

# Odina Lespinn

Character Name  
 Summoneer 5, Evangelist 3  
 CLASS

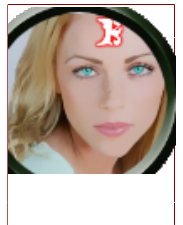
# Vincent

Player Name  
 Aasimar (Angel-Blooded) / Outsider  
 RACE

Iomedae  
 Deity

Varisia  
 Region

Neutral Good  
 Alignment



8 (7) 21 / 24  
 Character Level (CR) EXP/NEXT LEVEL

20 Femelle  
 AGE GENDER

Saphir Blue  
 EYES HAIR

Blond, Shortcut  
 HAIR FACTION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	18	+4	18	+4		
<b>DEX</b> Dexterity	14	+2	14	+2		
<b>CON</b> Constitution	14	+2	14	+2		
<b>INT</b> Intelligence	12	+1	12	+1		
<b>WIS</b> Wisdom	10	+0	10	+0		
<b>CHA</b> Charisma	15	+2	15	+2		

<b>HP</b> hit points	59	WOUNDS/CURRENT HP	
<b>AC</b> armor class	20	TOTAL	17
		FLAT	14
		TOUCH	10
		BASE	5
		ARMOR BONUS	0
		SHIELD BONUS	2
		STAT	0
		SIZE	1
		NATURAL ARMOR	1
		DEFLECTION	1
		DODGE	0
		Morale	0
		Insight	0
		Sacred	0
		Profane	0
		MISC	0

<b>INITIATIVE</b> modifier	+2	TOTAL	+2
		DEX MODIFIER	+0
		MISC MODIFIER	0
<b>Encumbrance</b>	Light		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+4	+2	+2	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+5	+3	+2	+0	+0	+0	
<b>WILL</b> (wisdom)	+6	+5	+0	+0	+1	+0	

**Conditional Save Modifiers:**  
 +1 bonus vs. spells and effects originating from an outsider with the evil subtype.  
 +1 bonus to your saves against poisons and diseases (Resisting the Gossamer King)

<b>MELEE</b> attack bonus	+9	TOTAL	+5	STAT	+4	SIZE	+0	MISC	+0	EPIC	0	TEMP	
<b>RANGED</b> attack bonus	+7	TOTAL	+5	STAT	+2	SIZE	+0	MISC	+0	EPIC	0	TEMP	
<b>CMB</b> attack bonus	+9	TOTAL	+5	STAT	+4	SIZE	+0	MISC	+0	EPIC	0	TEMP	

<b>CMB</b>	+9	GRAPPLE	+9	TRIP	+9	DISARM	+9	SUNDER	+9	BULL RUSH	+9	OVERRRUN	+9
<b>CMD</b>	23		23		23		23		23		23		23

<b>UNARMED</b> (nonlethal only)	TOTAL ATTACK BONUS	+9	DAMAGE	1d3+4	CRITICAL	20/x2	REACH	5 ft.
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<b>*Inheritor's Light</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		directrice	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+10	1d8+5	2W-P-(OH)	+4	1d8+5	
1H-O	+6	1d8+3	2W-P-(OL)	+6	1d8+5	
2H	+10	1d8+7	2W-OH	+0	1d8+3	

<b>Acid (Flask)</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Équippé	A	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+7	+5	+3	+1	-1	
Dam	1d6	1d6	1d6	1d6	1d6	

<b>Holy Water (Flask)</b>		HAND	TYPE	SIZE	CRITICAL	REACH
		Équippé		M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+7	+5	+3	+1	-1	
Dam	2d4	2d4	2d4	2d4	2d4	

**Special Properties:** Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.  
 \*: 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.

<b>ARMOR</b>		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+1 Benevolent Chain Shirt (Fire-Forged Steel)		Light	+5	+4	-2	20
(+1 Chain Shirt (Benevolent/Fire-Forged Steel)), when using aid another action, grant armor's enhancement bonus to ally's AC						
*Knight-Inheritor's Ring			+1		+0	0
*Cloak Of The Crusader			+1		+0	0

<b>TOTAL SKILLPOINTS: 36</b>		<b>SKILLS</b>				MAX RANKS: 6/8
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics	DEX	4	= 2	+ 1	+ 1	
✓ Appraise	INT	1	= 1			
✓ Bluff	CHA	2	= 2			
✓ Climb	STR	2	= 4		+ -2	
✓ Craft (Untrained)	INT	1	= 1			
✓ Diplomacy	CHA	7	= 2	+ 2	+ 3	
✓ Disguise	CHA	2	= 2			
✓ Escape Artist	DEX	0	= 2		+ -2	
✓ Fly	DEX	0	= 2		+ -2	
✓ Heal	WIS	13	= 0	+ 8	+ 5	
✓ Intimidate	CHA	2	= 2			
Knowledge (Nobility)	INT	5	= 1	+ 1	+ 3	
Knowledge (Planes)	INT	9	= 1	+ 3	+ 5	
Knowledge (Religion)	INT	8	= 1	+ 4	+ 3	
Linguistics(Tien)	INT	5	= 1	+ 1	+ 3	
✓ Perception	WIS	7	= 0	+ 4	+ 3	
✓ Perform (Untrained)	CHA	2	= 2			
✓ Ride	DEX	4	= 2	+ 1	+ 1	
✓ Sense Motive	WIS	6	= 0	+ 3	+ 3	
✓ Spellcraft	INT	7	= 1	+ 3	+ 3	
✓ Stealth	DEX	0	= 2		+ -2	
✓ Survival	WIS	0	= 0			
✓ Swim	STR	2	= 4		+ -2	
Use Magic Device	CHA	10	= 2	+ 5	+ 3	
			= +			
			= +			

**Conditional Skill Modifiers:**  
 +3 bonus to Diplomacy with members of the character's faction  
 +2 bonus to Perception to find hidden objects (PFS #6-06: Gloomspire Explorer)  
 +2 bonus to your Bluff, Diplomacy, and Intimidate checks in Magnimar and in the cities and towns allied with it (Heroes of Magnimar).

<b>Maker's Call</b>	
Uses per day	
<b>Maker's Call (Su):</b> As a standard action, you can call your eidolon to your side. This functions as dimension door, using your caster level. When used, your eidolon appears adjacent to you (or as close as possible if all adjacent spaces are occupied). If your eidolon is out of range, the ability is wasted. (0/day) [Paizo Inc. - Advanced Player's Guide]	

<b>Summon Monster</b>	
Uses per day	□□□□□
<b>Summon Monster (Sp):</b> You can cast Summon Monster 3 as a spell-like ability 5 times per day as a standard action and the creatures remain for 5 minutes (instead of 5 rounds). Drawing upon this ability uses the same power you use to call your eidolon. As a result, you can only use this ability when your eidolon is not summoned. [Paizo Inc. - Advanced Player's Guide]	

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Porté	PS	M	19-20/x2	5 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+9	1d4+4	2W-P-(OH)	+3			1d4+4
1H-O	+5	1d4+2	2W-P-(OL)	+5			1d4+4
2H	+9	1d4+4	2W-OH	+1			1d4+2
10 ft.		20 ft.	30 ft.		40 ft.	50 ft.	
TH	+7	+5	+3	+1		-1	
Dam	1d4+4	1d4+4	1d4+4		1d4+4		

Dart			HAND	TYPE	SIZE	CRITICAL	REACH
			Porté	P	M	20/x2	5 ft.
Range: 20 ft.		To Hit: +7	Damage: 1d4+4				
30 ft.		40 ft.	60 ft.		80 ft.		100 ft.
TH	+5	+5	+3	+1		-1	
Dam	1d4+4	1d4+4	1d4+4		1d4+4		

Longsword (Cold Iron/ Masterwork/Consecrated)			HAND	TYPE	SIZE	CRITICAL	REACH
			Porté	S	M	19-20/x2	5 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+10	1d8+4	2W-P-(OH)	+4			1d8+4
1H-O	+6	1d8+2	2W-P-(OL)	+6			1d8+4
2H	+10	1d8+6	2W-OH	+0			1d8+2
Special Properties: 30 hp/inch, hardness 10, Channel Smite (1/2 dmg) when charged, on next hit							

Masterwork Mace (Heavy/Cold Iron/Consecrated)			HAND	TYPE	SIZE	CRITICAL	REACH
			Porté	B	M	20/x2	5 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+10	1d8+4	2W-P-(OH)	+4			1d8+4
1H-O	+6	1d8+2	2W-P-(OL)	+6			1d8+4
2H	+10	1d8+6	2W-OH	+0			1d8+2
Special Properties: 30 hp/inch, hardness 10, Channel Smite (1/2 dmg) when charged, on next hit							

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Knights-Inheritor's Ring	Equipped	1	0 / 3,000
Inheritor's Light	Equipped	1	4 / 6,555
+1 Benevolent Chain Shirt (Fire-Forged Steel)	Equipped	1	25 / 5,100
(+1 Chain Shirt (Benevolent/Fire-Forged Steel)), when using aid another action, grant armor's enhancement bonus to ally's AC			
Outfit (Explorer's)	Equipped	1	8 / 0
Spell Component Pouch	Equipped	1	2 / 5
0 lbs., 4 Magnesium			
Magnesium	Spell Component Pouch	4	0 (0) / 1 (4)
□□□□			
Belt Pouch	Equipped	1	NaN / 1
Healer's Kit	Backpack, Masterwork	1	1 / 10
□□			
Holy Symbol (Iron)	Equipped	1	1 / 5
Backpack, Masterwork	Equipped	1	4 / 50
26,51 lbs., 1 Healer's Kit, 1 Holy Text (Typical), 1 Rope (Silk/50 ft.), 3 Acid (Flask), 1 Antiplague (Vial), 1 Antitoxin (Vial), 1 Scroll Case, 2 Cold-Weather Outfit, 1 Potion (Touch of the Sea/Wizard/1st), 1 Holy Water (Flask)			
Holy Text (Typical)	Backpack, Masterwork	1	2 / 25
A typical holy text for an experienced adventuring priest. Durable, with a leather cover, chapter illustrations and quality paper.			
Rope (Silk/50 ft.)	Backpack, Masterwork	1	5 / 10
4 hp, DC 24 Strength check to burst			
Acid (Flask)	Backpack, Masterwork	3	1 (3) / 10 (30)
□□□			
Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.			
Antiplague (Vial)	Backpack, Masterwork	1	0 / 50
Craft DC: 25			
Antitoxin (Vial)	Backpack, Masterwork	1	0 / 50
+5 alchemical bonus to Fortitude saves against poison for 1 hour			
Scroll Case	Backpack, Masterwork	1	NaN / 1
0,01 lbs., 1 Scroll (Endure Elements)			
Scroll (Endure Elements)	Scroll Case	1	NaN / 25
Cold-Weather Outfit	Backpack, Masterwork	2	7 (14) / 8 (16)
+5 circumstance bonus on Fortitude saves vs cold weather			
Potion (Touch of the Sea/Wizard/1st)	Backpack, Masterwork	1	0 / 50
Holy Water (Flask)	Backpack, Masterwork	1	1 / 25
thrown splash weapon see p.202, Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.			
Shining Wayfinder	Equipped	1	1 / 0
light and detect evil at will, protection from evil 1/day, +2 competence to Survival (avoid becoming lost), can contain an ioun stone, Beacon of Good			
TOTAL WEIGHT CARRIED/VALUE		88,57 lbs.	19,953.5gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Wand of Cure Light Wounds	Wrist Sheath, Spring Loaded	1	NaN / 720
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When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.			
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5
Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item. 0.06 lbs., 1 Wand of Lesser Rejuvenate Eidolon			
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5
Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item. 0.06 lbs., 1 Wand of Cure Light Wounds			
Cloak Of The Crusader	Equipped	1	1 / 2,700
Dagger	Carried	1	1 / 2
Dart	Carried	1	NaN / 0.5
Longsword (Cold Iron/Masterwork/Consecrated)	Carried	1	4 / 480
30 hp/inch, hardness 10, Channel Smite (1/2 dmg) when charged, on next hit			
Masterwork Mace (Heavy/Cold Iron/Consecrated)	Carried	1	8 / 474
30 hp/inch, hardness 10, Channel Smite (1/2 dmg) when charged, on next hit			
Wand of Lesser Rejuvenate Eidolon	Wrist Sheath, Spring Loaded	1	0 / 555
□□□□□ □□□□□ □□ □□□□ □□□□□ □□□□ □□□□ □□□□ □□			
(Wand (Stone Shield/Summoner/1st))			
TOTAL WEIGHT CARRIED/VALUE		88,57 lbs.	19,953.5gp
WEIGHT ALLOWANCE			
Light 116		Medium 233	Heavy 350
Lift over head 350		Lift off ground 700	Push / Drag 1750
MONEY			
Total = 0 gp [Unspent Funds = 5,224 gp]			
MAGIC			
4th level 1 spell: Celestial Healing			
Deific Obedience boon			
Courageous (Sp) remove fear 3/day, blessing of courage and lifeAPG 2/day, or heroism 1/day			
Languages			
Celestial, Common, Tien, Varisian			
Other Companions			

Traits	
Force for Good (Silver Crusade Faction)	[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.14]
Your good-aligned spells are especially powerful, and they function at +1 caster level. This trait makes your aura more powerful (one step higher), as outlined in the detect evil spell.	
Purity of Faith (Tomedae)	[Paizo Inc. - Inner Sea Gods, p.222]
Your soul is free from impurity, and you are deeply committed to fulfilling your duties to the church. You gain a +1 trait bonus on Will saving throws and a +1 trait bonus on saving throws against spells and effects originating from an outsider with the evil subtype.	

Special Qualities	
Aligned Class (Ex)	[Paizo Inc. - Inner Sea Gods, p.198]
Evangelists come from many different backgrounds, and they show an unusual range of diversity. At 2nd level, the evangelist must choose a class she belonged to before adding the prestige class to be her aligned class. She gains all the class features for this class, essentially adding every evangelist level beyond 1st to her aligned class to determine what class features she gains. She still retains the Hit Dice, base attack bonus, saving throw bonuses, and skill ranks of the prestige class, but gains all other class features other aligned class as well as those of the evangelist prestige class.	
Bond Senses (Su)	[Paizo Inc. - Advanced Player's Guide]
As a standard action, share the senses of your eidolon, hearing, seeing, smelling, tasting, and touching everything your eidolon does. You can use this ability 5 rounds per day. There is no range to this effect, but your eidolon and you must be on the same plane. You can end this effect as a free action.	
Bonus Summoner Eidolon DR (5x)	[Paizo Inc. - Advanced Race Guide, p.85]
Summoner: Add DR 1/evil to the summoner's eidolon. Each additional time the summoner selects this benefit, the DR/evil increases by +1/2 (maximum DR 10/evil).	
Cantrips	[Paizo Inc. - Advanced Player's Guide]
You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.	
Celestial Language (Ex)	[Paizo Inc. - Bestiary, p.7]

Aasimars speak Celestial.	
<b>Celestial Resistance (Ex)</b>	[Paizo Inc. - Bestiary, p.7]
Aasimars have acid resistance 5, cold resistance 5, and electricity resistance 5.	
<b>Courageous (Sp)</b>	[Paizo Inc. - Inner Sea Gods, p.76]
Each day, upon performing your obedience, choose one of the following spell-like abilities: Remove Fear 3/day, Blessing of Courage and Life 2/day, or Heroism 1/day	
<b>Darkvision (Ex)</b>	[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.	
<b>Divine Boon</b>	[Paizo Inc. - Inner Sea Gods, p.199]
As the evangelist gains levels, she gains boons from her chosen deity. The nature of these boons varies depending on the evangelist's chosen deity. Each deity grants three boons, each more powerful than the last. At 3rd level, the evangelist gains the first boon. At 6th level, she gains the second boon, and at 9th level, she gains the third boon. Consult the Deific Obedience feat on page 210 and the core deity descriptions in Chapter 1 for details on these divine boons. When a divine boon grants a spell-like ability, the evangelist's caster level for the spell-like ability equals her total character level. This ability allows an evangelist to access these boons earlier than with the Deific Obedience feat alone; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally.	
<b>Eidolon (Ex)</b>	[Paizo Inc. - Advanced Player's Guide]
You possess the ability to summon a powerful outsider called an eidolon. You always summon an aspect of the same creature. Your eidolon has your alignment and can speak all of your languages. Your eidolon is treated as a summoned creature, except that it is not sent back to its home plane until reduced to a number of negative hit points equal to or greater than its Constitution score. In addition, due to its tie to you, your eidolon can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures. You can summon your eidolon in a ritual that takes 1 minute to perform. When summoned in this way, your eidolon's hit points are unchanged from the last time it was summoned. The only exception to this is if your eidolon was slain, in which case it returns with half its normal hit points. Your eidolon remains until dismissed (a standard action). If your eidolon is sent back to its home plane due to damage, it cannot be summoned again until the following day. Your eidolon cannot be sent back to its home plane by means of dispel magic, but spells such as dismissal and banishment work normally.	
<b>Iomedae's Obedience</b>	[Paizo Inc. - Inner Sea Gods, p.76]
Hold your primary weapon in front of you and hang a holy symbol of Iomedae from it. Kneel while focusing on the holy symbol, pray for guidance and protection from the Inheritor, and swear to follow her teachings. Gain a +4 sacred bonus on Diplomacy and Knowledge (nobility) checks.	
<b>Life Link (Su)</b>	[Paizo Inc. - Advanced Player's Guide]
A close bond is formed with your eidolon. Whenever your eidolon takes enough damage to send it back to its home plane, you can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to your eidolon. This can prevent your eidolon from being sent back to its home plane. In addition, you and your eidolon must remain within 100 feet of one another for your eidolon to remain at full strength. If your eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If your eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If your eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when your eidolon gets closer to you, but its maximum hit point total does return to normal.	
<b>Maker's Call (Su)</b>	[Paizo Inc. - Advanced Player's Guide]
As a standard action, you can call your eidolon to your side. This functions as dimension door, using your caster level. When used, your eidolon appears adjacent to you (or as close as possible if all adjacent spaces are occupied). If your eidolon is out of range, the ability is wasted. (0/day)	
<b>Obedience (Ex)</b>	[Paizo Inc. - Inner Sea Gods, p.198]
In order to maintain the abilities granted by this prestige class, including all abilities gained from aligned class (see below), an evangelist must perform a daily obedience to her chosen deity (see page 10).	
<b>Protective Grace (Su)</b>	[Paizo Inc. - Inner Sea Gods, p.198]
The evangelist's chosen deity rewards her with heightened awareness and reaction skills, making her more difficult to strike in combat. At 2nd level, the evangelist gains a +1 dodge bonus to AC. This bonus increases to +2 at 7th level. The evangelist loses this bonus when she is denied her Dexterity bonus to AC.	
<b>Resistance to Acid (Ex)</b>	[Paizo Inc. - Bestiary, p.303]
You may ignore 5 points of Acid damage each time you take acid damage.	

<b>Resistance to Cold (Ex)</b>	[Paizo Inc. - Bestiary, p.303]
You may ignore 5 points of Cold damage each time you take cold damage.	
<b>Resistance to Electricity (Ex)</b>	[Paizo Inc. - Bestiary, p.303]
You may ignore 5 points of Electricity damage each time you take electricity damage.	
<b>Resistance to Fire (Ex)</b>	[Paizo Inc. - Bestiary, p.303]
You may ignore 2 points of Fire damage each time you take fire damage.	
<b>Shield Ally (Ex)</b>	[Paizo Inc. - Advanced Player's Guide]
Whenever you are within your eidolon's reach, you receive a +2 shield bonus to your Armor Class and a +2 circumstance bonus on your saving throws. This bonus does not apply if your eidolon is grappled, helpless, paralyzed, stunned, or unconscious.	
<b>Skilled (Ex)</b>	[Paizo Inc. - Blood of Angels, p.7]
Angel Blooded Aasimars receive a +2 bonus to Heal and Knowledge (planes) checks.	
<b>Skilled</b>	[Paizo Inc. - Inner Sea Gods, p.198]
Evangelists possess a range of skills across multiple disciplines. At 1st level, an evangelist selects two skills to add to her class skill list. Once selected, these class skills can't be changed.	
<b>Spell-Like Ability (Sp)</b>	[Paizo Inc. - Blood of Angels, p.7]
Angel Blooded Aasimars can use alter self 1/day as a spell-like ability.	
<b>Summon Monster (Sp)</b>	[Paizo Inc. - Advanced Player's Guide]
You can cast Summon Monster 3 as a spell-like ability 5 times per day as a standard action and the creatures remain for 5 minutes (instead of 5 rounds). Drawing upon this ability uses up the same power you use to call your eidolon. As a result, you can only use this ability when your eidolon is not summoned.	
<b>Weapon and Armor Proficiency</b>	[Paizo Inc. - Inner Sea Gods, p.198]
An evangelist is proficient with all simple weapons and light armor. An evangelist also gains weapon proficiency with her chosen deity's favored weapon.	
<b>Weapon and Armor Proficiency</b>	[Paizo Inc. - Advanced Player's Guide]

<b>Prestige Awards</b>	
<b>Current Prestige Points (18x)</b>	[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.22]
The character has 18 current prestige points.	
<b>Fame (34x)</b>	[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.9]
The character has accumulated 34 Fame. He has a +3 to Diplomacy with members of his faction. Maximum Item Cost: 561000 gp	
<b>Beacon of Good (Silver Faction)</b>	[Paizo Inc. - Pathfinder Society Field Guide, p.22]
Beacon of Good (Silver Crusade, Fame 5, 2 PP) The Shining Crusade gives you a shining wayfinder (see page 55) emblazoned with the emblem of a silver dragon. If you lose your shining wayfinder, you can purchase a new one for an additional 2 PP. Members of the Silver Crusade who are caught selling shining wayfinders for their own profit are exiled, and must switch factions.	
<b>Free purchase up to 750 gp</b>	[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.3]
Free purchase up to 750 gp (2 PP)	
<b>Retraining (7x)</b>	[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.10]
The character has spent prestige points to retrain.	
<b>Temple</b>	[Paizo Inc. - Pathfinder Society Field Guide, p.62]
Temple (4 PP): Regardless of your class, you are an active member of your local temple or place of worship. Your commitment to seeing your faith prosper and grow has ingratiated you with the local clergy, and you may even hold a spot among them when not out adventuring. You can use Heal to make Day Job rolls. Once per game session, if you have access to an operating temple of your faith, you can have a cleric cast either cure moderate wounds or lesser restoration on yourself or one of your allies, free of charge. You must visit the temple to receive this attention.	
<b>The Cost of Beneficence (Silver Faction)</b>	[Paizo Inc. - Pathfinder Society Field Guide, p.22]
The Cost of Beneficence (Silver Crusade, Fame 10, 1 PP) Whenever you give magical healing that you have rightfully paid for to an NPC, the Silver Crusade reimburses you for half the cost of replacing such resources. For example, if you give a lost orphan a potion of cure light wounds you purchased at the start of an adventure, at the session's conclusion, the Silver Crusade would reimburse you 25 gp to help defer the cost of your generosity. You receive no reimbursement for	



expended healing paid for with Prestige Points only or found in the course of an adventure (as no gp were expended to purchase it).

Feats	
<b>Bodyguard</b>	[Paizo Inc. - Advanced Player's Guide, p.151]
Your swift strikes ward off enemies attacking nearby allies.	
When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve your ally's AC. You may not use the aid another action to improve your ally's attack roll with this attack.	
<b>Combat Reflexes</b>	[Paizo Inc. - Core Rulebook, p.119]
You can make additional attacks of opportunity.	
You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.	
<b>Deific Obedience</b>	[Paizo Inc. - Inner Sea Gods, p.210]
Your reverence for a deity is so great that daily prayer and minor sacrifices grant you special boons.	
Each deity requires a different daily obedience, but all obediences take no more than 1 hour per day to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the god to whom you performed the obedience. If you have at least 12 Hit Dice, you also gain the first boon granted by your deity upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the deity's second boon. If you have 20 Hit Dice or more, you also gain the deity's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant. Certain prestige classes (see page 198) gain access to these boons at lower levels as a benefit of their prestige class. If you have no levels in one of these prestige classes, you gain the boons marked as exalted boons. If you later take levels in sentinel or evangelist, you lose access to the exalted boons and gain access to the new boons appropriate to your class. If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.	
<b>Resilient Eidolon</b>	[Paizo Inc. - Ultimate Magic, p.155]
Your link with your eidolon is strong enough that it can remain with you for a short time after you fall unconscious or are killed.	
If you are knocked unconscious, fall asleep, or are killed, your eidolon remains for 5 rounds before it is banished. If you are brought back to consciousness before this duration expires, your eidolon is not banished. If the duration expires before you are brought back to consciousness, your eidolon is banished normally.	

PFS Chronicles	
<b>Pathfinder Module The Feast of Ravenmoor (Subtier 3-4)</b>	[Paizo Inc. - Pathfinder Society Chronicle Sheets]
<b>Pathfinder Module The Godsmouth Heresy (Subtier 1-2)</b>	[Paizo Inc. - Pathfinder Society Chronicle Sheets]
<b>PFS Scenario #2-06 The Heresy of Man, Part I: The First Heresy (Subtier 5-6)</b>	[Paizo Inc. - Pathfinder Society Chronicle Sheets]
<b>PFS Scenario #2-07 The Heresy of Man, Part II: Where Dark Things Sleep (Subtier 5-6)</b>	[Paizo Inc. - Pathfinder Society Chronicle Sheets]
<b>PFS Scenario #2-09 The Heresy of Man, Part III: Beneath Forgotten Sands (Subtier 5-6)</b>	[Paizo Inc. - Pathfinder Society Chronicle Sheets]
<b>PFS Scenario #3-09 The Quest for Perfection, Part I: The Edge of Heaven (Subtier 4-5)</b>	[Paizo Inc. - Pathfinder Society Chronicle Sheets]
<b>PFS Scenario #3-11 The Quest for Perfection, Part II: On Hostile Waters (Subtier 4-5)</b>	[Paizo Inc. - Pathfinder Society Chronicle Sheets]
<b>PFS Scenario #3-13 The Quest for Perfection, Part III: Defenders of Nesting Swallow (Subtier 4-5)</b>	[Paizo Inc. - Pathfinder Society Chronicle Sheets]
<b>PFS Scenario #6-00 Legacy of the Stonelords (Subtier 3-4)</b>	[Paizo Inc. - Pathfinder Society Chronicle Sheets]
<b>PFS Scenario #6-01 Trial by Machine (Subtier 4-5)</b>	[Paizo Inc. - Pathfinder Society Chronicle Sheets]
<b>PFS Scenario #6-06 Hall of the Flesh Eaters (Subtier 4-5)</b>	[Paizo Inc. - Pathfinder Society Chronicle Sheets]

PFS Boons	
<b>Axe Beak Companion</b>	[Paizo Inc. - PFS Scenario #3-13]
As long as you have Chronicle sheets for all three parts of the Quest for Perfection campaign arc, you may take an axe beak as a loyal mount or companion; the Chronicle sheets need not be consecutive or in order, but all three must be present in the same character's records. If you possess a class feature which permits you to take an animal companion or a mount that progresses as an animal companion, you may add the axe beak to your list of legal and available companions. You must present a copy of Pathfinder RPG Bestiary 3 in order to use an axe beak companion as if it were allowed as an additional resource. Other than provide access to this animal as a choice of mount or companion, this boon provides no mechanical benefit.	
<b>Gloomspire Explorer</b>	[Paizo Inc. - PFS Scenario #6-06 Hall of the Flesh Eaters]

Despite having studied only a small portion of the Sevenfinger's tomb, you are now one of the Society's foremost authorities on the enigmatic Gloomspires. While adventuring in the Gloomspires, you receive a +2 bonus on all Perception checks made to find hidden objects such as traps, treasure, and secret doors. If you check the box included with this boon, you gain the benefits of this boon for the duration of one scenario set anywhere other than Gloomspires.

**Heroes of Magnimar** [Paizo Inc. - PFS Module Feast Of Ravenmoor]

Thanks to your actions in Ravenmoor, and the protection of Magnimar's interest in Varisia, you have received a medal and public thanks from the authorities of the city. While displaying your medal you receive a +2 bonus to your Bluff, Diplomacy, and Intimidate checks in Magnimar and in the cities and towns allied with it.

**Pharasma's Blessing** [Paizo Inc. - PFS Module Gsmouth Heresy]

You may reroll any single attack roll targetting an undead creature or any single saving throw against an undead creature's ability or effect, always take the result of the second roll. You must make the reroll before the result of the first roll is known. If Pharasma is your deity, you receive a +4 bonus on your reroll. (One time use).

**Resisting the Gossamer King** [Paizo Inc. - PFS Module Feast Of Ravenmoor]

Your body was subject to a barrage of poisons and diseases in Ravenmoor. You had to either fight through those debilitating effects coursing through your veins or die. As a result your body has toughened, and you have gained a measure of immunity to diseases and poisons. You receive a +1 bonus to your saves against poisons and diseases.

**Secrets of Creation (Armorer's District)** [Paizo Inc. - PFS Scenario #6-00 Legacy of the Stonelords]

Among the fragile texts in Jormurdum you found treatises on the enchantment of magic arms and armor. One per day you can cast magic weapon as a spell-like ability with a caster level equal to your character level. In addition, whenever you cast greater magic weapon or magic vestment, you treat your caster level as one higher for the purpose of determining the spell's effects. If you wield a weapon or wear armor augmented by either of these spells, you treat the spells caster level as one higher (unless the spell has already benefited from this boon).

**Sky Citadel Reclaimer** [Paizo Inc. - PFS Scenario #6-00 Legacy of the Stonelords]

You succeeded in reclaiming the sky citadel Jormurdum, an immense fortress city abandoned millennia ago. You were able to claim a small boon for yourself either by studying the lore left behind by the dwarves or earning a divine favor by restoring a shrine to working order. Choose one of the following rewards, and the other four off your Chronicle sheet.

**Sky Key Core** [Paizo Inc. - PFS Scenario #6-00 Legacy of the Stonelords]

You assisted the Pathfinder Society in the recovery of a strange relic known as the Sky Key, though it appears this is just one piece of a larger device. Each time you earn a Sky Key component boon, you also recover one spent Prestige Point.

**Unrelenting Defense (Miner's District)** [Paizo Inc. - PFS Scenario #6-00 Legacy of the Stonelords]

You have received a boon from one of the dwarven pantheon, granting you the ability to withstand physical harm without complaint. You can use this boon as a mode action to gain DR/adamantine equal to 1 + half your level for 5 rounds. If you already have DR/adamantine (such as from stonemage), you instead increase the DR value by 3 for 1 minute. When you use this boon, cross it off your Chronicle sheet.

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

Templates
Race Bonus Language ~ Modern Human Language

## Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Alter Self</a>	Transmutation (Polymorph)	1 standard action	8 minutes [D]	Personal	CR:p.240

[V, S, M] **TARGET:** You; **EFFECT:** When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet. Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity. Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

\* =Domain/Specialty Spell

## Wayfinder Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will <a href="#">Detect Evil</a>	Divination	1 standard action	Concentration, up to 30 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]

At Will <a href="#">Light</a>	Evocation (Light, WoodSchool)	1 standard action	30 minutes	Touch	CR:p.304
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[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]

<input type="checkbox"/> <a href="#">Protection from Evil</a>	Abjuration (Good)	1 standard action	3 minutes [D]	Touch	CR:p.327
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[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:11, Will negates (harmless)]

\* =Domain/Specialty Spell

## Cloak of the Crusader Spell-like Abilities

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Bless</a>	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. 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)]

\* =Domain/Specialty Spell

## Knight-Inheritor's Ring Spell-like Abilities

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Bless Weapon</a>	Transmutation	1 standard action	5 minutes	Touch	CR:p.250

[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]

At Will <a href="#">Prestidigitation</a>	Universal	1 standard action	1 hour	10 ft.	CR:p.325
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[V, S] **TARGET:** See text; **EFFECT:** Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitated spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitated spell can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitated spells can create small objects, but they look crude and artificial. The materials created by a prestidigitated spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitated spells lack the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. [SR:No; DC:10, See text]

<input type="checkbox"/> <a href="#">Wartrain Mount</a>	Enchantment (Compulsion) [Mind-Affecting]	1 minute	5 hours	Close (35 ft.)	UM:p.248
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[V, S, M] **TARGET:** One indifferent or friendly animal; **EFFECT:** You instill the target animal with the combat training general purpose [see the Handle Animal skill, Core Rulebook 98]. This supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, it reverts to its previous trained purpose and known tricks. [SR:Yes]

\* =Domain/Specialty Spell

## Inheritor's Light Spell-like Abilities

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Inheritor's Smite</a>	Transmutation	1 swift action	see text	Personal	ISG:p.236

[V, S, DF] **TARGET:** You; **EFFECT:** You channel the power of righteousness into your weapon arm, allowing you to strike with great force. Your next melee attack [if made before the end of your next turn] gains a +5 sacred bonus on the attack roll. If the attack hits, you may immediately attempt a bull rush combat maneuver [with a +5 sacred bonus on your combat maneuver check] against the target without provoking an attack of opportunity; if your combat maneuver check exceeds the defender's CMD by more than 5, you do not need to move with the target to push it back more than 5 feet.

\* =Domain/Specialty Spell

## Summoner Spells

LEVEL KNOWN	0	1	2	3	4	5	6
PER DAY	at will	5	5	2	—	—	—
Concentration	+10						

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

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Detect Magic</a>	Divination	1 standard action	Concentration, up to 8 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 auras, 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]

<input type="checkbox"/> <a href="#">Guidance</a>	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
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[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:12, Will negates (harmless)]

<input type="checkbox"/> <a href="#">Light</a>	Evocation (Light, WoodSchool)	1 standard action	80 minutes	Touch	CR:p.304
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[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]

\* =Domain/Specialty Spell

## Summoner Spells

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Message</b>	Transmutation, AirSchool [Language-Deper]	standard action	80 minutes	Medium (180 ft.)	CR:p.313
<p><b>[V, S, F] TARGET:</b> 8 creatures; <b>EFFECT:</b> You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal [or a thin sheet of lead], or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper. <b>[SR:No]</b></p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Read Magic</b>	Divination	1 standard action	80 minutes	Personal	CR:p.330
<p><b>[V, S, F] TARGET:</b> You; <b>EFFECT:</b> 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.</p>									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
<p><b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> 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. <b>[SR:Yes (harmless); DC:12, Will negates (harmless)]</b></p>									

## LEVEL 1 / Per Day:5 / Caster Level:8

Name	School	Time	Duration	Range	Source
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Mage Armor</b>	Conjuration (Creation) [Force]	1 standard action	8 hours [D]	Touch	CR:p.306
<p><b>[V, S, F] TARGET:</b> Creature touched; <b>EFFECT:</b> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. <b>[SR:No; DC:13, Will negates (harmless)]</b></p>					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Mount</b>	Conjuration (Summoning)	1 round	16 hours [D]	Close (45 ft.)	CR:p.315
<p><b>[V, S, M] TARGET:</b> One mount; <b>EFFECT:</b> You summon a light horse or a pony [your choice] to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle. <b>[SR:No]</b></p>					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Protection from Evil</b>	Abjuration [Good]	1 standard action	8 minutes [D]	Touch	CR:p.327
<p><b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> 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 whisper this protection and touch the warded creature. <b>[SR:No; see text; DC:13, Will negates (harmless)]</b></p>					

## LEVEL 2 / Per Day:5 / Caster Level:8

Name	School	Time	Duration	Range	Source
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Blur</b>	Illusion (Glamour)	1 standard action	8 minutes [D]	Touch	CR:p.251
<p><b>[V] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment [20% miss chance]. A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect [though fighting an unseen opponent carries penalties of its own]. <b>[SR:Yes (harmless); DC:14, Will negates (harmless)]</b></p>					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Haste</b>	Transmutation	1 standard action	8 rounds	Close (45 ft.)	CR:p.293
<p><b>[V, S, M] TARGET:</b> 8 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hastened creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hastened creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hastened creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. <b>[SR:Yes (harmless); DC:14, Fortitude negates (harmless)]</b></p>					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Restore Eidolon, Lesser</b>	Conjuration (Healing)	3 rounds	Instantaneous	Touch	UM:p.235
<p><b>[V, S] TARGET:</b> Eidolon touched; <b>EFFECT:</b> This spell functions as lesser restoration, except it only affects an eidolon. <b>[SR:Yes (harmless); DC:14, Will negates (harmless)]</b></p>					
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>See Invisibility</b>	Divination	1 standard action	80 minutes [D]	Personal	CR:p.339
<p><b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see. See invisibility can be made permanent with a permanency spell.</p>					

## LEVEL 3 / Per Day:2 / Caster Level:8

Name	School	Time	Duration	Range	Source
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Magic Circle against Evil</b>	Abjuration [Good]	1 standard action	80 minutes	Touch	CR:p.308
<p><b>[V, S, M/DF] TARGET:</b> 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay [as in the third function of protection from evil], but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance. This spell has an alternative version that you may choose when casting it. A magic circle against evil can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature [such as those called by the lesser planar binding, planar binding, and greater planar binding spells] for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection from evil spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel [astral projection, blink, dimension door, etherealness, gate, plane shift, shadow walk, teleport, and similar abilities] can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks [ranged weapons, spells, magical abilities, and the like] can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram [a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils] to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a dimensional anchor spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap [see the lesser planar binding spell], the DC increases by 5. The creature is immediately released if anything disturbs the diagram-even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with protection from evil and vice versa. <b>[SR:No; see text; DC:15, Will negates (harmless)]</b></p>					

\* =Domain/Specialty Spell

## Innate

- Alter Self

## Wayfinder Spell-like Abilities

- At Will Detect Evil
- At Will Light
- Protection from Evil (DC:11)

## Cloak of the Crusader Spell-like Abilities

- Bless

## Knight-Inheritor's Ring Spell-like Abilities

- Bless Weapon
- At Will Prestidigitation (DC:10)
- Wartrain Mount

## Inheritor's Light Spell-like Abilities

- Inheritor's Smite

# Odina Lespinn

Aasimar (Angel-Blooded)

RACE

20

AGE

Femelle

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Droite

DOMINANT HAND

6' 1"

HEIGHT

155 lbs.

WEIGHT

Saphir Blue

EYE COLOUR

Fair

SKIN COLOUR

Blond, Shortcut

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Varisia

REGION

Iomedae

DEITY

Outsider

Race Type

Race Sub Type

## Description:

Tall muscular angel blooded aasimar with red and white clothing. She has long (short?) blonde hair and bright blue eyes, with an angular face?. She wears a symbol of Iomedae. She uses a heavy mace, and wear a chain shirt, and has a bright rune on the forehead. Her shining wayfinder, symbol of the Silver Crusade is clearly visible.

She speaks with confidence and present herself.

## Biography:

Comes from a family of clerics and paladins of Iomedae. Believes that her ancestors fought alongside Iomedae. Has no knowledge of any celestials in her family line so believe it is due to family tights with divine magic. Curious what the truth is in the matter.

Has family members in lastwall, worldwound and cheliax, but was raised in Varisia's City of Monument: Magnimar.

Joined the Pathfinder following some advice of a Silver Crusade member (a family member?).



Campaign	Adventure	Party	Date	Xp	Gm
1	Godmouth Heresy			3	
2				0	
3				0	
4				0	
5	7-15			1	
6				0	
7				0	
8				0	
9				0	
10				0	
11				0	
12				0	
13				0	
14				0	
15	7-15		2016-03	1	
16	among men 1			0	
17				0	
18				0	