

Calista Lifebringer

Character Name
Paladin (Oath against Undeath) 10, Holy Vindicator 1
CLASS
11 (10) 155000 / 220000
Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	20		+5		
CON Constitution	14		+2		
INT Intelligence	10		+0		
WIS Wisdom	10		+0		
CHA Charisma	18		+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+14	= +8	+ +2	+ +0	+ +4	+ +0	
REFLEX (dexterity)	+12	= +3	+ +5	+ +0	+ +4	+ +0	
WILL (wisdom)	+12	= +8	+ +0	+ +0	+ +4	+ +0	

Conditional Save Modifiers:
+2 vs. death
+11 racial vs poison
Conditional Combat Modifiers:
You take a -1 penalty on attack rolls while using your shield arm to wield a weapon.

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+10/+5/+0	=	+11/+6/+1	+	-1	+	+0	+	+0	+	0	+	
RANGED attack bonus	+16/+11/+6	=	+11/+6/+1	+	+5	+	+0	+	+0	+	0	+	
CMB attack bonus	+10/+5/+0	=	+11/+6/+1	+	-1	+	+0	+		+		+	
CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN							
	+10/+5/+0	+10/+5/+0	+10/+5/+0	+10/+5/+0	+10	+10							
CMD	25	25	25	25	25	25							

*Kukri +2 (Shock)			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	S	M	18-20/x2	5 ft.
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam		
	+19/+14/+9	1d4+1		+13/+8/+3	1d4+1		
1H-O	+15/+10/+5	1d4+1	2W-P-(OL)	+15/+10/+5	1d4+1		
2H	+19/+14/+9	1d4+1	2W-OH	+11	1d4+1		

Special Properties: +1d6 electricity damage

Masterwork Crossbow (Light)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +17/+12/+7	Damage: 1d8				
80 ft.	160 ft.	240 ft.	320 ft.	400 ft.			
TH	+17/+12/+7	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1		
Dam	1d8	1d8	1d8	1d8	1d8		
480 ft.	560 ft.	640 ft.	720 ft.	800 ft.			
TH	+7/+2/-3	+5/+0/-5	+3/-2/-7	+1/-4/-9	-1/-6/-11		
Dam	1d8	1d8	1d8	1d8	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
*Hide +2	Medium	+6	+4	-2	20
*Buckler +2 (Arrow Deflection)	Shield	+3		+0	5
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon., Reflex save (DC 20+Missile enhancement) to deflect arrows; 1/round					

LAY ON HANDS	
Uses per day	□□□□□□□□□□
cure 5d6 per use	

Baltazar Tavares Vanderlei

Player Name
Vishkanya / Humanoid
RACE
21 Female
AGE GENDER

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED																	
hit points															Walk 20 ft.																	
AC		104	19		13		10		6		3		3		0		0		0		0		0		0		0					
armor class		TOTAL	FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC	
INITIATIVE		+7		+5		+2				25		-3		0																		
modifier		TOTAL		DEX MODIFIER		MISC MODIFIER		MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST																		

Ondisso
Deity
None
Region
Lawful Good
Alignment
Darkvision (120 ft.), Low-Light Vision
VISION
25
Points

SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED					
							Walk 20 ft.					
+ 3	+ 3	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	
SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC- TION	DODGE	Morale	Insight	Sacred	Profane	MISC		
25	-3	0										
SS NCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST									

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

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 9 times per day. With one use of this ability, you can heal 5d6 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 5d6 points of damage. Using Lay in Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead to 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 6d6 (DC 19 for half) / day. You can unleash a wave of positive energy. You must choose to deal 6d6 points of positive energy damage to undead creatures or to heal living creatures of 6d6 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]	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Darklands Goggles	Equipped	1	0 / 20,000	
Kukri +2 (Shock)	Equipped	1	2 / 18,308	
+1d6 electricity damage				
Hide +2	Equipped	1	25 / 4,165	
Boots of Escape	Equipped	1	1 / 8,000	
Buckler +2 (Arrow Deflection)	Equipped	1	5 / 16,155	
Applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon., Reflex save (DC 20+Missile enhancement) to deflect arrows; 1/round				
Potion of Cure Serious Wounds	Equipped	2	0 (0) / 750 (1,500)	
☐☐				
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Cures 3d8+5 points of damage				
Masterwork Crossbow (Light)	Carried	1	4 / 335	
TOTAL WEIGHT CARRIED/VALUE		37 lbs.	68,463gp	
WEIGHT ALLOWANCE				
Light 26	Medium 53	Heavy 80		
Lift over head 80	Lift off ground 160	Push / Drag 400		
MONEY				
				Total= 0 gp
MAGIC				
Languages				
Common, Vishkanya				
Other Companions				

Archetypes	
Oath against Undeath	[Paizo Inc. - Ultimate Magic, p.61]
You vow to restore the natural state of death to any animate corpse you encounter, and destroy the undead energy in the process.	

Traits	
Lessons of Faith	[Paizo Publishing - Inner Sea Gods]
You have a knack for avoiding trouble.	
Reactionary	[Paizo Inc. - Second Darkness Player's Guide, p.11]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	

Special Attacks	
Channel Positive Energy (Su)	[Paizo Inc. - Core Rulebook]
You can unleash a wave of positive energy dealing 6d6 (DC 19 for half) /day. You can unleash a wave of positive energy. You must choose to deal 6d6 points of positive energy damage to undead creatures or to heal living creatures of 6d6 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.	
Poison Use (Ex)	[Paizo Inc. - Bestiary 3, p.208]
Vishkanyas are skilled in the use of poison and never accidentally poison themselves when using or applying poison.	
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 Life (Su)	[Paizo Inc. - Ultimate Magic, p.61]
You gain a +4 morale bonus on saves against attacks that grant negative levels and saves to overcome negative levels. Each ally within 10 feet of you gains a +2 morale	

bonus on these saves. This ability functions only while you are conscious, not if you are unconscious or dead.

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	[Paizo Inc. - Ultimate Magic, p.62]
Destroy all undead. Put to rest the poor souls turned against their will. Prevent the taint of undeath from spreading to the newly dead, blessing or burning the corpses as necessary.	

Detect Undead (Su)	[Paizo Inc. - Ultimate Magic, p.61]
This ability works like the standard paladin ability to detect evil, except as detect undead instead of detect evil.	

Divine Health (Ex)	[Paizo Inc. - Core Rulebook, p.61]
You are immune to all diseases, including supernatural and magical diseases, including mummy rot.	

Ghost Touch Aura (Su)	[Paizo Inc. - Ultimate Magic, p.61]
Your armor and shield are treated as if they had the ghost touch armor property. This does not affect the cost or effect of any other abilities of the armor or shield.	

Keen Senses (Ex)	[Paizo Inc. - Bestiary 3, p.208]
Vishkanya receive a +2 racial bonus on Perception checks.	

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 9 times per day. With one use of this ability, you can heal 5d6 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 5d6 points of damage. Using Lay in Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead to not receive a saving throw against this damage.	

Limber (Ex)	[Paizo Inc. - Bestiary 3, p.208]
Vishkanya gain a +2 racial bonus on Escape Artist and Stealth checks.	

Low-Light Vision (Ex)	[Paizo Inc. - Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	

Poison Resistance (Ex)	[Paizo Inc. - Bestiary 3, p.208]
A vishkanya has a +11 racial bonus on saves against poison.	

Toxic (Ex)	[Paizo Inc. - Bestiary 3, p.208]
A vishkanya can envenom a weapon 2/day with its toxic saliva or blood (using blood requires the vishkanya to be injured when it uses this ability). Applying venom in this way is a swift action. Vishkanya venom: save Fort DC 17; freq 1/rd for 6 rds; effect 1d2 Dex; cure 1 save.	

Vindicator's Shield (Su)	[Paizo Inc. - Advanced Player's Guide]
A vindicator can channel energy into his shield as a standard action; when worn, the shield gives the vindicator a sacred bonus (if positive energy) or profane bonus (if negative energy) to his Armor Class equal to the number of dice of the vindicator's channel energy. This bonus lasts for 24 hours or until the vindicator is struck in combat,	

whichever comes first. The shield does not provide this bonus to any other wielder, but the vindicator does not need to be holding the shield for it to retain this power.

Weapon Familiarity (Ex)	[Paizo Inc. - Bestiary 3, p.208]
Vishkanya are proficient with blowguns, kukri, and shuriken.	

Feats

Alignment Channel (Evil)	[Paizo Inc. - Core Rulebook, p.117]
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You can channel your divine energy to harm or heal outsiders that possess your chosen alignment subtype.

Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of the chosen alignment subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of the chosen alignment subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

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

Piranha Strike	[Paizo Inc. - Sargava, the Lost Colony, p.24]
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You make a combination of quick strikes, sacrificing accuracy for multiple, minor wounds that prove exceptionally deadly.

Slashing Grace (Kukri)	[Paizo Publishing - Advanced Class Guide, p.000]
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You can stab your enemies with your sword or another slashing weapon.

Choose one kind of light or one-handed slashing weapon (such as the longsword). When wielding your chosen weapon one-handed, you can treat it as a one-handed piercing melee weapon for all feats and class abilities that require such a weapon (such as a swashbuckler's or a duelist's precise strike) and you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The weapon must be one appropriate for your size. You do not gain this benefit while fighting with two weapons or using flurry of blows, or any time another hand is otherwise occupied

Weapon Finesse	[Paizo Inc. - Core Rulebook, p.136]
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You are trained in using your agility in melee combat, as opposed to brute strength.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Kukri)	[Paizo Inc. - Core Rulebook, p.136]
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You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Deflect Arrows (Granted)	[Paizo Inc. - Core Rulebook, p.121]
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You can know arrows and other projectiles off course, preventing them from hitting you.

You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Proficiencies

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

Paladin Spells

LEVEL	0	1	2	3	4
PER DAY	—	3	2	1	—
Concentration	+11				

LEVEL 1 / Per Day:3 / Caster Level:7

Name	School	Time	Duration	Range	Source
■■■■■ Abstemiousness	Transmutation	1 standard action	1 hour	Touch	ISG:p.??
[V] TARGET: a handful of berries, grains, nuts, or rice; EFFECT: This spell magically enhances a handful of simple food, imbuing it with enough nutrition to satisfy a Medium or smaller creature for a full day. The spell does not create food, and thus will not alone prevent someone from starving, but it can extend even limited reserves for lengthy periods. [SR:Yes (harmless); DC:15, Fort negates (harmless)]					
■■■■■ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 minutes	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: Bless fills your allies with courage. [SR:Yes (harmless)]					
■■■■■ Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.249
[V, S, M] TARGET: Flask of water touched; EFFECT: This transmutation imbues a flask of water with positive energy, turning it into holy water. [SR:Yes (object); DC:15, Will negates (object)]					
■■■■■ Bless Weapon	Transmutation	1 standard action	7 minutes	Touch	CR:p.250
[V, S] TARGET: Weapon touched; EFFECT: This transmutation makes a weapon strike true against evil foes. [SR:No]					
■■■■■ Bowstaff	Transmutation	1 swift action	7 rounds [D]	Personal	UC:p.224
[V] TARGET: one weapon [bow]; EFFECT: A shortbow may double as a club, or a longbow as a quarterstaff. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
■■■■■ Challenge Evil	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 minutes [D]	Close (40 ft.)	APG:p.210
[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-Affecting]	1 standard action	7 rounds	Personal	UC:null
[V, S, M (a drop of your blood)] TARGET: You; EFFECT: Compels opponents to attack you instead of your allies. [SR:see text; DC:15, see text]					
■■■■■ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.262
[V, S] TARGET: Up to 14 gallons of water; EFFECT: This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
■■■■■ Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]					
■■■■■ Detect Poison	Divination	1 standard action	Instantaneous	Close (40 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
■■■■■ Detect Undead	Divination	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	CR:p.269
[V, S, MDF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No]					
■■■■■ Diagnose Disease	Divination	1 standard action	Instantaneous	Close (40 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detect and identify diseases. [SR:No]					
■■■■■ Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom of a deity, you gain a +2 luck bonus on attack and weapon damage rolls.					
■■■■■ Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Enhance Water	Transmutation	1 round	Instantaneous	Touch	FOP:p.28
[V, S] TARGET: 7 pints of water; EFFECT: Transform water into an alcoholic beverage, typically ale, beer, mead, or wine. [SR:Yes (object); DC:15, Fortitude negates (object)]					
■■■■■ Ghostbane Dirge	Transmutation	1 standard action	7 rounds	Close (40 ft.)	APG:p.225
[V, S, MDF (a old reed from a wind instrument)] TARGET: one incorporeal creature; EFFECT: Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:15, Will negates]					
■■■■■ Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; EFFECT: Movement doesn't provoke attacks of opportunity.					
■■■■■ Haze of Dreams	Enchantment (Charm) [Mind-Affecting]	1 standard action	7 rounds	Close (40 ft.)	FOP:p.28
[V, M] TARGET: One Creature; EFFECT: You fill an enemy's head with waking dreams, reducing the target's speed by half. [SR:Yes; DC:15, Will negates]					
■■■■■ Hero's Defiance	Conjuration (Healing)	1 immediate action	Instantaneous	Personal	APG:p.226
[V] TARGET: You; EFFECT: Allows the use of lay on hands while falling unconscious.					
■■■■■ Honeyed Tongue	Transmutation	1 standard action	70 minutes	Personal	APG:p.228
[V, MDF (a drop of honey)] TARGET: You; EFFECT: Roll 2 dice when using Diplomacy, take higher roll.					
■■■■■ Horn of Pursuit	Evocation [Sonic]	1 standard action	1 round	Personal	UM:p.223
[S] TARGET: 3 peals of a horn; EFFECT: Create three notes heard miles away. [SR:No]					
■■■■■ Knight's Calling	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (40 ft.)	APG:p.230
[V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and fight you. [SR:Yes; DC:15, Will negates]					
■■■■■ Know the Enemy	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR:No]					
■■■■■ Liberating Command	Transmutation	1 immediate action	instantaneous	Close (40 ft.)	UC:p.233
[V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an immediate action and gains a bonus on it. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Litany of Sloth	Enchantment (Compulsion) [Language-Deper	1 swift action	1 round	Close (40 ft.)	UC:p.235
[V, S, DF] TARGET: one creature; EFFECT: Single target cannot make attacks of opportunity for 1 round. [SR:Yes; DC:15, no]					
■■■■■ Longshot	Transmutation	1 standard action	7 minutes	Personal	UC:p.236
[V, S, MDF (a piece of fletching)] TARGET: You; EFFECT: Grants a +10 foot bonus to the range increment for any ranged weapon fired.					
■■■■■ Magic Weapon	Transmutation [MetalSchool]	1 standard action	7 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
■■■■■ Protection from Chaos	Abjuration [Lawful]	1 standard action	7 minutes [D]	Touch	CR:p.327
[V, S, MDF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
■■■■■ Protection from Evil	Abjuration [Good]	1 standard action	7 minutes [D]	Touch	CR:p.327
[V, S, MDF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:15, Will negates (harmless)]					
■■■■■ Rally Point	Enchantment (Compulsion) [Good, Mind-Affe	1 standard action	7 minutes [D]	5 ft.	APG:p.237
[V, S, DF] TARGET: one 5-ft. square; EFFECT: Square gives good creatures bonuses. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Read Magic	Divination	1 standard action	70 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
■■■■■ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, MDF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ 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:15, Will negates (harmless)]					
■■■■■ Sanctify Corpse	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] TARGET: Corpse touched; EFFECT: Prevent a corpse from becoming an undead creature. [SR:No]					
■■■■■ Stalwart Resolve	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds	Touch	PFSFG:p.58
[V, S, DF] TARGET: Creature touched; EFFECT: Stalwart resolve was originally created to temporarily aid those suffering from certain afflictions. The recipient of stalwart resolve ignores the effects of ability damage and penalties to a single ability score of your choice, except that damage equal to or greater than the ability score still causes unconsciousness or death. This applies whether or not the ability damage or penalty happened before or during the spell's duration, and whether or not multiple sources are involved. This spell has no effect on ability drain. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Sun Metal	Transmutation [Fire]	1 standard action	7 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; EFFECT: [SR:Yes (object); DC:15, Fortitude negates (object)]					
■■■■■ Tactical Acumen	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds [D]	30ft.	UC:p.246
[V, S, MDF (a small piece of a map)] TARGET: The caster and all allies within a 30-ft.-radius burst, centered on the caster; EFFECT: You gain an additional +1 on attack rolls or to AC due to battlefield positioning. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
* =Domain/Specialty Spell					

Paladin Spells

■■■■■ Unbreakable Heart	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds	Close (40 ft.)	ISWG:p.296
[V, S] TARGET: One creature; EFFECT: Creature gains +4 morale bonus on saves against mind-affecting effects that rely on negative emotions or that would force him to harm an ally. Suppresses such effects already in place. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
■■■■■ Veil of Positive Energy	Abjuration [Good]	1 standard action	70 minutes [D]	Personal or 5 ft.; see te	APG:p.254
[V, S, DF] TARGET: You or all creatures within 5 ft.; see text; EFFECT: +2 AC, +2 on saves vs. undead.					
■■■■■ Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					
■■■■■ Wartrain Mount	Enchantment (Compulsion) [Mind-Affecting]	1 minute	7 hours	Close (40 ft.)	UM:p.248
[V, S, M] TARGET: One indifferent or friendly animal; EFFECT: Animal gains combat training. [SR:Yes]					
■■■■■ Weapons Against Evil	Transmutation	1 standard action	7 rounds	Close (40 ft.)	FOP:p.29
[V, DF] TARGET: 7 weapons, no two of which can be more than 20 ft. apart; EFFECT: Target weapons shed light and ignore the DR of some evil creatures. [SR:Yes (object); DC:15, Fortitude negates (object)]					
■■■■■ Word of Resolve	Abjuration	1 immediate action	Instantaneous	Close (40 ft.)	UM:p.249
[V, DF] TARGET: One ally; EFFECT: Ally rerolls a save against charm or fear. [SR:Yes (harmless); DC:15, Will negates (harmless)]					

LEVEL 2 / Per Day:2 / Caster Level:7

Name	School	Time	Duration	Range	Source
■■■■■ Arrow of Law	Evocation [Lawful]	1 standard action	Instantaneous [1 round]; see text	Close (40 ft.)	UM:p.207
[V, S, DF] TARGET: Arrow-shaped projectile of lawful energy; EFFECT: Harm and possibly daze chaotic creatures. [SR:Yes; DC:16, Will partial (see text)]					
■■■■■ Aura of Greater Courage	Abjuration [Emotion]	1 standard action	10/minutes per level	Personal	APG:p.204
[V, S, DF] TARGET: 10-ft.-radius emanation centered on you; EFFECT: Increases strength of a paladin's aura of courage. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Bestow Grace	Abjuration	1 standard action	7 minutes	Touch	APG:p.205
[V, S, DF] TARGET: one good creature touched; EFFECT: Subject gains bonus on saving throws equal to Cha modifier. [SR:Yes (harmless); DC:16, Will (harmless)]					
■■■■■ Bestow Weapon Proficiency	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 minutes	Close (40 ft.)	UC:p.224
[V, S, M (pieces of shaved metal)] TARGET: one creature; EFFECT: Grant a creature proficiency in a single weapon for short period of time. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Blessing of Courage and Life	Conjuration (Healing) [Emotion]	1 standard action	7 minutes [see below]	Close (40 ft.)	APG:p.205
[V, S, DF] TARGET: one living creature; EFFECT: Grants a +2 bonus on saves vs. fear and death. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Bull's Strength	Transmutation	1 standard action	7 minutes	Touch	CR:p.251
[V, S, MDF] TARGET: Creature touched; EFFECT: The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Corruption Resistance	Abjuration	1 standard action	70 minutes	Touch	APG:p.212
[V, S, DF] TARGET: Creature touched; EFFECT: Protects creature against damage from alignment-based attacks. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■ Darkvision	Transmutation	1 standard action	7 hours	Touch	CR:p.264
[V, S, M] TARGET: Creature touched; EFFECT: The subject gains the ability to see 60 feet even in total darkness. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Delay Poison	Conjuration (Healing)	1 standard action	7 hours	Touch	CR:p.265
[V, S, DF] TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■ Divine Arrow	Transmutation [Good]	1 standard action	7 rounds or until discharged	Touch	UC:p.228
[V, S] TARGET: one projectile; EFFECT: Imbues a projectile with holy energy. [SR:No]					
■■■■■ Eagle's Splendor	Transmutation	1 standard action	7 minutes	Touch	CR:p.275
[V, S, MDF] TARGET: Creature touched; EFFECT: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR:Yes; DC:16, Will negates (harmless)]					
■■■■■ Effortless Armor	Transmutation	1 standard action	7 minutes	Personal	UC:p.228
[V, S] TARGET: You; EFFECT: Armor you wear no longer slows your speed.					
■■■■■ Endure Elements (Communal)	Abjuration	1 standard action	24 hours	Touch	UC:p.228
[V, S] TARGET: creatures touched; EFFECT: As endure elements, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Fire of Entanglement	Evocation	1 swift action	7 rounds	special; see text	APG:p.221
[V, S] TARGET: one creature; EFFECT: Your ability to smite evil also entangles your foe. [SR:Yes; DC:16, Reflex partial]					
■■■■■ Holy Shield	Abjuration	1 standard action	70 minutes	Personal	UM:p.223
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No]					
■■■■■ Instant Armor	Conjuration (Creation) [Force]	1 standard action	7 minutes [D]	Personal	APG:p.229
[V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your current attire.					
■■■■■ Light Lance	Evocation [Good, Light]	1 standard action	8 rounds [D]	Personal	APG:p.231
[V, S] TARGET: lance of light; EFFECT: Creates a soaring beacon of light.					
■■■■■ 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:Yes; DC:16, no]					
■■■■■ Litany of Eloquence	Enchantment (Charm) [Language-Dependent]	1 swift action	1 round	Close (40 ft.)	UC:null
[V, S, DF] TARGET: one creature; EFFECT: Fascinates a single creature for 1 round. [SR:Yes; DC:16, no]					
■■■■■ Litany of Entanglement	Conjuration (Calling) [Language-Dependent]	1 swift action	1 round	Close (40 ft.)	UC:null
[V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [SR:Yes; DC:16, Will negates]					
■■■■■ Litany of Righteousness	Evocation [Good, Language-Dependent]	1 swift action	1 round	Close (40 ft.)	UC:p.235
[V, S, DF] TARGET: one creature; EFFECT: A single evil creature takes more damage from creatures with a good aura. [SR:Yes; DC:16, no]					
■■■■■ Litany of Warding	Transmutation	1 swift action	1 round	Personal	UC:p.235
[V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opportunity for 1 round.					
■■■■■ Magic Siege Engine	Transmutation	1 standard action	7 minutes	Touch	UC:p.236
[V, S, DF] TARGET: one siege engine touched; EFFECT: Siege engine gains +1 on targeting and damage rolls. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
■■■■■ Owl's Wisdom	Transmutation	1 standard action	7 minutes	Touch	CR:p.318
[V, S, MDF] TARGET: Creature touched; EFFECT: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR:Yes; DC:16, Will negates (harmless)]					
■■■■■ Paladin's Sacrifice	Abjuration	1 immediate action	Instantaneous	Close (40 ft.)	APG:p.234
[V, DF] TARGET: one creature; EFFECT: Take the damage and effects for another creature. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■ Protection from Chaos (Communal)	Abjuration [Lawful]	1 standard action	7 minutes [D]	Touch	UC:p.240
[V, S, MDF] TARGET: creatures touched; EFFECT: As protection from chaos, but you may divide the duration among creatures touched. [SR:No; see text; DC:16, Will negates (harmless)]					
■■■■■ Protection from Evil (Communal)	Abjuration [Good]	1 standard action	7 minutes [D]	Touch	UC:p.240
[V, S, MDF] TARGET: creatures touched; EFFECT: As protection from evil, but you may divide the duration among creatures touched. [SR:No; see text; DC:16, Will negates (harmless)]					
■■■■■ Remove Paralysis	Conjuration (Healing)	1 standard action	Instantaneous	Close (40 ft.)	CR:p.332
[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; EFFECT: You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	70 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■ Righteous Vigor	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds	Touch	APG:p.239
[V, S, DF] TARGET: creature touched; EFFECT: Boosts attack bonus with each hit. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Sacred Bond	Conjuration (Healing)	1 round	70 minutes [D]	Touch; see text	APG:p.240
[V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)] TARGET: creature touched; EFFECT: Cast touch healing spells from a distance. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Saddle Surge	Transmutation	1 standard action	7 rounds [D]; see text	Personal	APG:p.240
[V, S, DF] TARGET: You and your mount; EFFECT: Bonus damage for moving on mount.					
■■■■■ Shield Other	Abjuration	1 standard action	7 hours [D]	Close (40 ft.)	CR:p.342
[V, S, F] TARGET: One creature; EFFECT: This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (40 ft.)	CR:p.363
[V, S] TARGET: One creature or object; EFFECT: An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:16, Will negates (object)]					
■■■■■ Vestment of the Champion	Abjuration	1 standard action	7 minutes	Touch	UM:p.247
[V, S] TARGET: Armor or shield touched; EFFECT: Armor or shield gains a +1 enhancement bonus. [SR:No]					
* =Domain/Specialty Spell					

Paladin Spells

Wake of Light	Evocation [Good]	1 standard action	7 rounds	120 ft.	APG:p.254
[V, S, DF] TARGET: a 10-ft.-wide path in a straight line, up to 120 ft. long; <i>EFFECT</i> : Magical trail aids good creatures, hinders evil ones. [SR:Yes]					
Weapon of Awe	Transmutation [Emotion]	1 standard action	7 minutes	Touch	APG:p.256
[V, S, DF] TARGET: weapon touched; <i>EFFECT</i> : Weapon gets +2 on damage rolls. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 minutes	Close (40 ft.)	CR:p.371
[V, S, DF] TARGET: 20-ft.-radius emanation; <i>EFFECT</i> : Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. [SR:Yes; DC:16, Will negates]					

LEVEL 3 / Per Day:1 / Caster Level:7

Name	School	Time	Duration	Range	Source
Archon's Aura	Evocation [Good, Lawful]	1 standard action	7 minutes	20 ft.	UM:p.206
[V, S] TARGET: 20-ft. radius centered on you; <i>EFFECT</i> : Aura penalizes enemy attacks and AC. [SR:Yes; DC:17, Will negates]					
Blade of Bright Victory	Transmutation [Good]	1 standard action	7 minutes	Touch	UM:p.208
[V, S] TARGET: Your paladin bonded weapon; <i>EFFECT</i> : Bonded weapon gains ghost touch. [SR:No; DC:17, Will negates (harmless)]					
Blessing of the Mole	Transmutation	1 round	7 minutes	Close (40 ft.)	UM:p.208
[V, S] TARGET: 7 creatures; <i>EFFECT</i> : 7 allies gain darkvision and a +2 Stealth bonus. [SR:Yes (harmless)]					
Burst of Speed	Transmutation	1 swift action	see text	Personal	UC:p.225
[V] TARGET: You; <i>EFFECT</i> : You gain increased speed, and your movement ignores attacks of opportunity and allows you to move through the space of creatures larger than you are.					
Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <i>EFFECT</i> : When laying your hand upon a living creature, you channel positive energy that cures 2d8+7 points of damage. [SR:Yes (harmless) or yes; see text; DC:17, Will half (harmless) or Will half; see text]					
Daybreak Arrow	Evocation [light]	1 standard action	70 minutes	Touch	UC:p.226
[V, S] TARGET: up to 50 pieces of ammunition, all of which must be together at the time of casting; <i>EFFECT</i> : Targeted ammunition exudes radiant energy. [SR:Yes (harmless, object); DC:17, Fortitude negates (harmless, object)]					
Daylight	Evocation [Light]	1 standard action	70 minutes [D]	Touch	CR:p.264
[V, S] TARGET: Object touched; <i>EFFECT</i> : You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. [SR:No]					
Deadly Juggernaut	Necromancy [Death]	1 standard action	7 minutes	Personal	UC:p.226
[V, S] TARGET: You; <i>EFFECT</i> : Your might increases with every kill you make.					
Delay Poison (Communal)	Conjuration (Healing)	1 standard action	7 hours	Touch	UC:p.227
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : As delay poison, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Discern Lies	Divination	1 standard action	Concentration, up to 7 rounds	Close (40 ft.)	CR:p.270
[V, S, DF] TARGET: 7 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. [SR:No; DC:17, Will negates]					
Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (170 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; <i>EFFECT</i> : You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. [SR:No]					
Divine Transfer	Necromancy	1 standard action	7 rounds	Touch	APG:p.216
[V, S] TARGET: living creature touched; <i>EFFECT</i> : Transfer hit points and give DR/evil to target creature. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Fire of Judgment	Evocation	1 swift action	7 rounds	special; see text	APG:p.221
[V, S] TARGET: one creature; <i>EFFECT</i> : Smited creature takes damage when it attacks. [SR:Yes; DC:17, Will partial]					
Ghostbane Dirge, Mass	Transmutation	1 standard action	7 rounds	Close (40 ft.)	APG:p.225
[V, S, MDF (an old reed from a wind instrument)] TARGET: 7 incorporeal creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : As ghostbane dirge, but affecting multiple creatures. [SR:Yes; DC:17, Will negates]					
Heal Mount	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.294
[V, S] TARGET: Your mount touched; <i>EFFECT</i> : This spell functions like heal, but it affects only the paladin's special mount [typically a horse]. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
Holy Whisper	Evocation [Good]	1 standard action	Instantaneous	30 ft.	APG:p.228
[V, S] TARGET: cone-shaped burst; <i>EFFECT</i> : Whisper sickens evil creatures, gives good creatures bonuses. [SR:Yes; DC:17, Fortitude negates; see text]					
Litany of Escape	Conjuration (Teleportation) [Language-Depen	1 swift action	instantaneous	Close (40 ft.)	UC:null
[V, S, DF] TARGET: one willing creature that is grappled; <i>EFFECT</i> : Teleports a friend out of a grapple. [SR:Yes; DC:17, no]					
Litany of Sight	Divination	1 swift action	1 round	Personal	UC:p.235
[V, S, DF] TARGET: You; <i>EFFECT</i> : You can see invisible creatures and objects within 30 feet of you. [SR:Yes; DC:17, no]					
Magic Circle against Chaos	Abjuration [Lawful]	1 standard action	70 minutes	Touch	CR:p.308
[V, S, MDF] TARGET: 10-ft.-radius emanation from touched creature; <i>EFFECT</i> : All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
Magic Circle against Evil	Abjuration [Good]	1 standard action	70 minutes	Touch	CR:p.308
[V, S, MDF] TARGET: 10-ft.-radius emanation from touched creature; <i>EFFECT</i> : All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. [SR:No; see text; DC:17, Will negates (harmless)]					
Magic Weapon (Greater)	Transmutation [MetalSchool]	1 standard action	7 hours	Close (40 ft.)	CR:p.310
[V, S, MDF] TARGET: One weapon or 50 projectiles [all of which must be together at the time of casting]; <i>EFFECT</i> : This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1.					
Marks of Forbiddance	Abjuration [Mind-Affecting]	1 standard action	7 rounds	Close (40 ft.)	APG:p.232
[V, S] TARGET: one enemy and one ally; <i>EFFECT</i> : Makes 2 creatures pass Will saves in order to attack each other. [SR:Yes; DC:17, Will negates; see text]					
Prayer	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds	40 ft.	CR:p.324
[V, S, DF] TARGET: All allies and foes within a 40-ft.-radius burst centered on you; <i>EFFECT</i> : You bring special favor upon yourself and your allies while bringing disfavor to your enemies. [SR:Yes]					
Remove Blindness/Deafness	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cures blindness or deafness. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature or object touched; <i>EFFECT</i> : 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	70 minutes	Touch	UC:p.242
[V, S, DF] TARGET: creatures touched; <i>EFFECT</i> : 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	7 minutes	Touch	APG:p.240
[V, S] TARGET: armor touched; <i>EFFECT</i> : +1 AC. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
Searing Light	Evocation	1 standard action	Instantaneous	Medium (170 ft.)	CR:p.338
[V, S] TARGET: Ray; <i>EFFECT</i> : Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 3d8 points of damage. [SR:Yes]					
Wrathful Mantle	Evocation [Force, Light]	1 standard action	7 minutes	Touch or 5 ft.; see text	APG:p.257
[V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; <i>EFFECT</i> : Subject shines and gets 1 on all saves. [SR:Yes (harmless); DC:17, Will negates (harmless)]					

LEVEL 4 / Per Day:0 / Caster Level:7

Name	School	Time	Duration	Range	Source
Halt Undead	Necromancy	1 standard action	7 rounds	Medium (170 ft.)	CR:p.294
[V, S, M] TARGET: Up to three undead creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : This spell renders as many as three undead creatures immobile. [SR:Yes; DC:18, Will negates (see text)]					

* =Domain/Specialty Spell

Spellbook: Alone

Paladin

Level 1	Level 2	Level 3
<div><input type="checkbox"/> Grace</div> <div><input type="checkbox"/> Hero's Defiance</div> <div><input type="checkbox"/> Liberating Command (DC:15)</div>	<div><input type="checkbox"/> Litany of Defense (DC:16)</div> <div><input type="checkbox"/> Litany of Righteousness (DC:16)</div>	<div><input type="checkbox"/> Litany of Sight (DC:17)</div>

Calista Lifebringer

RACE	
AGE	21
AGE	
GENDER	Female
VISION	Darkvision (120 ft.), Low-Light Vision
ALIGNMENT	Lawful Good
DOMINANT HAND	Right
HEIGHT	6' 1"
WEIGHT	135 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	Ondisso
DEITY	Humanoid
Race Type	
Race Sub Type	

Description:
Biography: