

Zuhani

Character Name

Paladin (Hospitaller) 4

CLASS

Vincent

Player Name

Human (Garundi) / Humanoid

RACE

Sarenrae

Deity

Medium / 5 ft.

SIZE / FACE

Katapesh

Region

5' 7" / 160 lbs.

HEIGHT / WEIGHT

Lawful Good

Alignment

93504-5

CHARACTER ID

Silver Crusade

Faction



4 (3)

Character Level (CR)

9 / 12

EXP/NEXT LEVEL

18

AGE

Male

GENDER

Black

EYES

White, short

HAIR

FACTION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2		
DEX Dexterity	9	-1	9	-1		
CON Constitution	12	+1	12	+1		
INT Intelligence	14	+2	14	+2		
WIS Wisdom	12	+1	12	+1		
CHA Charisma	18	+4	18	+4		

HP hit points	36	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	21	21	9	10	10	2	-1	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR	SHIELD	STAT	SIZE	NATURAL

INITIATIVE modifier	-1	-1	+0	MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST		ACID RESIST		COLD RESIST		ELECT. RESIST		FIRE RESIST	
TOTAL		DEX MODIFIER	MISC MODIFIER	MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST		ACID RESIST		COLD RESIST		ELECT. RESIST		FIRE RESIST	

Encumbrance	Medium (rules applied)
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+9	+4	+1	+0	+4	+0	
REFLEX (dexterity)	+4	+1	-1	+0	+4	+0	
WILL (wisdom)	+9	+4	+1	+0	+4	+0	

MELEE attack bonus	+6	+4	+2	+0	+0	+0	
RANGED attack bonus	+3	+4	-1	+0	+0	+0	
CMB attack bonus	+6	+4	+2	+0			

CMB	+6	+6	+6	+6	+6	+6
CMD	15	15	15	15	15	15

UNARMED (lethal or nonlethal)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+2	20/x2	5 ft.

*+1 Scimitar (Consecrated)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	Primary	M	18-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+7	1d6+3	2W-P-(OH)	+1	1d6+3	
1H-O	+3	1d6+2	2W-P-(OL)	+3	1d6+3	
2H	+7	1d6+4	2W-OH	-3	1d6+2	

Special Properties: Consecrated Weapon, Channel Smite (1/2 dmg) when charged, on next hit

*Darkwood Shield (Sanctified)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped		M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+6		1d4+2				

Special Properties: 10 hp/inch, hardness 5, Adds +1 sacred/profane bonus when charged

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

Special Properties: 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.

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

TOTAL SKILLPOINTS: 20										MAX RANKS: 4/4									
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER													

✓ Acrobatics	DEX	-2	=	-1		+	-1								
✓ Acrobatics (Jump)	DEX	-6	=	-1		+	-5								
✓ Appraise	INT	6	=	2		+	4								
✓ Bluff	CHA	8	=	4		+	4								
✓ Climb	STR	3	=	2		+	1								
✓ Craft (Untrained)	INT	6	=	2		+	4								
✓ Diplomacy	CHA	11	=	4		+ 4	+ 3								
✓ Disable Device	DEX	3	=	-1		+ 4									
✓ Disguise	CHA	4	=	4											
✓ Escape Artist	DEX	-6	=	-1		+ -5									
✓ Fly	DEX	-6	=	-1		+ -5									
✓ Handle Animal	CHA	9	=	4		+ 2	+ 3								
✓ Heal	WIS	1	=	1											
✓ Intimidate	CHA	4	=	4											
✓ Knowledge (Religion)	INT	9	=	2		+ 4	+ 3								
✓ Knowledge (Untrained)	INT	2	=	2											
Linguistics(Abyssal, Ignan, Infernal, Polyglot)	INT	6	=	2		+ 4									
✓ Perception	WIS	5	=	1		+ 4									
✓ Perform (Untrained)	CHA	8	=	4		+ 4									
✓ Profession (Farmer)	WIS	6	=	1		+ 2	+ 3								
✓ Profession (Untrained)	WIS	1	=	1											
✓ Ride	DEX	-2	=	-1		+ -1									
✓ Sense Motive	WIS	8	=	1		+ 4	+ 3								
✓ Sleight of Hand	DEX	3	=	-1		+ 4									
✓ Spellcraft	INT	9	=	2		+ 4	+ 3								
✓ Stealth	DEX	-2	=	-1		+ -1									
✓ Survival	WIS	5	=	1		+ 4									
✓ Swim	STR	1	=	2		+ -1									
✓ Untrained Charisma	CHA	4	=	4											
✓ Untrained Dexterity	DEX	-1	=	-1											
✓ Untrained Intelligence	INT	2	=	2											
✓ Untrained Strength	STR	2	=	2											
✓ Untrained Wisdom	WIS	1	=	1											
✓ Use Magic Device	CHA	8	=	4		+ 4									
			=												
			=												

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

Conditional Skill Modifiers:

[] +2 bonus on all saves made to resist compulsion spells, spell-like abilities and effects (Ascendance Day Cloak).
+1 bonus to Diplomacy with members of the character's faction

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+1 Full Plate	Heavy	+10	+1	-5	35
*Darkwood Shield (Sanctified)	Heavy	+2		+0	0
10 hp/inch, hardness 5, Adds +1 sacred/profane bonus when charged					

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

Lay on Hands

Uses per Day

Lay on Hands (Su): You can heal wounds (your own or those of others) by touch. Each day you can use this ability 6 times per day. With one use of this ability, you can heal 2d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 2d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

Smite Evil

Uses per day

Smite Evil (Su): You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +4 to your attack rolls and +4 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +8. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +4 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability. [Paizo Inc. - Advanced Player's Guide, p.60]

Flail (Cold Iron)			HAND	TYPE	SIZE	CRITICAL	REACH
			Equipped	B	M	20/x2	5 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+6	1d8+2	2W-P-(OH)	+0		1d8+2	
1H-O	+2	1d8+1	2W-P-(OL)	+2		1d8+2	
2H	+6	1d8+3	2W-OH	-4		1d8+1	

Special Properties: Bonus to disarm an enemy (pg. 144), May be used to make trip attacks (pg.145), 30 hp/inch, hardness 10

Sap			HAND	TYPE	SIZE	CRITICAL	REACH
			Equipped	B	M	20/x2	5 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+6	1d6+2	2W-P-(OH)	+0		1d6+2	
1H-O	+2	1d6+1	2W-P-(OL)	+2		1d6+2	
2H	+6	1d6+2	2W-OH	-2		1d6+1	

Special Properties: Deals nonlethal damage (pg. 145)

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	5 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+6	1d4+2	2W-P-(OH)	+0		1d4+2	
1H-O	+2	1d4+1	2W-P-(OL)	+2		1d4+2	
2H	+6	1d4+2	2W-OH	-2		1d4+1	
TH	10 ft. +3	20 ft. +1	30 ft. -1	40 ft. -3	50 ft. -5		
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2		

Sling			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	B	M	20/x2	5 ft.
Range: 30 ft.		To Hit: +3	Damage: 1d4+2				
TH	50 ft. +3	100 ft. +1	150 ft. -1	200 ft. -3	250 ft. -5		
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2		
TH	300 ft. -7	350 ft. -9	400 ft. -11	450 ft. -13	500 ft. -15		
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2		

*Gauntlet			HAND	TYPE	SIZE	CRITICAL	REACH
			Equipped	B	M	20/x2	5 ft.
To Hit		Dam	To Hit		Dam		
1H-P	+6	1d3+2	2W-P-(OH)	+0		1d3+2	
1H-O	+2	1d3+1	2W-P-(OL)	+2		1d3+2	
2H	+6	1d3+2	2W-OH	-2		1d3+1	

EQUIPMENT		LOCATION	QTY	WT / COST
+1 Scimitar (Consecrated)	Consecrated Weapon, Channel Smite (1/2 dmg) when charged, on next hit	Equipped	1	4 / 2,465
+1 Full Plate		Equipped	1	50 / 2,650
Darkwood Shield (Sanctified)	10 hp/inch, hardness 5, Adds +1 sacred/profane bonus when charged	Equipped	1	5 / 357
Holy Symbol (Iron)		Equipped	1	1 / 5
Backpack, Masterwork		Equipped	1	4 / 50
Holy Text (Cheap)	30 lbs., 1 Holy Text (Cheap), 1 Holy Water (Flask), 1 Rope (Silk/50 ft.), 2 Sunrod, 1 Waterskin (Filled), 1 Healer's Kit, 4 Rations (Trail/Per Day), 1 Blanket, 1 Flail (Cold Iron), 1 Sap, 1 Traveler's Any-Tool	Backpack, Masterwork	1	1 / 1
Holy Water (Flask)	A small, light book with no illustrations, printed or written on thin paper, and with a cover made of canvas or thin leather.	Backpack, Masterwork	1	1 / 25
Rope (Silk/50 ft.)	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.	Backpack, Masterwork	1	5 / 10
Sunrod	4 hp, DC 24 Strength check to burst	Backpack, Masterwork	2	1 (2) / 2 (4)
Wand of Cure Light Wounds	Bright Illumination: 30 ft., Duration: 6 hr., Shadowy Illumination: 60 ft.	Wrist Sheath, Spring Loaded	1	0.1 / 645
Waterskin (Filled)		Backpack, Masterwork	1	4 / 1
Healer's Kit		Backpack, Masterwork	1	1 / 50
Rations (Trail/Per Day)		Backpack, Masterwork	4	1 (4) / 0.5 (2)
Blanket		Backpack, Masterwork	1	3 / 0.5
Flail (Cold Iron)		Backpack, Masterwork	1	5 / 16
Sap	Bonus to disarm an enemy (pg. 144), May be used to make trip attacks (pg.145), 30 hp/inch, hardness 10	Backpack, Masterwork	1	2 / 1
Traveler's Any-Tool	Deals nonlethal damage (pg. 145)	Backpack, Masterwork	1	2 / 250
Shield Sconce		Equipped	1	0.5 / 1
TOTAL WEIGHT CARRIED/VALUE			108.56 lbs.	8,625.6gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Shining Wayfinder	This metal frame holds a torch and is designed to be strapped to the front of a light, heavy, or tower shield, allowing you to carry a torch without giving up your shield or occupying your weapon hand.	Equipped	1 / 2,000
Climber's Kit	light and detect evil at will, protection from evil 1/day, +2 competence to Survival (avoid becoming lost), can contain an ioun stone	Equipped	1 / 5 / 80
Wrist Sheath, Spring Loaded	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	Equipped	1 / 5
Wrist Sheath, Spring Loaded	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.	Equipped	1 / 5
Bullets, Sling (10)		Equipped	1 / 5 / 0.1
Dagger		Carried	1 / 2
Sling		Carried	1 / 0 / 0
Gauntlet		Equipped	1 / 0 / 0
TOTAL WEIGHT CARRIED/VALUE		108.56 lbs.	8,625.6gp

WEIGHT ALLOWANCE			
Light	66	Medium	133
Lift over head	200	Lift off ground	400
		Heavy	200
		Push / Drag	1000

MONEY	
Total=	0 gp [Unspent Funds = 1,580.4 gp]

MAGIC	
Languages	
Abyssal, Celestial, Common, Ignan, Infernal, Kelish, Osiriani, Polygot	

Other Companions	

Archetypes	
Hospitaller	[Paizo Inc. - Advanced Player's Guide, p.116]
Paladins are known for their charity and for tending to the sick. The hospitaller takes to this calling above all others, spending much of her time healing the poor, and giving aid and succor to those in need. The hospitaller has the following class features.	

Traits	
Blessed Touch	[Paizo Publishing - Champions of Purity, p.7]
You may have been raised in a devout family, studied the divine in a formal church environment, or even learned how to combine traditional healing techniques with those of divine casters. In so doing, you have focused yourself into being the perfect vessel for your deity. Divine power flows through you like a mountain stream, making your healing touch more potent than that of others. You heal 1 additional point of damage when using lay on hands, channeling energy, or casting a cure spell.	
Flame of the Dawnflower (Sarenrae)	[Paizo Inc. - Advanced Player's Guide, p.333]
You have been raised to view yourself as a blade in Sarenrae's service, or you have taken that duty on for yourself. Whenever you score a critical hit with a scimitar, you deal an additional 2 points of fire damage to your target.	

Special Attacks	
Smite Evil (Su)	[Paizo Inc. - Advanced Player's Guide, p.60]
You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +4 to your attack rolls and +4 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +8. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +4 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.	

Special Qualities	
Ascendance Day Cloak	[Paizo Inc. - PFS Ascendance Day]
[] You distinguished yourself in one or more of the competitions held in honor of Iomedae's ascension, earning you a white cloak modeled after the goddess's own. For one scenario, while wearing this cloak or carrying it displayed prominently, you gain a +2 bonus on all saving throws made to resist compulsion spells, spell-like abilities, and effects. In addition, the cloak acts as a phylactery of faithfulness, though it only works to warn the character about actions that would adversely affect one of lawful good alignment and one's standing with Iomedae. At the end of the scenario, the magic fades from the cloak, and it becomes a mundane keepsake of Ascendance Day.	
Aura of Courage (Su)	[Paizo Inc. - Core Rulebook, p.61]

You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Good (Ex) [Paizo Inc. - Core Rulebook]

You project a moderate good aura.

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

Humans select one extra feat at 1st level.

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

You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 14 Will save to halve the damage. You can use this ability 7 times per day.

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

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

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

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

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

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

Lay on Hands (Su) [Paizo Inc. - Core Rulebook, p.61]

You can heal wounds (your own or those of others) by touch. Each day you can use this ability 6 times per day. With one use of this ability, you can heal 2d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 2d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

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

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

Prestige Awards

Current Prestige Points (6x) [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.22]

The character has 6 current prestige points.

Fame (16x) [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.9]

The character has accumulated 16 Fame. He has a +1 to Diplomacy with members of his faction. Maximum Item Cost: 48000 gp

Beacon of Good (Silver Faction) [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.

Free purchase up to 750 gp [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.3]

Free purchase up to 750 gp (2 PP)

Retraining (5x) [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.10]

The character has spent prestige points to retrain.

The Cost of Beneficence (Silver Faction) [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).

When you gain a level in a favored class, you gain both +1 hit point and +1 skill rank instead of choosing either one or the other benefit or you can choose an alternate class reward.



Improved Improvisation [Paizo Inc. - Advanced Race Guide, p.77]

You are masterful in your improvisation.

Your nonproficiency penalty with weapons, armor, and shields is halved. The bonus on all skill checks for skills you have no ranks in increases.

Improvisation [Paizo Inc. - Advanced Race Guide, p.77]

You can figure out how to do almost anything.

You gain a +4 bonus on all skill checks for skills you have no ranks in. Furthermore, you can use all skills designated trained onlyuntrained.

PFS Chronicles

Pathfinder Module Master of the Fallen Fortress (Subtier 1) [Paizo Inc. - Pathfinder Society Chronicle Sheets]

PFS Scenario #2-02 Before the Dawn, Part II: Rescue at Azlant Ridge (Subtier 1-2) [Paizo Inc. - Pathfinder Society Chronicle Sheets]

PFS Scenario #3-23 The Goblinlood Dead (Subtier 1-2) [Paizo Inc. - Pathfinder Society Chronicle Sheets]

PFS Scenario #3-25 Storming the Diamond Gate (Subtier 3-4) [Paizo Inc. - Pathfinder Society Chronicle Sheets]

PFS Scenario #4-02 In Wrath's Shadow (Subtier 3-4) [Paizo Inc. - Pathfinder Society Chronicle Sheets]

PFS Scenario #4-19 The Night March of Kalkamedes (Subtier 4-5) [Paizo Inc. - Pathfinder Society Chronicle Sheets]

PFS Scenario #8-01 Portent's Peril (Subtier 1-2) [Paizo Inc. - Pathfinder Society Chronicle Sheets]

PFS Special Ascendance Day [Paizo Inc. - Pathfinder Society Chronicle Sheets]

PFS Boons

Gift of the Ghael (Subtier 4-5) [Paizo Inc. - PFS Scenario #4-19]

Sulianna the Luminescent, an azata whom you rescued, owes you a debt and has granted you a fraction of her power. You may use one of the following as a spell-like ability once, using your character level as your caster level. After using this boon, cross it off your Chronicle sheet. You may case continual flame, dispel magic, lesser globe of invulnerability, or restoration. (Usable once only)

Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battle Poi, Battleaxe, Bayonet, Bec de Corbin, Bill, Blade Boot, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Combat Scabbard, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Flambard, Gaff, Garrote, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Hanbo, Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhoka, Rhomphaia, Rock, Rope Gauntlet, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspike, Sibot, Sickle, Sling, Sling Glove, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Stingchuck, Switchblade Knife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Syringe spear, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Feats

Fast Learner [Paizo Inc. - Advanced Race Guide, p.77]

Your progress gains extra versatility.

Class Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Detect Evil	Divination	1 standard action	Concentration, up to 40 minutes [D]	60 ft.	CR:p.266
<p>[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras [creatures, objects, or spells] in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming [see below], and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or [in the case of a cleric] class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two. Lingering Aura: An evil aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a creature or magic item]. If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]</p>					

*=Domain/Specialty Spell

Wayfinder Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Detect Evil	Divination	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	CR:p.266
<p>[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras [creatures, objects, or spells] in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming [see below], and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or [in the case of a cleric] class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two. Lingering Aura: An evil aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a creature or magic item]. If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingering Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]</p>					

Name	School	Time	Duration	Range	Source
At Will Light	Evocation [Light, WoodSchool]	1 standard action	50 minutes	Touch	CR:p.304
<p>[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]</p>					

Name	School	Time	Duration	Range	Source
□ Protection from Evil	Abjuration [Good]	1 standard action	5 minutes [D]	Touch	CR:p.327
<p>[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the subject immediately receives another saving throw [if one was allowed to begin with] against any spells or effects that possess or exercise mental control over the creature [including enchantment [charm] effects and enchantment [compulsion] effects]. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force [such as a ghost or spellcaster using magic jar], but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion. Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature. [SR:No; see text; DC:11, Will negates [harmless]]</p>					

*=Domain/Specialty Spell

Paladin Spells

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

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

Name	School	Time	Duration	Range	Source
□□□□□ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes	50 ft.	CR:p.249
<p>[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)]</p>					
□□□□□ Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.249
<p>[V, S, M] TARGET: Flask of water touched; EFFECT: This transmutation imbues a flask [1 pint] of water with positive energy, turning it into holy water. [SR:Yes (object); DC:15, Will negates (object)]</p>					
□□□□□ Bless Weapon	Transmutation	1 standard action	1 minutes	Touch	CR:p.250
<p>[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]</p>					
□□□□□ Bowstaff	Transmutation	1 swift action	1 rounds [D]	Personal	UC:p.224
<p>[V] TARGET: one weapon [bow]; EFFECT: The bow that is touched takes on the rigidity and toughness of forged steel, allowing it to be used as a melee weapon. The spell allows a shortbow to be used as a club or a longbow to be used as a quarterstaff, although the bow retains its normal hit points and hardness. The bow's enhancement bonus, if any, applies on melee attack and damage rolls. Additional weapon special weapon qualities also apply to melee attacks if such qualities can be added to a melee weapon. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</p>					
□□□□□ Challenge Evil	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes [D]	Close (25 ft.)	APG:p.210
<p>[V, DF] TARGET: one evil creature; EFFECT: You challenge an evil creature to bring the fight to you, or suffer the consequences. You gain a +2 sacred bonus on all melee attacks against the subject of the spell. At the end of its turn, if the target has not made at least one attack on you, it becomes sickened. If you move away from the target, the spell ends. [SR:Yes; DC:15, Will negates]</p>					
□□□□□ Compel Hostility	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds	Personal	UC:p.226
<p>[V, S, M] TARGET: You; EFFECT: Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion. A summoner casting this spell can choose his eidolon as the target of the spell. [SR:see text; DC:15, see text]</p>					
□□□□□ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.262
<p>[V, S] TARGET: Up to 2 gallons of water; EFFECT: This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed. Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:No]</p>					
□□□□□ Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
<p>[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]</p>					
□□□□□ Detect Poison	Divination	1 standard action	Instantaneous	Close (25 ft.)	CR:p.268
<p>[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]</p>					
□□□□□ Detect Undead	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.269
<p>[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of undead auras. 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming [see below], and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below. Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power, as given on the table below. HD Strength Lingering Aura Duration 1 or lower Faint 1d6 rounds 2-4 Moderate 1d6 minutes 5-10 Strong 1d6 x 10 minutes 11 or higher Overwhelming 1d6 days Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]</p>					
□□□□□ Diagnose Disease	Divination	1 standard action	Instantaneous	Close (25 ft.)	UM:p.216
<p>[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area carries any sort of disease or infestation [including molds, slimes, and similar hazards], or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]</p>					
□□□□□ Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
<p>[V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have [at least +1, maximum +3]. The bonus doesn't apply to spell damage.</p>					
□□□□□ Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
<p>[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. [SR:Yes (harmless); DC:15, Will negates (harmless)]</p>					

*=Domain/Specialty Spell

Paladin Spells

☐☐☐☐☐	Ghostbane Dirge	Transmutation	1 standard action	1 rounds	Close (25 ft.)	APG:p.225
[V, S, M/DF]	TARGET: one incorporeal creature; EFFECT: The target coalesces into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature takes half damage [50%] from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects. [SR:Yes; DC:15, Will negates]					
☐☐☐☐☐	Grace	Abjuration	1 swift action	see text	Personal	APG:p.226
[V]	TARGET: You; EFFECT: Until the end of your turn, your movement does not provoke attacks of opportunity.					
☐☐☐☐☐	Hero's Defiance	Conjuration (Healing)	1 immediate action	Instantaneous	Personal	APG:p.226
[V]	TARGET: You; EFFECT: The instant before you are reduced to 0 or fewer hit points, you can expend a use of your lay on hands ability to heal yourself as if you had used lay on hands, plus an additional 1d6 hit points. If this healing brings your hit point total above 0 hit points, you do not fall, and may continue to act. If you have no more uses of lay on hands this spell has no effect.					
☐☐☐☐☐	Honeyed Tongue	Transmutation	1 standard action	10 minutes	Personal	APG:p.228
[V, M/DF]	TARGET: You; EFFECT: This spell augments your diplomacies. While under the effects of spell, you roll two dice each time you make a Diplomacy check to change a creature's attitude, taking the highest roll. If this results in a roll low enough to reduce the creature's attitude by a step, that creature gets some clue that you are manipulating it with a spell. Alternatively you can cast this spell before making a Diplomacy check to gather information, gaining a +5 competence bonus on the check.					
☐☐☐☐☐	Horn of Pursuit	Evocation [Sonic]	1 standard action	1 round	Personal	UM:p.223
[S]	TARGET: 3 peals of a horn; EFFECT: You create the sound of a large hunting horn, blowing up to three notes as loud as a roaring dragon. These notes can be heard up to 2 miles away in typical outdoor conditions. You can make these sounds at any point during the spell's duration as a free action, and each sounding can be short or long, allowing you to send very simple coded messages. [SR:No]					
☐☐☐☐☐	Knight's Calling	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (25 ft.)	APG:p.230
[V, DF]	TARGET: one creature; EFFECT: You compel an enemy to come and fight you. On its turn, the target moves its speed toward you, avoiding any other dangers along its path [including any movement that would provoke attacks of opportunity]. The target may do nothing but move on its turn. If the target ends its move adjacent to you, you can make an attack of opportunity against the target. [SR:Yes; DC:15, Will negates]					
☐☐☐☐☐	Know the Enemy	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF]	TARGET: You; EFFECT: You commune with the divine, reflecting on one type of creature you encountered in the last day. You may make a Knowledge check regarding that creature type with a +10 insight bonus. [SR:No]					
☐☐☐☐☐	Liberating Command	Transmutation	1 immediate action	instantaneous	Close (25 ft.)	UC:p.233
[V]	TARGET: one creature; EFFECT: If the target is bound, grappled, or otherwise restrained, he may make an Escape Artist check to escape as an immediate action. He gains a competence bonus on this check equal to twice your caster level 20. This spell has no effect if the target could not get free by using the Escape Artist skill [for example, if he were under the effects of a hold person spell or paralyzed by Strength damage]. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐	Litany of Sloth	Enchantment (Compulsion) [Language-Dependent]	swift action	1 round	Close (25 ft.)	UC:p.235
[V, S, DF]	TARGET: one creature; EFFECT: With a litany against the wages of sloth, you slow the target's defenses. The target cannot make attacks of opportunity or cast spells defensively. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title. [SR:Yes; DC:15, Will negates]					
☐☐☐☐☐	Longshot	Transmutation	1 standard action	1 minutes	Personal	UC:p.236
[V, S, M/DF]	TARGET: You; EFFECT: This spell reduces the effect of range, granting a +10-foot bonus to the range increment of any weapon used by the subject.					
☐☐☐☐☐	Magic Weapon	Transmutation [Metalschool]	1 standard action	1 minutes	Touch	CR:p.310
[V, S, DF]	TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. You can't cast this spell on a natural weapon, such as an unarmed strike [instead, see magic fang]. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
☐☐☐☐☐	Protection from Chaos	Abjuration [Lawful]	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF]	TARGET: Creature touched; EFFECT: This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by chaotic creatures. The target receives a new saving throw against contact by chaotic creatures and chaotic summoned creatures cannot touch the target. [SR:No; see text; DC:15, Will negates (harmless)]					
☐☐☐☐☐	Protection from Evil	Abjuration [Good]	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF]	TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the subject immediately receives another saving throw [if one was allowed to begin with] against any spells or effects that possess or exercise mental control over the creature [including enchantment [charm] effects and enchantment [compulsion] effects]. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force [such as a ghost or spellcaster using magic jar], but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion. Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature. [SR:No; see text; DC:15, Will negates (harmless)]					
☐☐☐☐☐	Rally Point	Enchantment (Compulsion) [Good, Mind-Affecting]	1 standard action	1 minutes [D]	5 ft.	APG:p.237
[V, S, DF]	TARGET: one 5-ft. square; EFFECT: You create a spot that has the power to briefly hearten any good creature who comes into contact with it. A good creature who enters this square [even if simply as part of its normal move] gains a +2 morale bonus on attacks, saving throws, and 2 temporary hit points per caster level for 1 round. Nongood creatures gain no benefit from this spell. A creature cannot benefit more than once from the same casting of this spell. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐	Read Magic	Divination	1 standard action	10 minutes	Personal	CR:p.330
[V, S, F]	TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
☐☐☐☐☐	Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF]	TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐	Restoration (Lesser)	Conjuration (Healing)	3 rounds	Instantaneous	Touch	CR:p.334
[V, S]	TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐	Sanctify Corpse	Evocation [Good]	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M]	TARGET: Corpse touched; EFFECT: This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes [such as a shadow, vampire, or wraith], that effect is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day. Sanctify corpse can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 500 gp. [SR:No]					
☐☐☐☐☐	Stalwart Resolve	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds	Touch	PFSG:p.58
[V, S, DF]	TARGET: Creature touched; EFFECT: Stalwart resolve was originally created to temporarily aid those suffering from certain afflictions. The recipient of stalwart resolve ignores the effects of ability damage and penalties to a single ability score of your choice, except that damage equal to or greater than the ability score still causes unconsciousness or death. This applies whether or not the ability damage or penalty happened before or during the spell's duration, and whether or not multiple sources are involved. This spell has no effect on ability drain. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐	Sun Metal	Transmutation [Fire]	1 standard action	1 rounds [see text]	Touch	UC:p.245
[V, S]	TARGET: one melee weapon; EFFECT: The target weapon ignites into flame that does not hurt the weapon or the wielder, but damages those hit by the weapon. When the weapon's wielder hits with this weapon, it deals an additional 1d4 points of fire damage. This damage is not multiplied in the case of a critical hit. This effect immediately ends if the weapon is submerged in water. This effect does not stack with the flaming or flaming burst weapon special ability or any other effect that grants the weapon extra fire damage. It does not function on weapons with the frost or icy burst weapon special ability or any other effect that grants a weapon extra cold damage. [SR:Yes (object); DC:15, Fortitude negates (object)]					
☐☐☐☐☐	Tactical Acumen	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds [D]	30ft.	UC:p.246
[V, S, M/DF]	TARGET: The caster and all allies within a 30-ft.-radius burst, centered on the caster; EFFECT: Tactical acumen grants you and your allies a mastery of battlefield tactics. Whenever you would gain a bonus on attack rolls or to AC due to battlefield position, such as flanking, higher ground, or cover, you gain an additional +1 insight bonus. This bonus increases by +1 for every five caster levels above 5th you possess 4. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐	Unbreakable Heart	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds	Close (25 ft.)	ISWG:p.296
[V, S]	TARGET: One creature; EFFECT: Creature gains +4 morale bonus on saves against mind-affecting effects that rely on negative emotions or that would force him to harm an ally. Suppresses such effects already in place. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐	Veil of Positive Energy	Abjuration [Good]	1 standard action	10 minutes [D]	Personal or 5 ft.; see t	APG:p.254
[V, S, DF]	TARGET: You or all creatures within 5 ft.; see text; EFFECT: You surround yourself with a veil of positive energy, making it harder for undead creatures to harm you. When under the effect of this spell, you gain a +2 sacred bonus to AC and a+2 sacred bonus on saves. Both of these bonuses apply only against attacks or effects created by undead creatures. You can dismiss this spell before its normal duration as a swift action on your turn to deal a number of points of positive energy damage equal to your level to all undead creatures within 5 feet of you.					
☐☐☐☐☐	Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF]	TARGET: Creature touched; EFFECT: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					
☐☐☐☐☐	Wartrain Mount	Enchantment (Compulsion) [Mind-Affecting]	1 minute	1 hours	Close (25 ft.)	UM:p.248
[V, S, M]	TARGET: One indifferent or friendly animal; EFFECT: 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]					
☐☐☐☐☐	Word of Resolve	Abjuration	1 immediate action	Instantaneous	Close (25 ft.)	UM:p.249
[V, DF]	TARGET: One ally; EFFECT: You focus your aura on one ally, allowing it to reroll a failed saving throw against a charm or fear effect with a +4 sacred bonus. If you do not have the aura of courage class ability, this spell has no effect on the target's fear. If you do not have the aura of resolve class ability, this spell has no effect on any charm effects on the target. [SR:Yes (harmless); DC:15, Will negates (harmless)]					

* =Domain/Specialty Spell

Class Spell-like Abilities

At Will Detect Evil

Wayfinder Spell-like Abilities

At Will Detect Evil

Character: **Zuhani**
Player: **Vincent**

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.
Created using PCGen v6.07.02-DEV on Feb 11, 2017 at 10:00:42 PM

Level:4 (CR:3)
Page 6

At Will Light

Protection from Evil
(DC:11)

Prepared Spell List: Prepared Spells

Paladin

Level 1

Hero's Defiance

Zuhani

Human (Garundi)

RACE

18

AGE

Male

GENDER

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

5' 7"

HEIGHT

160 lbs.

WEIGHT

Black

EYE COLOUR

Dark

SKIN COLOUR

White, short

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Katapesh

REGION

Sarenrae

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:



Campaign	Adventure	Party	Date	Xp	Gm
PFS				1	Me
				1	