

Mahatmaji

Character Name
Paladin 4
CLASS

Mike McGrail

Player Name
Half-Elf (Elf-Raised) / Humanoid
RACE

lomedae
Deity
Medium / 5 ft.
SIZE / FACE

None
Region
6' 6" / 175 lbs.
HEIGHT / WEIGHT
Light Brown,
Short
HAIR
Lawful Good
Alignment
Low-Light Vision
VISION
15
Points



4 (3)
Character Level (CR)
9000 / 15000
EXP/NEXT LEVEL
52
AGE
Male
GENDER
Brown
EYES

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	31	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED												
STR	12	+1	12	+1			hit points					Walk 30 ft.												
DEX	12	+1	12	+1			armor class	11	10	11	10	0	0	1	0	0	0	0	0	0	0	0	0	0
CON	12	+1	12	+1				TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Prolane	MISC	
INT	12	+1	12	+1			INITIATIVE	+1	+1	+0			0	+0	0				1					
WIS	12	+1	12	+1			modifier	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST						
CHA	17	+3	17	+3			Encumbrance		Light															

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE	+8	+4	+1	+0	+3	+0	
REFLEX	+5	+1	+1	+0	+3	+0	
WILL	+8	+4	+1	+0	+3	+0	

Conditional Save Modifiers:
+2 vs. enchantment spells and effects

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+5	+4	+1	+0	+0	0	
RANGED	+5	+4	+1	+0	+0	0	
attack bonus							
CMB	+5	+4	+1	+0			
attack bonus							

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRN
	+5	+5	+5	+5	+5	+5
CMD	16	16	16	16	16	16

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+5	1d3+1	20/x2	5 ft.

*: 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.

TOTAL SKILLPOINTS: 12		SKILLS		MAX RANKS: 4/4	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	6	= 1 + 2 + 3		
✓ Appraise	INT	1	= 1		
✓ Bluff	CHA	4	= 3 + 1		
✓ Climb	STR	3	= 1 + 2		
✓ Craft (Untrained)	INT	1	= 1		
✓ Diplomacy	CHA	5	= 3 + 2		
✓ Disguise	CHA	3	= 3		
✓ Escape Artist	DEX	3	= 1 + 2		
✓ Fly	DEX	3	= 1 + 2		
✓ Heal	WIS	6	= 1 + 2 + 3		
✓ Intimidate	CHA	3	= 3		
✓ Perception	WIS	5	= 1 + 2 + 2		
✓ Perform (Untrained)	CHA	3	= 3		
✓ Ride	DEX	1	= 1		
✓ Sense Motive	WIS	1	= 1		
✓ Stealth	DEX	1	= 1		
✓ Survival	WIS	1	= 1		
✓ Swim	STR	1	= 1		
Use Magic Device	CHA	6	= 3 + 3		
			= + +		
			= + +		

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

Other Companions

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 5 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 on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

Channel Positive Energy:You can unleash a wave of positive energy dealing 2d6 (DC 15 for half) / day. You can unleash a wave of positive energy. You must choose to deal 2d6 points of positive energy damage to undead creatures or to heal living creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 15 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 2 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 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 +3 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]

WEIGHT ALLOWANCE			
Light	43	Medium	86
Lift over head	130	Lift off ground	260
		Heavy	130
		Push / Drag	650
MONEY			
Total= 0 gp [Unspent Funds = 8 gp]			
MAGIC			
+1 Elven Curved Blade Mithral Shirt Paladin Kit Travelers Outfit Holy Text of Iomedae Wand of Cure Light Wounds Zone of Truth Scroll (x2) Potion of Cure Light Wounds (x2) Potion of Cure Moderate Wounds Potion of Inflict Light Wounds (x3) Potion of Inflict Moderate Wounds (x3)			
Languages			
Common, Elven, Plantspeech (trees)			
Traits			
Acrobat		[Paizo Publishing - Ultimate Campaign, p.59]	
Having trained from a young age, you're capable of amazing feats of daring. You gain a +1 bonus on Acrobatics checks, and you take only a -2 penalty instead of the normal -5 penalty when using the Climb skill to attempt an accelerated climb.			
Patient Optimist (Erastil)		[Paizo Inc. - Advanced Player's Guide, p.333]	
You know that all things pass in time, and are used to having to repeat arguments multiple times to convince even the most stubborn believer. You gain a +2 trait bonus on Diplomacy checks to influence hostile or unfriendly creatures, and if you fail at such an attempt, you may retry it once.			
Special Attacks			
Channel Positive Energy (Su)		[Paizo Inc. - Core Rulebook]	
You can unleash a wave of positive energy dealing 2d6 (DC 15 for half) /day. You can unleash a wave of positive energy. You must choose to deal 2d6 points of positive energy damage to undead creatures or to heal living creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 15 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.			
Smite Evil (Su)		[Paizo Inc. - Core Rulebook, p.60]	
You can call out to the powers of good to aid you in your struggle against evil 2 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 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 +3 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			
Ancestral Arms		[Paizo Inc. - Advanced Player's Guide, p.17]	
Some half-elves receive training in an unusual weapon. Half-elves with this racial trait receive Exotic Weapon Proficiency or Martial Weapon Proficiency with one weapon as a bonus feat at 1st level. This racial trait replaces the adaptability racial trait.			
Arcane Training		[Paizo Inc. - Advanced Player's Guide, p.17]	
Half-elves occasionally seek tutoring to help them master the magic in their blood. Half-elves with this racial trait have only one favored class and it must be an arcane spellcasting class. They can use spell trigger and spell completion items for their favored class as if 1 level higher (or as a 1st-level character if they have no levels in that class). This racial trait replaces the multitiered racial trait.			
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.			
Bonus Energy Resistance		[Paizo Inc. - Advanced Player's Guide]	
Add +1 to the paladin's energy resistance to one kind of energy (maximum +10).			
Detect Evil (Sp)		[Paizo Inc. - Core Rulebook, p.60]	
At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the			

strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

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

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

Elf Blood (Ex) **[Paizo Inc. - Core Rulebook, p.24]**

Half-elves count as both elves and humans for any effect related to race.

Elf-Raised **[Paizo Inc. - Advanced Race Guide, p.]**

These half-elves represent those embraced by their elven relatives, and raised with all of the traditional cultural training and education typical of most full-blooded elves. These half-elves have the ancestral arms and arcane training alternate racial traits.

Elven Immunities (Ex) **[Paizo Inc. - Core Rulebook, p.24]**

Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Keen Senses (Ex) **[Paizo Inc. - Core Rulebook, p.24]**

Half-elves receive a +2 bonus on Perception skill 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 5 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 on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

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.

Resistance to Fire (Ex) **[Paizo Inc. - Bestiary, p.303]**

You may ignore 1 points of Fire damage each time you take fire damage.

Feats

Acrobatic **[Paizo Inc. - Core Rulebook, p.113]**

You are skilled at leaping, jumping, and flying.

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

Amateur Swashbuckler **[Paizo Inc. - Advanced Class Guide, p.141]**

Though not a swashbuckler, you have and can use panache.

You gain a small amount of panache and the ability to perform a single 1st-level swashbuckler deed. Choose a 1st-level deed from the swashbuckler's deeds class feature (you can't select opportune parry and riposte). Once chosen, this deed cannot be changed. At the start of each day, you gain 1 panache point. Throughout the day, you can gain a number of panache points, up to a maximum of [minimum 1]. You can regain panache points as the swashbuckler's panache class feature. You can spend these panache points to perform the 1st-level deed you chose upon taking this feat as well as any other deeds you have gained through feats or magic items.

Special: If you gain levels in a class that has the panache class feature, you can immediately trade this feat for the Extra Panache feat.

Exotic Weapon Proficiency (Curve Blade (Elven)) **[Paizo Inc. - Core Rulebook, p.123]**

You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

You make attack rolls with the weapon normally.

Proficiencies

Amentum, 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), Curve Blade (Elven), 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, 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, Shortsword, 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, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Waraxe (Dwarven), Warhammer, Wushu Dart

Class Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Detect Evil	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. [SR:No]

* =Domain/Specialty Spell

Paladin Spells

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

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

Name	School	Time	Duration	Range	Source
■■■■■ Animal Purpose Training	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 hours	Close (25 ft.)	ACG:p.173
[V, S, M] TARGET: one indifferent or friendly animal; EFFECT: Animal gains a new general purpose. [SR:yes; DC:14, none]					
■■■■■ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 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)]					
■■■■■ Blessed Fist	Transmutation [Good]	1 standard action	1 minutes	Touch	ACG:p.175
[V, S] TARGET: creature touched; EFFECT: Target doesn't provoke attacks of opportunity with unarmed strikes. [SR:yes; DC:14, none]					
■■■■■ 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:14, Will negates (object)]					
■■■■■ Bless Weapon	Transmutation	1 standard action	1 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	1 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:14, Will negates (harmless, object)]					
■■■■■ Challenge Evil	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes [D]	Close (25 ft.)	APG:p.210
[V, DF] TARGET: one evil creature; EFFECT: Sickens creature if it refuses to fight you. [SR:Yes; DC:14, Will negates]					
■■■■■ Compel Hostility	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds	Personal	UC:p.226
[V, S, M] TARGET: You; EFFECT: Compels opponents to attack you instead of your allies. [SR:see text; DC:14, see text]					
■■■■■ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.262
[V, S] TARGET: Up to 2 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+1 points of damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
■■■■■ Detect Poison	Divination	1 standard action	Instantaneous	Close (25 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 1 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No]					
■■■■■ Diagnose Disease	Divination	1 standard action	Instantaneous	Close (25 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 +1 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:14, Will negates (harmless)]					
■■■■■ Ghostbane Dirge	Transmutation	1 standard action	1 rounds	Close (25 ft.)	APG:p.225
[V, S, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:14, Will negates]					
■■■■■ Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
[V] TARGET: You; EFFECT: Movement doesn't provoke attacks of opportunity.					
■■■■■ 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	10 minutes	Personal	APG:p.228
[V, M/DF] 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 (25 ft.)	APG:p.230
[V, DF] TARGET: one creature; EFFECT: Forces target to move toward you and fight you. [SR:Yes; DC:14, 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 (25 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:14, Will negates (harmless)]					
■■■■■ Litany of Sloth	Enchantment (Compulsion) [Language-Deper]	1 swift action	1 round	Close (25 ft.)	UC:p.235
[V, S, DF] TARGET: one creature; EFFECT: Single target cannot make attacks of opportunity for 1 round. [SR:Yes; DC:14, Will negates]					
■■■■■ Longshot	Transmutation	1 standard action	1 minutes	Personal	UC:p.236
[V, S, M/DF] TARGET: You; EFFECT: Grants a +10 foot bonus to the range increment for any ranged weapon fired.					
■■■■■ Magic Weapon	Transmutation [MetalSchool]	1 standard action	1 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:14, Will negates (harmless, object)]					
■■■■■ Protection from Chaos	Abjuration [Lawful]	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF] 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:14, Will negates (harmless)]					
■■■■■ Protection from Evil	Abjuration [Good]	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF] 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:14, Will negates (harmless)]					
■■■■■ Rally Point	Enchantment (Compulsion) [Good, Mind-Affe]	1 standard action	1 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:14, Will negates (harmless)]					
■■■■■ Read Magic	Divination	1 standard action	10 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, M/DF] 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:14, 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:14, 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]					
■■■■■ Shield of Fortification	Abjuration	1 standard action	1 minutes	Touch	ACG:p.192
[V, S, DF] TARGET: creature touched; EFFECT: Target gains a 25% chance to treat critical hits and sneak attacks as normal hits. [SR:yes (harmless); DC:14, Fortitude negates (harmless)]					
■■■■■ Stunning Barrier	Abjuration	1 standard action	1 rounds or until discharged	Personal	ACG:p.194
[V, S] TARGET: you; EFFECT: Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you. [SR:no and yes (see text); DC:14, none and Will negates (see text)]					
■■■■■ Sun Metal	Transmutation [Fire]	1 standard action	1 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; EFFECT: Weapon touched bursts into flames. [SR:Yes (object); DC:14, Fortitude negates (object)]					
■■■■■ Tactical Acumen	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds [D]	30ft.	UC:p.246
[V, S, M/DF] 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:14, Will negates (harmless)]					

* =Domain/Specialty Spell

Paladin Spells

▣▣▣▣▣ Veil of Positive Energy	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; 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	1 hours	Close (25 ft.)	UM:p.248
[V, S, M] TARGET: One indifferent or friendly animal; EFFECT: Animal gains combat training. [SR:Yes]					
▣▣▣▣▣ Word of Resolve	Abjuration	1 immediate action	Instantaneous	Close (25 ft.)	UM:p.249
[V, DF] TARGET: One ally; EFFECT: Ally rerolls a save against charm or fear. [SR:Yes (harmless); DC:14, Will negates (harmless)]					

* =Domain/Speciality Spell

Class Spell-like Abilities

At Will Detect Evil

Mahatmaji

Half-Elf (Elf-Raised)

RACE

52

AGE

Male

GENDER

Low-Light Vision

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

6' 6"

HEIGHT

175 lbs.

WEIGHT

Brown

EYE COLOUR

Light Brown

SKIN COLOUR

Light Brown, Short

HAIR / HAIR STYLE

Swamps & Bogs

PHOBIAS

Will worship Iomedae each day regardless of the consequences!!,

PERSONALITY TRAITS

INTERESTS

, Be the defend of good and finder of lost children

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Iomedae

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

Born out of wedlock and shunned by many ... Raised in the elven fortress of Monogahela in the north of Avistan ... At an early age exposed to the holy text Acts of Iomedae ... A disciple of the 11 miracles that Iomedae performed during her mortal life ... Member of the Knights of Ozem, the military order devoted to spreading Iomedae's word ... Vigilant in rooting out and destroying evil ... Performer of daily obedience rituals in order to receive a divine blessing from Iomedae ... A beacon for allies within the chaos of battle

