

Saenvan

CHARACTER NAME

Cleric (Evangelist) 3

CLASS

3 / 2

5000 / 9000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	13		+1		
DEX Dexterity	14		+2		
CON Constitution	12		+1		
INT Intelligence	13		+1		
WIS Wisdom	18		+4		
CHA Charisma	12		+1		

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

Conditional Modifiers

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

RANGED
attack bonus

CMB
attack bonus

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

+3

=

+2

+

+1

+

+0

+

+0

+

+

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+3	+3	+3	+3	+3	+3
Defense	15	15	15	15	15	15

*Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Not Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+3		1d4+1				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	

*Gauntlet, Spiked		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+3		1d4+1				

*Mace, Heavy		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+3		1d8+1				

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

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt		Light	+4	+4	-2	20

Allard

PLAYER NAME

Human

RACE

Medium / 5 ft.

SIZE / FACE

5' 9"

HEIGHT

19

AGE

Male

GENDER

EYES

HAIR

HP
hit points

23

WOUNDS/CURRENT HP

AC
armor class

16

TOTAL

14

FLAT

12

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

DODGE

0

MISC

INITIATIVE
modifier

+6

TOTAL

+2

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK
bonus

+2

Asmodeus

DEITY

REGION

175 lbs.

WEIGHT

None

ALIGNMENT

Normal

VISION

25

POINTS

SPEED

Walk 30 ft.

MISS CHANCE

20

ARCANE SPELL FAILURE

-2

ARMOR CHECK PENALTY

0

SPELL RESIST

TOTAL SKILLPOINTS: 18		SKILLS		MAX RANKS: 3/3	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	0	=	2	+ -2
✓ Appraise	INT	5	=	1 + 1	+ 3
✓ Bluff	CHA	5	=	1 + 1	+ 3
✓ Climb	STR	-1	=	1	+ -2
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	6	=	1 + 2	+ 3
✓ Disguise	CHA	6	=	1 + 2	+ 3
✓ Escape Artist	DEX	0	=	2	+ -2
✓ Fly	DEX	0	=	2	+ -2
✓ Heal	WIS	4	=	4	
✓ Intimidate	CHA	1	=	1	
Knowledge (Nobility)	INT	5	=	1 + 1	+ 3
Knowledge (Planes)	INT	7	=	1 + 3	+ 3
Knowledge (Religion)	INT	8	=	1 + 2	+ 5
✓ Perception	WIS	5	=	4	+ 1
Perform (Oratory)	CHA	7	=	1 + 3	+ 3
✓ Perform (Untrained)	CHA	1	=	1	
✓ Ride	DEX	0	=	2	+ -2
✓ Sense Motive	WIS	8	=	4 + 1	+ 3
Spellcraft	INT	7	=	1 + 3	+ 3
✓ Stealth	DEX	4	=	2 + 1	+ 1
✓ Survival	WIS	4	=	4	
✓ Swim	STR	-1	=	1	+ -2
			=	+	+
			=	+	+

BARDIC MUSIC

Uses per day

Channel Negative Energy

Uses per day

Channel Negative Energy (Su):You can unleash a wave of negative energy. You must choose to deal 1d6 points of negative energy damage to living creatures or to heal undead creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 12 Will save to halve the damage. You can use this ability 4 times per day. [Paizo Publishing - Core Rulebook, p.40]

Copycat

Uses per Day

Copycat (Sp):You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 3 rounds, or until the illusory duplicate is dispelled or destroyed. You can have no more than one Copycat at a time. This ability does not stack with the Mirror Image spell. You can use this ability 7 times per day. [Paizo Publishing - Core Rulebook, p.48]

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Chain Shirt	Equipped	1	25.0	100.0
Dagger	Equipped	2	1.0 (2.0)	2.0 (4.0)
Gauntlet, Spiked	Equipped	1	1.0	5.0
Mace, Heavy	Equipped	1	8.0	12.0
TOTAL WEIGHT CARRIED/VALUE			36 lbs. 121.0 gp	

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

LANGUAGES	
Celestial, Common, Infernal	

Archetypes	
Evangelist	[Paizo Publishing LLC - Ultimate Combat, p.32]
The evangelist is the voice of her religion in the world. Where others nurture the faith among believers, an evangelist proclaims the coming glory of her deific patron and issues the clarion call to all around to heed the truth, or obey the call to war and crusade against the enemies of the church.	

Traits	
Blasphemy	[Fire Mountain Games - Way of the Wicked, Book 1: Knot of Thorns, p.91]
Either you have defamed the great god Mitra or you have been found guilty of worshipping one of the forbidden deities (who preeminent among them is Asmodeus).\n\nPunishment: Death by burning\n\nBenefit: +2 trait bonus to Knowledge (Religion) and Knowledge (Religion) becomes a class skill for you.	
Natural-Born Leader	[Paizo Publishing LLC - Advanced Player's Guide, p.330]
You've always found yourself in positions where others look up to you as a leader, and you can distinctly remember an event from your early childhood where you led several other children to accomplish a goal that each of you individually could not. All cohorts, followers, or summoned creatures under your leadership gain a +1 morale bonus on Will saves to avoid mind-affecting effects. If you ever take the Leadership feat, you gain a +1 trait bonus to your Leadership score.	

Special Attacks	
Channel Negative Energy (Su)	[Paizo Publishing - Core Rulebook, p.40]
You can unleash a wave of negative energy. You must choose to deal 1d6 points of negative energy damage to living creatures or to heal undead creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 12 Will save to halve the damage. You can use this ability 4 times per day.	
Distraction (Su)	[Paizo Publishing - Core Rulebook, p.36]
You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.	
Fascinate (Su)	[Paizo Publishing - Core Rulebook, p.37]
You can use your performance to cause up to 1 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 12) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.	

Special Qualities	
Aura of Evil (Ex)	[Paizo Publishing - Core Rulebook]
You project a moderate evil aura.	
Aura of Law (Ex)	[Paizo Publishing - Core Rulebook]
You project a moderate lawful aura.	
Bardic Performance	[Paizo Publishing - Core Rulebook, p.35]
You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 9 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.	
Bonus Feat	[Paizo Publishing - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Copycat (Sp)	[Paizo Publishing - Core Rulebook, p.48]
You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 3 rounds, or until the illusory duplicate is dispelled or destroyed. You can have no more than one Copycat at a time. This ability does not stack with the Mirror Image spell. You can use this ability 7 times per day.	
Inspire Competence (Su)	[Paizo Publishing - Core Rulebook, p.37]
You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.	
Inspire Courage (Su)	[Paizo Publishing - Core Rulebook, p.37]
You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.	
Orisons	[Paizo Publishing - Core Rulebook, p.41]
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.	
Public Speaker	[Paizo Publishing LLC - Ultimate Combat]
An evangelist gains Perform as a class skill. In addition, she is trained to project her voice with great skill and effect; the DC to hear her speak in difficult conditions is reduced by 4.	
Sermonic Performance	[Paizo Publishing LLC - Ultimate Combat]
An evangelist gains the ability to deliver a select number of supernatural and spell-like performances through the force and power of her divinely inspired preaching and exhortation. This ability is similar in all respects to bardic performance as used by a bard of the same level (including interactions with feats, spells, and prestige classes), using Perform (oratory) as the evangelist's performance skill. However, an evangelist gains only the following types of bardic performance: countersong, fascinate, and inspire courage at 1st level; inspire greatness at 9th level; and inspire heroics at 15th level. Sermonic performance replaces the 1st-, 9th-, and 15th-level channel energy abilities. This caps the cleric's channel energy damage at 7d6 points.	
Single-Minded	[Paizo Publishing LLC - Ultimate Combat]
An evangelist focuses her skills and learning on proclamation rather than the fine details of the church's deeper mysteries or martial training. Thus, she may select only one domain and does not gain medium armor proficiency or shield proficiency.	
Skilled	[Paizo Publishing - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Spontaneous Casting	[Paizo Publishing LLC - Ultimate Combat]
An evangelist does not gain the ability to spontaneously cast cure or inflict spells by sacrificing prepared spells. However, an evangelist can spontaneously cast command (1st), enthrall (2nd), tongues (3rd), suggestion (4th), greater command (5th), geas/quest (6th), mass suggestion (7th), sympathy (8th) and demand (9th) as a spell of listed level by sacrificing a prepared spell of the same level or higher.	

Feats	
Improved Initiative	[Paizo Publishing - Core Rulebook, p.127]
You get a +4 bonus on initiative checks.	
Scribe Scroll	[Paizo Publishing - Core Rulebook, p.132]
You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.	
Spell Focus (Enchantment)	[Paizo Publishing - Core Rulebook, p.134]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

DOMAINS
Trickery
You are a master of illusions and deceptions. Bluff, Disguise, and Stealth are class skills.

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

TEMPLATES
Way of the Wicked Villain

Cleric Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Bleed</div> <div><i>School:</i> Necromancy <i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.</div>	DC: 14, Will negates <i>SR:</i> Yes	1 standard action	Instantaneous	Close (30 ft.)	V, S <i>Caster Level:</i> 3	PFCR: p.249 <i>Concentration:</i> +7
<div>■■■■■Create Water</div> <div><i>School:</i> Conjuraton (Creation) [Water] <i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.</div>	<i>SR:</i> No	1 standard action	Instantaneous	Close (30 ft.)	V, S <i>Caster Level:</i> 3	PFCR: p.262 <i>Concentration:</i> +7
<div>■■■■■Detect Magic</div> <div><i>School:</i> Divination <i>Effect:</i> You detect magical auras.</div>	<i>SR:</i> No	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S <i>Caster Level:</i> 3	PFCR: p.267 <i>Concentration:</i> +7
<div>■■■■■Detect Poison</div> <div><i>School:</i> Divination <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.</div>	<i>SR:</i> No	1 standard action	Instantaneous	Close (30 ft.)	V, S <i>Caster Level:</i> 3	PFCR: p.268 <i>Concentration:</i> +7
<div>■■■■■Guidance</div> <div><i>School:</i> Divination <i>Effect:</i> This spell imbues the subject with a touch of divine guidance.</div>	DC: 14, Will negates (harmless) <i>SR:</i> Yes	1 standard action	1 minute or until discharged	Touch	V, S <i>Caster Level:</i> 3	PFCR: p.292 <i>Concentration:</i> +7
<div>■■■■■Light</div> <div><i>School:</i> Evocation [Light, WoodSchool] <i>Effect:</i> This spell causes a touched object to glow like a torch.</div>	<i>SR:</i> No	1 standard action	30 minutes	Touch	V, M/DF <i>Caster Level:</i> 3	PFCR: p.304 <i>Concentration:</i> +7
<div>■■■■■Mending</div> <div><i>School:</i> Transmutation [MetalSchool] <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.</div>	DC: 14, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 3	PFCR: p.312 <i>Concentration:</i> +7
<div>■■■■■Purify Food and Drink</div> <div><i>School:</i> Transmutation <i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.</div>	DC: 14, Will negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 3	PFCR: p.328 <i>Concentration:</i> +7
<div>■■■■■Read Magic</div> <div><i>School:</i> Divination <i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.</div>	<i>SR:</i>	1 standard action	30 minutes	Personal	V, S, F <i>Caster Level:</i> 3	PFCR: p.330 <i>Concentration:</i> +7
<div>■■■■■Resistance</div> <div><i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.</div>	DC: 14, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF <i>Caster Level:</i> 3	PFCR: p.334 <i>Concentration:</i> +7
<div>■■■■■Spark</div> <div><i>School:</i> Evocation [Fire, FireSchool] <i>Effect:</i> Ignites flammable objects.</div>	DC: 14, Fortitude negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	Close (30 ft.)	V or S <i>Caster Level:</i> 3	PFAPG: p.246 <i>Concentration:</i> +7
<div>■■■■■Stabilize</div> <div><i>School:</i> Conjuraton (Healing) <i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.</div>	DC: 14, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	Instantaneous	Close (30 ft.)	V, S <i>Caster Level:</i> 3	PFCR: p.348 <i>Concentration:</i> +7
<div>■■■■■Virtue</div> <div><i>School:</i> Transmutation <i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.</div>	<i>SR:</i> Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF <i>Caster Level:</i> 3	PFCR: p.365 <i>Concentration:</i> +7

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Ant Haul</div> <div><i>School:</i> Transmutation <i>Effect:</i> Triples carrying capacity of a creature.</div>	DC: 15, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	6 hours	Touch	V, S, M/DF (a small pulley) <i>Caster Level:</i> 3	PFAPG: p.202 <i>Concentration:</i> +7
<div>■■■■■Bane</div> <div><i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] <i>Effect:</i> Bane fills your enemies with fear and doubt.</div>	DC: 16, Will negates <i>SR:</i> Yes	1 standard action	3 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 3	PFCR: p.246 <i>Concentration:</i> +7
<div>■■■■■Bless</div> <div><i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Bless fills your allies with courage.</div>	<i>SR:</i> Yes (harmless)	1 standard action	3 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 3	PFCR: p.249 <i>Concentration:</i> +7
<div>■■■■■Cause Fear</div> <div><i>School:</i> Necromancy [Fear, Mind-Affecting, Emotion] <i>Effect:</i> The affected creature becomes frightened.</div>	DC: 15, Will partial <i>SR:</i> Yes	1 standard action	1d4 rounds or 1 round; see text	Close (30 ft.)	V, S <i>Caster Level:</i> 3	PFCR: p.252 <i>Concentration:</i> +7
<div>■■■■■Command</div> <div><i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.</div>	DC: 16, Will negates <i>SR:</i> Yes	1 standard action	1 round	Close (30 ft.)	V <i>Caster Level:</i> 3	PFCR: p.256 <i>Concentration:</i> +7
<div>■■■■■Comprehend Languages</div> <div><i>School:</i> Divination <i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.</div>	<i>SR:</i>	1 standard action	30 minutes	Personal	V, S, M/DF <i>Caster Level:</i> 3	PFCR: p.258 <i>Concentration:</i> +7
<div>■■■■■Cure Light Wounds</div> <div><i>School:</i> Conjuraton (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+3 points of damage.</div>	DC: 15, Will half (harmless); see text <i>SR:</i> Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S <i>Caster Level:</i> 3	PFCR: p.263 <i>Concentration:</i> +7
<div>■■■■■Curse Water</div> <div><i>School:</i> Necromancy [Evil] <i>Effect:</i> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water.</div>	DC: 15, Will negates (object) <i>SR:</i> Yes (object)	1 minute	Instantaneous	Touch	V, S, M <i>Caster Level:</i> 3	PFCR: p.263 <i>Concentration:</i> +7
<div>■■■■■Dancing Lantern</div> <div><i>School:</i> Transmutation [Fire, Light, FireSchool] <i>Effect:</i> Animates a lantern that follows you.</div>	<i>SR:</i> No	1 standard action	3 hours [D]	Touch	V, S, F (a lantern) <i>Caster Level:</i> 3	PFAPG: p.214 <i>Concentration:</i> +7
<div>■■■■■Deathwatch</div> <div><i>School:</i> Necromancy <i>Effect:</i> Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range.</div>	<i>SR:</i> No	1 standard action	30 minutes	30 ft.	V, S <i>Caster Level:</i> 3	PFCR: p.265 <i>Concentration:</i> +7
<div>■■■■■Decompose Corpse</div> <div><i>School:</i> Necromancy <i>Effect:</i> Turn corpse into clean skeleton.</div>	DC: 15, Fortitude negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous or 1 minute; see text	Touch	V, S, M <i>Caster Level:</i> 3	PFUM: p.216 <i>Concentration:</i> +7
<div>■■■■■Detect Chaos</div> <div><i>School:</i> Divination <i>Effect:</i> You can sense the auras of chaotic creatures.</div>	<i>SR:</i> No	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 3	PFCR: p.266 <i>Concentration:</i> +7
<div>■■■■■Detect Evil</div> <div><i>School:</i> Divination <i>Effect:</i> You can sense the presence of evil.</div>	<i>SR:</i> No	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 3	PFCR: p.266 <i>Concentration:</i> +7
<div>■■■■■Detect Good</div> <div><i>School:</i> Divination <i>Effect:</i> You can sense the presence of good.</div>	<i>SR:</i> No	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 3	PFCR: p.267 <i>Concentration:</i> +7
<div>■■■■■Detect Law</div> <div><i>School:</i> Divination <i>Effect:</i> You can sense the auras of lawful creatures.</div>	<i>SR:</i> No	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 3	PFCR: p.267 <i>Concentration:</i> +7
* =Domain/Specialty Spell						

Cleric Spells						
<div> <div> Detect Undead </div> <div> School: Divination </div> <div> Effect: You can detect the aura that surrounds undead creatures. </div> </div>	SR: No	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S, M/DF	PFCR: p.269
<div> <div> Diagnose Disease </div> <div> School: Divination </div> <div> Effect: Detect and identify diseases. </div> </div>	SR: No	1 standard action	Instantaneous	Close (30 ft.)	V, S	PFUM: p.216
<div> <div> Disguise Self </div> <div> School: Illusion (Glamour) </div> <div> Effect: You make yourself—including clothing, armor, weapons, and equipment—look different. </div> </div>	SR:	1 standard action	30 minutes [D]	Personal	V, S	PFCR: p.271
<div> <div> Divine Favor </div> <div> School: Evocation </div> <div> Effect: Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls. </div> </div>	SR:	1 standard action	1 minute	Personal	V, S, DF	PFCR: p.273
<div> <div> Doom </div> <div> School: Necromancy [Fear, Mind-Affecting, Emotion] </div> <div> Effect: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. </div> </div>	DC: 15, Will negates	1 standard action	3 minutes	Medium (130 ft.)	V, S, DF	PFCR: p.274
<div> <div> Endure Elements </div> <div> School: Abjuration </div> <div> Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment. </div> </div>	DC: 15, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	PFCR: p.277
<div> <div> Entropic Shield </div> <div> School: Abjuration </div> <div> Effect: A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks. </div> </div>	SR:	1 standard action	3 minutes [D]	Personal	V, S	PFCR: p.278
<div> <div> Forbid Action </div> <div> School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] </div> <div> Effect: Target obeys your command to not do something. </div> </div>	DC: 16, Will negates	1 standard action	1 round	Close (30 ft.)	V	PFUM: p.220
<div> <div> Hide from Undead </div> <div> School: Abjuration </div> <div> Effect: Undead cannot see, hear, or smell creatures warded by this spell. </div> </div>	DC: 15, Will negates (harmless); see text	1 standard action	30 minutes [D]	Touch	V, S, DF	PFCR: p.296
<div> <div> Inflict Light Wounds </div> <div> School: Necromancy </div> <div> Effect: When laying your hand upon a creature, you channel negative energy that deals 1d8+3 points of damage. </div> </div>	DC: 15, Will half	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
<div> <div> Know the Enemy </div> <div> School: Divination </div> <div> Effect: Gain +10 on a monster Knowledge check. </div> </div>	SR:	1 minute	Instantaneous	Personal	V, S, DF	PFUM: p.226
<div> <div> Magic Stone </div> <div> School: Transmutation </div> <div> Effect: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. </div> </div>	DC: 15, Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	PFCR: p.310
<div> <div> Magic Weapon </div> <div> School: Transmutation [MetalSchool] </div> <div> Effect: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. </div> </div>	DC: 15, Will negates (harmless, object)	1 standard action	3 minutes	Touch	V, S, DF	PFCR: p.310
<div> <div> Murderous Command </div> <div> School: Enchantment (Compulsion) [Mind-Affecting] </div> <div> Effect: Target is compelled to kill its ally. </div> </div>	DC: 16, Will negates	1 standard action	1 round	Close (30 ft.)	V	PFUM: p.230
<div> <div> Obscuring Mist </div> <div> School: Conjuration (Creation) [WaterSchool] </div> <div> Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. </div> </div>	SR: No	1 standard action	3 minutes [D]	20 ft.	V, S	PFCR: p.317
<div> <div> Protection from Chaos </div> <div> School: Abjuration [Lawful] </div> <div> Effect: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. </div> </div>	DC: 15, Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	PFCR: p.327
<div> <div> Protection from Good </div> <div> School: Abjuration [Evil] </div> <div> Effect: This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. </div> </div>	DC: 15, Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	PFCR: p.328
<div> <div> Ray of Sickening </div> <div> School: Necromancy </div> <div> Effect: Ray makes the subject sickened. </div> </div>	DC: 15, Fortitude partial; see text	1 standard action	3 minutes	Close (30 ft.)	V, S, M	PFUM: p.234
<div> <div> Remove Fear </div> <div> School: Abjuration </div> <div> Effect: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. </div> </div>	DC: 15, Will negates (harmless)	1 standard action	10 minutes; see text	Close (30 ft.)	V, S	PFCR: p.332
<div> <div> Remove Sickness </div> <div> School: Conjuration (Healing) </div> <div> Effect: Suppress disease, nausea, and the sickened condition. </div> </div>	DC: 15, Fortitude negates (harmless)	1 standard action	30 minutes	Close (30 ft.)	V, S	PFUM: p.234
<div> <div> Restore Corpse </div> <div> School: Necromancy </div> <div> Effect: Skeletal corpse grows flesh. </div> </div>	SR: No	1 standard action	Instantaneous	Touch	V, S	PFUM: p.235
<div> <div> Sanctuary </div> <div> School: Abjuration </div> <div> Effect: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. </div> </div>	DC: 15, Will negates	1 standard action	3 rounds	Touch	V, S, DF	PFCR: p.336
<div> <div> Shield of Faith </div> <div> School: Abjuration </div> <div> Effect: This spell creates a shimmering, magical field around the target that averts and deflects attacks. </div> </div>	DC: 15, Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M	PFCR: p.342
<div> <div> Summon Minor Monster </div> <div> School: Conjuration (Summoning) </div> <div> Effect: Summon 1d3 Tiny animals </div> </div>	SR: No	1 round	3 rounds [D]	Close (30 ft.)	V, S, F/DF	PFUM: p.241
<div> <div> Summon Monster I </div> <div> School: Conjuration (Summoning) </div> <div> Effect: This spell summons an extraplanar creature. </div> </div>	SR: No	1 round	3 rounds [D]	Close (30 ft.)	V, S, F/DF	PFCR: p.350

LEVEL 2						
Name	Save Information	Time	Duration	Range	Comp.	Source
<div> <div> Aid </div> <div> School: Enchantment (Compulsion) [Mind-Affecting] </div> <div> Effect: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 3 temporary hit points. </div> </div>	SR: Yes (harmless)	1 standard action	3 minutes	Touch	V, S, DF	PFCR: p.239
<div> <div> Align Weapon </div> <div> School: Transmutation </div> <div> Effect: Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. </div> </div>	DC: 16, Will negates (harmless, object)	1 standard action	3 minutes	Touch	V, S, DF	PFCR: p.240
<div> <div> Animate Dead, Lesser </div> <div> School: Necromancy [Evil] </div> <div> Effect: Create one skeleton or zombie. </div> </div>	SR: No	1 standard action	Instantaneous	Touch	V, S, M (25 gp onyx gem/undead HD)	PFUM: p.205
<div> <div> Arrow of Law </div> <div> School: Evocation [Lawful] </div> <div> Effect: Harm and possibly daze chaotic creatures. </div> </div>	DC: 16, Will partial (see text)	1 standard action	Instantaneous [1 round]; see text	Close (30 ft.)	V, S, DF	PFUM: p.207
<div> <div> Augury </div> <div> School: Divination </div> <div> Effect: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. </div> </div>	SR:	1 minute	Instantaneous	Personal	V, S, M, F	PFCR: p.245
<div> <div> Bear's Endurance </div> <div> School: Transmutation </div> <div> Effect: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. </div> </div>	DC: 16, Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, M/DF	PFCR: p.246
* =Domain/Specialty Spell						

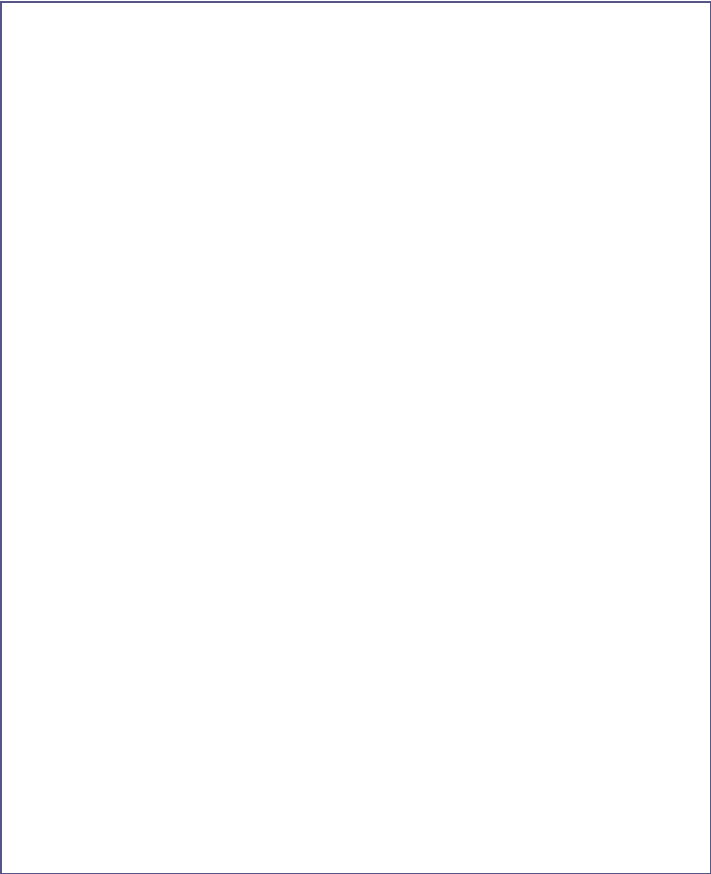
Cleric Spells

■■■■■Blessing of Courage and Life <i>School:</i> Conjuraton (Healing) [Emotion] <i>Effect:</i> Grants a +2 bonus on saves vs. fear and death.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	3 minutes [see below]	Close (30 ft.)	V, S, DF	PFAPG: p.205
■■■■■Boiling Blood <i>School:</i> Transmutation <i>Effect:</i> Targets take 1 acid damage each round; orcs get +2 Strength.	DC: 16, Fortitude negates (see text) <i>SR:</i> Yes	1 standard action	Concentration + 3 rounds	Medium (130 ft.)	V, S	PFUM: p.209
■■■■■Bull's Strength <i>School:</i> Transmutation <i>Effect:</i> The subject becomes stronger granting a +4 enhancement bonus to Strength.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	3 minutes	Touch	V, S, M/DF	PFMR: p.251
■■■■■Calm Emotions <i>School:</i> Enchantment (Compulsion) [Mind-Affecting, Emotion] <i>Effect:</i> This spell calms agitated creatures.	DC: 17, Will negates <i>SR:</i> Yes	1 standard action	Concentration, up to 3 rounds [D]	Medium (130 ft.)	V, S, DF	PFMR: p.252
■■■■■Compassionate Ally <i>School:</i> Enchantment [Emotion, Mind-Affecting] <i>Effect:</i> Target is compelled to help injured ally.	DC: 17, Will negates <i>SR:</i> Yes	1 standard action	3 rounds	Close (30 ft.)	V, S	PFUM: p.211
■■■■■Cure Moderate Wounds <i>School:</i> Conjuraton (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 2d8+3 points of damage.	DC: 16, Will half (harmless) or Will half; see text <i>SR:</i> Yes (harmless) or yes; see text	1 standard action	Instantaneous	Touch	V, S	PFMR: p.263
■■■■■Darkness <i>School:</i> Evocation [Darkness] <i>Effect:</i> This spell causes an object to radiate darkness out to a 20-foot radius.	DC: 16, Will negates <i>SR:</i> No	1 standard action	3 minutes [D]	Touch	V, M/DF	PFMR: p.263
■■■■■Death Knell <i>School:</i> Necromancy [Death, Evil] <i>Effect:</i> You draw forth the ebbing life force of a creature and use it to fuel your own power.	DC: 16, Will negates <i>SR:</i> Yes	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	PFMR: p.264
■■■■■Delay Pain <i>School:</i> Enchantment [Emotion] <i>Effect:</i> Ignore pain.	DC: 17, Will negates <i>SR:</i> Yes	1 standard action	3 hours	Close (30 ft.)	V, S	PFUM: p.216
■■■■■Delay Poison <i>School:</i> Conjuraton (Healing) <i>Effect:</i> The subject becomes temporarily immune to poison.	DC: 16, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	3 hours	Touch	V, S, DF	PFMR: p.265
■■■■■Desecrate <i>School:</i> Evocation [Evil] <i>Effect:</i> This spell imbues an area with negative energy.	DC: 16, Will negates <i>SR:</i> Yes	1 standard action	6 hours	Close (30 ft.)	V, S, M, DF	PFMR: p.265
■■■■■Disfiguring Touch <i>School:</i> Transmutation [Curse] <i>Effect:</i> Target becomes disfigured.	DC: 16, Will negates <i>SR:</i> Yes	1 standard action	3 days	Touch	V, S	PFUM: p.217
■■■■■Dread Bolt <i>School:</i> Evocation [Evil] <i>Effect:</i> Harm and possibly sicken good creatures.	DC: 16, Will partial (see text) <i>SR:</i> Yes	1 standard action	Instantaneous [1d4 rounds]	Close (30 ft.)	V, S, DF	PFUM: p.217
■■■■■Eagle's Splendor <i>School:</i> Transmutation <i>Effect:</i> The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.	DC: 16, Will negates (harmless) <i>SR:</i> Yes	1 standard action	3 minutes	Touch	V, S, M/DF	PFMR: p.275
■■■■■Enthrall <i>School:</i> Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic] <i>Effect:</i> If you have the attention of a group of creatures, you can use this spell to hold them enthralled.	DC: 17, Will negates; see text <i>SR:</i> Yes	1 round	1 hour or less	Medium (130 ft.)	V, S	PFMR: p.278
■■■■■Find Traps <i>School:</i> Divination <i>Effect:</i> You gain intuitive insight into the workings of traps.	DC: 16, Fortitude negates <i>SR:</i> Yes	1 standard action	3 minutes	Personal	V, S	PFMR: p.281
■■■■■Ghostbane Dirge <i>School:</i> Transmutation <i>Effect:</i> Incorporeal creature takes half damage from nonmagical weapons.	DC: 16, Fortitude negates <i>SR:</i> Yes	1 standard action	3 rounds	Close (30 ft.)	V, S, M/DF (an old reed from a wind instrument)	PFAPG: p.225
■■■■■Grace <i>School:</i> Abjuration <i>Effect:</i> Movement doesn't provoke attacks of opportunity.	DC: 16, Will negates (harmless) <i>SR:</i> No	1 standard action	3 rounds	Touch	V, S, DF, M	PFAPG: p.324
■■■■■Heroic Fortune <i>School:</i> Evocation <i>Effect:</i> Subject gains 1 temporary hero point.	DC: 17, Will negates; see text <i>SR:</i> Yes	1 standard action	3 rounds [D]; see text	Medium (130 ft.)	V, S, F/DF	PFMR: p.296
■■■■■Hold Person <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> The subject becomes paralyzed and freezes in place.	DC: 16, Will negates (see text) <i>SR:</i> Yes	1 standard action	3 minutes	Close (30 ft.)	V, S, DF	PFUM: p.225
■■■■■Inflict Moderate Wounds <i>School:</i> Necromancy <i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 2d8+3 points of damage.	DC: 16, Will half <i>SR:</i> Yes	1 standard action	Instantaneous	Touch	V, S	PFMR: p.300
■■■■■Instant Armor <i>School:</i> Conjuraton (Creation) [Force] <i>Effect:</i> Summon armor temporarily replacing your current attire.	DC: 16, Will negates (harmless) or Will negates (harmless, object) <i>SR:</i> Yes (harmless) or yes (harmless, object)	1 standard action	3 minutes [D]	Personal	V, S, DF	PFAPG: p.229
■■■■■*Invisibility <i>School:</i> Illusion (Glamer) <i>Effect:</i> The creature or object touched becomes invisible.	DC: 16, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	10 minutes	Instantaneous	Close (30 ft.)	V, S	PFMR: p.311
■■■■■Make Whole <i>School:</i> Transmutation [MetalSchool] <i>Effect:</i> This spell functions as mending, except that it repairs 3d6 points of damage when cast on a construct creature.	DC: 16, Will negates (harmless, object) <i>SR:</i> No	1 hour	Instantaneous	Touch	V, S, M (see text)	PFUM: p.228
■■■■■Masterwork Transformation <i>School:</i> Transmutation <i>Effect:</i> Make a normal item into a masterwork one.	DC: 16, Will negates (harmless) <i>SR:</i> Yes	1 standard action	3 minutes	Touch	V, S, M/DF	PFMR: p.301
■■■■■Owl's Wisdom <i>School:</i> Transmutation <i>Effect:</i> The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.	DC: 16, Will negates (harmless) <i>SR:</i> Yes	1 standard action	30 minutes	Touch	V, S	PFMR: p.318
■■■■■Protective Penumbra <i>School:</i> Evocation [Darkness] <i>Effect:</i> Shadow protects the target from light.	DC: 16, Will negates (harmless) <i>SR:</i> Yes	1 standard action	3 minutes	Touch	V, S	PFMR: p.311
■■■■■Remove Paralysis <i>School:</i> Conjuraton (Healing) <i>Effect:</i> You can free one or more creatures from the effects of temporary paralysis or related magic.	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	Instantaneous	Close (30 ft.)	V, S	PFMR: p.332
■■■■■Resist Energy <i>School:</i> Abjuration [AirSchool,EarthSchool,FireSchool,WaterSchool] <i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.	DC: 16, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	30 minutes	Touch	V, S, DF	PFMR: p.334
■■■■■Restoration (Lesser) <i>School:</i> Conjuraton (Healing) <i>Effect:</i> Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4	DC: 16, Will negates (harmless) <i>SR:</i> Yes (harmless)	3 rounds	Instantaneous	Touch	V, S	PFMR: p.334
■■■■■Shard of Chaos <i>School:</i> Evocation [Chaos] <i>Effect:</i> Lesser restoration dispels any magical effects reducing one of the subject's ability scores.	DC: 16, Will partial (see text) <i>SR:</i> Yes	1 standard action	Instantaneous [1d6 rounds]	Close (30 ft.)	V, S, DF	PFUM: p.237
* =Domain/Specialty Spell						

Cleric Spells

<i>Effect:</i> Harm and possibly slow lawful creatures.							
☐☐☐☐☐ Share Language	DC: 16, Will negates (harmless)	1 standard action	24 hours	Touch	V, S, M (a page from a PFAPG: p.243 dictionary)		
<i>School:</i> Divination <i>Effect:</i> Subject understands chosen language.	SR: Yes (harmless)	<i>Target:</i> creature touched			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Shatter	DC: 16, Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (30 ft.)	V, S, M/DF	PFCR: p.341	
<i>School:</i> Evocation [Sonic, EarthSchool, MetalSchool] <i>Effect:</i> Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.	SR: Yes	<i>Target:</i> Or Target 5-ft.-radius spread; or one solid object or one crystalline creature			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Shield Other	DC: 16, Will negates (harmless)	1 standard action	3 hours [D]	Close (30 ft.)	V, S, F	PFCR: p.342	
<i>School:</i> Abjuration <i>Effect:</i> This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you.	SR: Yes (harmless)	<i>Target:</i> One creature			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Silence	DC: 16, Will negates; see text or none (object)	1 round	3 rounds [D]	Long (520 ft.)	V, S	PFCR: p.343	
<i>School:</i> Illusion (Glamer) <i>Effect:</i> Upon the casting of this spell, complete silence prevails in the affected area.	SR: Yes; see text or no (object)	<i>Target:</i> 20-ft.-radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Sound Burst	DC: 16, Fortitude partial	1 standard action	Instantaneous	Close (30 ft.)	V, S, F/DF	PFCR: p.346	
<i>School:</i> Evocation [Sonic] <i>Effect:</i> You blast an area with a tremendous cacophony.	SR: Yes	<i>Target:</i> 10-ft.-radius spread			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Spiritual Weapon		1 standard action	3 rounds [D]	Medium (130 ft.)	V, S, DF	PFCR: p.348	
<i>School:</i> Evocation [Force] <i>Effect:</i> A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+1 force damage per hit.	SR: Yes	<i>Target:</i> Magic weapon of force			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Status	DC: 16, Will negates (harmless)	1 standard action	3 hours	Touch	V, S	PFCR: p.349	
<i>School:</i> Divination <i>Effect:</i> When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition.	SR: Yes (harmless)	<i>Target:</i> 1 living creatures			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Summon Monster II		1 round	3 rounds [D]	Close (30 ft.)	V, S, F/DF	PFCR: p.352	
<i>School:</i> Conjunction (Summoning) [AirSchool,EarthSchool,FireSchool,WaterSchool] <i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.	SR: No	<i>Target:</i> One summoned creature			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Surmount Affliction		1 standard action	3 rounds	Personal	V, S	PFUM: p.241	
<i>School:</i> Abjuration <i>Effect:</i> Temporarily suppress one condition.	SR:	<i>Target:</i> You			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Undetectable Alignment	DC: 16, Will negates (object)	1 standard action	24 hours	Close (30 ft.)	V, S	PFCR: p.363	
<i>School:</i> Abjuration <i>Effect:</i> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.	SR: Yes (object)	<i>Target:</i> One creature or object			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Weapon of Awe	DC: 16, Will negates (harmless, object)	1 standard action	3 minutes	Touch	V, S, DF	PFAPG: p.256	
<i>School:</i> Transmutation [Emotion] <i>Effect:</i> Weapon gets +2 on damage rolls.	SR: Yes (harmless, object)	<i>Target:</i> weapon touched			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Web Shelter		1 minute	3 hours [D]	Close (30 ft.)	V, S, DF	PFUM: p.249	
<i>School:</i> Conjunction (Creation) <i>Effect:</i> Create a comfortable shelter made of webbing.	SR: No	<i>Target:</i> 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
☐☐☐☐☐ Zone of Truth	DC: 17, Will negates	1 standard action	3 minutes	Close (30 ft.)	V, S, DF	PFCR: p.371	
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies.	SR: Yes	<i>Target:</i> 20-ft.-radius emanation			<i>Caster Level:</i> 3	<i>Concentration:</i> +7	
* =Domain/Speciality Spell							

Saenvan



Human
RACE
19
AGE
Male
GENDER
VISION
Lawful Evil
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
175 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: