

	+1/Flamin	te	HAND	TYPE	SIZE	CRITICAL	REACH	
	Long	Carried	Р	М	20/x3	5 ft.		
Ammunition: Arrow								
	Range: 30 ft. To Hit: +14/+9/+4				Damage: 1d8+6			
	110 ft.	220 ft.	330	ft.	440	ft.	550	ft.
TH	+14/+9/+4	+12/+7/+2	+10/+	5/+0	+8/+	3/-2	+6/+	-1/-4
Dam	1d8+6	1d8+6	1d8	+6	1d8	3+6	1d	8+6
	660 ft.	770 ft.	880	ft.	990	ft.	110	0 ft.
TH	+4/-1/-6	+2/-3/-8	+0/-5	/-10	-2/-7	'/-12	-4/-9	9/-14
Dam	1d8+6	1d8+6	1d8	+6	1d8	3+6	1d	8+6
Spec	ial Properties: Stre	ngth bonus to dan	nage. +1d6	fire dama	age			

^{*:} weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+3/Glamered Full Plate	Heavy			-5	35
can appear as normal cloti	ning on com	nmand			
Shield, Heavy Steel	Heavy	+2		-2	15
*Amulet of Natural Armor +2		+2		+0	0
*Ring of Protection +2		+2		+0	0

Celestial Spirit

Uses per day 🔲 🗀

Celestial Spirit (Sp):Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 10 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +2 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 2 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls. [Paizo Inc. - Core Rulebook, p.63]

Lay on Hands Uses per Day

Lay on Hands (Su):You can heal wounds (your own or those of others) by touch. Each day you can use this ability, 11 times per day. With one use of this ability, you can heal 7d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 7d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

Channel Positive Energy: You can unleash a wave of positive energy dealing 5d6 (DC 19 for half) / day. You can unleash a wave of positive energy. You must choose to deal 5d6 points of positive energy damage to undead creatures or to heal living creatures of 5d6 points of damage. Creatures that take damage from channeled energy receive a DC 19 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability. [Paizo Inc. - Core Rulebook]

Martial Flexibility

Uses per Day

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

Smite Evil

Uses per day

Smite Evil (Su):You can call out to the powers of good to aid you in your struggle against evil 4 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add + to your attack rolls and +10 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +20. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +4 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability. [Paizo Inc. - Core Rulebook, p.60]

Sting	HAND	TYPE	SIZE	CRITICAL	REACH
July 3	Carried	Р	М	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+18/+13/+8 1d6+7					
Special Properties: silver, (+1 Short Sword)					

Battleaxe	HAND	TYPE	SIZE	CRITICAL	REACH
Datticaxe	Carried	S	М	20/x3	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+17/+12/+7	1d8+6				

Silver Warhammer	HAND	TYPE	SIZE	CRITICAL	REACH		
Silver warnamier	Carried	В	М	20/x3	5 ft.		
TOTAL ATTACK BONUS	DAMAGE						
+17/+12/+7	1d8+6						
Special Proportion: cilvor							

Shield, Heavy Steel	HAND	HAND TYPE SIZE CRITICAL RE						
Sincia, ficary seeci	Carried		М	20/x2	5 ft.			
TOTAL ATTACK BONUS	DAMAGE							
+17/+12/+7			1d4-	+6				

	Dac		HAND	TYPE	SIZE	CRITICAL	REACH	
	D agge.				PS	M	19-20/x2	5 ft.
	TOTAL ATT	DAMAGE						
	+17/-	1d4+6						
	10 ft.	20 ft.		30 ft. 40 ft.			5	0 ft.
TH	+13/+8/+3 +11/+6/+1 +9		9/+4/-1	+7/+2/-3		+5/	+5/+0/-5	
Dam	1d4+6 1d4+6		1	ld4+6 1d4+6			10	14+6

+1/Human Bane		HAND	TYPE	SIZE	CRITICAL	REACH
	Bastard Sword	Carried	S	М	19-20/x2	5 ft.
	TOTAL ATTACK BONUS	DAMAGE				
	+18/+13/+8	1d10+10				

Special Properties: Human Bane weapons have +2 enhancement bonus and deal +2d6 bonus damage against the chosen foe

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ITEM	LOCATION	QTY	WT / COST
Headband of Alluring Charisma +2	Equipped	1	1 / 4,000
Aura: moderate transmutation, Caster Level: 8th, Construction (Wondrous Item, eagle's splendor, Slot: headband	Cost: 2,000 gp, Cons	truction Re	equirements: Craft

Cap of the Free Thinker	Equipped	1	0 / 12,000
Amulet of Natural Armor +2	Equipped	1	0 / 8,000

Aura: faint transmutation, Caster Level: 5th, Construction Cost: 4,000 gp, Construction Requirements: Craft Wondrous Item, barkskin, creator's caster level must be at least three times the amulet's bonus. Slot: neck

Ring of Protection +2	Equipped	1	0 / 8,000
Aura: faint abjuration, Caster Level: 5th, Construction Cosshield of faith, caster must be of a level at least three time			ents: Forge Ring,
±1/Erost Ealchion	Fauinned	1	8 / 8 375

+1d6 cold damage			
Bracers of the Merciful Knight	Equipped	1	1 / 15,600
Ring of Evasion	Equipped	1	0 / 25,000

Aura: moderate transmutation, Caster Level: 7th, Construction Cost: 12,500 gp, Construction Requirements:

Forge Ring, jump, Slot: ring			
Belt of Physical Might +2 (Dex, Con)	Equipped	1	1 / 10,000
Aura: strong transmutation, Caster Level: 12th, Construction Cost Wondrous Item, bear's endurance, cat's grace, Slot: belt	:: 5,000 gp, Constr	uction Req	uirements: Craft
+3/Glamered Full Plate	Equipped	1	50 / 13,350
can appear as normal clothing on command			

Clock of Posistance +2 1 / 9 000

Cloak of Resistance +3	Equipped	•	1 / 3,000
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 4,50 Item, resistance, creator's caster level must be at least three tir			
Boots of Striding	Equipped	1	1 / 2,500
Backpack, Masterwork	Equipped	1	4 / 50
4 lbs., 4 Torch			
Torch	Backpack,	4	1 (4) / 0 (0)
0000	Masterwork		
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination	n: 40 ft.		

Equipped **Potion of Enlarge Person**

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

NaN / 25 Scroll of Identify Equipped 1

Gives +10 bonus to identify magic items. Aura: faint divination, Caster Level: 1st, Construction Cost: 12 gp 5 sp,

Scribe Scroll, identify, Slot: none **Potion of Darkvision** Equipped 0 / 300

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

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

+2 to AC and saves, plus additional protection against selected alignment. Aura: faint abjuration [good], Caster Level: 1st, Construction Cost: 12 gp 5 sp, Construction Requirements: Scribe Scroll, protection from evil, Slot: no Scroll of Cure Light Wounds Equipped 4 NaN (NaN) 25 (100) NaN (NaN) /

25 (100)

Cures 148 damage + 1/level (max +5).Aura: faint conjuration (healing), Caster Level: 1st, Construction Cost: 12 gp 5 sp, Construction Requirements: Scribe Scroll, cure light wounds, Slot: none
Artisan's Tools, Masterwork Equipped 1 5 / 55

TOTAL WEIGHT CARRIED/VALUE 124,57 lbs. 177,813.5gp

EQUIPMEN	VT		
ITEM	LOCATION	QTY	WT / COST
ıral: No			
ale blue Rhomboid Ioun Stone	Equipped	1	0 / 8,000
ra: strong varied, Caster Level: 12th, Construction Cost: 4,000 m, creator must be 12th level, Slot: none	gp, Construction Re	equiremen	ts: Craft Wondrous
oun Torch	Equipped	1	0 / 75
antern of Revealing	Equipped	1	2 / 30,000
veals all invisible creatures and objects within 25 feet.Aura: fa st: 15,000 gp, Construction Requirements: Craft Wondrous Ite creased Illumination: 60 ft. radius, Normal Illumination: 30 ft. i	m, invisibility purge		

	+1/Flaming Composite Longbow	Carried	1	3 / 8,900
	(+5)			
1	Strength bonus to damage, +1d6 fire damage7,5 lbs., 50 Arrow			
Ì	Arrow	+1/Flaming	50	NaN (NaN)
		Composite		0.1 (2.5)

Carried 2 / 2.310 silver, (+1 Short Sword) Carried 6 / 10 Battleaxe Carried 5 / 102 Silver Warhammer Shield, Heavy Steel Carried 15 / 20 1 (2) / 2 (4) Dagger Carried +1/Human Bane Bastard Sword 6 / 8,335

eapons have +2 enhancement bonus and deal +2d6 bonus damage against the **Hat of Disguise** 0 (0) / 1,800 Carried (3,600)Aura: faint illusion, Caster Level: 1st, Construction Cost: 900 gp, Construction Requirements: Craft Wondrous

Item, disguise self, Slot: head
TOTAL WEIGHT CARRIED/VALUE 124,57 lbs. 177,813.5gp

	,	WEIGHT ALLO	WANCE		
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

Longbow (+5)

MONFY

Total= 0 gp [Unspent Funds = 1,500 gp

MAGIC

Languages

Celestial, Common, Dwarven, Infernal

Other Companions

Archetypes

Hinvasi [Allard Hoeve Houserules1

Hinyasi teach martial traditions centered on the use of farming tools and on other improvised weapons.

Oath of Labor

Aur Iter **Io** La

> [Allard Hoeve Houserules, p.60]

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

Traits

Fed-Up Citizen

0 / 50

[Paizo Inc. - Hell's Rebels Player's Guide, p.10]

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

Magical Knack (Paladin)

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

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

Special Attacks

Channel Positive Energy (Su)

[Paizo Inc. - Core Rulebookl

You can unleash a wave of positive energy dealing 5d6 (DC 19 for half) /day. You can unleash a wave of positive energy. You must choose to deal 5d6 points of positive energy damage to undead creatures or to heal living creatures of 5d6 points of damage. Creatures that take damage from channeled energy receive a DC 19 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

Smite Evil (Su)

[Paizo Inc. - Core Rulebook, p.60]

You can call out to the powers of good to aid you in your struggle against evil 4 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +4 to your attack rolls and +10 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +20. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +4 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Special Qualities

Aura of Courage (Su)

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

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

Aura of Good (Ex)

[Paizo Inc. - Core Rulebook]

You project a strong good aura.

Aura of Resolve (Su)

[Paizo Inc. - Core Rulebook, p.63]

You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Blessing of Prosperity (Su)

[Allard Hoeve Houserules]

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

Bonus Energy Resistance (2x)

[Paizo Inc. - Advanced Player's Guide]

 $Add + 1 \ to \ the \ paladin's \ energy \ resistance \ to \ one \ kind \ of \ energy \ (maximum + 10).$

Bonus Feat

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

Humans select one extra feat at 1st level.

Rebellion Rank 02 (Appraise)

[Paizo Inc. - Hell's Rebels Player's Guide]

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

Rebellion Rank 03

[Paizo Inc. - Hell's Rebels Player's Guide]

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

Rebellion Rank 04 (Alertness)

[Paizo Inc. - Hell's Rebels Player's Guide]

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

Rebellion Rank 05

[Paizo Inc. - Hell's Rebels Plaver's Guidel

XP Award: At ranks 5, 10, 15, and 20, the party earns the listed amount of experience points as a story award. As with all story awards, divide the XP awarded equally among all PCs in the party.

Rebellion Rank 06

[Paizo Inc. - Hell's Rebels Player's Guide]

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

Rebellion Rank 07 (Linguistics)

[Paizo Inc. - Hell's Rebels Player's Guide]

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

Rebellion Rank 08

[Paizo Inc. - Hell's Rebels Player's Guidel

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

Rebellion Rank 09 (Iron Will)

[Paizo Inc. - Hell's Rebels Player's Guide]

Title: At rank 4, then again at ranks 9, 14, and 19, the PCs earn a title as befits their growing power in the rebellion. While the title itself is largely just an honorific, it also coincides with the acquisition of a bonus feat or other benefit each PC has earned through a combination of training with rebellion members and selfconfidence gained from the rebellion's growing strength. With the title of Sentinel at rank 9, each PC gains one of the following as a bonus feat: Great Fortitude, Iron Will, or Lightning Reflexes.

Rebellion Rank 10

[Paizo Inc. - Hell's Rebels Player's Guide]

XP Award: At ranks 5, 10, 15, and 20, the party earns the listed amount of experience points as a story award. As with all story awards, divide the XP awarded equally among all PCs in the party.

Rebellion Rank 11

[Paizo Inc. - Hell's Rebels Player's Guidel

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

Rebellion Rank 12 (Profession (Baker))

[Paizo Inc. - Hell's Rebels Player's Guide]

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

Rebellion Rank 13

[Paizo Inc. - Hell's Rebels Player's Guide]

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

Rebellion Rank 14 (Improved Initiative)

[Paizo Inc. - Hell's Rebels Player's Guide]

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

Rebellion Rank 15

[Paizo Inc. - Hell's Rebels Player's Guide]

XP Award: At ranks 5, 10, 15, and 20, the party earns the listed amount of experience points as a story award. As with all story awards, divide the XP awarded equally among all PCs in the party.

Brawler's Cunning (Ex)

[Paizo Inc. - Advanced Class Guide, p.23]

If the brawler's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

Celestial Spirit (Sp)

[Paizo Inc. - Core Rulebook, p.63]

Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 10 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +2 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 2 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

Code of Conduct [Allard Hoeve -Houserules, p.61]

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

Mercy (Cursed) (Su)

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

Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Curse with a caster level of 10.

Detect Evil (Sp)

[Paizo Inc. - Core Rulebook, p.60]

At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

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

Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Disease with a caster level of 10.

Divine Health (Ex)

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

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

Evasion (Ex) [Paizo Inc. - Core Rulebook]

You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Eye for Profit [Allard Hoeve -Houserules]

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

Humble Beginnings

[Allard Hoeve -Houserules]

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

Lay on Hands (Su)

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

You can heal wounds (your own or those of others) by touch. Each day you can use this ability 11 times per day. With one use of this ability, you can heal 7d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing

power to deal damage to undead creatures, dealing 7d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

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

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

Martial Training (Ex)

[Paizo Inc. - Advanced Class Guide, p.23]

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

Practise Makes Perfect

[Allard Hoeve -Houserules]

A paladin that swears an oath of labor works daily to aid others at their craft. The paladin picks up knowledge on many crafts like this. She adds +5 to all Craft and Profession skill checks.

Resistance to Fire (Ex)

[Paizo Inc. - Bestiary, p.303]

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

Skilled

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

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

Weapon and Armor Proficiency

[Paizo Inc. - Advanced Class Guidel

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

+1 STR Score Bonus

[Paizo Inc. - Core Rulebook]

GM awarded PC with +1 STR bonus.

Feats

Bleeding Critical

[Paizo Inc. - Core Rulebook, p.118]

Your critical hits cause opponents to bleed profusely.

Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage (see Appendix 2) each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

[Paizo Inc. - Core Rulebook, p.120]

You are trained in the arts of causing pain.

You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Fey Foundling

Critical Focus

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

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

You were found in the wilds as a child, bearing a mark of the First World. Your strange connection to the First World and the fey infuses you with life, and whenever you receive magical healing, you heal an additional 2 points/die rolled. You gain a +2 bonus on all saving throws against death effects. Unfortunately, you also suffer +1 point of damage from cold iron weapons (although you can wield cold iron weapons without significant discomfort).

Furious Focus

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

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

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

Improved Critical (Falchion)

[Paizo Inc. - Core Rulebook, p.127]

Attacks made with your chosen weapon are quite deadly.

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

Power Attack

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

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

You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Step Up

[Paizo Inc. - Core Rulebook, p.135]

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

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

Alertness

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

You often notice things that others might miss.

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

Catch Off-Guard

[Paizo Inc. - Core Rulebook, p.119]

Foes are surprised by your skilled use of unorthodox and improvised weapons. You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Improved Initiative

[Paizo Inc. - Core Rulebook, p.127]

Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

Improved Unarmed Strike

[Paizo Inc. - Core Rulebook, p.128]

You are skilled while fighting unarmed.

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

Iron Will

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

You are more resistant to mental effects.

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

Proficiencies

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

Temporary Bonus

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

Class Spell-like Abilities

 Name
 School
 Time
 Duration
 Range
 Source

 At Will
 Detect Evil
 Divination
 1 standard action
 Concentration, up to 100 minutes [D]
 60 ft.
 CR:p.266

[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No]

=Domain/Speciality Spell

Name School Time Duration Range Source
Restoration (Lesser) Conjuration (Healing) 3 rounds Instantaneous Touch CR:p.334

[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:10, Will negates (harmless)]

* =Domain/Speciality Spell

Paladin Spells

LEVEL	0	1	2	3	4
PER DAY	_	3	2	1	_
Concentration	±12				

	LEVEL 1 / Per Day:	3 / Caster Le	evel:9		
Name	School	Time	Duration	Range	Source
Animal Purpose Training	Enchantment (Compulsion) [Mind-A	•	9 hours	Close (45 ft.)	ACG:p.17
[V, S, M] TARGET: one indifferent or friendly animal; EFFECT: Animal gains	s a new general purpose. [SR:yes; DC:15, none Enchantment (Compulsion) [Mind-A		9 minutes	50 ft.	CR:p.24
(V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered of		·			
Blessed Fist	Transmutation [Good]	1 standard action	9 minutes	Touch	ACG:p.17
[V, S] TARGET: creature touched; EFFECT: Target doesn't provoke attacks					
□□□□ Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.24
[V, S, M] TARGET: Flask of water touched; EFFECT: This transmutation imb	oues a flask of water with positive energy, turn	ning it into holy water. [SR: Ye	es (object): DC: 15. Will negates (object)]		
□□□□ Bless Weapon	Transmutation	1 standard action	9 minutes	Touch	CR:p.25
[V, S] TARGET: Weapon touched; EFFECT: This transmutation makes a wea	apon strike true against evil foes. [SR:No]				
□□□□ Bowstaff	Transmutation	1 swift action	9 rounds [D]	Personal	UC:p.22
[V] TARGET: one weapon [bow]; EFFECT: A shortbow may double as a club	o, or a longbow as a quarterstaff. [SR:Yes (har	mless, object); DC:15, Will ne	egates (harmless, object)]		
DOD Build Trust	Divination	1 standard action	9 days; see text	Close (45 ft.)	UI:p.20
[V,S,M] TARGET: One creature; EFFECT: Gain various bonuses when intera	ecting with the target. [SR:Yes; DC:15, Will neg	jates]			
⊒□□□□ <u>Challenge Evil</u>	Enchantment (Compulsion) [Mind-A	Affecting1 standard action	9 minutes [D]	Close (45 ft.)	APG:p.21
[V, DF] TARGET: one evil creature; EFFECT: Sickens creature if it refuses to	fight you. [SR:Yes; DC:15, Will negates]				
 Compel Hostility	Enchantment (Compulsion) [Mind-A	Affecting1 standard action	9 rounds	Personal	UC:p.22
[V, S, M] TARGET: You; EFFECT: Compels opponents to attack you instead					
 <u>Conditional Favor</u>	Abjuration	1 swift action	9 days [D]	See text	UI:p.20
[V] TARGET: One creature; EFFECT: Provide another spell whose effects re					
 _ _ <u>Create Water</u>	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (45 ft.)	CR:p.26
[V, S] TARGET: Up to 18 gallons of water; EFFECT: This spell generates who					
<u>Cure Light Wounds</u>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.26
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a					
<u>Detect Poison</u>	Divination	1 standard action	Instantaneous	Close (45 ft.)	CR:p.26
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; <i>EFFECT:</i> Y					
<u>Detect the Faithful</u>	Divination	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	UI:p.21
[V,S,DF] TARGET: Cone-shaped emanation; EFFECT: Find others of the sar					
□□□□ Detect Undead	Divination	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	CR:p.26
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect th					
□□□□ <u>Diagnose Disease</u>	Divination	1 standard action	Instantaneous	Close (45 ft.)	UM:p.21
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detect ar					
Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.27
[V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom of					CD 033
DDD Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.27
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure					ADC 221
□□□□ Ghostbane Dirge	Transmutation	1 standard action	9 rounds	Close (45 ft.)	APG:p.22
[V, S, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal creat	ture takes half damage from nonmagical weap Abjuration	pons. [SR: Yes; DC: 15, Will need to be a swift action	gates] see text		
Crace	Abjuration				ADC:n 22
	No.		See text	Personal	APG:p.22
[V] TARGET: You; EFFECT: Movement doesn't provoke attacks of opportur					
Hero's Defiance	Conjuration (Healing)	1 immediate action		Personal	
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling unco	Conjuration (Healing) onscious.	1 immediate action	Instantaneous	Personal	APG:p.22
□□□□ Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling unco □□□□□ Honeyed Tongue	Conjuration (Healing) onscious. Transmutation				APG:p.22
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling unco Honeyed Tongue [V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take h	Conjuration (Healing) onscious. Transmutation igher roll.	1 immediate action	Instantaneous 90 minutes	Personal Personal	APG:p.22
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling unco Honeyed Tongue [V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take h	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic]	1 immediate action	Instantaneous	Personal	APG:p.22
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling unco Honeyed Tongue [V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take h JJJJHorn of Pursuit [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles aw.	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No]	1 immediate action 1 standard action 1 standard action	Instantaneous 90 minutes 1 round	Personal Personal	APG:p.22 APG:p.22 UM:p.22
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling unco Honeyed Tongue [V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take h Horn of Pursuit S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away Knight's Calling	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A	1 immediate action 1 standard action 1 standard action	Instantaneous 90 minutes	Personal Personal	APG:p.22 APG:p.22 UM:p.22
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling unco Honeyed Tongue [V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take h Horn of Pursuit [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles awa	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates]	1 immediate action 1 standard action 1 standard action	Instantaneous 90 minutes 1 round	Personal Personal Close (45 ft.)	APG:p.22 APG:p.22 UM:p.22 APG:p.23
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling unco Honeyed Tongue [V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take hold the most of the	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting]	1 immediate action 1 standard action 1 standard action Affecting standard action 1 standard action	Instantaneous 90 minutes 1 round	Personal Personal	APG:p.22 APG:p.22 UM:p.22 APG:p.23
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling uncu- Honeyed Tongue [V, M/DF] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take hard horn of Pursuit [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away with the company of the compan	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting]	1 immediate action 1 standard action 1 standard action Affecting standard action 1 standard action	Instantaneous 90 minutes 1 round	Personal Personal Close (45 ft.)	APG:p.22 APG:p.22 UM:p.22 APG:p.23
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling uncomposed Tongue [V] More of Pursuit [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away the composed of the creature; EFFECT: Forces target to move toward you hands of the creature; EFFECT: Target uses your Knowledge [V, SM] TARGET: Creature touched; EFFECT: Target uses your Knowledge [V, SM] TARGET: Creature touched; EFFECT: Target uses your Knowledge [V, SM] TARGET: Creature touched; EFFECT: Target uses your Knowledge [V, SM] TARGET: Creature touched; EFFECT: Target uses your Knowledge [V, SM] TARGET: Creature touched; EFFECT: Target uses your Knowledge	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Will Divination	1 immediate action 1 standard action 1 standard action Affecting standard action 1 standard action ill negates (harmless)]	Instantaneous 90 minutes 1 round 90 minutes	Personal Personal Close (45 ft.) Touch	APG:p.22 APG:p.22 UM:p.22 APG:p.23
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling uncompleted in the proof of the pro	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Wil Divination [SR:No]	1 immediate action 1 standard action 1 standard action Affecting 1 standard action 1 standard action 1 standard action ill negates (harmless)] 1 minute	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous	Personal Personal Close (45 ft.) Touch Personal	APG:p.22 APG:p.22 UM:p.22 APG:p.23 UI:p.21 UM:p.22
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling uncompleted in the proof of the pro	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Will Divination [SR:No] Transmutation	1 immediate action 1 standard action 1 standard action Affectin(1 standard action 1 standard action ill negates (harmless)] 1 minute 1 immediate action	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous instantaneous	Personal Personal Close (45 ft.) Touch	APG:p.22: APG:p.22: UM:p.22: APG:p.23: UI:p.21: UM:p.22:
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling uncomposed the properties of layon hands while falling uncomposed to the properties of layon hands while falling uncomposed to the properties of layon on hands while falling uncomposed to the properties of layon of Pursuit [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away in the properties of layon of Pursuit [S] TARGET: 3 peals of a horn; EFFECT: Forces target to move toward you with the properties of layon	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Will Divination [SR:No] Transmutation	1 immediate action 1 standard action 1 standard action Affecting1 standard action 1 standard action ill negates (harmless)] 1 minute 1 immediate action t. [SR:Yes (harmless); DC:15,	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous instantaneous	Personal Personal Close (45 ft.) Touch Personal	APG:p.22: UM:p.22 APG:p.23: UI:p.21: UM:p.22: UC:p.23:
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling uncompleted in the proof of the pro	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Wil Divination [SR:No] Transmutation s an immediate action and gains a bonus on it Enchantment (Compulsion) [Langua	1 immediate action 1 standard action 1 standard action Affecting1 standard action 1 standard action ill negates (harmless)] 1 minute 1 immediate action t. [SR:Yes (harmless); DC:15, age-Dep1 swift action	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous instantaneous Will negates (harmless)]	Personal Personal Close (45 ft.) Touch Personal Close (45 ft.)	APG:p.22: UM:p.22 APG:p.23: UI:p.21: UM:p.22: UC:p.23:
Hero's Defiance YarageT: You; EFFECT: Allows the use of lay on hands while falling uncolonge Honeyed Tongue Horn of Pursuit Same TargeT: You; EFFECT: Roll 2 dice when using Diplomacy, take hold the property of the property	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Wil Divination [SR:No] Transmutation s an immediate action and gains a bonus on it Enchantment (Compulsion) [Langua	1 immediate action 1 standard action 1 standard action Affecting1 standard action 1 standard action ill negates (harmless)] 1 minute 1 immediate action t. [SR:Yes (harmless); DC:15, age-Dep1 swift action	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous instantaneous Will negates (harmless)]	Personal Personal Close (45 ft.) Touch Personal Close (45 ft.)	APG:p.22 UM:p.22: APG:p.23 UI:p.21: UM:p.22: UC:p.23
Hero's Defiance (V) TARGET: You; EFFECT: Allows the use of lay on hands while falling uncolor and the late of lay on hands while falling uncolor and the late of lay on hands while falling uncolor and the late of lay on hands while falling uncolor and the late of late o	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Wil Divination [SR:No] Transmutation s an immediate action and gains a bonus on it Enchantment (Compulsion) [Langue ks of opportunity for 1 round. [SR:Yes; DC:15, 1 Transmutation	1 immediate action 1 standard action 1 standard action Affectin(1 standard action 1 standard action ill negates (harmless)] 1 minute 1 immediate action t. [SR:Yes (harmless); DC:15, age-Dep1 swift action Will negates]	Instantaneous 90 minutes 1 round 90 minutes Instantaneous instantaneous Will negates (harmless)] 1 round	Personal Personal Close (45 ft.) Touch Personal Close (45 ft.) Close (45 ft.)	APG:p.22 UM:p.22: APG:p.23 UI:p.21: UM:p.22: UC:p.23
Hero's Defiance (V) TARGET: You; EFFECT: Allows the use of lay on hands while falling uncolouse. (W) TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take home to the property of the property of the property. (S) TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. (N) EFFECT: A peals of a horn; EFFECT: Forces target to move toward you. (N) TARGET: one creature; EFFECT: Forces target to move toward you. (N) TARGET: Creature touched; EFFECT: Target uses your Knowledge. (N) TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. (N) TARGET: one creature; EFFECT: Target makes an Escape Artist check as: (N) TARGET: one creature; EFFECT: Single target cannot make attact. (N) TARGET: One creature; EFFECT: Single target cannot make attact. (N) TARGET: One creature; EFFECT: Single target cannot make attact. (N) TARGET: One creature; EFFECT: Single target cannot make attact. (N) TARGET: One creature; EFFECT: Single target cannot make attact. (N) TARGET: One creature; EFFECT: Single target cannot make attact.	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Wil Divination [SR:No] Transmutation s an immediate action and gains a bonus on it Enchantment (Compulsion) [Langue ks of opportunity for 1 round. [SR:Yes; DC:15, 1 Transmutation	1 immediate action 1 standard action 1 standard action Affectin(1 standard action 1 standard action ill negates (harmless)] 1 minute 1 immediate action t. [SR:Yes (harmless); DC:15, age-Dep1 swift action Will negates]	Instantaneous 90 minutes 1 round 90 minutes Instantaneous instantaneous Will negates (harmless)] 1 round	Personal Personal Close (45 ft.) Touch Personal Close (45 ft.) Close (45 ft.)	APG:p.22 UM:p.22 UM:p.22 APG:p.23 UI:p.21 UC:p.23
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling uncompleted in the proof of layout the proof of layout hands while falling uncompleted in the proof of Pursuit [S] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take hand hands and hands and hands are allowed in the proof of Pursuit [S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles and hands are allowed in the proof of layout hands and hands are allowed in the proof of layout hands are allowed in the proof o	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Will Divination [SR:No] Transmutation s an immediate action and gains a bonus on it Enchantment (Compulsion) [Langua ks of opportunity for 1 round. [SR:Yes; DC:15, Transmutation ncrement for any ranged weapon fired. Transmutation [MetalSchool]	1 immediate action 1 standard action 1 standard action 1 standard action 1 standard action ill negates (harmless)] 1 minute 1 immediate action t. [SR:Yes (harmless); DC:15, age-Dep1 swift action Will negates] 1 standard action 1 standard action	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous instantaneous Will negates (harmless)] 1 round 9 minutes 9 minutes	Personal Personal Personal Close (45 ft.) Touch Personal Close (45 ft.) Close (45 ft.) Personal	APG:p.22 APG:p.22 UM:p.22 APG:p.23 UI:p.21 UC:p.23 UC:p.23
Hero's Defiance [V] TARGET: You; EFFECT: Allows the use of lay on hands while falling uncompleted in the proof of the pro	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Will Divination [SR:No] Transmutation s an immediate action and gains a bonus on it Enchantment (Compulsion) [Langua ks of opportunity for 1 round. [SR:Yes; DC:15, Transmutation ncrement for any ranged weapon fired. Transmutation [MetalSchool]	1 immediate action 1 standard action 1 standard action 1 standard action 1 standard action ill negates (harmless)] 1 minute 1 immediate action t. [SR:Yes (harmless); DC:15, age-Dep1 swift action Will negates] 1 standard action 1 standard action	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous instantaneous Will negates (harmless)] 1 round 9 minutes 9 minutes	Personal Personal Personal Close (45 ft.) Touch Personal Close (45 ft.) Close (45 ft.) Personal	APG:p.22 APG:p.22 UM:p.22 APG:p.23 UI:p.21 UM:p.22 UC:p.23 UC:p.23 CR:p.31
Hero's Defiance TARGET: You; EFFECT: Allows the use of lay on hands while falling uncomposed	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Wil Divination [SR:No] Transmutation s an immediate action and gains a bonus on it Enchantment (Compulsion) [Langua ks of opportunity for 1 round. [SR:Yes; DC:15, Transmutation ncrement for any ranged weapon fired. Transmutation [MetalSchool] son a +1 enhancement bonus on attack and da Abjuration [Lawful]	1 immediate action 1 standard action 1 standard action Affectin(1 standard action 1 standard action ill negates (harmless)] 1 minute 1 immediate action t. [SR:Yes (harmless); DC:15, age-Dep1 swift action Will negates] 1 standard action 1 standard action amage rolls. [SR:Yes (harmless) tandard action	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous instantaneous will negates (harmless)] 1 round 9 minutes	Personal Personal Personal Close (45 ft.) Touch Personal Close (45 ft.) Close (45 ft.) Personal Touch o, object.)] Touch	APG:p.22 UM:p.22 APG:p.23 UI:p.21 UM:p.22 UC:p.23 UC:p.23
Hero's Defiance (V) TARGET: You; EFFECT: Allows the use of lay on hands while falling uncolonge (W) TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take have been defined in the proof of Pursuit (S) TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away has been defined in the proof of Pursuit (S) TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away has been defined in the proof of Pursuit (S) TARGET: 3 peals of a horn; EFFECT: Forces target to move toward you (N) LARGET: Creature touched; EFFECT: Target uses your Knowledge (N) Liberating Command (N) TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. (N) TARGET: one creature; EFFECT: Target makes an Escape Artist check as companied in the proof of the pr	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Wil Divination [SR:No] Transmutation s an immediate action and gains a bonus on it Enchantment (Compulsion) [Langua ks of opportunity for 1 round. [SR:Yes; DC:15, Transmutation ncrement for any ranged weapon fired. Transmutation [MetalSchool] son a +1 enhancement bonus on attack and da Abjuration [Lawful]	1 immediate action 1 standard action 1 standard action Affectin(1 standard action 1 standard action ill negates (harmless)] 1 minute 1 immediate action t. [SR:Yes (harmless); DC:15, age-Dep1 swift action Will negates] 1 standard action 1 standard action amage rolls. [SR:Yes (harmless) tandard action	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous instantaneous will negates (harmless)] 1 round 9 minutes	Personal Personal Personal Close (45 ft.) Touch Personal Close (45 ft.) Close (45 ft.) Personal Touch o, object.)] Touch	APG:p.22 APG:p.22 UM:p.22 APG:p.23 UI:p.21 UC:p.23 UC:p.23 CR:p.31
Hero's Defiance (V) TARGET: You; EFFECT: Allows the use of lay on hands while falling uncolor and the late of lay on hands while falling uncolor and the late of lay on hands while falling uncolor and the late of lay on hands while falling uncolor and the late of late o	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Wil Divination [SR:No] Transmutation s an immediate action and gains a bonus on it Enchantment (Compulsion) [Langua ks of opportunity for 1 round. [SR:Yes; DC:15, Transmutation ncrement for any ranged weapon fired. Transmutation [MetalSchool] on a +1 enhancement bonus on attack and da Abjuration [Lawful] are from attacks by chaotic creatures, from me Abjuration [Good]	1 immediate action 1 standard action ill negates (harmless); 1 minute 1 immediate action t. [SR:Yes (harmless); DC:15, age-Dep1 swift action Will negates] 1 standard action amage rolls. [SR:Yes (harmless); standard action 1 standard action ental control, and from summ 1 standard action	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous instantaneous Will negates (harmless)] 1 round 9 minutes 9 minutes 9 minutes 9 minutes 9 minutes [D] moned creatures. [SR:No; see text; DC:15 9 minutes [D]	Personal Personal Personal Close (45 ft.) Touch Personal Close (45 ft.) Close (45 ft.) Personal Touch , object)] Touch Will negates (harmless)] Touch	APG:p.22d APG:p.22d UM:p.22d UI:p.21d UC:p.23d UC:p.23d CR:p.32d CR:p.32d
Hero's Defiance WTARGET: You; EFFECT: Allows the use of lay on hands while falling uncolor and the company of	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-A and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Wil Divination [SR:No] Transmutation s an immediate action and gains a bonus on it Enchantment (Compulsion) [Langua ks of opportunity for 1 round. [SR:Yes; DC:15, Transmutation ncrement for any ranged weapon fired. Transmutation [MetalSchool] on a +1 enhancement bonus on attack and da Abjuration [Lawful] are from attacks by chaotic creatures, from me Abjuration [Good]	1 immediate action 1 standard action ill negates (harmless)] 1 minute 1 immediate action t. [SR:Yes (harmless); DC:15, age-Dep1 swift action Will negates] 1 standard action 1 standard action amage rolls. [SR:Yes (harmless)] 1 standard action amage rolls. [SR:Yes (harmless)] 1 standard action amage rolls. [SR:Yes (harmless)] 1 standard action and standard action 1 standard action 1 standard action	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous instantaneous Will negates (harmless)] 1 round 9 minutes 9 minutes 9 minutes 9 minutes 9 minutes [D] moned creatures. [SR:No; see text; DC:15 9 minutes [D]	Personal Personal Personal Close (45 ft.) Touch Personal Close (45 ft.) Close (45 ft.) Personal Touch , object)] Touch Will negates (harmless)] Touch	APG:p.22 APG:p.22: UM:p.22: UI:p.21: UM:p.22: UC:p.23 UC:p.23 CR:p.31 CR:p.32
Hero's Defiance (V) TARGET: You; EFFECT: Allows the use of lay on hands while falling uncolor and the late of lay on hands while falling uncolor and the late of lay on hands while falling uncolor and the late of lay on hands while falling uncolor and the late of late o	Conjuration (Healing) onscious. Transmutation igher roll. Evocation [Sonic] ay. [SR:No] Enchantment (Compulsion) [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Will Divination [Mind-Affecting] [nobility] ranks. [SR:Yes (harmless); DC:15, Will Divination [SR:No] Transmutation s an immediate action and gains a bonus on it Enchantment (Compulsion) [Langua ks of opportunity for 1 round. [SR:Yes; DC:15, Transmutation ncrement for any ranged weapon fired. Transmutation [MetalSchool] on a +1 enhancement bonus on attack and da Abjuration [Lawful] are from attacks by chaotic creatures, from me Abjuration [Good] are from attacks by evil creatures, from mental Enchantment (Compulsion) [Good, I	1 immediate action 1 standard action ill negates (harmless)] 1 minute 1 immediate action 1, [SR:Yes (harmless); DC:15, age-Dep1 swift action Will negates] 1 standard action 1 standard action amage rolls. [SR:Yes (harmless) tandard action 1 standard action 1 standard action amage rolls, and from summ 1 standard action 1 standard action	Instantaneous 90 minutes 1 round 1 round 90 minutes Instantaneous instantaneous Will negates (harmless)] 1 round 9 minutes 9 minutes 9 minutes 9 minutes [D] moned creatures. [SR:No; see text; DC:15, Will procedures [D] 9 minutes [D]	Personal Personal Personal Close (45 ft.) Touch Personal Close (45 ft.) Close (45 ft.) Personal Touch 6, object)] Touch Will negates (harmless)] I negates (harmless)]	APG:p.22 UM:p.22: APG:p.23 UI:p.21: UM:p.22: UC:p.23 UC:p.23 CR:p.31

	Paladin S	pells			
Read Magic	Divination	1 standard action	90 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objective and the control of the contro	ectsbooks, scrolls, weapons, and the likethat Abjuration	would otherwise be uni	ntelligible. 1 minute	Touch	CR:p.33
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with	-				CK.p.33
□□□□ Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.33
[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any ma (harmless); DC:15, Will negates (harmless)]	gical effects reducing one of the subject's abilit	y scores or cures 1d4 po	ints of temporary ability damage to one o	f the subject's ability scores. [SF	t:Yes
Sanctify Corpse	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.23
[V, S, DF, M] TARGET: Corpse touched; EFFECT: Prevent a corpse from become	ning an undead creature. [SR:No] Abjuration	1 atom doud outlon	9 minutes	Tarreb	ACG:p.19
[V, S, DF] TARGET: creature touched; EFFECT: Target gains a 25% chance to 1	•	1 standard action		Touch	ACG:p. 19.
DDDDStunning Barrier	Abjuration	1 standard action	9 rounds or until discharged	Personal	ACG:p.19
[V, S] TARGET: you; EFFECT: Magical field grants a +1 bonus to AC and on sa	ves, and stuns one creature attacking you. [SR: Transmutation [Fire]			Touris	116 24
[V, S] TARGET: one melee weapon; EFFECT: Weapon touched bursts into flar	• • •	1 standard action	9 rounds [see text]	Touch	UC:p.24
□□□□ <u>Tactical Acumen</u>	Enchantment (Compulsion) [Mind-Affer		9 rounds [D]	30ft.	UC:p.24
[V, S, M/DF] TARGET: The caster and all allies within a 30-ftradius burst, ce (harmless)]	ntered on the caster; EFFECT: You gain an addit	ional +1 on attack rolls o	or to AC due to battlefield positioning. [SR:	Yes (harmless); DC: 15, Will nega	ates
Unbreakable Heart	Enchantment (Compulsion) [Mind-Affe	ctinc1 standard action	9 rounds	Close (45 ft.)	ISWG:p.29
[V, S] TARGET: One creature; EFFECT: Creature gains +4 morale bonus on sa (harmless); DC:15, Will negates (harmless)]	ves against mind-affecting effects that rely on i	negative emotions or tha	at would force him to harm an ally. Supres	ses such effects already in place	e. [SR:Yes
□□□□□Veil of Positive Energy	Abjuration [Good]	1 standard action	90 minutes [D]	Personal or 5 ft.; see t	APG:p.25
[V, S, DF] TARGET: You or all creatures within 5 ft.; see text; EFFECT: +2 AC, +					
V. S. DEL TARGET: Construct couched: EFFECT: With a touch you infuse a cre	Transmutation	1 standard action	1 min.	Touch	CR:p.36
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a cre Wartrain Mount	Enchantment (Compulsion) [Mind-Affe		9 hours	Close (45 ft.)	UM:p.24
[V, S, M] TARGET: One indifferent or friendly animal; EFFECT: Animal gains of		4	T	Class (AE C.)	
[V, DF] TARGET: One ally; EFFECT: Ally rerolls a save against charm or fear. [Abjuration SP:Vas (harmless): DC:15 Will pagates (harmle	1 immediate action	ınstantaneous	Close (45 ft.)	UM:p.249
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	_EVEL 2 / Per Day:2 ,				
Name	School Evocation [Lawful]	Time 1 standard action	Duration Instantaneous [1 round]; see text	Range Close (45 ft.)	Source UM:p.207
[V, S, DF] TARGET: Arrow-shaped projectile of lawful energy; EFFECT: Harm				Close (45 ft.)	OWI.P.20
□□□□ <u>Aura of Greater Courage</u>	Abjuration [Emotion]	1 standard action	10/minutes per level	Personal	APG:p.204
[V, S, DF] TARGET: 10-ftradius emanation centered on you; EFFECT: Increase	ses strength of a paladin's aura of courage. [SR Abjuration	:Yes (harmless); DC:16, \ 1 standard action	Will negates (harmless)] 9 minutes	Touch	APG:p.205
[V, S, DF] TARGET: one good creature touched; EFFECT: Subject gains bonus	-			roden	74 G.p.20
□□□□ Bestow Weapon Proficiency	Enchantment (Compulsion) [Mind-Affe		9 minutes	Close (45 ft.)	UC:p.224
[V, S, M] TARGET: one creature; EFFECT: Grant a creature proficiency in a sir	igle weapon for short period of time. [SR:Yes (h Conjuration (Healing) [Emotion]	armless); DC: 16, Will ne 1 standard action	gates (harmless)] 9 minutes [see below]	Close (45 ft.)	APG:p.205
[V, S, DF] TARGET: one living creature; EFFECT: Grants a +2 bonus on saves v			7 minutes [see below]	Close (45 ft.)	74 G.p.20
DDDD Bull's Strength	Transmutation	1 standard action	9 minutes	Touch	CR:p.251
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : The subject becomes stron	ger granting a +4 enhancement bonus to Stren Abjuration	igth. [SR: Yes (harmless); 1 standard action	DC: 16, Will negates (harmless)] 90 minutes or until discharged	Personal	ACG:p.176
[V, S, F] TARGET: you; EFFECT: Adamantine bullets intercept firearm attacks.		i standard action	90 minutes of until discharged	reisolidi	ACG.p.170
□□□□ Corruption Resistance	Abjuration	1 standard action	90 minutes	Touch	APG:p.212
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : Protects creature against dam	nage from alignment-based attacks. [SR:Yes (ha Conjuration (Healing)	rmless); DC: 16, Fortitud 1 standard action	e negates (harmless)] 9 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : The subject becomes temporary	· · · · · ·			Toucii	CR.p.203
DDDDDivine Arrow	Transmutation [Good]	1 standard action	9 rounds or until discharged	Touch	UC:p.228
[V, S] TARGET: one projectile; <i>EFFECT</i> : Imbues a projectile with holy energy.		1 standard action	0 minutes	Touch	CP:n 276
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature by	Transmutation ecomes more poised, articulate, and personally	1 standard action v forceful gaining a +4 er	9 minutes phancement bonus to Charisma. [SR:Yes:	Touch C:16. Will negates (harmless)]	CR:p.275
DDDD Effortless Armor	Transmutation	1 standard action	9 minutes	Personal	UC:p.228
[V, S] TARGET: You; EFFECT: Armor you wear no longer slows your speed.	Abjuration	1 standard action	24 hours	Touch	IIC n 229
[V, S] TARGET: creatures touched; EFFECT: As endure elements, but you may	-			Touch	UC:p.228
□□□□□Fire of Entanglement	Evocation	1 swift action	9 rounds	special; see text	APG:p.221
[V, S] TARGET: one creature; EFFECT: Your ability to smite evil also entangles		1 standard action	90 minutes	Damanal	11Mm 221
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:N	Abjuration	i standard action	90 minutes	Personal	UM:p.223
Instant Armor	Conjuration (Creation) [Force]	1 standard action	9 minutes [D]	Personal	APG:p.229
[V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your		1 atandand action	10	Damanal	ADC 221
[V, S] TARGET: lance of light; EFFECT: Creates a soaring beacon of light.	Evocation [Good, Light]	1 standard action	10 rounds [D]	Personal	APG:p.231
Litany of Defense	Transmutation	1 swift action	1 round	Personal	UC:p.234
[V, S, DF] TARGET: You; EFFECT: Doubles armor's enhancement bonus. [SR:		and a decision of the section	Amount	Class (45.6s.)	110 22.
[V, S, DF] TARGET: one creature; <i>EFFECT:</i> Fascinates a single creature for 1 r	Enchantment (Charm) [Language-Depe	enue i swift action	1 round	Close (45 ft.)	UC:p.234
Inner I one creature. Effect. I ascidles a sitiule creature for 1 f	Conjuration (Calling) [Language-Depen	den1 swift action	1 round	Close (45 ft.)	UC:p.234
□□□□□ <u>Litany of Entanglement</u>					
[V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [SR:Yes; DC:16, Will negates]	1 4	A second	Class (AE C.)	UC:p.23
V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [Litany of Righteousness	SR:Yes; DC:16, Will negates] Evocation [Good, Language-Dependent		1 round	Close (45 ft.)	OC.p.25.
□□□□□ <u>Litany of Entanglement</u>	SR:Yes; DC:16, Will negates] Evocation [Good, Language-Dependent		1 round	Close (45 ft.) Personal	
[V, s, oF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [SR:Yes; DC:16, Will negates] Evocation [Good, Language-Dependent amage from creatures with a good aura. [SR:Ye Transmutation iity for 1 round.	es; DC: 16, Will negates] 1 swift action	1 round	Personal	UC:p.23
[V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [V, S, DF] TARGET: one creature; EFFECT: A single evil creature takes more devaluable. [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You yet	SR:Yes; DC:16, Will negates] Evocation [Good, Language-Dependent amage from creatures with a good aura. [SR:Ye Transmutation iity for 1 round. Transmutation	es; DC: 16, Will negates] 1 swift action 1 standard action	1 round 9 minutes		UC:p.23
[V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [V, S, DF] TARGET: one creature; EFFECT: A single evil creature takes more devaluable. [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opporture [V, S, DF] TARGET: You yet	SR:Yes; DC:16, Will negates] Evocation [Good, Language-Dependent amage from creatures with a good aura. [SR:Ye Transmutation iity for 1 round. Transmutation	es; DC: 16, Will negates] 1 swift action 1 standard action	1 round 9 minutes	Personal	UC:p.23
[V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [Litany of Righteousness [V, S, DF] TARGET: one creature; EFFECT: A single evil creature takes more d Litany of Warding [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opportur Magic Siege Engine [V, S, DF] TARGET: one siege engine touched; EFFECT: Siege engine gains +1 Owl's Wisdom [V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature by	SR:Yes; DC:16, Will negates] Evocation [Good, Language-Dependent amage from creatures with a good aura. [SR:Ye Transmutation ity for 1 round. Transmutation on targeting and damage rolls. [SR:Yes (harm Transmutation ecomes wiser gaining a +4 enhancement bonu	es; DC:16, Will negates] 1 swift action 1 standard action less, object); DC:16, Will 1 standard action s to Wisdom. [SR:Yes; D0	1 round 9 minutes negates (harmless, object)] 9 minutes C:16, Will negates (harmless)]	Personal Touch	UC:p.239 UC:p.239 CR:p.318
[V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [SR:Yes; DC:16, Will negates] Evocation [Good, Language-Dependent amage from creatures with a good aura. [SR:Ye Transmutation ity for 1 round. Transmutation on targeting and damage rolls. [SR:Yes (harm Transmutation ecomes wiser gaining a +4 enhancement bonu Abjuration	es; DC:16, Will negates] 1 swift action 1 standard action less, object); DC:16, Will 1 standard action s to Wisdom. [SR:Yes; DC 1 immediate action	1 round 9 minutes negates (harmless, object)] 9 minutes C:16, Will negates (harmless)] Instantaneous	Personal	UC:p.23
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	SR:Yes; DC:16, Will negates] Evocation [Good, Language-Dependent amage from creatures with a good aura. [SR:Ye Transmutation ity for 1 round. Transmutation on targeting and damage rolls. [SR:Yes (harm Transmutation ecomes wiser gaining a +4 enhancement bonu Abjuration	es; DC:16, Will negates] 1 swift action 1 standard action less, object); DC:16, Will 1 standard action s to Wisdom. [SR:Yes; DC 1 immediate action	1 round 9 minutes negates (harmless, object)] 9 minutes C:16, Will negates (harmless)] Instantaneous	Personal Touch	UC:p.239 UC:p.236 CR:p.318 APG:p.234 UC:p.240
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	SR:Yes; DC:16, Will negates] Evocation [Good, Language-Dependent amage from creatures with a good aura. [SR:Ye Transmutation lifty for 1 round. Transmutation on targeting and damage rolls. [SR:Yes (harm Transmutation ecomes wiser gaining a +4 enhancement bonu Abjuration ther creature. [SR:Yes (harmless); DC:16, Fortite Abjuration [Lawful] but you may divide the duration among creatur.	es; DC:16, Will negates] 1 swift action 1 standard action less, object); DC:16, Will 1 standard action s to Wisdom. [SR:Yes; DG 1 immediate action ude negates (harmless)] 1 standard action res touched. [SR:No; see	1 round 9 minutes negates (harmless, object)] 9 minutes C:16, Will negates (harmless)] Instantaneous 9 minutes [D] e text; DC:16, Will negates (harmless)]	Personal Touch Close (45 ft.) Touch	UC:p.235 UC:p.236 CR:p.318 APG:p.234 UC:p.246
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	SR:Yes; DC:16, Will negates] Evocation [Good, Language-Dependent amage from creatures with a good aura. [SR:Ye Transmutation interpreting and damage rolls. [SR:Yes (harm Transmutation on targeting and damage rolls. [SR:Yes (harm Transmutation ecomes wiser gaining a +4 enhancement bonu Abjuration ther creature. [SR:Yes (harmless); DC:16, Fortite Abjuration [Lawful] but you may divide the duration among creatu Abjuration [Good]	es; DC:16, Will negates] 1 swift action 1 standard action less, object); DC:16, Will 1 standard action s to Wisdom. [SR:Yes; Do 1 immediate action ude negates (harmless)] 1 standard action res touched. [SR:No; see 1 standard action	1 round 9 minutes negates (harmless, object)] 9 minutes C:16, Will negates (harmless)] Instantaneous 9 minutes [D] e text; DC:16, Will negates (harmless)] 9 minutes [D]	Personal Touch Touch Close (45 ft.)	UC:p.235 UC:p.236 CR:p.318 APG:p.234

DDDD Remove Paralysis	Paladin Sp	1 standard action	Instantaneous	Close (45 ft.)	CR:p.
☐☐☐☐ Remove Paralysis /, s] TARGET: Up to four creatures, no two of which can be more than 30 ft	· · · · · · · · · · · · · · · · · · ·			, ,	
narmless)]					-
DDDD Resist Energy	Abjuration, AirSchool, EarthSchool, FireSc		90 minutes	Touch	CR:p
/, s, DF] TARGET : Creature touched; <i>EFFECT:</i> This abjuration grants a creature	Enchantment (Compulsion) [Mind-Affecti		oes you select. [SR:Yes (harmless); DC:1	6, Fortitude negates (harmles Touch	is)] APG:p
/, S, DF] TARGET: creature touched; <i>EFFECT:</i> Boosts attack bonus with each l		-			- 1
Cacred Bond	Conjuration (Healing)	1 round	90 minutes [D]	Touch; see text	APG:p
/, S, F] TARGET: creature touched; EFFECT: Cast touch healing spells from a	distance. [SR:Yes (harmless); DC:16, Will negates Transmutation	(harmless)] 1 standard action	9 rounds [D]; see text	Personal	APG:p
DDDDDSaddle Surge /, s, DF] TARGET: You and your mount; EFFECT: Bonus damage for moving o		i standard action	Frounds [D], see text	reisoliai	Ard.
IDDD Shield Companion	Abjuration	1 standard action	9 hours [D]	Close (45 ft.)	ACG:p
/, S] TARGET: your companion creature; EFFECT: As shield other, but affecting					
Shield Other (S. El TARCETT One greature SESSES, This are Il would also subject and great	Abjuration	1 standard action	9 hours [D]	Close (45 ft.)	CR:p
/, S, F] TARGET: One creature; EFFECT: This spell wards the subject and creat Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (45 ft.)	gates (narmie: CR:j
/, S] TARGET : One creature or object; EFFECT : An undetectable alignment sp	ell conceals the alignment of an object or a crea	ture from all forms of		negates (object)]	
□□□□ <u>Vestment of the Champion</u>	Abjuration	1 standard action	9 minutes	Touch	UM:
/, S] TARGET : Armor or shield touched; <i>EFFECT</i> : Armor or shield gains a +2 e	nhancement bonus. [SR:No] Evocation [Good]	1 standard action	9 rounds	120 ft.	APG:
V, S, DF] TARGET: a 10-ftwide path in a straight line, up to 120 ft. long; EFFE			31041143	12010	, u G.,
	Transmutation [Emotion]	1 standard action	9 minutes	Touch	APG:
/, S, DF] TARGET: weapon touched; EFFECT: Weapon gets +2 on damage roll			0	Demonst	1.55
□□□□□ Widen Auras /] TARGET: you; <i>EFFECT:</i> Increase the range of auras bestowed by your class	Transmutation	1 standard action	9 minutes [D]	Personal	ACG: _I
Taker: you, EFFECT: Increase the range of auras bestowed by your class	Enchantment (Compulsion) [Mind-Affecti	nc1 standard action	9 minutes	Close (45 ft.)	CR:
/, S, DF] TARGET: 20-ftradius emanation; EFFECT: Creatures within the ema	nation area [or those who enter it] can't speak a	any deliberate and inte	entional lies. [SR:Yes; DC:16, Will negat	es]	
1	EVEL 3 / Per Day:1 /	Caster Le	ω/Δl·0		
	, , ,			Damma	C-
Name	School Evocation [Good, Lawful]	Time 1 standard action	Duration 9 minutes	Range 20 ft.	So UM:p
V, S] TARGET: 20-ft. radius centered on you; EFFECT: Aura penalizes enemy a	ttacks and AC. [SR:Yes; DC:17, Will negates]				
DDDD Bestow Auras	Abjuration	1 standard action	9 minutes [D]	Close (45 ft.)	ACG:p
V, S] TARGET: one creature; EFFECT: Transfer your paladin or antipaladin aur	as to another creature. [SR:yes; DC:17, Will nega Transmutation [Good]	ites (harmless)] 1 standard action	9 minutes	Touch	UM:p
IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII			3 minutes	Touch	Olvi.,
Blessing of the Mole	Transmutation	1 round	9 minutes	Close (45 ft.)	UM:p
V, S] TARGET: 9 creatures; EFFECT: 9 allies gain darkvision and a +2 Stealth b					
DDDD Burst of Speed	Transmutation	1 swift action	see text	Personal	UC: _I
v] TARGET: You; EFFECT: You gain increased speed, and your movement igno	cres attacks of opportunity and allows you to me Conjuration (Healing)	ove through the space 1 standard action	of creatures larger than you are. Instantaneous	Touch	CR:
V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a livir	· · · · · · · · · · · · · · · · · · ·	es 2d8+9 points of da	mage. [SR:Yes (harmless) or yes; see to	ext; DC: 17, Will half (harmless)	·
	· · · · · · · · · · · · · · · · · · ·				
ext]	Francisco [limba]	1	00	Tarrah	IIC.
Daybreak Arrow	Evocation [light]	1 standard action	90 minutes	Touch	
Daybreak Arrow V, S] TARGET: up to 50 pieces of ammunition, all of which must be together a	· ·				s, object)]
Daybreak Arrow V, S] TARGET: up to 50 pieces of ammunition, all of which must be together a Daylight	at the time of casting; EFFECT: Targeted ammuni Evocation [Light]	tion exudes radiant er 1 standard action	nergy. [SR: Yes (harmless, object); DC: 1 90 minutes [D]	7, Fortitude negates (harmless	s, object)]
Daybreak Arrow v, s] TARGET: up to 50 pieces of ammunition, all of which must be together a Daylight v, s] TARGET: Object touched; EFFECT: You touch an object when you cast th Deadly Juggernaut	at the time of casting; EFFECT: Targeted ammuni Evocation [Light]	tion exudes radiant er 1 standard action	nergy. [SR: Yes (harmless, object); DC: 1 90 minutes [D]	7, Fortitude negates (harmless	s, object)] CR:¡
Daybreak Arrow V, S] TARGET: up to S0 pieces of ammunition, all of which must be together a Daylight V, S] TARGET: Object touched; EFFECT: You touch an object when you cast the Diddle Deadly Juggernaut V, S] TARGET: You; EFFECT: Your might increases with every kill you make.	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death]	tion exudes radiant er 1 standard action a a 60-foot radius. [SR : 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes	7, Fortitude negates (harmless Touch Personal	s, object)] CR:¡ UC:¡
Daybreak Arrow V, S] TARGET: up to 50 pieces of ammunition, all of which must be together a Daylight V, S] TARGET: Object touched; EFFECT: You touch an object when you cast the Deadly Juggernaut V, S] TARGET: You: EFFECT: Your might increases with every kill you make. Delay Poison (Communal)	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing)	tion exudes radiant er 1 standard action a a 60-foot radius. [SR : 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 9 hours	7, Fortitude negates (harmless Touch	s, object)] CR:¡ UC:¡
Daybreak Arrow V, S] TARGET: up to 50 pieces of ammunition, all of which must be together at the communition of the communities of the communitie	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) livide the duration among creatures touched. [S	tion exudes radiant er 1 standard action a a 60-foot radius. [SR : 1 standard action 1 standard action R :Yes (harmless); DC :	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 9 hours	7, Fortitude negates (harmless Touch Personal	s, object)] CR: _l UC: _l UC: _l
Daybreak Arrow V, S] TARGET: up to 50 pieces of ammunition, all of which must be together at a Target: up to 50 pieces of ammunition, all of which must be together at a Target: Object touched; EFFECT: You touch an object when you cast the Deadly Juggernaut V, S] TARGET: You; EFFECT: Your might increases with every kill you make. Delay Poison (Communal) V, S, DF] TARGET: creatures touched; EFFECT: As delay poison, but you may one of the poison of the poison.	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see	tion exudes radiant er 1 standard action a 60-foot radius. [SR: 1 standard action 1 standard action R:Yes (harmless); DC: 1 standard action text]	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] 'No] 9 minutes 9 hours 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D]	7, Fortitude negates (harmless Touch Personal Touch 60 ft.	s, object)] CR:r UC:r UC:r
Daybreak Arrow V, S] TARGET: up to S0 pieces of ammunition, all of which must be together and the state of t	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting]	tion exudes radiant er 1 standard action a a 60-foot radius. [SR: 1 standard action 1 standard action R:Yes (harmless); DC: 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 9 hours 17, Fortitude negates (harmless)]	7, Fortitude negates (harmless Touch Personal	s, object)] CR:r UC:r UC:r
Daybreak Arrow V. S.] TARGET: up to 50 pieces of ammunition, all of which must be together a plant of the content of the cont	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) livide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text]	tion exudes radiant er 1 standard action I a 60-foot radius. [SR: 1 standard action 1 standard action R:Yes (harmless); DC: 1 standard action !ext] 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 9 hours 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D] Concentration, up to 9 minutes [D]	7, Fortitude negates (harmless Touch Personal Touch 60 ft.	CR:p UC:p UC:p UI:p
Daybreak Arrow V, S] TARGET: up to 50 pieces of ammunition, all of which must be together a playlight V, S] TARGET: Object touched; EFFECT: You touch an object when you cast the play of the play o	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text] Divination	tion exudes radiant er 1 standard action 1 a 60-foot radius. [SR: 1 standard action 1 standard action R:Yes (harmless); DC: 1 standard action exet] 1 standard action 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 9 hours 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D] Concentration, up to 9 minutes [D]	7, Fortitude negates (harmless Touch Personal Touch 60 ft. 60 ft. Close (45 ft.)	s, object)] CR:; UC:; UC:; UI:; CR:;
Daybreak Arrow V. S.] TARGET: up to 50 pieces of ammunition, all of which must be together a plant of the content of the cont	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text] Divination	tion exudes radiant er 1 standard action 1 a 60-foot radius. [SR: 1 standard action 1 standard action R:Yes (harmless); DC: 1 standard action exet] 1 standard action 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 9 hours 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D] Concentration, up to 9 minutes [D]	7, Fortitude negates (harmless Touch Personal Touch 60 ft. 60 ft. Close (45 ft.)	s, object)] CR:; UC:; UI:; UI:; CR:;
Daybreak Arrow V. S] TARGET: up to 50 pieces of ammunition, all of which must be together a plant of the community of the co	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text] Divination EFFECT: You know if the target deliberately and Abjuration	tion exudes radiant er 1 standard action a 60-foot radius. [SR: 1 standard action 1 standard action R:Yes (harmless); DC: 1 standard action ext] 1 standard action 1 standard action knowingly speaks a li 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 9 hours 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D] Concentration, up to 9 rounds e by discerning disturbances in its aura	7, Fortitude negates (harmless Touch Personal Touch 60 ft. Close (45 ft.) a caused by lying. [SR:No; DC: Medium (190 ft.)	s, object)] CR:; UC:; UC:; UI:; CR:; 17, Will negate CR:;
Daybreak Arrow V. S] TARGET: up to 50 pieces of ammunition, all of which must be together a plant of the content of the conte	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text] Divination EFFECT: You know if the target deliberately and Abjuration	tion exudes radiant er 1 standard action 1 a 60-foot radius. [SR: 1 standard action 2 standard action 1 standard action 1 standard action knowingly speaks a li 1 standard action cast on a creature or or	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 9 hours 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D] Concentration, up to 9 rounds e by discerning disturbances in its aura	7, Fortitude negates (harmless Touch Personal Touch 60 ft. Close (45 ft.) a caused by lying. [SR:No; DC: Medium (190 ft.)	s, object)] CR:; UC:; UI:; CR:; CR:; A17, Will negate CR:; or to counter
Daybreak Arrow V. S] TARGET: up to 50 pieces of ammunition, all of which must be together a plant of the community of the co	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text] Divination EFFECT: You know if the target deliberately and Abjuration I magic to end one ongoing spell that has been Necromancy	tion exudes radiant er 1 standard action 1 a 60-foot radius. [SR: 1 standard action 1 standard action R:Yes (harmless); DC: 1 standard action exext] 1 standard action 1 standard action knowingly speaks a li 1 standard action cast on a creature or or 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] 9 minutes 9 hours 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D] Concentration, up to 9 minutes [D] Concentration, up to 9 rounds e by discerning disturbances in its auralinstantaneous object, to temporarily suppress the many	7, Fortitude negates (harmless Touch Personal Touch 60 ft. 60 ft. Close (45 ft.) a caused by lying. [SR:No; DC: Medium (190 ft.) gical abilities of a magic item,	s, object)] CR:; UC:; UI:; CR:; CR:; A17, Will negate CR:; or to counter
Daybreak Arrow V, S] TARGET: up to S0 pieces of ammunition, all of which must be together and a significant of the content of	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text] Divination it EFFECT: You know if the target deliberately and Abjuration It magic to end one ongoing spell that has been Necromancy R/evil to target creature. [SR:Yes (harmless); DC Evocation	tion exudes radiant er 1 standard action 1 a 60-foot radius. [SR: 1 standard action 1 standard action R:Yes (harmless); DC: 1 standard action exext] 1 standard action 1 standard action knowingly speaks a li 1 standard action cast on a creature or or 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] 9 minutes 9 hours 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D] Concentration, up to 9 minutes [D] Concentration, up to 9 rounds e by discerning disturbances in its auralinstantaneous object, to temporarily suppress the many	7, Fortitude negates (harmless Touch Personal Touch 60 ft. 60 ft. Close (45 ft.) a caused by lying. [SR:No; DC: Medium (190 ft.) gical abilities of a magic item,	s, object)] CR:; UC:; UI:; CR:; 17, Will negate CR:; or to counter APG:;
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Daybreak Arrow V. S] TARGET: up to 50 pieces of ammunition, all of which must be together a playlight V. S] TARGET: Object touched; EFFECT: You touch an object when you cast the play of Deadly Juggernaut V. S] TARGET: You; EFFECT: Your might increases with every kill you make. Delay Poison (Communal) V. S, DF] TARGET: creatures touched; EFFECT: As delay poison, but you may one poison. Detect Anxieties V. S, DF] TARGET: Cone-shaped emanation; EFFECT: Learn what makes creating the poison. Detect Desires V. S, PDF] TARGET: Cone-shaped emanation; EFFECT: Learn what creatures one poison. V. S, DF] TARGET: One-shaped emanation; EFFECT: Learn what creatures one poison. V. S, DF] TARGET: One-shaped emanation; EFFECT: Learn what creatures described by the poison. V. S, TARGET: One spellcaster, creature, or object; EFFECT: You can use dispending the poison. V. S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispending the poison. V. S] TARGET: Iwing creature touched; EFFECT: Transfer hit points and give Described to the poison. V. S] TARGET: One creature; EFFECT: Smited creature takes damage when it a poison. V. S] TARGET: one creature; EFFECT: Smited creature takes damage when it a poison. V. S] TARGET: one creature; EFFECT: Smited creature takes damage when it a poison. V. S] TARGET: one creature; EFFECT: Smited creature takes damage when it a poison. V. S] TARGET: 9 incorporeal creatures, no two of which can be more the poison.	at the time of casting; EFFECT: Targeted ammuni Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text] Divination it EFFECT: You know if the target deliberately and Abjuration I magic to end one ongoing spell that has been Necromancy R/evil to target creature. [SR:Yes (harmless); DC Evocation tttacks. [SR:Yes; DC:17, Will partial] Trans ft. apart; EFFECT: As ghostbane dirge, bu Conjuration (Healing) it affects only the paladin's special mount [typi	tion exudes radiant er 1 standard action a 60-foot radius. [SR: 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action ext] 1 standard action 1 standard action knowingly speaks a li 1 standard action cast on a creature or or 1 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 4 standard action 5 standard action 5 standard action 6 standard action 6 standard action 7 standard action 7 standard action 8 standard action 9 standard action 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 9 hours 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D] Concentration, up to 9 minutes [D] Concentration, up to 9 rounds by discerning disturbances in its aural Instantaneous object, to temporarily suppress the main object, to tem	7, Fortitude negates (harmless Touch Personal Touch 60 ft. Close (45 ft.) a caused by lying. [SR:No; DC: Medium (190 ft.) gical abilities of a magic item, Touch special; see text Close (45 ft.) Touch less)]	s, object)] CR: UC: UC: UI: UI: CR: 17, Will negate CR: or to counter APG: APG: CR: CR: CR: CR: CR: CR: CR: CR: CR: CR
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7. STARGET: One-shaped emanation; EFFECT: You can use dispenders of special manager. 7. STARGET: Object touched; EFFECT: You touch an object when you cast the property of th	at the time of casting; EFFECT: Targeted ammuni Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text] Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text] Divination If EFFECT: You know if the target deliberately and Abjuration If magic to end one ongoing spell that has been Necromancy R/evil to target creature. [SR:Yes (harmless); DC Evocation and 30 ft. apart; EFFECT: As ghostbane dirge, but Conjuration (Healing) it affects only the paladin's special mount [typi Evocation [Good]] es good creatures bonuses. [SR:Yes; DC:17, For Conjuration (Teleportation) [Language-Driend out of a grapple. [SR:Yes; DC:17, no] Divination ithin 30 feet of you. [SR:Yes; DC:17, no] Abjuration [Lawfu]]	tion exudes radiant er 1 standard action 1 a 60-foot radius. [SR: 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action 1 standard action 2 standard action 3 standard action 1 swift action 1 swift action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 9 hours 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D] Concentration, up to 9 minutes [D] Concentration, up to 9 rounds e by discerning disturbances in its aura Instantaneous object, to temporarily suppress the may 9 rounds (harmless)] 9 rounds atures. [SR:Yes; DC:17, Will negates] Instantaneous (harmless); DC:17, Will negates (harmless); DC:17, Will negates (harmless); Instantaneous tt] instantaneous t] instantaneous 1 round	7, Fortitude negates (harmless Touch Personal Touch 60 ft. 60 ft. Close (45 ft.) a caused by lying, [SR:No; DC: Medium (190 ft.) gical abilities of a magic item, Touch special; see text Close (45 ft.) Touch less)] 30 ft. Close (45 ft.) Personal Touch	s, object)] CR: UC: UC: UI: UI: CR: TAPG: APG: APG: CR: CR: CR: CR: CR: CR: CR: CR: CR: CR
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W. SJ TARGET: Object touched; EFFECT: You touch an object when you cast the common object when you cannot were the common object of the common object object of the common object object of the common object of the common object object of the common object of the common object object of	at the time of casting; EFFECT: Targeted ammun Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text] Divination if the target deliberately and Abjuration If magic to end one ongoing spell that has been Necromancy R/evil to target creature. [SR:Yes (harmless); DC Evocation and 30 ft. apart; EFFECT: As ghostbane dirge, bu Conjuration (Healing) it affects only the paladin's special mount [typi Evocation [Good] es good creatures bonuses. [SR:Yes; DC:17, For Conjuration (Teleportation) [Language-D riend out of a grapple. [SR:Yes; DC:17, no] Divination ithin 30 feet of you. [SR:Yes; DC:17, no] Divination [Lawful] es All creatures within the area gain the effects of Abjuration [Lowful] characterist within the area gain the effects of Transmutation [MetalSchool] ether at the time of casting]; EFFECT: This spell fi Enchantment (Compulsion) [Emotion, Min	tion exudes radiant er 1 standard action 2 standard action 3 standard action 2 standard action 2 standard action 3 standard action 2 standard action 3 standard action 3 standard action 3 standard action 4 standard action 1 standard action 1 swift action 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D] Concentration, up to 9 minutes [D] Concentration, up to 9 minutes [D] Concentration, up to 9 rounds e by discerning disturbances in its auralinstantaneous object, to temporarily suppress the material for the material form of the	7, Fortitude negates (harmless Touch Personal Touch 60 ft. 60 ft. Close (45 ft.) a caused by lying. [SR:No; DC: Medium (190 ft.) gical abilities of a magic item, Touch special; see text Close (45 ft.) Touch less)] 30 ft. Close (45 ft.) Personal Touch ures cannot enter the area eith Touch Close (45 ft.) Close (45 ft.) Close (45 ft.)	s, object)] CR: UC: UC: UI: UI: CR: TAPG: APG: APG: APG: CR: CR: CR: CR: CR: CR: CR: CR: CR: CR
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W. SJ TARGET: Object touched; EFFECT: You touch an object when you cast the common object when you can be common object. Y. S. TARGET: cone-shaped emanation; EFFECT: Learn what creatures of the common object of the common object of the common object of the common object. Y. S. TARGET: 9 creatures, no two of which can be more than 30 ft. apart the common object. Y. S. TARGET: 10 creature touched; EFFECT: Transfer hit points and give Developed the common object. Y. S. TARGET: 10 ing creature touched; EFFECT: Transfer hit points and give Developed objects of the common object of the c	at the time of casting; EFFECT: Targeted ammuni Evocation [Light] is spell, causing the object to shed bright light in Necromancy [Death] Conjuration (Healing) divide the duration among creatures touched. [S Divination [Mind-Affecting] tures anxious. [SR:No; DC:17, Will negates; see Divination [Mind-Affecting] esire. [SR:No; DC:17, Will negates; see text] Divination it EFFECT: You know if the target deliberately and Abjuration Id magic to end one ongoing spell that has been Necromancy Revil to target creature. [SR:Yes (harmless); DC Evocation attacks. [SR:Yes; DC:17, Will partial] Transmutation it affects only the paladin's special mount [typi Evocation (Healing) it it affects only the paladin's special mount [typi erocation [Good] es good creatures bonuses. [SR:Yes; DC:17, no] Divination ithin 30 feet of you. [SR:Yes; DC:17, no] Abjuration [Lawful] child creatures within the area gain the effects of Transmutation [MetalSchool] ether at the time of casting]; EFFECT: This spell for Enchantment (Compulsion) [Emotion, Mit et attacked you. [SR:no and yes (see text); DC:17, Abjuration [Mind-Affecting]	tion exudes radiant er 1 standard action	nergy. [SR:Yes (harmless, object); DC:1 90 minutes [D] No] 9 minutes 17, Fortitude negates (harmless)] Concentration, up to 9 minutes [D] Concentration, up to 9 minutes [D] Concentration, up to 9 minutes [D] Concentration, up to 9 rounds e by discerning disturbances in its aura Instantaneous object, to temporarily suppress the may 9 rounds (harmless)] 9 rounds catures. [SR:Yes; DC:17, Will negates] Instantaneous (harmless); DC:17, Will negates (harml Instantaneous ct] instantaneous ct] instantaneous ct] 1 round 90 minutes ios spell, and chaotic summoned creatures ca 9 hours eapon, except that it gives a weapon an 9 rounds [D] is (see text)]	7, Fortitude negates (harmless Touch Personal Touch 60 ft. 60 ft. Close (45 ft.) a caused by lying. [SR:No; DC: Medium (190 ft.) gical abilities of a magic item, Touch special; see text Close (45 ft.) Touch less)] 30 ft. Close (45 ft.) Personal Touch ures cannot enter the area eith Touch Innot enter the area either. [Si Close (45 ft.) Lenhancement bonus on attace Personal	s, object)] CR: UC: UC: UI: UI: CR: 17, Will negate CR: APG: APG: APG: APG: CR: APG: CR: APG: APG: APG: APG: APG: APG: APG: APG

	Paladii	n Spells					
Remove Blindness/Deafness	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332		
[V, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness	cures blindness or deafness. [SR:Yes (harmle	ss); DC:17, Fortitude negates (harmless)]				
□□□□ Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332		
[V, S] TARGET: Creature or object touched; EFFECT: Remove curse can	remove all curses on an object or a creature.	[SR:Yes (harmless); DC:17, Will	negates (harmless)]				
□□□□□ Resist Energy (Communal)	Abjuration	1 standard action	90 minutes	Touch	UC:p.242		
[V, S, DF] TARGET: creatures touched; EFFECT: As resist energy, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]							
□□□□□Sanctify Armor	Abjuration [Good]	1 standard action	9 minutes	Touch	APG:p.240		
[V, S] TARGET: armor touched; EFFECT: +2 AC. [SR:Yes (harmless, objective)	ct); DC: 17, Will negates (harmless, object)]						
□□□□Shield of Fortification (Greater)	Abjuration	1 standard action	9 minutes	Touch	ACG:p.192		
[V, S, DF] TARGET: creature touched; EFFECT: Target gains a 50% chan	ce to treat critical hits and sneak attacks as no	ormal hits. [SR:yes (harmless); I	DC:17, Fortitude negates (harmles	s)]			
□□□□□Stunning Barrier (Greater)	Abjuration	1 standard action	9 rounds or until discharged	Personal	ACG:p.195		
[V, S] TARGET: you; EFFECT: Magical field grants a +2 bonus to AC and	on saves, and stuns multiple creatures attacki	ing you. [SR:no and yes (see te	xt); DC:17, none and Will negates	(see text)]			
□□□□They Know	Enchantment (Compulsion) [Emo	otion, Fear]1 standard action	9 minutes [D]	Medium (190 ft.)	UI:p.226		
[V,S,M,F/DF] TARGET: One intelligent creature; EFFECT: Convince targ	et that a nearby creature knows her greatest s	secret. [SR:Yes; DC:17, Will neg	ates]				
□□□□ Wrathful Mantle	Evocation [Force, Light]	1 standard action	9 minutes	Touch or 5 ft.; see text	APG:p.257		
[V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see to	xt; EFFECT: Subject shines and gets 2 on all sa	ves. [SR:Yes (harmless); DC:17,	Will negates (harmless)]				
	* =Domain/	Speciality Spell					

Class Spell-like Abilities

At Will Detect Evil

Magic Item Spell-like Abilities

□Restoration (Lesser) (DC:10)

Damiro

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

Race Sub Type Description: Biography: