

Bulizama

CHARACTER NAME

Cleric 1

CLASS

1 / 1/2

Character Level / CR

0 / 2000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	11		+0		
DEX Dexterity	14		+2		
CON Constitution	12		+1		
INT Intelligence	10		+0		
WIS Wisdom	17		+3		
CHA Charisma	14		+2		

Vincent

PLAYER NAME

Human (Bonuwat)

RACE

Medium / 5 ft.

SIZE / FACE

20

AGE

Femelle

GENDER

Besmara

DEITY

5' 0"

HEIGHT

Brown

EYES

The Shackles

REGION

120 lbs.

WEIGHT

Dark, bandana on top of long hair

HAIR

Chaotic Neutral

ALIGNMENT

Normal

VISION

20

POINTS

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED												
10				Walk 30 ft.												
AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANGE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
15	13	12	10	3	0	2	0	0	0	0	0	0	0	15	-1	0

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+2		+2		+0
BASE ATTACK	bonus	+0		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS: 1/1		
			ABILITY MODIFIER	RANKS	MISC MODIFIER
Acrobatics	DEX	1	2		+ -1
Appraise	INT	0	0		
Bluff	CHA	2	2		
Climb	STR	-1	0		+ -1
Craft (Untrained)	INT	0	0		
Diplomacy	CHA	2	2		
Disguise	CHA	2	2		
Escape Artist	DEX	1	2		+ -1
Fly	DEX	1	2		+ -1
Heal	WIS	3	3		
Intimidate	CHA	4	2	1	1
Knowledge (Religion)	INT	4	0	1	3
Perception	WIS	3	3		
Perform (Untrained)	CHA	2	2		
Profession (Sailor)	WIS	8	3	1	4
Ride	DEX	1	2		+ -1
Sense Motive	WIS	3	3		
Stealth	DEX	1	2		+ -1
Survival	WIS	3	3		
Swim	STR	-1	0		+ -1

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+3	+2	+1	+0	+0	+0		
REFLEX (dexterity)	+2	+0	+2	+0	+0	+0		
WILL (wisdom)	+5	+2	+3	+0	+0	+0		

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

Offense	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERLUN
	+0	+0	+0	+0	+0	+0
Defense	12	12	12	12	12	12

*Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
		directrice	P	M	18-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+2	1d6	2W-P-(OH)	-4	1d6	
1H-O	-2	1d6	2W-P-(OL)	-2	1d6	
2H	+2	1d6	2W-OH	-8	1d6	

Holy Water (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH			
		Équipé		M	20/x2	5 ft.			
TH	Dam	TH	Dam						
20 ft.	+0	30 ft.	-2	40 ft.	-4	50 ft.	-6	60 ft.	-8
Dam	2d4	Dam	2d4	Dam	2d4	Dam	2d4	Dam	2d4
		70 ft.	-10	80 ft.	-12	90 ft.	-14	100 ft.	+2
Dam	2d4	Dam	2d4	Dam	2d4	Dam	2d4	Dam	2d4

Special Properties Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Brass Knife		HAND	TYPE	SIZE	CRITICAL	REACH			
		Porté	PS	M	19-20/x2	5 ft.			
To Hit	Dam	To Hit	Dam						
1H-P	+2	1d4	2W-P-(OH)	-4	1d4				
1H-O	-2	1d4	2W-P-(OL)	-2	1d4				
2H	+2	1d4	2W-OH	-6	1d4				
TH	Dam	TH	Dam						
10 ft.	+2	20 ft.	+0	30 ft.	-2	40 ft.	-4	50 ft.	-6
Dam	1d4	Dam	1d4	Dam	1d4	Dam	1d4	Dam	1d4

*: 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
*Studded Leather	Light	+3	+5	-1	15

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 12 Will save to halve the damage. You can use this ability 5 times per day. [Paizo Publishing, LLC - Core Rulebook, p.40]

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+2	1d4	2W-P-(OH)	-4	1d4	
1H-O	-2	1d4	2W-P-(OL)	-2	1d4	
2H	+2	1d4	2W-OH	-6	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+2	+0	-2	-4	-6	
Dam	1d4	1d4	1d4	1d4	1d4	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Rapier	Equipped	1	2	20	
Studded Leather	Equipped	1	20	25	
Outfit (Traveler's)	Equipped	1	5	1	
Backpack, Common	Equipped	1	2	2	
2 lbs., 1 Holy Text (Cheap), 1 Holy Water (Flask), 1 Waterskin					
Holy Text (Cheap)	Backpack, Common	1	1	1	
A small, light book with no illustrations, printed or written on thin paper, and with a cover made of canvas or thin leather.					
Holy Water (Flask)	Backpack, Common	1	1	25	
Each undead creature or evil outsider within 5 feet of the point where the flask hits takes 1 point of damage from the splash.					
Waterskin	Backpack, Common	1	0	1	
0 lbs.					
Belt Pouch	Equipped	1	NaN	1	
0,16 lbs., 1 Coin (Gold Piece), 7 Coin (Platinum Piece)					
Holy Symbol (Wooden)	Equipped	1	0	1	
Brass Knife	Carried	1	1	2	
Dagger	Carried	1	1	2	
TOTAL WEIGHT CARRIED/VALUE			33,66 / 81 gp lbs.		

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

MONEY	
Coin (Platinum Piece):	7[Belt Pouch]
Coin (Gold Piece):	1[Belt Pouch]
Total = 71 gp	

LANGUAGES	
Common, Polyglot	

Traits	
Buccaneer's Blood	[Paizo Publishing - Skull & Shackles Player's Guide, p.5]
One of your ancestors was an infamous Free Captain of the Shackles, whose very name struck fear in the hearts of those who sailed the seas in search of an honest living. Piracy is in your blood, and you've always longed to follow in your forebear's footsteps and plunder the shipping lanes. You gain a +1 trait bonus on Intimidate and Profession (sailor) checks. In addition, you gain a one-time +1 trait bonus to your Disrepute and Infamy scores (see "The Life of a Pirate" in Pathfinder Adventure Path #55 for details on the Infamy system). You went to a tavern called the Formidably Maid, a notorious pirate hangout in Port Peril, eager to start your career as a buccaneer. While you were there, however, a dashing and flirtatious corsair caught your eye, and after a whirlwind night of booze and romance, you found yourself beaten senseless and stuffed in a sack, carried off to who knows where.	
Hurricane Savvy	[Paizo Publishing, LLC - Pirates of the Inner Sea, p.15]
You are used to sailing in the terrible winds that roll out from the Eye of Abendego, and can apply the skills you've learned to any storm. You treat wind effects as one wind force category less than they actually are, both for any personal checks you must make and for any you make to captain or steer a ship.	

Special Attacks	
Channel Positive Energy (Su)	[Paizo Publishing, LLC - 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 12 Will save to halve the damage. You can use this ability 5 times per day.	

Special Qualities	
Aura of Chaos (Ex)	[Paizo Publishing, LLC - Core Rulebook]
You project a faint chaotic aura.	
Bonus Feat	[Paizo Publishing, LLC - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Orisons	[Paizo Publishing, LLC - Core Rulebook, p.41]
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.	
Seize the Initiative (Su)	[Paizo Publishing, LLC - Advanced Player's Guide, p.96]
Whenever you and your allies roll for initiative, you can grant one ally within 30 feet the ability to roll twice and take either result. This decision is made before results are revealed. You can use this ability 6 times per day.	
Skilled	[Paizo Publishing, LLC - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Spontaneous Casting	[Paizo Publishing, LLC - Core Rulebook, p.41]
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).	
Surge (Su)	[Paizo Publishing, LLC - Advanced Player's Guide, p.94]
As a standard action, you can cause a mighty wave to appear that pushes or pulls a single creature. Make a combat maneuver check against the target, using 4 as your CMB. If successful, you may pull or push the creature as if using the bull rush or drag combat maneuver. You can use this ability 6 times per day.	
Weapon and Armor Proficiency	[Paizo Publishing, LLC - Core Rulebook]
Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deity.	

Feats	
Opening Volley	[Paizo Publishing, LLC - Ultimate Combat, p.112]
Whenever you deal damage with a ranged attack, you gain a +4 circumstance bonus on the next melee attack roll you make against the opponent. This attack must occur before the end of your next turn.	
Weapon Finesse	[Paizo Publishing, LLC - Core Rulebook, p.136]
With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.	

DOMAINS	
Oceans Subdomain	
Tactics Subdomain	

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

TEMPLATES	

Cleric Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Bleed <i>School:</i> Necromancy <i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.	DC: 13, Will negates SR: Yes	1 standard action	Instantaneous	Close (25 ft.)	V, S	CR: p.249 Caster Level:1 Concentration:+4
Create Water <i>School:</i> Conjuraction (Creation) [Water] <i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.	SR: No	1 standard action	Instantaneous	Close (25 ft.)	V, S	CR: p.262 Caster Level:1 Concentration:+4
Detect Magic <i>School:</i> Divination <i>Effect:</i> You detect magical auras.	SR: No	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S	CR: p.267 Caster Level:1 Concentration:+4
Detect Poison <i>School:</i> Divination <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.	SR: No	1 standard action	Instantaneous	Close (25 ft.)	V, S	CR: p.268 Caster Level:1 Concentration:+4
Guidance <i>School:</i> Divination <i>Effect:</i> This spell imbues the subject with a touch of divine guidance.	DC: 13, Will negates (harmless) SR: Yes	1 standard action	1 minute or until discharged	Touch	V, S	CR: p.292 Caster Level:1 Concentration:+4
Light <i>School:</i> Evocation [Light, WoodSchool] <i>Effect:</i> This spell causes a touched object to glow like a torch.	SR: No	1 standard action	10 minutes	Touch	V, M/DF	CR: p.304 Caster Level:1 Concentration:+4
Mending <i>School:</i> Transmutation [MetalSchool] <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.	DC: 13, Will negates (harmless, object) SR: Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	CR: p.312 Caster Level:1 Concentration:+4
Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.	DC: 13, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	10 ft.	V, S	CR: p.328 Caster Level:1 Concentration:+4
Read Magic <i>School:</i> Divination <i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.	SR: DC: 13, Will negates (harmless)	1 standard action	10 minutes	Personal	V, S, F	CR: p.330 Caster Level:1 Concentration:+4
Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	CR: p.334 Caster Level:1 Concentration:+4
Spark <i>School:</i> Evocation, FireSchool [Fire] <i>Effect:</i> Ignites flammable objects.	DC: 13, Fortitude negates (object) SR: Yes (object)	1 standard action	Instantaneous	Close (25 ft.)	V or S	APG: p.246 Caster Level:1 Concentration:+4
Stabilize <i>School:</i> Conjuraction (Healing) <i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.	DC: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	Instantaneous	Close (25 ft.)	V, S	CR: p.348 Caster Level:1 Concentration:+4
Virtue <i>School:</i> Transmutation <i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.	SR: Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF	CR: p.365 Caster Level:1 Concentration:+4

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
Abundant Ammunition <i>School:</i> Conjuraction (Summoning) <i>Effect:</i> Replaces nonmagical ammunition every round.	SR: No	1 standard action	1 minutes		V, S, M/DF (a single piece of ammunition) Caster Level:1	UC: p.222 Concentration:+4
Air Bubble <i>School:</i> Conjuraction <i>Effect:</i> Creates a small pocket of air around your head or an object.	DC: 14, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minutes	Touch	S, M/DF (a small bladder filled with air) Caster Level:1	UC: p.222 Concentration:+4
Ant Haul <i>School:</i> Transmutation <i>Effect:</i> Triples carrying capacity of a creature.	DC: 14, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	2 hours	Touch	V, S, M/DF (a small pulley) Caster Level:1	APG: p.202 Concentration:+4
Bane <i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting, Emotion] <i>Effect:</i> Bane fills your enemies with fear and doubt.	DC: 14, Will negates SR: Yes	1 standard action	1 minutes	50 ft.	V, S, DF Caster Level:1	CR: p.246 Concentration:+4
Bless <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Bless fills your allies with courage.	SR: Yes (harmless)	1 standard action	1 minutes	50 ft.	V, S, DF Caster Level:1	CR: p.249 Concentration:+4
Bless Water <i>School:</i> Transmutation [Good] <i>Effect:</i> This transmutation imbues a flask of water with positive energy, turning it into holy water.	DC: 14, Will negates (object) SR: Yes (object)	1 minute	Instantaneous	Touch	V, S, M Caster Level:1	CR: p.249 Concentration:+4
Cause Fear <i>School:</i> Necromancy [Fear, Mind-Affecting, Emotion] <i>Effect:</i> The affected creature becomes frightened.	DC: 14, Will partial SR: Yes	1 standard action	1d4 rounds or 1 round; see text	Close (25 ft.)	V, S Caster Level:1	CR: p.252 Concentration:+4
Command <i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.	DC: 14, Will negates SR: Yes	1 standard action	1 round	Close (25 ft.)	V Caster Level:1	CR: p.256 Concentration:+4
Compel Hostility <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Compels opponents to attack you instead of your allies.	DC: 14, see text SR: see text	1 standard action	1 rounds	Personal	V, S, M (a drop of your blood) Caster Level:1	UC: null Concentration:+4
Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.	SR: DC: 14, Will half (harmless); see text	1 standard action	10 minutes	Personal	V, S, M/DF Caster Level:1	CR: p.258 Concentration:+4
Cure Light Wounds <i>School:</i> Conjuraction (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+1 points of damage.	SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S Caster Level:1	CR: p.263 Concentration:+4
Curse Water <i>School:</i> Necromancy [Evil] <i>Effect:</i> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water.	DC: 14, Will negates (object) SR: Yes (object)	1 minute	Instantaneous	Touch	V, S, M Caster Level:1	CR: p.263 Concentration:+4
Dancing Lantern <i>School:</i> Transmutation, FireSchool [Fire, Light] <i>Effect:</i> Animates a lantern that follows you.	SR: No	1 standard action	1 hours [D]	Touch	V, S, F (a lantern) Caster Level:1	APG: p.214 Concentration:+4
Deadeye's Lore <i>School:</i> Divination <i>Effect:</i> Gain a +4 bonus on Survival and move full speed while tracking.	SR:	1 round	1 hours	Personal	V, S Caster Level:1	UC: p.227 Concentration:+4

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐ Deathwatch		1 standard action	10 minutes	30 ft.	V, S	CR: p.265
<i>School:</i> Necromancy	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range.						
☐☐☐☐☐ Decompose Corpse		1 standard action	Instantaneous or 1 minute; see text	Touch	V, S, M	UM: p.216
<i>School:</i> Necromancy	<i>SR:</i> Yes (object)	<i>Target:</i> One corpse or corporeal undead			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Turn corpse into clean skeleton.						
☐☐☐☐☐ Detect Chaos		1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	CR: p.266
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> You can sense the auras of chaotic creatures.						
☐☐☐☐☐ Detect Evil		1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	CR: p.266
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> You can sense the presence of evil.						
☐☐☐☐☐ Detect Good		1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	CR: p.267
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> You can sense the presence of good.						
☐☐☐☐☐ Detect Law		1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	CR: p.267
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> You can sense the auras of lawful creatures.						
☐☐☐☐☐ Detect Undead		1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S, MDF	CR: p.269
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> You can detect the aura that surrounds undead creatures.						
☐☐☐☐☐ Diagnose Disease		1 standard action	Instantaneous	Close (25 ft.)	V, S	UM: p.216
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Detect and identify diseases.						
☐☐☐☐☐ Divine Favor		1 standard action	1 minute	Personal	V, S, DF	CR: p.273
<i>School:</i> Evocation	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls.						
☐☐☐☐☐ Doom		1 standard action	1 minutes	Medium (110 ft.)	V, S, DF	CR: p.274
<i>School:</i> Necromancy [Fear, Mind-Affecting, Emotion]	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.						
☐☐☐☐☐ Endure Elements		1 standard action	24 hours	Touch	V, S	CR: p.277
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.						
☐☐☐☐☐ Entropic Shield		1 standard action	1 minutes [D]	Personal	V, S	CR: p.278
<i>School:</i> Abjuration	<i>SR:</i>	<i>Target:</i> You			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.						
☐☐☐☐☐ Forbid Action		1 standard action	1 round	Close (25 ft.)	V	UM: p.220
<i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One creature			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Target obeys your command to not do something.						
☐☐☐☐☐ Gorum's Armor		1 standard action	10 minutes	Touch	V, S, M	ISWG: p.294
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> One suit of metal armor or one metal shield			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> 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.						
☐☐☐☐☐ Hide from Undead		1 standard action	10 minutes [D]	Touch	V, S, DF	CR: p.296
<i>School:</i> Abjuration	<i>SR:</i> Yes	<i>Target:</i> 1 creatures touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Undead cannot see, hear, or smell creatures warded by this spell.						
☐☐☐☐☐ Infernal Healing		1 round	1 minute	Touch	V, S, M	ISWG: p.295
<i>School:</i> Conjuration (Healing) [Evil]	<i>SR:</i> Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Anoint a wounded creature with devil's blood or unholy water giving it fast healing 1. Does not repair silver or good damage. Target detects as evil for the duration.						
☐☐☐☐☐ Inflict Light Wounds		1 standard action	Instantaneous	Touch	V, S	CR: p.300
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 1d8+1 points of damage.						
☐☐☐☐☐ Know the Enemy		1 minute	Instantaneous	Personal	V, S, DF	UM: p.226
<i>School:</i> Divination	<i>SR:</i> No	<i>Target:</i> You			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Gain +10 on a monster Knowledge check.						
☐☐☐☐☐ Liberating Command		1 immediate action	instantaneous	Close (25 ft.)	V	UC: p.233
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless)	<i>Target:</i> one creature			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Target makes an Escape Artist check as an immediate action and gains a bonus on it.						
☐☐☐☐☐ Magic Stone		1 standard action	30 minutes or until discharged	Touch	V, S, DF	CR: p.310
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> Up to three pebbles touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> 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.						
☐☐☐☐☐ **Magic Weapon		1 standard action	1 minutes	Touch	V, S, DF	CR: p.310
<i>School:</i> Transmutation [MetalSchool]	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> Weapon touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.						
☐☐☐☐☐ Magic Weapon		1 standard action	1 minutes	Touch	V, S, DF	CR: p.310
<i>School:</i> Transmutation [MetalSchool]	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> Weapon touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.						
☐☐☐☐☐ Moment of Greatness		1 standard action	1 minutes or until discharged	50ft.	V, S, MDF (rabbit fur)	UC: p.237
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes (harmless)	<i>Target:</i> The caster and allies within a 50-ft. burst centered on the caster			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Doubles a morale bonus.						
☐☐☐☐☐ Murderous Command		1 standard action	1 round	Close (25 ft.)	V	UM: p.230
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	<i>SR:</i> Yes	<i>Target:</i> One living creature			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Target is compelled to kill its ally.						
☐☐☐☐☐ **Obscuring Mist		1 standard action	1 minutes [D]	20 ft.	V, S	CR: p.317
<i>School:</i> Conjuration, WaterSchool (Creation)	<i>SR:</i> No	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.						
☐☐☐☐☐ Obscuring Mist		1 standard action	1 minutes [D]	20 ft.	V, S	CR: p.317
<i>School:</i> Conjuration, WaterSchool (Creation)	<i>SR:</i> No	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.						
☐☐☐☐☐ Protection from Evil		1 standard action	1 minutes [D]	Touch	V, S, MDF	CR: p.327
<i>School:</i> Abjuration [Good]	<i>SR:</i> No; see text	<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures.						
☐☐☐☐☐ Protection from Good		1 standard action	1 minutes [D]	Touch	V, S, MDF	CR: p.328
<i>School:</i> Abjuration [Evil]	<i>SR:</i> No; see text	<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures.						
☐☐☐☐☐ Protection from Law		1 standard action	1 minutes [D]	Touch	V, S, MDF	CR: p.328
<i>School:</i> Abjuration [Chaotic]	<i>SR:</i> No; see text	<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures.						
☐☐☐☐☐ Ray of Sickening		1 standard action	1 minutes	Close (25 ft.)	V, S, M	UM: p.234
<i>School:</i> Necromancy	<i>SR:</i> Yes	<i>Target:</i> Ray			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Ray makes the subject sickened.						
☐☐☐☐☐ Reinforce Armaments		1 standard action	10 minutes	Touch	V, S, MDF (a metal pin)	UC: p.241
<i>School:</i> Transmutation	<i>SR:</i> Yes (harmless, object)	<i>Target:</i> one armor suit or weapon touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> Temporarily mitigates the fragile quality in targeted weapon or armor.						
☐☐☐☐☐ Remove Fear		1 standard action	10 minutes; see text	Close (25 ft.)	V, S	CR: p.332
<i>School:</i> Abjuration	<i>SR:</i> Yes (harmless)	<i>Target:</i> 1 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<i>Effect:</i> You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes.						

* =Domain/Specialty Spell

Cleric Spells

<p>☐☐☐☐☐ Remove Sickness <i>School:</i> Conjuration (Healing) <i>Effect:</i> Suppress disease, nausea, and the sickened condition.</p>	<p>DC: 14, Fortitude negates (harmless) <i>SR:</i> Yes (harmless)</p>	<p>1 standard action 10 minutes; see text <i>Target:</i> One creature</p>	<p>Close (25 ft.)</p>	<p>V, S <i>Caster Level:</i>1</p>	<p>UM: p.234 <i>Concentration:</i>+4</p>
<p>☐☐☐☐☐ Restore Corpse <i>School:</i> Necromancy <i>Effect:</i> Skeletal corpse grows flesh.</p>	<p><i>SR:</i> No</p>	<p>1 standard action Instantaneous <i>Target:</i> Corpse touched</p>	<p>Touch</p>	<p>V, S <i>Caster Level:</i>1</p>	<p>UM: p.235 <i>Concentration:</i>+4</p>
<p>☐☐☐☐☐ Sanctify Corpse <i>School:</i> Evocation [Good] <i>Effect:</i> Prevent a corpse from becoming an undead creature.</p>	<p><i>SR:</i> No</p>	<p>1 standard action 24 hours <i>Target:</i> Corpse touched</p>	<p>Touch</p>	<p>V, S, DF, M <i>Caster Level:</i>1</p>	<p>UM: p.236 <i>Concentration:</i>+4</p>
<p>☐☐☐☐☐ Sanctuary <i>School:</i> Abjuration <i>Effect:</i> Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.</p>	<p>DC: 14, Will negates <i>SR:</i> No</p>	<p>1 standard action 1 rounds <i>Target:</i> Creature touched</p>	<p>Touch</p>	<p>V, S, DF <i>Caster Level:</i>1</p>	<p>CR: p.336 <i>Concentration:</i>+4</p>
<p>☐☐☐☐☐ Shield of Faith <i>School:</i> Abjuration <i>Effect:</i> This spell creates a shimmering, magical field around the target that averts and deflects attacks.</p>	<p>DC: 14, Will negates (harmless) <i>SR:</i> Yes (harmless)</p>	<p>1 standard action 1 minutes <i>Target:</i> Creature touched</p>	<p>Touch</p>	<p>V, S, M <i>Caster Level:</i>1</p>	<p>CR: p.342 <i>Concentration:</i>+4</p>
<p>☐☐☐☐☐ Summon Minor Monster <i>School:</i> Conjuration (Summoning) <i>Effect:</i> Summon 1d3 Tiny animals</p>	<p><i>SR:</i> No</p>	<p>1 round 1 rounds [D] <i>Target:</i> 1d3 summoned creatures</p>	<p>Close (25 ft.)</p>	<p>V, S, F/DF <i>Caster Level:</i>1</p>	<p>UM: p.241 <i>Concentration:</i>+4</p>
<p>☐☐☐☐☐ Summon Monster I <i>School:</i> Conjuration (Summoning) <i>Effect:</i> This spell summons an extraplanar creature.</p>	<p><i>SR:</i> No</p>	<p>1 round 1 rounds [D] <i>Target:</i> One summoned creature</p>	<p>Close (25 ft.)</p>	<p>V, S, F/DF <i>Caster Level:</i>1</p>	<p>CR: p.350 <i>Concentration:</i>+4</p>
<p>☐☐☐☐☐ Sun Metal <i>School:</i> Transmutation [Fire] <i>Effect:</i> Weapon touched bursts into flames.</p>	<p>DC: 14, Fortitude negates (object) <i>SR:</i> Yes (object)</p>	<p>1 standard action 1 rounds [see text] <i>Target:</i> one melee weapon</p>	<p>Touch</p>	<p>V, S <i>Caster Level:</i>1</p>	<p>UC: p.245 <i>Concentration:</i>+4</p>
<p>☐☐☐☐☐ Unbreakable Heart <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Creature gains +4 morale bonus on saves against mind-affecting effects that rely on negative emotions or that would force him to harm an ally. Suppresses such effects already in place.</p>	<p>DC: 14, Will negates (harmless) <i>SR:</i> Yes (harmless)</p>	<p>1 standard action 1 rounds <i>Target:</i> One creature</p>	<p>Close (25 ft.)</p>	<p>V, S <i>Caster Level:</i>1</p>	<p>ISWG: p.296 <i>Concentration:</i>+4</p>

* =Domain/Speciality Spell

Spellbook: Prepared Spells

Cleric

Level 0

- Create Water (DC:)
- Purify Food and Drink (DC:13)
- Virtue (DC:)

Level 1

- Air Bubble (DC:14)
- *Magic Weapon (DC:14)
- Remove Sickness (DC:14)

Bulizama



Human (Bonuwat)

RACE

20

AGE

Femelle

GENDER

VISION

Chaotic Neutral

ALIGNMENT

Droite

DOMINANT HAND

5' 0"

HEIGHT

120 lbs.

WEIGHT

Brown

EYE COLOUR

Dark

SKIN COLOUR

Dark, bandana on top of long hair

HAIR

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

The Shackles

REGION

Description:

Biography: