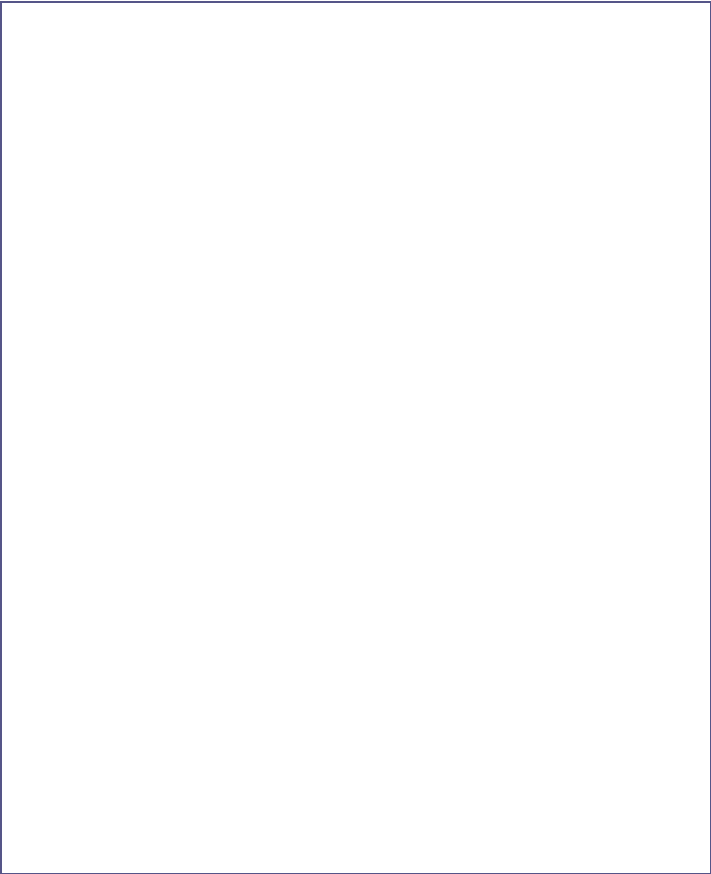
<div><div>Contagion</div><div><div>School:</div>Necromancy [Evil]</div><div><div>Effect:</div>The subject contracts a disease.</div></div>	<div><div>DC: 17, Fortitude negates</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Touch</div><div>V, S</div><div>PFCR: p.259</div></div>
<div><div></div><div><div>School:</div>Necromancy [Evil]</div><div><div>Effect:</div>The subject contracts a disease.</div></div>	<div><div>SR: Yes</div></div>	<div><div>Target:</div>Living creature touched</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Continual Flame</div><div><div>School:</div>Evocation [Light]</div><div><div>Effect:</div>When laying your hand upon a living creature, you channel positive energy that cures 3d8+5 points of damage.</div></div>	<div><div>SR: No</div></div>	<div><div>1 standard action</div><div>Permanent</div></div>	<div><div>Touch</div><div>V, S, M</div><div>PFCR: p.260</div></div>
<div><div></div><div><div>School:</div>Evocation [Light]</div><div><div>Effect:</div>When laying your hand upon a living creature, you channel positive energy that cures 3d8+5 points of damage.</div></div>	<div><div>SR: No</div></div>	<div><div>Target:</div>Object touched</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Create Food and Water</div><div><div>School:</div>Conjuration (Creation)</div><div><div>Effect:</div>The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland.</div></div>	<div><div>SR: No</div></div>	<div><div>10 minutes</div><div>24 hours; see text</div></div>	<div><div>Close (35 ft.)</div><div>V, S</div><div>PFCR: p.261</div></div>
<div><div></div><div><div>School:</div>Conjuration (Creation)</div><div><div>Effect:</div>The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland.</div></div>	<div><div>SR: No</div></div>	<div><div>Target:</div>Food and water to sustain 15 humans or 5 horses for 24 hours</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Cure Serious Wounds</div><div><div>School:</div>Conjuration (Healing)</div><div><div>Effect:</div>When laying your hand upon a living creature, you channel positive energy that cures 3d8+5 points of damage.</div></div>	<div><div>DC: 17, Will half (harmless) or Will half; see text</div><div>SR: Yes (harmless) or yes; see text</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Close (35 ft.)</div><div>V, S</div><div>PFCR: p.263</div></div>
<div><div></div><div><div>School:</div>Conjuration (Healing)</div><div><div>Effect:</div>When laying your hand upon a living creature, you channel positive energy that cures 3d8+5 points of damage.</div></div>	<div><div>SR: Yes (harmless) or yes; see text</div></div>	<div><div>Target:</div>Creature touched</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Daylight</div><div><div>School:</div>Evocation [Light]</div><div><div>Effect:</div>You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.</div></div>	<div><div>SR: No</div></div>	<div><div>1 standard action</div><div>50 minutes [D]</div></div>	<div><div>Touch</div><div>V, S</div><div>PFCR: p.264</div></div>
<div><div></div><div><div>School:</div>Evocation [Light]</div><div><div>Effect:</div>You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.</div></div>	<div><div>SR: No</div></div>	<div><div>Target:</div>Object touched</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Deeper Darkness</div><div><div>School:</div>Evocation [Darkness]</div><div><div>Effect:</div>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></div>	<div><div>SR: No</div></div>	<div><div>1 standard action</div><div>5 minutes [D]</div></div>	<div><div>Touch</div><div>V, M/DF</div><div>PFCR: p.265</div></div>
<div><div></div><div><div>School:</div>Evocation [Darkness]</div><div><div>Effect:</div>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></div>	<div><div>SR: No</div></div>	<div><div>Target:</div>Object touched</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Dispel Magic</div><div><div>School:</div>Abjuration</div><div><div>Effect:</div>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></div>	<div><div>SR: No</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Medium (150 ft.)</div><div>V, S</div><div>PFCR: p.272</div></div>
<div><div></div><div><div>School:</div>Abjuration</div><div><div>Effect:</div>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></div>	<div><div>SR: No</div></div>	<div><div>Target:</div>One spellcaster, creature, or object</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Elemental Speech</div><div><div>School:</div>Divination [Air, Earth, Fire, Water, AirSchool,EarthSchool,FireSchool,WaterSchool]</div><div><div>Effect:</div>Enables you to speak to elementals and some creatures.</div></div>	<div><div>SR:</div></div>	<div><div>1 standard action</div><div>5 minutes</div></div>	<div><div>Personal</div><div>V, S, M (iron filings)</div><div>PFAPG: p.218</div></div>
<div><div></div><div><div>School:</div>Divination [Air, Earth, Fire, Water, AirSchool,EarthSchool,FireSchool,WaterSchool]</div><div><div>Effect:</div>Enables you to speak to elementals and some creatures.</div></div>	<div><div>SR:</div></div>	<div><div>Target:</div>You</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Enter Image</div><div><div>School:</div>Transmutation</div><div><div>Effect:</div>Transfers your consciousness to an object bearing your likeness.</div></div>	<div><div>SR: No</div></div>	<div><div>1 standard action</div><div>concentration</div></div>	<div><div>250 ft.</div><div>V, S, M/DF (a drop of paint and a ball of clay)</div><div>PFAPG: p.219</div></div>
<div><div></div><div><div>School:</div>Transmutation</div><div><div>Effect:</div>Transfers your consciousness to an object bearing your likeness.</div></div>	<div><div>SR: No</div></div>	<div><div>Target:</div>transfer consciousness to any object bearing your likeness</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Gentle Repose</div><div><div>School:</div>Necromancy</div><div><div>Effect:</div>You preserve the remains of a dead creature so that they do not decay.</div></div>	<div><div>DC: 17, Will negates (object)</div><div>SR: Yes (object)</div></div>	<div><div>1 standard action</div><div>5 days</div></div>	<div><div>Touch</div><div>V, S, M/DF</div><div>PFCR: p.289</div></div>
<div><div></div><div><div>School:</div>Necromancy</div><div><div>Effect:</div>You preserve the remains of a dead creature so that they do not decay.</div></div>	<div><div>SR: Yes (object)</div></div>	<div><div>Target:</div>Corpse touched</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Glyph of Warding</div><div><div>School:</div>Abjuration</div><div><div>Effect:</div>This powerful inscription harms those who enter, pass, or open the warded area or object.</div></div>	<div><div>DC: 17, See text</div><div>SR: No (object) and yes; see text</div></div>	<div><div>10 minutes</div><div>Permanent until discharged [D]</div></div>	<div><div>Touch</div><div>V, S, M</div><div>PFCR: p.290</div></div>
<div><div></div><div><div>School:</div>Abjuration</div><div><div>Effect:</div>This powerful inscription harms those who enter, pass, or open the warded area or object.</div></div>	<div><div>SR: No (object) and yes; see text</div></div>	<div><div>Target:</div>Object touched or up to 25 sq. ft.</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Guiding Star</div><div><div>School:</div>Divination</div><div><div>Effect:</div>Know approximate distance from where you cast this spell.</div></div>	<div><div>SR:</div></div>	<div><div>1 minute</div><div>5 days [D]</div></div>	<div><div>Personal</div><div>V, S, M (a spool of thread or string)</div><div>PFAPG: p.226</div></div>
<div><div></div><div><div>School:</div>Divination</div><div><div>Effect:</div>Know approximate distance from where you cast this spell.</div></div>	<div><div>SR:</div></div>	<div><div>Target:</div>You</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Helping Hand</div><div><div>School:</div>Evocation</div><div><div>Effect:</div>You create the ghostly image of a hand, which you can send to find a creature within 5 miles.</div></div>	<div><div>SR: No</div></div>	<div><div>1 standard action</div><div>5 hours</div></div>	<div><div>5 miles</div><div>V, S, DF</div><div>PFCR: p.295</div></div>
<div><div></div><div><div>School:</div>Evocation</div><div><div>Effect:</div>You create the ghostly image of a hand, which you can send to find a creature within 5 miles.</div></div>	<div><div>SR: No</div></div>	<div><div>Target:</div>Ghostly hand</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Inflict Serious Wounds</div><div><div>School:</div>Necromancy</div><div><div>Effect:</div>When laying your hand upon a creature, you channel negative energy that deals 3d8+5 points of damage.</div></div>	<div><div>DC: 17, Will half</div><div>SR: Yes</div></div>	<div><div>1 standard action</div><div>Instantaneous</div></div>	<div><div>Touch</div><div>V, S</div><div>PFCR: p.301</div></div>
<div><div></div><div><div>School:</div>Necromancy</div><div><div>Effect:</div>When laying your hand upon a creature, you channel negative energy that deals 3d8+5 points of damage.</div></div>	<div><div>SR: Yes</div></div>	<div><div>Target:</div>Creature touched</div>	<div><div>Caster Level</div>5<div>Concentration</div>+9</div>
<div><div>Invisibility Purge</div><div><div>School:</div>Evocation</div><div><div>Effect:</div>You surround yourself with a sphere of power with a radius of 25 feet that negates all forms of invisibility.</div></div>	<div><div>SR:</div></div>	<div><div>1 standard action</div><div>5 minutes [D]</div></div>	<div><div>Personal</div><div>V, S</div><div>PFCR: p.302</div></div>
<div><div></div><div><div>School:</div>Evocation</div><div><div>Effect:</div>You surround yourself with a sphere of power with a radius of 25 feet that negates all forms of invisibility.</div></div>	<div><div>SR:</div></div>	<div><div>Target:</div>You</div>	<div><div>Caster Level</div></div>

Cleric Spells

<i>Effect:</i> Target is shaken and cannot use hero points.						
☐☐☐☐☐ <b>Speak with Dead</b>	<b>DC: 17, Will negates; see text</b>	10 minutes	5 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> 5	<i>Concentration:</i> +9
<i>Effect:</i> You grant the semblance of life to a corpse, allowing it to answer questions.						
☐☐☐☐☐ <b>Stone Shape</b>		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 15 cu. ft.			<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.						
☐☐☐☐☐ <b>*Suggestion</b>	<b>DC: 17, Will negates</b>	1 standard action	5 hours or until completed	Close (35 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> 5	<i>Concentration:</i> +9
<i>Effect:</i> You influence the actions of the target creature by suggesting a course of activity.						
☐☐☐☐☐ <b>Summon Monster III</b>		1 round	5 rounds [D]	Close (35 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> 5	<i>Concentration:</i> +9
<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.						
☐☐☐☐☐ <b>Unravel Destiny</b>	<b>DC: 17, Will negates</b>	1 standard action	5 rounds	Close (35 ft.)	V, S, DF	PFAPG: p.325
<i>School:</i> Divination	<i>SR:</i> Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<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.						
☐☐☐☐☐ <b>Vision of Hell</b>	<b>DC: 17, Will Negates</b>		CASTERLEVEL minutes [D]	Medium (150 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> 5	<i>Concentration:</i> +9
<i>Effect:</i> You overlay a realistic illusion of a terrifying hellscape upon an area, causing creatures to be shaken.						
☐☐☐☐☐ <b>Water Breathing</b>	<b>DC: 17, Will negates (harmless)</b>	1 standard action	10 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> 5	<i>Concentration:</i> +9
<i>Effect:</i> The transmuted creatures can breathe water freely.						
☐☐☐☐☐ <b>Water Walk</b>	<b>DC: 17, Will negates (harmless)</b>	1 standard action	50 minutes [D]	Touch	V, S, DF	PFCR: p.368
<i>School:</i> Transmutation [Water]	<i>SR:</i> Yes (harmless)	<i>Target:</i> 5 touched creatures			<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground.						
☐☐☐☐☐ <b>Wind Wall</b>	<b>DC: 17, None; see text</b>	1 standard action	5 rounds	Medium (150 ft.)	V, S, M/DF	PFCR: p.370
<i>School:</i> Evocation [Air, AirSchool]	<i>SR:</i> Yes	<i>Target:</i> Wall up to 50 ft. long and 25 ft. high [S]			<i>Caster Level:</i> 5	<i>Concentration:</i> +9
<i>Effect:</i> An invisible vertical curtain of wind appears.						
☐☐☐☐☐ <b>Wrathful Mantle</b>	<b>DC: 17, Will negates (harmless)</b>	1 standard action	5 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> 5	<i>Concentration:</i> +9
<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: