

Saenvan

CHARACTER NAME

Cleric (Evangelist) 2

CLASS

2 / 1

2000 / 5000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR	13		+1		
DEX	14		+2		
CON	12		+1		
INT	13		+1		
WIS	18		+4		
CHA	12		+1		

SAVING THROWS

FORTITUDE	+4	+3	+1	+0	+0	+0	
REFLEX	+2	+0	+2	+0	+0	+0	
WILL	+7	+3	+4	+0	+0	+0	

MELEE	+2	+1	+1	+0	+0	+0	
RANGED	+3	+1	+2	+0	+0	+0	
CMB	+2	+1	+1	+0	+0		

GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+2	+2	+2	+2	+2
Defense	14	14	14	14	14

*Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Not Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam		
1H-P	+2	1d4+1	2W-P-(OH)	-4		1d4+1	
1H-O	-2	1d4	2W-P-(OL)	-2		1d4+1	
2H	+2	1d4+1	2W-OH	-6		1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+3	+1	-1	-3		-5	
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.
	To Hit	Dam	To Hit		Dam		
1H-P	+2	1d4+1	2W-P-(OH)	-4		1d4+1	
1H-O	-2	1d4	2W-P-(OL)	-2		1d4+1	
2H	+2	1d4+1	2W-OH	-6		1d4	

*Mace, Heavy			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	B	M	20/x2	5 ft.
	To Hit	Dam	To Hit		Dam		
1H-P	+2	1d8+1	2W-P-(OH)	-4		1d8+1	
1H-O	-2	1d8	2W-P-(OL)	-2		1d8+1	
2H	+2	1d8+1	2W-OH	-8		1d8	

\*: 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

POINTS

HP	16	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED					
AC	16	14	12	10	4	0	2	0	0	0	0	0	0	20	-2	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE

+6

=

+2

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

+1

bonus

TOTAL SKILLPOINTS: 12

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 2/2

Acrobatics

DEX

0

=

2

+

-2

Appraise

INT

1

=

1

Bluff

CHA

5

=

1

+

1

+

3

Climb

STR

-1

=

1

+

-2

Craft (Untrained)

INT

1

=

1

Diplomacy

CHA

5

=

1

+

1

+

3

Disguise

CHA

5

=

1

+

1

+

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

5

=

1

+

1

+

3

Knowledge (Religion)

INT

8

=

1

+

2

+

5

Perception

WIS

5

=

4

+

1

Perform (Oratory)

CHA

6

=

1

+

2

+

3

Perform (Untrained)

CHA

1

=

1

Ride

DEX

0

=

2

+

-2

Sense Motive

WIS

8

=

4

+

1

+

3

Spellcraft

INT

6

=

1

+

2

+

3

Stealth

DEX

4

=

2

+

1

+

1

Survival

WIS

4

=

4

Swim

STR

-1

=

1

+

-2

=

+

+

=

+

+

BARDIC MUSIC

Uses per day

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 2 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]

Character: Saenvan

Player: Allard

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).

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Level:2 (CR:1)

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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			38 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	
<b>Evangelist</b>	<b>[Paizo Publishing LLC - Ultimate Combat, p.32]</b>
<p>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.</p>	

Traits	
<b>Blasphemy</b>	<b>[Fire Mountain Games - Way of the Wicked, Book 1: Knot of Thorns, p.91]</b>
<p>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 Punishment: Death by burning\n Benefit: +2 trait bonus to Knowledge (Religion) and Knowledge (Religion) becomes a class skill for you.</p>	
<b>Natural-Born Leader</b>	<b>[Paizo Publishing LLC - Advanced Player's Guide, p.330]</b>
<p>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.</p>	

Special Attacks	
<b>Distraction (Su)</b>	<b>[Paizo Publishing - Core Rulebook, p.36]</b>
<p>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.</p>	
<b>Fascinate (Su)</b>	<b>[Paizo Publishing - Core Rulebook, p.37]</b>
<p>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.</p>	

Special Qualities	
<b>Aura of Evil (Ex)</b>	<b>[Paizo Publishing - Core Rulebook]</b>
<p>You project a moderate evil aura.</p>	
<b>Aura of Law (Ex)</b>	<b>[Paizo Publishing - Core Rulebook]</b>
<p>You project a moderate lawful aura.</p>	
<b>Bardic Performance</b>	<b>[Paizo Publishing - Core Rulebook, p.35]</b>
<p>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 7 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.</p>	
<b>Bonus Feat</b>	<b>[Paizo Publishing - Core Rulebook, p.27]</b>
<p>Humans select one extra feat at 1st level.</p>	
<b>Copycat (Sp)</b>	<b>[Paizo Publishing - Core Rulebook, p.48]</b>
<p>You can create an illusory double of yourself as a move action. This double functions as a single Mirror Image and lasts for 2 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.</p>	
<b>Inspire Courage (Su)</b>	<b>[Paizo Publishing - Core Rulebook, p.37]</b>
<p>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.</p>	
<b>Orisons</b>	<b>[Paizo Publishing - Core Rulebook, p.41]</b>
<p>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.</p>	
<b>Public Speaker</b>	<b>[Paizo Publishing LLC - Ultimate Combat]</b>
<p>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 3.</p>	
<b>Sermonic Performance</b>	<b>[Paizo Publishing LLC - Ultimate Combat]</b>
<p>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.</p>	
<b>Single-Minded</b>	<b>[Paizo Publishing LLC - Ultimate Combat]</b>
<p>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.</p>	
<b>Skilled</b>	<b>[Paizo Publishing - Core Rulebook, p.27]</b>
<p>Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.</p>	
<b>Spontaneous Casting</b>	<b>[Paizo Publishing LLC - Ultimate Combat]</b>
<p>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.</p>	

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

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

PROFICIENCIES	
Bayonet, Blowgun, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, 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	—	—	—	—	—	—	—	—
Concentration	+6									

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Bleed</div> <div><i>School:</i> Necromancy <i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.</div>	<b>DC: 14, Will negates</b> <i>SR:</i> Yes	1 standard action	Instantaneous	Close (30 ft.)	V, S <i>Caster Level:</i> 2	PFCR: p.249 <i>Concentration:</i> +6
<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> 2	PFCR: p.262 <i>Concentration:</i> +6
<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 2 minutes [D]	60 ft.	V, S <i>Caster Level:</i> 2	PFCR: p.267 <i>Concentration:</i> +6
<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> 2	PFCR: p.268 <i>Concentration:</i> +6
<div>■■■■■Guidance</div> <div><i>School:</i> Divination <i>Effect:</i> This spell imbues the subject with a touch of divine guidance.</div>	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes	1 standard action	1 minute or until discharged	Touch	V, S <i>Caster Level:</i> 2	PFCR: p.292 <i>Concentration:</i> +6
<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	20 minutes	Touch	V, M/DF <i>Caster Level:</i> 2	PFCR: p.304 <i>Concentration:</i> +6
<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>	<b>DC: 14, Will negates (harmless, object)</b> <i>SR:</i> Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 2	PFCR: p.312 <i>Concentration:</i> +6
<div>■■■■■Purify Food and Drink</div> <div><i>School:</i> Transmutation <i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.</div>	<b>DC: 14, Will negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	Instantaneous	10 ft.	V, S <i>Caster Level:</i> 2	PFCR: p.328 <i>Concentration:</i> +6
<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	20 minutes	Personal	V, S, F <i>Caster Level:</i> 2	PFCR: p.330 <i>Concentration:</i> +6
<div>■■■■■Resistance</div> <div><i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.</div>	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF <i>Caster Level:</i> 2	PFCR: p.334 <i>Concentration:</i> +6
<div>■■■■■Spark</div> <div><i>School:</i> Evocation [Fire, FireSchool] <i>Effect:</i> Ignites flammable objects.</div>	<b>DC: 14, Fortitude negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	Instantaneous	Close (30 ft.)	V or S <i>Caster Level:</i> 2	PFAPG: p.246 <i>Concentration:</i> +6
<div>■■■■■Stabilize</div> <div><i>School:</i> Conjuraton (Healing) <i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.</div>	<b>DC: 14, Will negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	Instantaneous	Close (30 ft.)	V, S <i>Caster Level:</i> 2	PFCR: p.348 <i>Concentration:</i> +6
<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> 2	PFCR: p.365 <i>Concentration:</i> +6

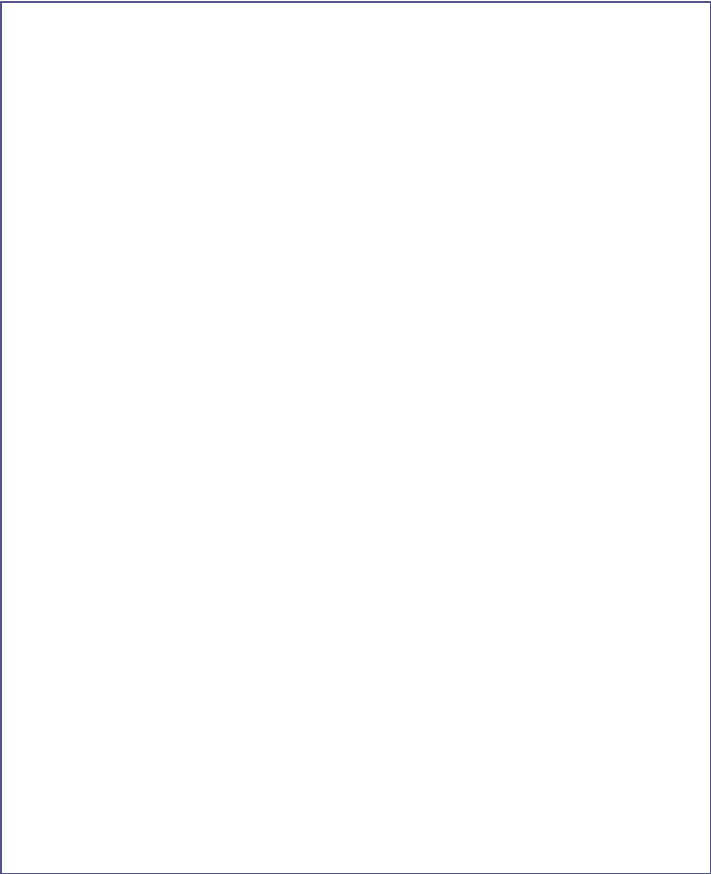
LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
<div>■■■■■Ant Haul</div> <div><i>School:</i> Transmutation <i>Effect:</i> Triples carrying capacity of a creature.</div>	<b>DC: 15, Fortitude negates (harmless)</b> <i>SR:</i> Yes (harmless)	1 standard action	4 hours	Touch	V, S, M/DF (a small pulley) <i>Caster Level:</i> 2	PFAPG: p.202 <i>Concentration:</i> +6
<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>	<b>DC: 15, Will negates</b> <i>SR:</i> Yes	1 standard action	2 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 2	PFCR: p.246 <i>Concentration:</i> +6
<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	2 minutes	50 ft.	V, S, DF <i>Caster Level:</i> 2	PFCR: p.249 <i>Concentration:</i> +6
<div>■■■■■Cause Fear</div> <div><i>School:</i> Necromancy [Fear, Mind-Affecting, Emotion] <i>Effect:</i> The affected creature becomes frightened.</div>	<b>DC: 15, Will partial</b> <i>SR:</i> Yes	1 standard action	1d4 rounds or 1 round; see text	Close (30 ft.)	V, S <i>Caster Level:</i> 2	PFCR: p.252 <i>Concentration:</i> +6
<div>■■■■■Command</div> <div><i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.</div>	<b>DC: 15, Will negates</b> <i>SR:</i> Yes	1 standard action	1 round	Close (30 ft.)	V <i>Caster Level:</i> 2	PFCR: p.256 <i>Concentration:</i> +6
<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	20 minutes	Personal	V, S, M/DF <i>Caster Level:</i> 2	PFCR: p.258 <i>Concentration:</i> +6
<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+2 points of damage.</div>	<b>DC: 15, Will half (harmless); see text</b> <i>SR:</i> Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S <i>Caster Level:</i> 2	PFCR: p.263 <i>Concentration:</i> +6
<div>■■■■■Curse Water</div> <div><i>School:</i> Necromancy [Evil] <i>Effect:</i> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water.</div>	<b>DC: 15, Will negates (object)</b> <i>SR:</i> Yes (object)	1 minute	Instantaneous	Touch	V, S, M <i>Caster Level:</i> 2	PFCR: p.263 <i>Concentration:</i> +6
<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	2 hours [D]	Touch	V, S, F (a lantern) <i>Caster Level:</i> 2	PFAPG: p.214 <i>Concentration:</i> +6
<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	20 minutes	30 ft.	V, S <i>Caster Level:</i> 2	PFCR: p.265 <i>Concentration:</i> +6
<div>■■■■■Decompose Corpse</div> <div><i>School:</i> Necromancy <i>Effect:</i> Turn corpse into clean skeleton.</div>	<b>DC: 15, Fortitude negates (object)</b> <i>SR:</i> Yes (object)	1 standard action	Instantaneous or 1 minute; see text	Touch	V, S, M <i>Caster Level:</i> 2	PFUM: p.216 <i>Concentration:</i> +6
<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 20 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 2	PFCR: p.266 <i>Concentration:</i> +6
<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 20 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 2	PFCR: p.266 <i>Concentration:</i> +6
<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 20 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 2	PFCR: p.267 <i>Concentration:</i> +6
<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 20 minutes [D]	60 ft.	V, S, DF <i>Caster Level:</i> 2	PFCR: p.267 <i>Concentration:</i> +6
* =Domain/Specialty Spell						

Cleric Spells

☐☐☐☐☐Detect Undead		1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S, M/DF	PFCR: p.269
School: Divination	SR: No	Target: Cone-shaped emanation			Caster Level:2	Concentration:+6
Effect: You can detect the aura that surrounds undead creatures.						
☐☐☐☐☐Diagnose Disease		1 standard action	Instantaneous	Close (30 ft.)	V, S	PFUM: p.216
School: Divination	SR: No	Target: One creature, one object, or a 5-ft. cube			Caster Level:2	Concentration:+6
Effect: Detect and identify diseases.						
☐☐☐☐☐*Disguise Self		1 standard action	20 minutes [D]	Personal	V, S	PFCR: p.271
School: Illusion (Glamour)	SR:	Target: You			Caster Level:2	Concentration:+6
Effect: You make yourself—including clothing, armor, weapons, and equipment—look different.						
☐☐☐☐☐Divine Favor		1 standard action	1 minute	Personal	V, S, DF	PFCR: p.273
School: Evocation	SR:	Target: You			Caster Level:2	Concentration:+6
Effect: Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls.						
☐☐☐☐☐Doom	DC: 15, Will negates	1 standard action	2 minutes	Medium (120 ft.)	V, S, DF	PFCR: p.274
School: Necromancy [Fear, Mind-Affecting, Emotion]	SR: Yes	Target: One living creature			Caster Level:2	Concentration:+6
Effect: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.						
☐☐☐☐☐Endure Elements	DC: 15, Will negates (harmless)	1 standard action	24 hours	Touch	V, S	PFCR: p.277
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level:2	Concentration:+6
Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment.						
☐☐☐☐☐Entropic Shield		1 standard action	2 minutes [D]	Personal	V, S	PFCR: p.278
School: Abjuration	SR:	Target: You			Caster Level:2	Concentration:+6
Effect: A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.						
☐☐☐☐☐Forbid Action	DC: 15, Will negates	1 standard action	1 round	Close (30 ft.)	V	PFUM: p.220
School: Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	SR: Yes	Target: One creature			Caster Level:2	Concentration:+6
Effect: Target obeys your command to not do something.						
☐☐☐☐☐Hide from Undead	DC: 15, Will negates (harmless); see text	1 standard action	20 minutes [D]	Touch	V, S, DF	PFCR: p.296
School: Abjuration	SR: Yes	Target: 2 creatures touched			Caster Level:2	Concentration:+6
Effect: Undead cannot see, hear, or smell creatures warded by this spell.						
☐☐☐☐☐Inflict Light Wounds	DC: 15, Will half	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
School: Necromancy	SR: Yes	Target: Creature touched			Caster Level:2	Concentration:+6
Effect: When laying your hand upon a creature, you channel negative energy that deals 1d8+2 points of damage.						
☐☐☐☐☐Know the Enemy		1 minute	Instantaneous	Personal	V, S, DF	PFUM: p.226
School: Divination	SR: No	Target: You			Caster Level:2	Concentration:+6
Effect: Gain +10 on a monster Knowledge check.						
☐☐☐☐☐Magic Stone	DC: 15, Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	PFCR: p.310
School: Transmutation	SR: Yes (harmless, object)	Target: Up to three pebbles touched			Caster Level:2	Concentration:+6
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.						
☐☐☐☐☐Magic Weapon	DC: 15, Will negates (harmless, object)	1 standard action	2 minutes	Touch	V, S, DF	PFCR: p.310
School: Transmutation [MetalSchool]	SR: Yes (harmless, object)	Target: Weapon touched			Caster Level:2	Concentration:+6
Effect: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.						
☐☐☐☐☐Murderous Command	DC: 15, Will negates	1 standard action	1 round	Close (30 ft.)	V	PFUM: p.230
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: One living creature			Caster Level:2	Concentration:+6
Effect: Target is compelled to kill its ally.						
☐☐☐☐☐Obscuring Mist		1 standard action	2 minutes [D]	20 ft.	V, S	PFCR: p.317
School: Conjuration (Creation) [WaterSchool]	SR: No	Target: Cloud spreads in 20-ft. radius from you, 20 ft. high			Caster Level:2	Concentration:+6
Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.						
☐☐☐☐☐Protection from Chaos	DC: 15, Will negates (harmless)	1 standard action	2 minutes [D]	Touch	V, S, M/DF	PFCR: p.327
School: Abjuration [Lawful]	SR: No; see text	Target: Creature touched			Caster Level:2	Concentration:+6
Effect: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures.						
☐☐☐☐☐Protection from Good	DC: 15, Will negates (harmless)	1 standard action	2 minutes [D]	Touch	V, S, M/DF	PFCR: p.328
School: Abjuration [Evil]	SR: No; see text	Target: Creature touched			Caster Level:2	Concentration:+6
Effect: This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures.						
☐☐☐☐☐Ray of Sickening	DC: 15, Fortitude partial; see text	1 standard action	2 minutes	Close (30 ft.)	V, S, M	PFUM: p.234
School: Necromancy	SR: Yes	Target: Ray			Caster Level:2	Concentration:+6
Effect: Ray makes the subject sickened.						
☐☐☐☐☐Remove Fear	DC: 15, Will negates (harmless)	1 standard action	10 minutes; see text	Close (30 ft.)	V, S	PFCR: p.332
School: Abjuration	SR: Yes (harmless)	Target: 1 creatures, no two of which can be more than 30 ft. apart			Caster Level:2	Concentration:+6
Effect: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes.						
☐☐☐☐☐Remove Sickness	DC: 15, Fortitude negates (harmless)	1 standard action	20 minutes; see text	Close (30 ft.)	V, S	PFUM: p.234
School: Conjuration (Healing)	SR: Yes (harmless)	Target: One creature			Caster Level:2	Concentration:+6
Effect: Suppress disease, nausea, and the sickened condition.						
☐☐☐☐☐Restore Corpse		1 standard action	Instantaneous	Touch	V, S	PFUM: p.235
School: Necromancy	SR: No	Target: Corpse touched			Caster Level:2	Concentration:+6
Effect: Skeletal corpse grows flesh.						
☐☐☐☐☐Sanctuary	DC: 15, Will negates	1 standard action	2 rounds	Touch	V, S, DF	PFCR: p.336
School: Abjuration	SR: No	Target: Creature touched			Caster Level:2	Concentration:+6
Effect: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.						
☐☐☐☐☐Shield of Faith	DC: 15, Will negates (harmless)	1 standard action	2 minutes	Touch	V, S, M	PFCR: p.342
School: Abjuration	SR: Yes (harmless)	Target: Creature touched			Caster Level:2	Concentration:+6
Effect: This spell creates a shimmering, magical field around the target that averts and deflects attacks.						
☐☐☐☐☐Summon Minor Monster		1 round	2 rounds [D]	Close (30 ft.)	V, S, F/DF	PFUM: p.241
School: Conjuration (Summoning)	SR: No	Target: 1d3 summoned creatures			Caster Level:2	Concentration:+6
Effect: Summon 1d3 Tiny animals						
☐☐☐☐☐Summon Monster I		1 round	2 rounds [D]	Close (30 ft.)	V, S, F/DF	PFCR: p.350
School: Conjuration (Summoning)	SR: No	Target: One summoned creature			Caster Level:2	Concentration:+6
Effect: This spell summons an extraplanar creature.						
* =Domain/Specialty 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: