

Rafael

Character Name

Paladin (Hospitaler) 4, Oracle (Dual-Cursed Oracle) 2, Holy Vindicator 9

CLASS

15 (14)

635000 / 890000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

9

-1

DEX

Dexterity

15

+2

CON

Constitution

16

+3

INT

Intelligence

7

-2

WIS

Wisdom

7

-2

CHA

Charisma

23

+6

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+21

=

+9

+

+3

+

+0

+

+9

+

+0

+

REFLEX

(dexterity)

+12

=

+4

+

+2

+

+0

+

+6

+

+0

+

WILL

(wisdom)

+22

=

+12

+

-2

+

+0

+

+12

+

+0

+

Conditional Save Modifiers:

+2 vs. death

MELEE

attack bonus

+13/+8/+3

=

+14/+9/+4

+

-1

+

+0

+

+0

+

0

+

RANGED

attack bonus

+16/+11/+6

=

+14/+9/+4

+

+2

+

+0

+

+0

+

0

+

CMB

attack bonus

+13/+8/+3

=

+14/+9/+4

+

-1

+

+0

+

+

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRRUN

CMB

+13/+8/+3

CMD

25

CMD

25

CMD

25

CMD

25

CMD

25

CMD

25

\*: 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.

Apsu

Deity

None

Region

Lawful Good

Alignment

Human / Humanoid

RACE

Medium / 5 ft. x 5 ft.

SIZE / FACE

5' 8" / 170 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.)

VISION

16

AGE

Male

GENDER

EYES

HAIR

25

Points

HP

hit points

151

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC

armor class

12

:

10

:

12

=

10

+

0

+

0

+

2

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Prolane

MISC

INITIATIVE

modifier

+8

=

+2

+

+6

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

Encumbrance

Light

TOTAL SKILLPOINTS: 32

SKILLS

MAX RANKS: 15/15

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

2

=

2

✓ Appraise

INT

-2

=

-2

✓ Bluff

CHA

6

=

6

✓ Climb

STR

-1

=

-1

✓ Craft (Untrained)

INT

-2

=

-2

✓ Diplomacy

CHA

10

=

6 + 1 + 3

✓ Disguise

CHA

6

=

6

✓ Escape Artist

DEX

2

=

2

✓ Fly

DEX

2

=

2

✓ Heal

WIS

-2

=

-2

✓ Intimidate

CHA

6

=

6

Knowledge (Religion)

INT

6

=

-2 + 5 + 3

✓ Perception

WIS

-2

=

-2

✓ Perform (Untrained)

CHA

6

=

6

✓ Ride

DEX

2

=

2

✓ Sense Motive

WIS

13

=

-2 + 12 + 3

✓ Spellcraft

INT

13

=

-2 + 12 + 3

✓ Stealth

DEX

2

=

2

✓ Survival

WIS

-2

=

-2

✓ Swim

STR

-1

=

-1

Use Magic Device

CHA

8

=

6 + 2

=

+

+

=

+

+

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

LAY ON HANDS

Uses per day

cure 2d6 per use

Channel

Uses per day

Channel (Su):

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 21 Will save to halve the damage. You can use this ability 7 times per day. [Paizo Inc. - Advanced Player's Guide, p.40,48]

Channel Positive Energy

Uses per day

Channel Positive Energy (Su):

You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 16 Will save to halve the damage. You can use this ability 9 times per day. [Paizo Inc. - Advanced Player's Guide, p.40]

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 8 times per day. With one use of this ability, you can heal 2d6 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 2d6 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]

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 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +6 to your attack rolls and +4 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 +8. 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 +6 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. - Advanced Player's Guide, p.60]

WEIGHT ALLOWANCE					
Light	30	Medium	60	Heavy	90
Lift over head	90	Lift off ground	180	Push / Drag	450
MONEY					
					Total= 0 gp
MAGIC					
Languages					
Celestial, Common					
Other Companions					
Archetypes					
Dual-Cursed Oracle			[Paizo Inc. - Ultimate Magic, p.58]		
Though doubly-inflicted with supernatural or physical hindrances, a dual-cursed oracle can manipulate fortune and gains greater insight into her mystery.					
Hospitaler			[Paizo Inc. - Advanced Player's Guide, p.116]		
Paladins are known for their charity and for tending to the sick. The hospitaler takes to this calling above all others, spending much of her time healing the poor, and giving aid and succor to those in need. The hospitaler has the following class features.					
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 (Su)			[Paizo Inc. - Advanced Player's Guide, p.40,48]		
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 21 Will save to halve the damage. You can use this ability 7 times per day.					
Smite Evil (Su)			[Paizo Inc. - Advanced Player's Guide, p.60]		
You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +6 to your attack rolls and +4 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 +8. 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 +6 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 moderate good aura.					
Bloodfire (Su)			[Paizo Inc. - Advanced Player's Guide]		
At 5th level, while a vindicator's stigmata are bleeding, his blood runs down his weapons like sacred or profane liquid energy; when he uses Channel Smite, the damage increases by 1d6, and if the target fails its save, it is sickened and takes 1d6 points of bleed damage each round on its turn. The target can attempt a new save every round to end the sickened and bleed effects.					
Bloodrain (Su)			[Paizo Inc. - Advanced Player's Guide]		
At 9th level, while his stigmata are bleeding, the vindicator's harmful channeled energy is accompanied by a burst of sacred or profane liquid energy, increasing the damage by 1d6. Creatures failing their saves against the channeled energy become					

sickened and take 1d6 points of bleed damage each round. Affected creatures can attempt a new save every round to end the sickened and bleed effects.

**Bonus Feat** **[Paizo Inc. - Core Rulebook, p.27]**

Humans select one extra feat at 1st level.

**Bonus Oracle Spell** **[Paizo Inc. - Advanced Race Guide]**

Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

**Channel Positive Energy (Su)** **[Paizo Inc. - Advanced Player's Guide, p.40]**

You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 16 Will save to halve the damage. You can use this ability 9 times per day.

**Channel Smite** **[Paizo Inc. - Advanced Player's Guide]**

At 5th level, a vindicator gains Channel Smite as a bonus feat.

**Clouded Vision** **[Paizo Inc. - Advanced Player's Guide, p.43]**

Your eyes are obscured, making it difficult for you to see.

**Darkvision (Ex)** **[Paizo Inc. - Bestiary]**

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

**Detect Evil (Sp)** **[Paizo Inc. - Core Rulebook, p.60]**

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

**Divine Health (Ex)** **[Paizo Inc. - Core Rulebook, p.61]**

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

**Divine Judgment (Sp)** **[Paizo Inc. - Advanced Player's Guide]**

At 7th level, when a vindicator's melee attack reduces a creature to -1 or fewer hit points, he may sacrifice a prepared 2nd-level spell or available 2ndlevel spell slot to invoke death knell upon the target as an immediate action (using the vindicator's caster level). As vindicators mete out divine judgment, this is not an evil act. The save DC increases by +2 if his weapon has a x3 critical multiplier, or by +4 if it is x4.

**Divine Wrath (Sp)** **[Paizo Inc. - Advanced Player's Guide]**

At 4th level, when a vindicator confirms a critical hit, he may sacrifice a prepared 1st-level spell or available 1st-level spell slot to invoke doom upon the target as an immediate action (using the vindicator's caster level). The save DC is increased by +2 if his weapon has a ?3 damage multiplier, or by +4 if it is ?4. The vindicator can also use this ability in response to being critically hit, even if the attack incapacitates or kills the vindicator.

**Faith Healing (Su)** **[Paizo Inc. - Advanced Player's Guide]**

At 3rd level, any cure wounds spells a vindicator casts on himself are automatically empowered as if by the Empower Spell feat, except they do not use higher spell level slots or an increased casting time. If the vindicator targets himself with a cure spell that affects multiple creatures, this ability only applies to himself. At 8th level, these healing spells are maximized rather than empowered.

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

Whenever you use Lay on Hands to heal damage to one target, the target is no longer fatigued.

**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 8 times per day. With one use of this ability, you can heal 2d6 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 2d6 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.

Life Mysteries

[Paizo Inc. - Advanced Player's Guide, p.48]

You draw upon the divine mystery of Life to grant your spells and powers.

Orisons

[Paizo Inc. - Advanced Player's Guide, p.45]

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.

Scion of War

[Paizo Inc. - Inner Sea World Guide, p.288]

You use your Charisma modifier to adjust Initiative checks instead of your Dexterity modifier.

Second Curse

[Paizo Inc. - Ultimate Magic, p.58]

You must choose two curses at 1st level. One of these curses (oracle's choice) never changes its abilities as you gain levels; for example, an oracle with clouded vision never gains darkvision 60 feet, blindsense, or blindsight. The other curse comes with its normal benefits.

Skilled

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

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

Stigmata (Su)

[Paizo Inc. - Advanced Player's Guide]

A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level it becomes a move action, and at 10th level it becomes a swift action. Activating stigmata causes bleed damage equal to half the vindicator's class level, and this bleed damage is not halted by curative magic. While the stigmata are bleeding, the vindicator gains a sacred bonus (if he channels positive energy) or profane bonus (if he channels negative energy) equal to half his class level. Each time he activates his stigmata, the vindicator decides if the bonus applies to attack rolls, weapon damage rolls, Armor Class, caster level checks, or saving throws; to change what the bonus applies to, the vindicator must deactivate and reactivate his stigmata. While his stigmata are bleeding, the vindicator ignores blood drain and bleed damage from any other source and can use bleed or stabilize at will as a standard action.

Tongues (Celestial)

[Paizo Inc. - Ultimate Magic, p.44]

In times of stress or unease, you speak in tongues.

Versatile Channel (Su)

[Paizo Inc. - Advanced Player's Guide]

At 6th level, a vindicator's channel energy can instead affect a 30-foot cone or a 120-foot line.

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.

Feats

Alignment Channel (Evil)

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

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.

Divine Barrier

[Paizo Publishing - Inner Sea Gods, p...]

You have trained in the art of blocking breath weapons.

When you are within an area effect that deals acid, cold, electricity, or fire damage, you can expend one use of your channel energy ability as an immediate action to shield yourself and all allies within 30 feet. You and allies within your shield only take half damage if they fail their save against the effect, and those who make a successful save take no damage from the effect.

Fey Foundling

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

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

You were found in the wilds as a child, bearing a mark of the First World. Your strange connection to the First World and the fey infuses you with life, and whenever you receive magical healing, you heal an additional 2 points/die rolled. You gain a +2 bonus on all saving throws against death effects. Unfortunately, you also suffer +1 point of

damage from cold iron weapons (although you can wield cold iron weapons without significant discomfort).

Kobold Confidence(Manuel) (CHA)

[Psycho Mantys Publications - Homebrew, p.000]

Your cunning, confidence, or faith in the draconic power in your blood allows you to overcome your physical frailty.

You use your Charisma, Intelligence, or Wisdom in place of Constitution to determine your bonus to Fortitude saves and your maximum negative hit points before death. Once this choice has been made, it can't be changed.

Noble Scion

[Paizo Inc. - Inner Sea World Guide, p.288]

You are a member of a proud noble family, whether or not you remain in good standing with your family. +2 on Knowledge (nobility) plus gain a nobility-related boon.

You are a member of a proud noble family, whether or not you remain in good standing with your family. You gain a +2 bonus on all Knowledge (nobility) checks, and Knowledge (nobility) is always considered a class skill for you. You also gain a benefit appropriate to your noble family.

Racial Heritage

[Paizo Inc. - Advanced Player's Guide, p.168]

The blood of a non-human ancestor flows in your veins.

Choose another humanoid race. You count as both human and that race for any effects related to race. For example, if you choose dwarf, you are considered both a human and a dwarf for the purpose of taking traits, feats, how spells and magic items affect you, and so on.

Selective Channeling

[Paizo Inc. - Core Rulebook, p.132]

You can choose whom to affect when you channel energy.

When you channel energy, you can choose 6 targets in the area. These targets are not affected by your channeled energy.

Steadfast Personality(Manuel)

[Psycho Mantys Publications - Homebrew, p.000]

You rely on your assuredness and sense of self to help keep your mind clear.

Add your Charisma modifier instead of your Wisdom bonus on Will saves. If you have a Wisdom penalty, you must apply both your Wisdom penalty and your Charisma modifier.

Weapon Finesse

[Paizo Inc. - Core Rulebook, p.136]

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.

Channel Smite

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

You can channel your divine energy through your weapon.

Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

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, Horsecopper, 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, Sibat, Sickie, 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

Templates

Bypass Advanced Race Spell Restrictions

# Class Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will <a href="#">Detect Evil</a>	Divination	1 standard action	Concentration, up to 40 minutes [D]	60 ft.	CR:p.266

[V, S, DF] **TARGET:** Cone-shaped emanation; **EFFECT:** You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras [creatures, objects, or spells] in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming [see below], and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or [in the case of a cleric] class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two. Lingering Aura: An evil aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a creature or magic item]. If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength | Duration of Lingering Aura Faint | 1d6 rounds Moderate | 1d6 minutes Strong | 1d6 x 10 minutes Overwhelming | 1d6 days Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]

\* =Domain/Specialty Spell

## Paladin Spells

LEVEL	0	1	2	3	4
PER DAY	—	2	—	—	—
Concentration	+7				

## LEVEL 1 / Per Day:2 / Caster Level:1

Name	School	Time	Duration	Range	Source
■■■■■ <a href="#">Abstemiousness</a>	Transmutation	1 standard action	1 hour	Touch	ISG:p.??

[V] **TARGET:** a handful of berries, grains, nuts, or rice; **EFFECT:** [SR:Yes (harmless); DC:17, Fort negates (harmless)]

■■■■■ <a href="#">Bless</a>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes	50 ft.	CR:p.249
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[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. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. Bless counters and dispelsbane. [SR:Yes (harmless)]

■■■■■ <a href="#">Bless Water</a>	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.249
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[V, S, M] **TARGET:** Flask of water touched; **EFFECT:** This transmutation imbues a flask [1 pint] of water with positive energy, turning it into holy water. [SR:Yes (object); DC:17, Will negates (object)]

■■■■■ <a href="#">Bless Weapon</a>	Transmutation	1 standard action	1 minutes	Touch	CR:p.250
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[V, S] **TARGET:** Weapon touched; **EFFECT:** This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures [though the spell doesn't grant an actual enhancement bonus]. The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. [This effect overrides and suppresses any other alignment the weapon might have.] Individual arrows or bolts can be transmuted, but affected projectile weapons [such as bows] don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword. [SR:No]

■■■■■ <a href="#">Bowstaff</a>	Transmutation	1 swift action	1 rounds [D]	Personal	UC:p.224
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[V] **TARGET:** one weapon [bow]; **EFFECT:** The bow that is touched takes on the rigidity and toughness of forged steel, allowing it to be used as a melee weapon. The spell allows a shortbow to be used as a club or a longbow to be used as a quarterstaff, although the bow retains its normal hit points and hardness. The bow's enhancement bonus, if any, applies on melee attack and damage rolls. Additional weapon special weapon qualities also apply to melee attacks if such qualities can be added to a melee weapon. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]

■■■■■ <a href="#">Challenge Evil</a>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes [D]	Close (25 ft.)	APG:p.210
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[V, DF] **TARGET:** one evil creature; **EFFECT:** Sickens creature if it refuses to fight you. [SR:Yes; DC:17, Will negates]

■■■■■ <a href="#">Compel Hostility</a>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds	Personal	UC:null
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[V, S, M (a drop of your blood)] **TARGET:** You; **EFFECT:** Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion. A summoner casting this spell can choose his eidolon as the target of the spell. [SR:see text; DC:17, see text]

■■■■■ <a href="#">Create Water</a>	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.262
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[V, S] **TARGET:** Up to 2 gallons of water; **EFFECT:** This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large-possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:No]

■■■■■ <a href="#">Cure Light Wounds</a>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
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[V, S] **TARGET:** Creature touched; **EFFECT:** When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:17, Will half (harmless); see text]

■■■■■ <a href="#">Detect Poison</a>	Divination	1 standard action	Instantaneous	Close (25 ft.)	CR:p.268
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[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. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]

■■■■■ <a href="#">Detect Undead</a>	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.269
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[V, S, MDF] **TARGET:** Cone-shaped emanation; **EFFECT:** You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of undead auras. 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming [see below], and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below. Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power, as given on the table below. HD | Strength | Lingering Aura Duration 1 or lower | Faint | 1d6 rounds 2-4 | Moderate | 1d6 minutes 5-10 | Strong | 1d6 x 10 minutes 11 or higher | Overwhelming | 1d6 days Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]

■■■■■ <a href="#">Diagnose Disease</a>	Divination	1 standard action	Instantaneous	Close (25 ft.)	UM:p.216
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[V, S] **TARGET:** One creature, one object, or a 5-ft. cube; **EFFECT:** Detect and identify diseases. [SR:No]

■■■■■ <a href="#">Divine Favor</a>	Evocation	1 standard action	1 minute	Personal	CR:p.273
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[V, S, DF] **TARGET:** You; **EFFECT:** Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have [at least +1, maximum +3]. The bonus doesn't apply to spell damage.

■■■■■ <a href="#">Endure Elements</a>	Abjuration	1 standard action	24 hours	Touch	CR:p.277
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[V, S] **TARGET:** Creature touched; **EFFECT:** A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. [SR:Yes (harmless); DC:17, Will negates (harmless)]

■■■■■ <a href="#">Enhance Water</a>	Transmutation	1 round	Instantaneous	Touch	FOP:p.28
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[V, S] **TARGET:** 1 pints of water; **EFFECT:** This spell transforms water into an alcoholic beverage, typically ale, beer, mead, or wine. The alcohol is of middling quality but drinkable. The spell also serves to remove poisons, disease, minerals, and other toxins from the water as it transforms. The more contaminants exist in the water, the darker the ale and the more full-bodied the wine. The alcohol content does not change. This spell does not work on unholy water, potions, or other liquids with magical power. [SR:Yes (object); DC:17, Fortitude negates (object)]

■■■■■ <a href="#">Ghostbane Dirge</a>	Transmutation	1 standard action	1 rounds	Close (25 ft.)	APG:p.225
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[V, S, MDF (an old reed from a wind instrument)] **TARGET:** one incorporeal creature; **EFFECT:** Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:17, Will negates]

\* =Domain/Specialty Spell



# Paladin Spells

▣▣▣▣▣ <b>Grace</b>	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; <i>EFFECT</i> : Movement doesn't provoke attacks of opportunity.					
▣▣▣▣▣ <b>Haze of Dreams</b>	Enchantment (Charm) [Mind-Affecting]	1 standard action	1 rounds	Close (25 ft.)	FOP:p.28
[V, M] TARGET: One Creature; <i>EFFECT</i> : You fill an enemy's head with waking dreams, a reminder of the pleasures, delights, and terrors to be found in the dream world. While in this strange dream state, the target moves at half its normal speed [round down to the next 5-foot increment], which affects the creature's jumping distance as normal for decreased speed. Multiple haze of dreams effects do not stack, nor does this spell's effect stack with Slow. [SR:Yes; DC:17, Will negates]					
▣▣▣▣▣ <b>Hero's Defiance</b>	Conjuration (Healing)	1 immediate action	Instantaneous	Personal	APG:p.226
[V] TARGET: You; <i>EFFECT</i> : Allows the use of lay on hands while falling unconscious.					
▣▣▣▣▣ <b>Honeyed Tongue</b>	Transmutation	1 standard action	10 minutes	Personal	APG:p.228
[V, M/DF (a drop of honey)] TARGET: You; <i>EFFECT</i> : Roll 2 dice when using Diplomacy, take higher roll.					
▣▣▣▣▣ <b>Horn of Pursuit</b>	Evocation [Sonic]	1 standard action	1 round	Personal	UM:p.223
[S] TARGET: 3 peals of a horn; <i>EFFECT</i> : Create three notes heard miles away. [SR:No]					
▣▣▣▣▣ <b>Knight's Calling</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (25 ft.)	APG:p.230
[V, DF] TARGET: one creature; <i>EFFECT</i> : Forces target to move toward you and fight you. [SR:Yes; DC:17, Will negates]					
▣▣▣▣▣ <b>Know the Enemy</b>	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] TARGET: You; <i>EFFECT</i> : Gain +10 on a monster Knowledge check. [SR:No]					
▣▣▣▣▣ <b>Liberating Command</b>	Transmutation	1 immediate action	instantaneous	Close (25 ft.)	UC:p.233
[V] TARGET: one creature; <i>EFFECT</i> : If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level 20. This spell has no effect if the target could not get free by using the Escape Artist skill [for example, if he were under the effects of a hold person spell or paralyzed by Strength damage]. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
▣▣▣▣▣ <b>Litany of Sloth</b>	Enchantment (Compulsion) [Language-Deper] 1 swift action	1 round		Close (25 ft.)	UC:p.235
[V, S, DF] TARGET: one creature; <i>EFFECT</i> : With a litany against the wages of sloth, you slow the target's defenses. The target cannot make attacks of opportunity or cast spells defensively. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title. [SR:Yes; DC:17, no]					
▣▣▣▣▣ <b>Longshot</b>	Transmutation	1 standard action	1 minutes	Personal	UC:p.236
[V, S, M/DF (a piece of fletching)] TARGET: You; <i>EFFECT</i> : This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.					
▣▣▣▣▣ <b>Magic Weapon</b>	Transmutation [MetalSchool]	1 standard action	1 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; <i>EFFECT</i> : Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike [instead, see magic fang]. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
▣▣▣▣▣ <b>Protection from Chaos</b>	Abjuration [Lawful]	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic creatures. The target receives a new saving throw against control by chaotic creatures and chaotic summoned creatures cannot touch the target. [SR:No; see text; DC:17, Will negates (harmless)]					
▣▣▣▣▣ <b>Protection from Evil</b>	Abjuration [Good]	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the subject immediately receives another saving throw [if one was allowed to begin with] against any spells or effects that possess or exercise mental control over the creature [including enchantment [charm] effects and enchantment [compulsion] effects]. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force [such as a ghost or spellcaster using magic jar], but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion. Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature. [SR:No; see text; DC:17, Will negates (harmless)]					
▣▣▣▣▣ <b>Rally Point</b>	Enchantment (Compulsion) [Good, Mind-Affe] 1 standard action	1 minutes [D]		5 ft.	APG:p.237
[V, S, DF] TARGET: one 5-ft. square; <i>EFFECT</i> : Square gives good creatures bonuses. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
▣▣▣▣▣ <b>Read Magic</b>	Divination	1 standard action	10 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <i>EFFECT</i> : You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
▣▣▣▣▣ <b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
▣▣▣▣▣ <b>Restoration (Lesser)</b>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] TARGET: Creature touched; <i>EFFECT</i> : 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. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
▣▣▣▣▣ <b>Sanctify Corpse</b>	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] TARGET: Corpse touched; <i>EFFECT</i> : Prevent a corpse from becoming an undead creature. [SR:No]					
▣▣▣▣▣ <b>Stalwart Resolve</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds	Touch	PFSFG:p.58
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : 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:17, Will negates (harmless)]					
▣▣▣▣▣ <b>Sun Metal</b>	Transmutation [Fire]	1 standard action	1 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; <i>EFFECT</i> : The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the flaming or flaming burst weapon special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the frost or icy burst weapon special ability or any other effect that grants a weapon extra cold damage. [SR:Yes (object); DC:17, Fortitude negates (object)]					
▣▣▣▣▣ <b>Tactical Acumen</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds [D]	30ft.	UC:p.246
[V, S, M/DF (a small piece of a map)] TARGET: The caster and all allies within a 30-ft.-radius burst, centered on the caster; <i>EFFECT</i> : Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5th you possess 4. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
▣▣▣▣▣ <b>Unbreakable Heart</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds	Close (25 ft.)	ISWG:p.296
[V, S] TARGET: One creature; <i>EFFECT</i> : 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:17, Will negates (harmless)]					
▣▣▣▣▣ <b>Veil of Positive Energy</b>	Abjuration [Good]	1 standard action	10 minutes [D]	Personal or 5 ft.; see te	APG:p.254
[V, S, DF] TARGET: You or all creatures within 5 ft.; see text; <i>EFFECT</i> : +2 AC, +2 on saves vs. undead.					
▣▣▣▣▣ <b>Virtue</b>	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					
▣▣▣▣▣ <b>Wartain Mount</b>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 hours	Close (25 ft.)	UM:p.248
[V, S, M] TARGET: One indifferent or friendly animal; <i>EFFECT</i> : Animal gains combat training. [SR:Yes]					

\* =Domain/Specialty Spell

Paladin Spells

☐☐☐☐☐Weapons Against Evil	Transmutation	1 standard action	1 rounds	Close (25 ft.)	FOP:p.29
[V, DF] TARGET: 1 weapons, no two of which can be more than 20 ft. apart; <i>EFFECT</i> : The weapons this spell affects each shine with pale light that dimly illuminates a 5-foot square. These weapons also ignore the DR of evil creatures that have DR 5 or lower as long as it is not DR/epic. [SR:Yes (object); DC:17, Fortitude negates (object)]					
☐☐☐☐☐Word of Resolve	Abjuration	1 immediate action	Instantaneous	Close (25 ft.)	UM:p.249
[V, DF] TARGET: One ally; <i>EFFECT</i> : Ally rerolls a save against charm or fear. [SR:Yes (harmless); DC:17, Will negates (harmless)]					

\* =Domain/Speciality Spell

Oracle Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	8	8	3	2	1	—	—	—	—	—
PER DAY	at will	8	8	6	4	—	—	—	—	—
Concentration	+14									

LEVEL 0 / Per Day:0 / Caster Level:8

Name	School	Time	Duration	Range	Source
☐☐☐☐☐Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (45 ft.)	CR:p.262
[V, S] TARGET: Up to 16 gallons of water; <i>EFFECT</i> : This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large-possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:No]					
☐☐☐☐☐Detect Magic	Divination	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength   Duration of Lingering Aura Faint   1d6 rounds Moderate   1d6 minutes Strong   1d6 x 10 minutes Overwhelming   1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]					
☐☐☐☐☐Light	Evocation [Light, WoodSchool]	1 standard action	80 minutes	Touch	CR:p.304
[V, MDF] TARGET: Object touched; <i>EFFECT</i> : This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. [SR:No]					
☐☐☐☐☐Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 8 lb.; <i>EFFECT</i> : This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐☐Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 8 cu. ft. of contaminated food and water; <i>EFFECT</i> : This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐☐Read Magic	Divination	1 standard action	80 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <i>EFFECT</i> : You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
☐☐☐☐☐Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, MDF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐☐Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (45 ft.)	APG:p.246
[V or S] TARGET: one Fine object; <i>EFFECT</i> : Ignites flammable objects. [SR:Yes (object); DC:16, Fortitude negates (object)]					

LEVEL 1 / Per Day:8 / Caster Level:8

Name	School	Time	Duration	Range	Source
☐☐☐☐☐Cure Light 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 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:17, Will half (harmless); see text]					
☐☐☐☐☐Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; <i>EFFECT</i> : Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have [at least +1, maximum +3]. The bonus doesn't apply to spell damage.					
☐☐☐☐☐Ill Omen	Enchantment (Compulsion) [Mind-Affecting, (1	1 standard action	8 rounds or until discharged	Close (45 ft.)	APG:p.229
[V, S, M (hair from a black cat)] TARGET: one creature; <i>EFFECT</i> : Target rolls twice for checks and attacks and uses worst roll. [SR:Yes]					
☐☐☐☐☐Know the Enemy	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] TARGET: You; <i>EFFECT</i> : Gain +10 on a monster Knowledge check. [SR:No]					
☐☐☐☐☐Remove Sickness	Conjuration (Healing)	1 standard action	80 minutes; see text	Close (45 ft.)	UM:p.234
[V, S] TARGET: One creature; <i>EFFECT</i> : Suppress disease, nausea, and the sickened condition. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
☐☐☐☐☐Shield of Faith	Abjuration	1 standard action	8 minutes	Touch	CR:p.342
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have [maximum +5 deflection bonus at 18th level]. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐☐Unbreakable Heart	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	8 rounds	Close (45 ft.)	ISWG:p.296
[V, S] TARGET: One creature; <i>EFFECT</i> : 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:17, Will negates (harmless)]					

\* =Domain/Speciality Spell

Oracle Spells

LEVEL 2 / Per Day:8 / Caster Level:8

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <a href="#">Restoration (Lesser)</a>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> 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. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐ <a href="#">Shield Other</a>	Abjuration	1 standard action	8 hours [D]	Close (45 ft.)	CR:p.342
[V, S, F] <b>TARGET:</b> One creature; <b>EFFECT:</b> 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. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks [including those dealt by special abilities] that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐ <a href="#">Status</a>	Divination	1 standard action	8 hours	Touch	CR:p.349
[V, S] <b>TARGET:</b> 2 living creatures; <b>EFFECT:</b> When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it. [SR:Yes (harmless); DC:18, Will negates (harmless)]					

LEVEL 3 / Per Day:6 / Caster Level:8

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <a href="#">Invisibility Purge</a>	Evocation	1 standard action	8 minutes [D]	Personal	CR:p.302
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.					
☐☐☐☐☐ <a href="#">Remove Curse</a>	Abjuration	1 standard action	Instantaneous	Touch	CR:p.322
[V, S] <b>TARGET:</b> Creature or object touched; <b>EFFECT:</b> Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check [1d20 + caster level] against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it. Remove curse counters and dispels bestow curse. [SR:Yes (harmless); DC:19, Will negates (harmless)]					

LEVEL 4 / Per Day:4 / Caster Level:8

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ <a href="#">Freedom of Movement</a>	Abjuration	1 standard action	80 minutes	Personal or touch	CR:p.287
[V, S, M, DF] <b>TARGET:</b> You or creature touched; <b>EFFECT:</b> This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing. [SR:Yes (harmless); DC:20, Will negates (harmless)]					

\* =Domain/Speciality Spell

Class Spell-like Abilities

At Will Detect Evil

Spellbook: Prepared Spells

Paladin

Level 1

☐☐Grace

# Rafael

HUMAN	
RACE	
AGE	16
AGE	
GENDER	Male
VISION	Darkvision (60 ft.)
ALIGNMENT	Lawful Good
DOMINANT HAND	Right
HEIGHT	5' 8"
WEIGHT	170 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	Apsu
DEITY	Humanoid
Race Type	
Race Sub Type	

Description:  
Biography: