

Veit Loderr

Character Name
Cleric 1
CLASS

Vincent

Player Name
Dwarf / Humanoid
RACE

Torag

Deity
Medium / 5 ft.
SIZE / FACE

Five Kings Mountains

Region
4' 1" / 178 lbs.
HEIGHT / WEIGHT

Lawful Good

Alignment
93504-16
CHARACTER ID

1 (1/2)

2 / 3

69

Mâle

EYES

HAIR

Silver Crusade

Faction

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	14	+2	14	+2			10				Walk 20 ft.
DEX Dexterity	10	+0	10	+0			AC	19	19	10	10
CON Constitution	15	+2	15	+2			INITIATIVE	+0	+0	+0	
INT Intelligence	10	+0	10	+0			Encumbrance	Medium			
WIS Wisdom	18	+4	18	+4							
CHA Charisma	10	+0	10	+0							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+5	+2	+2	+0	+1	+0	
REFLEX (dexterity)	+1	+0	+0	+0	+1	+0	
WILL (wisdom)	+7	+2	+4	+0	+1	+0	

Conditional Save Modifiers:

+2 trait bonus vs. charm and compulsion effects.

+2 vs. poison, spells, and spell-like abilities

Conditional Combat Modifiers:

+4 dodge bonus to AC against humanoid creatures of the giant subtype.

+1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

+4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+0	+2	+0	+0	0	
RANGED attack bonus	+0	+0	+0	+0	+0	0	
CMB attack bonus	+2	+0	+2	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	+2	+2	+2	+2	+2	+2
CMD	12	16	12	12	16	12

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(lethal or nonlethal)	+2	1d3+2	20/x2	5 ft.

*Shield, Light Steel	HAND	TYPE	SIZE	CRITICAL	REACH
	non directrice		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
-10	1d3+1				

*Masterwork Warhammer	HAND	TYPE	SIZE	CRITICAL	REACH
	directrice	B	M	20/x3	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	+3	1d8+2	-3	1d8+2	
1H-O	-1	1d8+1	-1	1d8+2	
2H	+3	1d8+3	-7	1d8+1	

Alchemist's Fire (Flask)	HAND	TYPE	SIZE	CRITICAL	REACH
	Équipé	F	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+0	-2	-4	-6	-8
Dam	1d6	1d6	1d6	1d6	1d6

Special Properties: Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

*: 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
*Half-Plate	Heavy	+8	+0	-7	40
*Shield, Light Steel	Light	+1	-1		5

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 20 ft.

TOTAL SKILLPOINTS: 2	SKILLS	MAX RANKS: 1/1			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	-8		0	+ -8
✓ Acrobatics (Jump)	DEX	-12		0	+ -12
✓ Appraise	INT	0		0	
✓ Appraise (Precious metals and gemstones)	INT	2		0	+ 2
✓ Bluff	CHA	0		0	
✓ Climb	STR	-6		2	+ -8
✓ Craft (Armor)	INT	4		0	+ 1 + 3
✓ Craft (Untrained)	INT	0		0	
✓ Diplomacy	CHA	4		0	+ 1 + 3
✓ Disguise	CHA	0		0	
✓ Escape Artist	DEX	-8		0	+ -8
✓ Fly	DEX	-8		0	+ -8
✓ Heal	WIS	4		4	
✓ Intimidate	CHA	0		0	
✓ Knowledge (Religion)	INT	4		0	+ 1 + 3
✓ Perception	WIS	4		4	
✓ Perception (Notice unusual stonework)	WIS	6		4	+ 2
✓ Perform (Untrained)	CHA	0		0	
✓ Ride	DEX	-8		0	+ -8
✓ Sense Motive	WIS	4		4	
✓ Stealth	DEX	-8		0	+ -8
✓ Survival	WIS	4		4	
✓ Swim	STR	-6		2	+ -8

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

Conditional Skill Modifiers:

Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors.

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 10 Will save to halve the damage. You can use this ability 3 times per day. [Paizo Inc. - Core Rulebook, p.40]

Resistant Touch

Uses per Day

Resistant Touch (Sp):As a standard action, you can touch an ally and grant them your +1 resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus granted by the Protection domain for 1 minute. You can use this ability 7 times per day. [Paizo Inc. - Core Rulebook, p.46]

Touch of Good

Uses per Day

Touch of Good (Sp):You can touch a creature as a standard action, granting giving it a +1 sacred bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. You can use this ability 7 times per day. [Paizo Inc. - Core Rulebook, p.44]

Sling		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	B	M	20/x2	5 ft.
Range: 30 ft.		To Hit: +0			Damage: 1d4+2	
	50 ft.	100 ft.	150 ft.	200 ft.	250 ft.	
TH	+0	-2	-4	-6	-8	
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2	
	300 ft.	350 ft.	400 ft.	450 ft.	500 ft.	
TH	-10	-12	-14	-16	-18	
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2	

*Gauntlet		HAND	TYPE	SIZE	CRITICAL	REACH
		Équipé	B	M	20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+2	1d3+2	2W-P-(OH)	-4	1d3+2	
1H-O	-2	1d3+1	2W-P-(OL)	-2	1d3+2	
2H	+2	1d3+2	2W-OH	-6	1d3+1	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Shield, Light Steel	Equipped	1	6 / 9
Masterwork Warhammer	Equipped	1	5 / 312
Outfit (Explorer's)	Equipped	1	8 / 0
Half-Plate	Equipped	1	50 / 600
Holy Symbol (Iron)	Equipped	1	1 / 5
Backpack, Common	Equipped	1	2 / 2
<small>9 lbs., 1 Holy Text (Typical), 1 Alchemist's Fire (Flask), 1 Rope (Silk/50 ft.), 1 Rations (Trail/Per Day)</small>			
Holy Text (Typical)	Backpack, Common	1	2 / 25
<small>A typical holy text for an experienced adventuring priest. Durable, with a leather cover, chapter illustrations and quality paper.</small>			
Alchemist's Fire (Flask)	Backpack, Common	1	1 / 20
<small>Thrown splash weapon see p.202, Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.</small>			
Rope (Silk/50 ft.)	Backpack, Common	1	5 / 10
<small>4 hp, DC 24 Strength check to burst</small>			
Rations (Trail/Per Day)	Backpack, Common	1	1 / 0.5
Bullet, Sling	Equipped	10	NaN (NaN) / 0 (0.1)
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Sling	Carried	1	0 / 0
Gauntlet	Equipped	1	0 / 0
TOTAL WEIGHT CARRIED/VALUE		86 lbs.	983.6gp

WEIGHT ALLOWANCE			
Light	58	Medium	116
Light over head	175	Lift off ground	350
		Heavy	175
		Push / Drag	875

MONEY	
Total=	0 gp [Unspent Funds = 117.4 gp]

MAGIC	

Languages	
Common, Dwarven	

Other Companions	

Traits	
Birthmark	[Paizo Inc. - Advanced Player's Guide, p.328]

You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. You gain a +2 trait bonus on all saving throws against charm and compulsion effects as a result.

Focused Mind	[Paizo Inc. - Advanced Player's Guide, p.329]
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Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.

Special Attacks	
Channel Positive Energy (Su)	[Paizo Inc. - Core Rulebook, 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 10 Will save to halve the damage. You can use this ability 3 times per day.

Special Qualities	
Aura (Ex)	[Paizo Inc. - Core Rulebook, p.]

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Aura of Good (Ex)	[Paizo Inc. - Core Rulebook]
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You project a faint good aura.

Aura of Law (Ex)	[Paizo Inc. - Core Rulebook]
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You project a faint lawful aura.

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

Defensive Training (Ex)	[Paizo Inc. - Core Rulebook, p.21]
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Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex)	[Paizo Inc. - Core Rulebook, p.21]
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Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex)	[Paizo Inc. - Core Rulebook, p.21]
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Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex)	[Paizo Inc. - Core Rulebook, p.21]
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Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Orisons	[Paizo Inc. - Core Rulebook, p.41]
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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.

Resistant Touch (Sp)	[Paizo Inc. - Core Rulebook, p.46]
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As a standard action, you can touch an ally and grant them your +1 resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus granted by the Protection domain for 1 minute. You can use this ability 7 times per day.

Spontaneous Casting	[Paizo Inc. - Core Rulebook, p.41]
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You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "Cure" in its name).

Stability (Ex)	[Paizo Inc. - Core Rulebook, p.21]
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Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex)	[Paizo Inc. - Core Rulebook, p.21]
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Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex)	[Paizo Inc. - Core Rulebook, p.21]
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Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Touch of Good (Sp)	[Paizo Inc. - Core Rulebook, p.44]
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You can touch a creature as a standard action, granting giving it a +1 sacred bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. You can use this ability 7 times per day.

Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.21]
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Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Prestige Awards	[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.22]
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Current Prestige Points (4x)	[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.9]
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The character has 4 current prestige points.

Fame (4x)	[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.9]
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The character has accumulated 4 Fame. Maximum Item Cost: 0 gp

Feats	
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Armor Proficiency, Heavy	[Paizo Inc. - Core Rulebook, p.118]
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You are skilled at wearing heavy armor.

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Domains	
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Good	
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You have pledged your life and soul to goodness and purity.

Protection

Your faith is your greatest source of protection, and you can use that faith to defend others. In addition, you receive a +1 resistance bonus on saving throws. This bonus increases by 1 for every 5 levels you possess.

Proficiencies

Battle Aspergillum, Battleaxe, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Hair, Hanbo, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Pick (Heavy), Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Warhammer

Cleric Spells

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

LEVEL 0 / Per Day:3 / Caster Level:1

Name	School	Time	Duration	Range	Source
Bleed	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	CR:p.249
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage. [SR:Yes; DC:14, Will negates]					
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. 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]					
Detect Magic	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: 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]					
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. 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]					
Guidance	Divination, VoidElementalSchool	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; EFFECT: This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies. [SR:Yes; DC:14, Will negates (harmless)]					
Light	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: 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 1 lb.; EFFECT: 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:14, Will negates (harmless, object)]					
Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 1 cu. ft. of contaminated food and water; EFFECT: 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:14, Will negates (object)]					
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. 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, 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. Resistance can be made permanent with a permanency spell. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (25 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object. [SR:Yes (object); DC:14, Fortitude negates (object)]					
Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (25 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
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)]					

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

Name	School	Time	Duration	Range	Source
Abundant Ammunition	Conjuration (Summoning)	1 standard action	1 minutes		UC:p.222
[V, S, M/DF] TARGET: one container touched; EFFECT: When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken [including masterwork ammunition or shuriken], at the start of each round this spell replaces any ammunition taken from the container the round before. The ammunition taken from the container the round before vanishes. If, after casting this spell, you cast a spell that enhances projectiles, such as align weapon or greater magic weapon, on the same container, all projectiles this spell conjures are affected by that spell. [SR:No]					
Air Bubble	Conjuration (Creation)	1 standard action	1 minutes	Touch	UC:p.222
[S, M/DF] TARGET: one creature or one object no larger than a Large twohanded weapon; EFFECT: Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded—assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device—and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Ant Haul	Transmutation	1 standard action	2 hours	Touch	APG:p.202
[V, S, M/DF] TARGET: creature touched; EFFECT: The target's carrying capacity triples [see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook]. This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
Bane	Enchantment (Compulsion) [Fear, Mind-Aff1]	standard action	1 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ft.-radius burst, centered on you; EFFECT: Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless. [SR:Yes; DC:15, Will negates]					
Bless	Enchantment (Compulsion) [Mind-Affecting]	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. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. Bless counters and dispels bane. [SR:Yes (harmless)]					
Blessed Fist	Transmutation [Good]	1 standard action	1 minutes	Touch	ACG:p.175
[S, S] TARGET: creature touched; EFFECT: The target is considered to be armed even when unarmed, so it doesn't provoke attacks of opportunity when it attacks foes with unarmed strikes. Its unarmed strikes can deal lethal or nonlethal damage [target's choice]. If the target already has this ability [such as from the monk unarmed strike ability or the Improved Unarmed Strike feat], its unarmed strikes gain a +1 enhancement bonus on attack rolls and damage rolls, and they count as good-aligned weapons for the purposes of overcoming damage reduction. [SR:yes; DC:15, 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 [1 pint] of water with positive energy, turning it into holy water. [SR:Yes (object); DC:15, Will negates (object)]					
Cause Fear	Necromancy [Fear, Mind-Affecting, Emoti01]	standard action	1d4 rounds or 1 round; see text	Close (25 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear. [SR:Yes; DC:15, Will partial]					
Command	Enchantment (Compulsion) [Language-Dep1]	standard action	1 round	Close (25 ft.)	CR:p.256
[V] TARGET: One living creature; EFFECT: You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options. Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn. Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties. Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails. [SR:Yes; DC:15, Will negates]					

*=Domain/Specialty Spell

Cleric Spells

<p>Compel Hostility</p> <p>[V, S, M] 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:15, see text]</p>	<p>Enchantment (Compulsion) [Mind-Affecting]</p>	<p>1 standard action</p>	<p>1 rounds</p>	<p>Personal</p>	<p>UC:p.226</p>
<p>Comprehend Languages</p> <p>[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page [250 words] per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic [such as the secret page and illusory script spells]. It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell.</p>	<p>Divination</p>	<p>1 standard action</p>	<p>10 minutes</p>	<p>Personal</p>	<p>CR:p.258</p>
<p>Cure Light Wounds</p> <p>[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:15, Will half (harmless); see text]</p>	<p>Conjuration (Healing)</p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Touch</p>	<p>CR:p.263</p>
<p>Dancing Lantern</p> <p>[V, S, F] TARGET: Animates one lantern; EFFECT: You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell [CL 9th, 2,500 gp]. [SR:No]</p>	<p>Transmutation, FireSchool [Fire, Light]</p>	<p>1 standard action</p>	<p>1 hours [D]</p>	<p>Touch</p>	<p>APG:p.214</p>
<p>Deadeye's Lore</p> <p>[V, S] TARGET: You; EFFECT: While subject to this spell, you take upon yourself the mantle of the hunter, channeling the insights of the spirits of the wild. You gain a +4 sacred bonus on all Survival checks for the duration of the spell, and you do not have to move at half your speed while traveling through the wilderness or while tracking.</p>	<p>Divination</p>	<p>1 round</p>	<p>1 hours</p>	<p>Personal</p>	<p>UC:p.227</p>
<p>Deathwatch</p> <p>[V, S] TARGET: Cone-shaped emanation; EFFECT: Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile [alive and wounded, with 3 or fewer hit points left], fighting off death [alive with 4 or more hit points], healthy, undead, or neither alive nor dead [such as a construct]. Deathwatch sees through any spell or ability that allows creatures to feign death. [SR:No]</p>	<p>Necromancy</p>	<p>1 standard action</p>	<p>10 minutes</p>	<p>30 ft.</p>	<p>CR:p.265</p>
<p>Decompose Corpse</p> <p>[V, S, M] TARGET: One corpse or corporeal undead; EFFECT: Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a ϕ2 penalty on all rolls and to its Armor Class and CMD for 1 minute. [SR:Yes (object); DC:15, Fortitude negates (object)]</p>	<p>Necromancy</p>	<p>1 standard action</p>	<p>Instantaneous or 1 minute; see text</p>	<p>Touch</p>	<p>UM:p.216</p>
<p>Detect Chaos</p> <p>[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: This spell functions like detect evil, except that it detects the auras of chaotic creatures, clerics of chaotic deities, chaotic spells, and chaotic magic items, and you are vulnerable to an overwhelming chaotic aura if you are lawful. [SR:No]</p>	<p>Divination</p>	<p>1 standard action</p>	<p>Concentration, up to 10 minutes [D]</p>	<p>60 ft.</p>	<p>CR:p.266</p>
<p>Detect Evil</p> <p>[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]</p>	<p>Divination</p>	<p>1 standard action</p>	<p>Concentration, up to 10 minutes [D]</p>	<p>60 ft.</p>	<p>CR:p.266</p>
<p>Detect Good</p> <p>[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil. [SR:No]</p>	<p>Divination</p>	<p>1 standard action</p>	<p>Concentration, up to 10 minutes [D]</p>	<p>60 ft.</p>	<p>CR:p.267</p>
<p>Detect Law</p> <p>[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: This spell functions like detect evil, except that it detects the auras of lawful creatures, clerics of lawful deities, lawful spells, and lawful magic items, and you are vulnerable to an overwhelming lawful aura if you are chaotic. [SR:No]</p>	<p>Divination</p>	<p>1 standard action</p>	<p>Concentration, up to 10 minutes [D]</p>	<p>60 ft.</p>	<p>CR:p.267</p>
<p>Detect Undead</p> <p>[V, S, M/DF] 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]</p>	<p>Divination</p>	<p>1 standard action</p>	<p>Concentration, up to 1 minutes [D]</p>	<p>60 ft.</p>	<p>CR:p.269</p>
<p>Diagnose Disease</p> <p>[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area carries any sort of disease or infestation [including molds, slimes, and similar hazards], or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many 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]</p>	<p>Divination</p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Close (25 ft.)</p>	<p>UM:p.216</p>
<p>Divine Favor</p> <p>[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.</p>	<p>Evocation</p>	<p>1 standard action</p>	<p>1 minute</p>	<p>Personal</p>	<p>CR:p.273</p>
<p>Doom</p> <p>[V, S, DF] TARGET: One living creature; EFFECT: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:15, Will negates]</p>	<p>Necromancy [Fear, Mind-Affecting, Emotion]</p>	<p>1 standard action</p>	<p>1 minutes</p>	<p>Medium (110 ft.)</p>	<p>CR:p.274</p>
<p>Endure Elements</p> <p>[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:15, Will negates (harmless)]</p>	<p>Abjuration</p>	<p>1 standard action</p>	<p>24 hours</p>	<p>Touch</p>	<p>CR:p.277</p>
<p>Entropic Shield</p> <p>[V, S] TARGET: You; EFFECT: A chaotic field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance [similar to the effects of concealment]. Other attacks that simply work at a distance are not affected.</p>	<p>Abjuration</p>	<p>1 standard action</p>	<p>1 minutes [D]</p>	<p>Personal</p>	<p>CR:p.278</p>
<p>Forbid Action</p> <p>[V] TARGET: One creature; EFFECT: You forbid the target a single course of action, which it avoids to the best of its ability. You may demand the target not take actions that fall into one of the following options. Attack: The target cannot take any action that involves an attack roll, or uses a spell or ability that targets a foe or an area that includes a foe. Cast: Target cannot cast spells or use spell-like abilities. Communicate: The target cannot take any actions that allow it to communicate with anyone. This includes such acts as speaking, bluff checks to pass secret messages, writing, and using telepathy. It does not prevent verbalizations made for purposes other than communication, such as command words or the verbal component of spellcasting. Draw: Target cannot ready or prepare any item, weapon, component, or equipment. Move: The target can take no act that would cause it to end up in a different location. The target does not resist being moved by others [and thus can be picked up or dragged, or can float along on a raft], but does not consciously attempt to move [including not directing a mount to move]. The target is free to take any actions not forbidden by the caster. For example, a target affected by this spell ϕs demand to not move is still free to cast spells, make attacks, or shout for help. [SR:Yes; DC:15, Will negates]</p>	<p>Enchantment (Compulsion) [Language-Dep]</p>	<p>1 standard action</p>	<p>1 round</p>	<p>Close (25 ft.)</p>	<p>UM:p.220</p>
<p>Gorum's Armor</p> <p>[V, S, M] TARGET: One suit of metal armor or one metal shield; EFFECT: Targeted object sprouts thousand of tiny iron spikes. These act as armor/shield spikes [enhanced at CL 5+], causing 1 point of piercing damage for each opponent's natural attack that hits. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]</p>	<p>Transmutation</p>	<p>1 standard action</p>	<p>10 minutes</p>	<p>Touch</p>	<p>ISWG:p.294</p>
<p>Hide from Undead</p> <p>[V, S, DF] TARGET: 1 creatures touched; EFFECT: Undead cannot see, hear, or smell creatures warded by this spell. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent, and tremorsense, cannot detect or locate warded creatures. Nonintelligent undead creatures [such as skeletons or zombies] are automatically affected and act as though the warded creatures are not there. An intelligent undead creature gets a single Will saving throw. If it fails, the subject can't see any of the warded creatures. If it has reason to believe unseen opponents are present, however, it can attempt to find or strike them. If a warded creature attempts to channel positive energy, turn or command undead, touches an undead creature, or attacks any creature [even with a spell], the spell ends for all recipients. [SR:Yes; DC:15, Will negates (harmless); see text]</p>	<p>Abjuration</p>	<p>1 standard action</p>	<p>10 minutes [D]</p>	<p>Touch</p>	<p>CR:p.296</p>
<p>Inflict Light Wounds</p> <p>[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it. [SR:Yes; DC:15, Will half]</p>	<p>Necromancy</p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Touch</p>	<p>CR:p.300</p>
<p>Ironbeard</p> <p>[V, S] TARGET: One Creature; EFFECT: This spell causes a bushy beard of stiff iron to erupt from the face of a willing target. The ironbeard grants a +1 armor bonus to AC, and this bonus stacks with any armor worn by the creature. The ironbeard may also be used as a weapon equivalent to cold iron armor spikes. The ironbeard makes it difficult to speak, so any spellcasting with a verbal component has a 20% spell failure chance. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]</p>	<p>Transmutation</p>	<p>1 standard action</p>	<p>1 minutes</p>	<p>Touch</p>	<p>ARG:p.19</p>
<p>Know the Enemy</p> <p>[V, S, DF] TARGET: You; EFFECT: You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus. [SR:No]</p>	<p>Divination</p>	<p>1 minute</p>	<p>Instantaneous</p>	<p>Personal</p>	<p>UM:p.226</p>
<p>Libertating Command</p> <p>[V] TARGET: one creature; EFFECT: 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:15, Will negates (harmless)]</p>	<p>Transmutation</p>	<p>1 immediate action</p>	<p>instantaneous</p>	<p>Close (25 ft.)</p>	<p>UC:p.233</p>
<p>Magic Stone</p> <p>[V, S, DF] TARGET: Up to three pebbles touched; EFFECT: You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets [range increment 50 feet]. The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage [including the spell's enhancement bonus], or 2d6+2 points against undead. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</p>	<p>Transmutation</p>	<p>1 standard action</p>	<p>30 minutes or until discharged</p>	<p>Touch</p>	<p>CR:p.310</p>

*=Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Magic Weapon	Transmutation [MetalSchool]	1 standard action	1 minutes	Touch	CR:p.310
<p>[V, S, DF] TARGET: Weapon touched; EFFECT: 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:15, Will negates (harmless, object)]</p>						
☐☐☐☐☐	Moment of Greatness	Enchantment (Compulsion) [Mind-Affecting]	standard action	1 minutes or until discharged	50 ft.	UC:p.237
<p>[V, S, M/DF] TARGET: The caster and allies within a 50-ft. burst centered on the caster; EFFECT: Each creature affected by this spell is given the potential for greater success and glory. If the affected creature is benefiting from a morale bonus of any type, it can double that morale bonus on one roll or check, before making the roll. Once an affected creature uses this spell's effect, the spell is discharged for that subject. [SR:Yes (harmless)]</p>						
☐☐☐☐☐	Murderous Command	Enchantment (Compulsion) [Mind-Affecting]	standard action	1 round	Close (25 ft.)	UM:p.230
<p>[V] TARGET: One living creature; EFFECT: You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally. [SR:Yes; DC:15, Will negates]</p>						
☐☐☐☐☐	Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	1 minutes [D]	20 ft.	CR:p.317
<p>[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cannot use sight to locate the target]. A moderate wind [11+ mph], such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind [21+ mph] disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater. [SR:No]</p>						
☐☐☐☐☐	Protection from Chaos	Abjuration [Lawful]	1 standard action	1 minutes [D]	Touch	CR:p.327
<p>[V, S, M/DF] TARGET: Creature touched; EFFECT: 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:15, Will negates (harmless)]</p>						
☐☐☐☐☐	**Protection from Evil	Abjuration [Good]	1 standard action	1 minutes [D]	Touch	CR:p.327
<p>[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. 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:15, Will negates (harmless)]</p>						
☐☐☐☐☐	Protection from Evil	Abjuration [Good]	1 standard action	1 minutes [D]	Touch	CR:p.327
<p>[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. 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:15, Will negates (harmless)]</p>						
☐☐☐☐☐	Ray of Sickening	Necromancy	1 standard action	1 minutes	Close (25 ft.)	UM:p.234
<p>[V, S, M] TARGET: Ray; EFFECT: This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save. [SR:Yes; DC:15, Fortitude partial; see text]</p>						
☐☐☐☐☐	Refine Improvised Weapon	Transmutation	1 standard action	1 hours [D]	Touch	ACG:p.190
<p>[V, S, DF] TARGET: one improvised weapon; EFFECT: You transform an improvised weapon into an equivalent simple or martial weapon of masterwork quality. This effect does not alter the weapon's shape or appearance in any way. For example, if this spell is cast on a chair leg, a butter knife, or a pitchfork, the items function as a masterwork club, a masterwork dagger, or a masterwork trident, respectively, but the items look no different than they did before the spell was cast. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</p>						
☐☐☐☐☐	Reinforce Armaments	Transmutation	1 standard action	10 minutes	Touch	UC:p.241
<p>[V, S, M/DF] TARGET: one armor suit or weapon touched; EFFECT: You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality [see page 146]. A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</p>						
☐☐☐☐☐	Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (25 ft.)	CR:p.332
<p>[V, S] TARGET: 1 creature, no two of which can be more than 30 ft. apart; EFFECT: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell. Remove fear counters and dispels cause fear. [SR:Yes (harmless); DC:15, Will negates (harmless)]</p>						
☐☐☐☐☐	Remove Sickness	Conjuration (Healing)	1 standard action	10 minutes; see text	Close (25 ft.)	UM:p.234
<p>[V, S] TARGET: One creature; EFFECT: You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]</p>						
☐☐☐☐☐	Restore Corpse	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
<p>[V, S] TARGET: Corpse touched; EFFECT: You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating. [SR:No]</p>						
☐☐☐☐☐	Sanctify Corpse	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
<p>[V, S, DF, M] TARGET: Corpse touched; EFFECT: This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is a person slain by a creature that creates undead out of its slain foes [such as a shadow, vampire, or wraith], that effect is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day. Sanctify corpse can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 500 gp. [SR:No]</p>						
☐☐☐☐☐	**Sanctuary	Abjuration	1 standard action	1 rounds	Touch	CR:p.336
<p>[V, S, DF] TARGET: Creature touched; EFFECT: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. [SR:No; DC:15, Will negates]</p>						
☐☐☐☐☐	Sanctuary	Abjuration	1 standard action	1 rounds	Touch	CR:p.336
<p>[V, S, DF] TARGET: Creature touched; EFFECT: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act. [SR:No; DC:15, Will negates]</p>						
☐☐☐☐☐	Shield of Faith	Abjuration	1 standard action	1 minutes	Touch	CR:p.342
<p>[V, S, M] TARGET: Creature touched; EFFECT: 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:15, Will negates (harmless)]</p>						
☐☐☐☐☐	Stunning Barrier	Abjuration	1 standard action	1 rounds or until discharged	Personal	ACG:p.194
<p>[V, S] TARGET: you; EFFECT: You are closely surrounded by a barely visible magical field. The field provides a +1 deflection bonus to AC and a +1 resistance bonus on saves. Any creature that strikes you with a melee attack is stunned for 1 round [Will negates]. Once the field has stunned an opponent, the spell is discharged. [SR:No and yes (see text); DC:15, none and Will negates (see text)]</p>						
☐☐☐☐☐	Summon Minor Monster	Conjuration (Summoning)	1 round	1 rounds [D]	Close (25 ft.)	UM:p.241
<p>[V, S, F/DF] TARGET: 1d3 summoned creatures; EFFECT: This spell functions as summon monster I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with summon monster I, you may apply one alignment-appropriate template to these animals. [SR:No]</p>						
☐☐☐☐☐	Summon Monster I	Conjuration (Summoning)	1 round	1 rounds [D]	Close (25 ft.)	CR:p.350
<p>[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st level list on Table 10-5. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components [such as wish]. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-5 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment. [Table Not Included] [SR:No]</p>						
☐☐☐☐☐	Sun Metal	Transmutation [Fire]	1 standard action	1 rounds [see text]	Touch	UC:p.245
<p>[V, S] TARGET: one melee weapon; EFFECT: 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:15, Fortitude negates (object)]</p>						
☐☐☐☐☐	Unbreakable Heart	Enchantment (Compulsion) [Mind-Affecting]	standard action	1 rounds	Close (25 ft.)	ISWG:p.296
<p>[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)]</p>						

* =Domain/Specialty Spell

Prepared Spell List: Prepared Spells

Cleric

Level 0

Level 1

Character: **Veit Loderr**
Player: **Vincent**

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.
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Level:1 (CR:1/2)
Page 6

- Read Magic
- Spark (DC:14)
- Stabilize (DC:14)

- Bless
- Magic Weapon (DC:15)
- *Protection from Evil (DC:15)

Veit Loderr

Dwarf

RACE

69

AGE

Mâle

GENDER

Darkvision (60 ft.)

VISION

Lawful Good

ALIGNMENT

Droite

DOMINANT HAND

4' 1"

HEIGHT

178 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,
HAIR / HAIR STYLE

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Five Kings Mountains

REGION

Torag

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: