

+1/Flaming Composite
Longbow (+5)

HAND TYPE SIZE CRITICAL REACH
Carried P M 20/x3 5 ft.

		A	mmunition: Arrow		
I	Range: 30 ft.	To Hit: +1	15/+10/+5	Damage	e: 1d8+6
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
TH	+15/+10/+5	+13/+8/+3	+11/+6/+1	+9/+4/-1	+7/+2/-3
Dam	1d8+6	1d8+6	1d8+6	1d8+6	1d8+6
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	+5/+0/-5	+3/-2/-7	+1/-4/-9	-1/-6/-11	-3/-8/-13
Dam	1d8+6	1d8+6	1d8+6	1d8+6	1d8+6
Spec	ial Properties: Stre	ngth bonus to dan	າage, +1d6 fire dam	nage	

^{*:} 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
*+3/Glamered Full Plate	Heavy	+12	+1	-5	35
can appear as normal clothing on command					
Shield, Heavy Steel	Heavy	+2		-2	15
*Amulet of Natural Armor +2		+2		+0	0
*Ring of Protection +2		+2		+0	0

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

Celestial Spirit

Uses per day

Celestial Spirit (Sp):Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 11 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +3 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 2 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls. [Paizo Inc. - Core Rulebook, p.63]

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 11 times per day. With one use of this ability, you can heal 7d6 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 7d6 points of damage. Using Lay on Hands in this way requires a meliee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage. [Paizo Inc. - Core Rulebook, p.61]

Channel Positive Energy: You can unleash a wave of positive energy dealing 6d6 (DC 19 for half) / day. You can unleash a wave of positive energy. You must choose to deal 6d6 points of positive energy damage to undead creatures or to heal living creatures of 6d6 points of damage. Creatures that take damage from channeled energy receive a DC 19 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability. [Paizo Inc. - Core Rulebook]

Martial Flexibility

Uses per Day

Martial Flexibility (Ex):The brawler can use a move action to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The brawler must otherwise meet all the feat's prerequisites. He can use this ability a number of times per day equal to 4. The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation, any uses of that combat feat while using this ability count toward that feat's daily limit. At later levels, when he gains multiple feats through this ability, the brawler can use those feats to meet the prerequisites of other feats he gains with this ability. Doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability. Plaizo Inc. - Advanced Class Guide, p.93]

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 4 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 +11 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 +22. 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. - Core Rulebook, p.60]

	Sting		HAND	TYPE	SIZE	CRITICAL	REACH
Jan. 9			Carried	Р	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam
1H-P	+19/+14/+9	1d6+7	2W-P-(OH)	+	13/+8	/+3	1d6+7
1H-0	+15/+10/+5	1d6+4	2W-P-(OL)	+1	15/+10)/+5	1d6+7
2H	+19/+14/+9	1d6+7	2W-OH	+11			1d6+4
Special	Properties: cilver (+1 She	rt Sword)					

	Battleaxe		HAND	TYPE SIZE CRI		CRITICAL	REACH
	Dutticuxt	Carried	S	M	20/x3	5 ft.	
	To Hit	Dam		To Hit			Dam
1H-P	+18/+13/+8	1d8+6	2W-P-(OH)	+12/+7/+2		/+2	1d8+6
1H-O	+14/+9/+4	1d8+3	2W-P-(OL)	+14/+9/+4		1d8+6	
2H	+18/+13/+8	1d8+9	2W-OH	+8		1d8+3	

9	ilver Warhamn	ner	HAND	TYPE	SIZE	CRITICAL	REACH					
	mver warnam	Carried	В	M	20/x3	5 ft.						
	To Hit	Dam		To Hit			Dam					
1H-P	+18/+13/+8	1d8+6	2W-P-(OH)	+12/+7/+2			1d8+6					
1H-O	+14/+9/+4	1d8+3	2W-P-(OL)	+14/+9/+4			1d8+6					
2H	+18/+13/+8	1d8+9	2W-OH	+8			1d8+3					
Special	Properties: silver		Special Properties: silver									

Shield, Heavy Steel	HAND	TYPE	SIZE	CRITICAL	REACH	
Sincia, fically seeci	Carried		M	20/x2	5 ft.	
TOTAL ATTACK BONUS	DAMAGE					
+18/+13/+8	1d4+6					

		Dad	ger			HAND	TYPE	SIZE	CRITICAL	REACH
					Carried	PS	M	19-20/x2	5 ft.	
		To Hit		Da	m		To Hit			Dam
1H-	H-P +18/+13/+8		1d4	+6	2W-P-(OH)	+12/+7/+2			1d4+6	
1H-0	o +14/+9/+4		1d4	+3	2W-P-(OL)	+14/+9/+4			1d4+6	
2H	+1	8/+13	3/+8	1d4	+6	2W-OH	+10			1d4+3
	10 ft.		20 ft.			30 ft.		40 ft.		50 ft.
TH	+14/+9/-	+4	+12/+7/	+2	+	10/+5/+0	+8	/+3/-2	+6	/+1/-4
Dam	1d4+6 1d4+6			1d4+6	1d4+6		1	d4+6		

	+1/Human Bane			TYPE	SIZE	CRITICAL	REACH
Bastard Sword			Carried	S	М	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam
2H	+19/+14/+9	1d10+10	2W-OH	null			null

Special Properties: Human Bane weapons have +2 enhancement bonus and deal +2d6 bonus damage against the chosen foe

	+1 Scimitar		HAND	TYPE	TYPE SIZE CRIT		AL REACH	
			Carried	S	М	18-20/x2	5 ft.	
	To Hit	Dam		To Hit			Dam	
1H-P	+19/+14/+9	1d6+7	2W-P-(OH)	+13/+8/+3			1d6+7	
1H-O	+15/+10/+5	1d6+4	2W-P-(OL)	+15/+10/+5			1d6+7	
2H	+19/+14/+9	1d6+10	2W-OH	+9			1d6+4	

2H	+19/+14/+9	1d6+10	2W-OH	+9			1d6+4
		EOUI	PMENT				
	ITEM	-401		OCATION	QTY	WT	/ COST
Head	band of Alluring Ch	narisma -	+ 2 E	quipped	1	1 /	4,000
Aura: mo	derate transmutation, Caster Le	evel: 8th, Const		2,000 gp, Con	struction Re	equirer	nents: Craft
	s Item, eagle's splendor, Slot: h f the Free Thinker	eadband	F	quipped	1	0 /	12,000
					•		
	et of Natural Armo			quipped	1		8,000
	it transmutation, Caster Level: 5 s Item, barkskin, creator's caste						
	of Protection +2			quipped	1		8,000
Aura: fair	nt abjuration, Caster Level: 5th, (faith, caster must be of a level a					nts: Fo	rge Ring,
	ost Falchion		E	quipped	1	8 /	8,375
	damage				4	4 1	45 600
Brace	rs of the Merciful I	Knight		quipped	1		15,600
Ring (of Evasion		E	quipped	1	0 /	25,000
	derate transmutation, Caster Le g, jump, Slot: ring	evel: 7th, Const	ruction Cost:	12,500 gp, Co	nstruction F	Require	ments:
Belt o	f Physical Might +2	2 (Dex, C	on) E	quipped	1	1/	10,000
	ong transmutation, Caster Level s Item, bear's endurance, cat's			000 gp, Const	ruction Req	uireme	nts: Craft
+3/GI	amered Full Plate		E	quipped	1	50 /	13,350
	ar as normal clothing on comm	and					
Cloak	of Resistance +3		E	quipped	1	1 /	9,000
	t abjuration, Caster Level: 5th, 0 stance, creator's caster level mi						
	of Striding And Sp			quipped	1		5,500
Aura: fair	nt transmutation, Caster Level: 3 s Item, longstrider, creator mus	Brd, Construction				ements	: Craft

Cloak of Resistance +3	Equipped	1	1 / 9,000
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 4, Item, resistance, creator's caster level must be at least three			
Boots of Striding And Springing	Equipped	1	1 / 5,500
Aura: faint transmutation, Caster Level: 3rd, Construction Cos Wondrous Item, longstrider, creator must have 5 ranks in the			rements: Craft
Backpack, Masterwork	Equipped	1	4 / 50
4 lbs., 4 Torch			
Torch	Backpack,	4	1 (4) / 0 (0)
	Masterwork		
Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illuminati	on: 40 ft.		
Potion of Enlarge Person	Equipped	1	0 / 50
Target's size category increases to next larger category for 1			
Construction Cost: 25 gp, Construction Requirements: Brew F	'otion, enlarge person, '	Slot: nor	ie .

Equipped

133.57 lbs.

	FOLIVDIAGNIT								
*****	EQUIPME		OT1	WE / COST					
ITEM		LOCATION	QTY	WT / COST					
Gives +10 bonus to identify magic ite Construction Requirements: Scribe S	ms.Aura: faint divination, croll, identify, Slot: none	Caster Level: 1st, Co	nstruction						
Potion of Darkvision		Equipped	1	0 / 300					
Grants darkvision (60 ft.) for 3 hours, Construction Requirements: Brew Po			onstruction	n Cost: 150 gp,					
Scroll of Protection fro		Equipped	2	0 (0) / 25 (50)					
(Divine)									
+2 to AC and saves, plus additional p Level: 1st, Construction Cost: 12 gp 5	sp, Construction Require	ments: Scribe Scroll,	protection	from evil, Slot: none					
Scroll of Cure Light W	ourius	Equipped	4	0 (0) / 25 (100)					
Cures 1d8 damage + 1/level (max +5) 5 sp, Construction Requirements: Scr	l.Aura: faint conjuration (h ibe Scroll, cure light wour	nealing), Caster Leve nds, Slot: none	l: 1st, Cons	struction Cost: 12 gp					
Artisan's Tools, Master	work	Equipped	1	5 / 55					
Plural: No Pale blue Rhomboid I	oun Stone	Equipped	1	0 / 8,000					
Aura: strong varied, Caster Level: 12t	h, Construction Cost: 4,00								
Item, creator must be 12th level, Slot Ioun Torch	: none	Equipped	1	0 / 75					
			1						
Lantern of Revealing Equipped 1 2 / 30,000 Reveals all invisible creatures and objects within 25 feet. Aura: faint evocation, Caster Level: 5th, Construction									
Cost: 15,000 gp, Construction Requirements: Craft Wondrous Item, invisibility purge, Duration: 6 hr./pint, Increased Illumination: 60 ft. radius, Normal Illumination: 30 ft. radius, Slot: none									
Handy Haversack		Equipped	1	5 / 2,000					
Aura: moderate conjuration, Caster Level: 9th, Construction Cost: 1,000 gp, Construction Requirements: Craft Wondrous Item, secret chest, Slot: none									
+1/Flaming Composite (+5)	_	Carried	1	3 / 8,900					
Strength bonus to damage, +1d6 fire Arrow	damage7.5 lbs., 50 Arrow	+1/Flaming	50	0.1 (7.5) /					
		Composite Longbow (+5		0.1 (2.5)					
Sting		Carried	1	2 / 2,310					
silver, (+1 Short Sword) Battleaxe		Carried	1	6 / 10					
Silver Warhammer		Carried	1	5 / 102					
Shield, Heavy Steel		Carried	1	15 / 20					
Dagger		Carried	2	1 (2) / 2 (4)					
+1/Human Bane Basta	ard Sword	Carried	1	6 / 8,335					
Human Bane weapons have +2 enha		+2d6 bonus damage	against th						
Hat of Disguise		Carried	2	0 (0) / 1,800					
Aura: faint illusion, Caster Level: 1st, Item, disquise self, Slot: head	Construction Cost: 900 gp	, Construction Requ	irements:	(3,600) Craft Wondrous					
Ring of Sustenance Aura: faint conjuration, Caster Level:	5th, Construction Cost: 1,	Carried 250 gp, Construction	1 Requirem	0 / 2,500 nents: Forge Ring,					
create food and water, Slot: ring +1 Scimitar		Carried	1	4 / 2,315					
TOTAL WEIGHT CAR	RIED/VALUE	133.57 lbs.							
TOTAL WEIGHT CAN	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,								
WEIGHT ALLOWANCE									
Light 200 Lift over head 600	Medium Lift off ground	400 1200	Push /	leavy 600 Drag 3000					
Life Over fread 000	MONE		r usir/	D149 3000					

MAGIC

Total= 0 gp [Unspent Funds = 1,500 gp]

Languages

Abyssal, Celestial, Common, Dwarven, Infernal

Other Companions

Archetypes Hinyasi [Allard Hoeve Houserules]

Hinyasi teach martial traditions centered on the use of farming tools and on other improvised weapons.

Oath of Labor

[Allard Hoeve Houserules, p.60]

When you take this oath, you become a protector of labor, protecting the common people, their trade and their commerce.

Traits

Fed-Up Citizen

[Paizo Inc. - Hell's Rebels Player's Guide, p.10]

Kintargo is a tough place to live if you count yourself as a law-abiding citizen. While you likely agree with most others of Kintargo that many of the laws put in place by House Thrune seem excessive, you always respected the law and honored it as best you could. You likely worship a deity such as Abadar or Iomedae -a lawful neutral or perhaps lawful good power allowed to practice within Cheliax, but only under restrictions. Yet despite this, Thrune has always made Cheliax a safer place to live. But with recent events, enough is enough. As much as it pains you to admit, the law of the land is now manifestly and obviously not correct, and something must be done to oppose this misuse of power. You're good at

Scroll of Identify

TOTAL WEIGHT CARRIED/VALUE

0 / 25

187,628.5gp

hiding your true colors and faith to avoid attracting the wrong kind of attention. You gain a +1 bonus on Disguise checks, and Disguise is always a class skill for you. In addition, when someone uses detect good or detect law on you, your effective Hit Dice are 4 lower than their actual total when someone discerns the strength of your aura. If you are a cleric, paladin, or similar divine spellcaster, you treat yourself as if you were a standard- aligned creature rather than a divine spellcaster for these purposes. This means that until you become 9th level, you won't radiate an aura of good or law at all when someone casts one of these detection spells. Finally, your internal convictions that you're on the actual right of law help bolster your mindset, and you gain a +1 trait bonus on all saving throws against mind-affecting effects

Magical Knack (Paladin)

[Paizo Inc. - Advanced Player's Guide, p.329]

You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Your caster level in Paladin gains a +2 trait bonus as long as this bonus doesn't raise your caster level above your current Hit Dice.

Special Attacks

Channel Positive Energy (Su)

[Paizo Inc. - Core Rulebook]

You can unleash a wave of positive energy dealing 6d6 (DC 19 for half) /day. You can unleash a wave of positive energy. You must choose to deal 6d6 points of positive energy damage to undead creatures or to heal living creatures of 6d6 points of damage. Creatures that take damage from channeled energy receive a DC 19 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

Smite Evil (Su)

[Paizo Inc. - Core Rulebook, p.60]

You can call out to the powers of good to aid you in your struggle against evil 4 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 +11 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 +22. 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

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 an overwhelming good aura.

Aura of Justice (Su)

[Paizo Inc. - Core Rulebook, p.63]

You can expend two uses of your smite ability to grant the ability to smite evil to all allies within 10 feet, using your bonuses. Allies must use this Smile Evil ability by the start of your next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

Aura of Resolve (Su)

[Paizo Inc. - Core Rulebook, p.63]

You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Blessing of Prosperity (Su)

[Allard Hoeve Houserules]

A paladin that swears an oath of labor is a patron of wealth and seeks to even the playing field for those who have unfair economic disadvantages. By expending a use of lay on hands, the paladin can instead grant a blessing to herself or a creature touched as a standard action. A blessing of prosperity lasts up to 1 hour, though the paladin who bestowed it can end a blessing's benefits early (whether it affects her or another creature) as a free action. A character who has benefited from a blessing of prosperity cannot benefit from such a blessing again for 24 hours. When using this ability, the paladin chooses one of two blessings: Either the target gains a +4 sacred bonus on Craft, Perform, and Profession checks or the target gains a +4 sacred bonus on Appraise and Sense Motive checks. This replaces the mercy gained at 3rd level.

Bonus Energy Resistance (2x)

[Paizo Inc. - Advanced Player's Guide]

Rulebook, p.27]

Add +1 to the paladin's energy resistance to one kind of energy (maximum +10). [Paizo Inc. - Core **Bonus Feat**

Humans select one extra feat at 1st level.

Rebellion Rank 02 (Appraise)

[Paizo Inc. - Hell's Rebels Player's Guide]

Training: At rank 2, then again at ranks 7, 12, and 17, each PC gains a bonus skill rank that can be immediately applied to any skill. This represents training the PC

has gained through association with the increasing number of skilled workers and rebels who have joined the cause. This bonus skill rank can be applied to any skill, as if it were a bonus rank gained by earning a level in a favored class. It stacks with all other sources of skill ranks, but a character's maximum rank in any skill remains unchanged; the PC can never have more ranks in any one skill than he or she has Hit Dice. Subsequent training bonuses can be applied to the same skill or a different skill, as the PC wishes.

Rebellion Rank 03

[Paizo Inc. - Hell's Rebels Player's Guide]

Gift: At rank 3, then again at ranks 6, 8, 11, 13, 16, and 18, admirers among the rebellion's supporters supply gifts and tributes to each PC. At rank 3, the gift is a single potion worth 300 gp or less. The gifts given at ranks 6, 11, and 16 are all provided as tributes of gold pieces in the amounts listed; each PC gains the listed amount. At rank 8, the gift is a piece of armor or wand worth 1,200 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 13, the gift is a wand or weapon worth 5,000 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 18, the gift is any magic item worth 10,000 gp or less.

Rebellion Rank 04 (Alertness)

[Paizo Inc. - Hell's Rebels Player's Guide]

Title: At rank 4, then again at ranks 9, 14, and 19, the PCs earn a title as befits their growing power in the rebellion. While the title itself is largely just an honorific, it also coincides with the acquisition of a bonus feat or other benefit each PC has earned through a combination of training with rebellion members and self-confidence gained from the rebellion's growing strength. With the title of Guardian at rank 4, each PC gains one of the following as a bonus feat: Alertness, Deceitful, Persuasive, or Stealthy.

Rebellion Rank 05

[Paizo Inc. - Hell's Rebels

XP Award: At ranks 5, 10, 15, and 20, the party earns the listed amount of experience points as a story award. As with all story awards, divide the XP awarded equally among all PCs in the party.

Rebellion Rank 06

[Paizo Inc. - Hell's Rebels Player's Guidel

Gift: At rank 3, then again at ranks 6, 8, 11, 13, 16, and 18, admirers among the rebellion's supporters supply gifts and tributes to each PC. At rank 3, the gift is a single potion worth 300 gp or less. The gifts given at ranks 6, 11, and 16 are all provided as tributes of gold pieces in the amounts listed; each PC gains the listed amount. At rank 8, the gift is a piece of armor or wand worth 1,200 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 13, the gift is a wand or weapon worth 5,000 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 18, the gift is any magic item worth 10,000 gp or less.

Rebellion Rank 07 (Linguistics)

[Paizo Inc. - Hell's Rebels Player's Guide]

Training: At rank 2, then again at ranks 7, 12, and 17, each PC gains a bonus skill rank that can be immediately applied to any skill. This represents training the PC has gained through association with the increasing number of skilled workers and rebels who have joined the cause. This bonus skill rank can be applied to any skill, as if it were a bonus rank gained by earning a level in a favored class. It stacks with all other sources of skill ranks, but a character's maximum rank in any skill remains unchanged; the PC can never have more ranks in any one skill than he or she has Hit Dice. Subsequent training bonuses can be applied to the same skill or a different skill, as the PC wishes.

Rebellion Rank 08

[Paizo Inc. - Hell's Rebels

Gift: At rank 3, then again at ranks 6, 8, 11, 13, 16, and 18, admirers among the rebellion's supporters supply gifts and tributes to each PC. At rank 3, the gift is a single potion worth 300 gp or less. The gifts given at ranks 6, 11, and 16 are all provided as tributes of gold pieces in the amounts listed; each PC gains the listed amount. At rank 8, the gift is a piece of armor or wand worth 1,200 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 13, the gift is a wand or weapon worth 5,000 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 18, the gift is any magic item worth 10,000 gp or less.

Rebellion Rank 09 (Iron Will)

[Paizo Inc. - Hell's Rebels Player's Guide]

Title: At rank 4, then again at ranks 9, 14, and 19, the PCs earn a title as befits their growing power in the rebellion. While the title itself is largely just an honorific, it also coincides with the acquisition of a bonus feat or other benefit each PC has earned through a combination of training with rebellion members and selfconfidence gained from the rebellion's growing strength. With the title of Sentinel at rank 9, each PC gains one of the following as a bonus feat: Great Fortitude, Iron Will, or Lightning Reflexes.

Rebellion Rank 10

[Paizo Inc. - Hell's Rebels Player's Guide]

XP Award: At ranks 5, 10, 15, and 20, the party earns the listed amount of experience points as a story award. As with all story awards, divide the XP awarded $\,$ equally among all PCs in the party.

Rebellion Rank 11

[Paizo Inc. - Hell's Rebels Player's Guide]

Gift: At rank 3, then again at ranks 6, 8, 11, 13, 16, and 18, admirers among the rebellion's supporters supply gifts and tributes to each PC. At rank 3, the gift is a single potion worth 300 gp or less. The gifts given at ranks 6, 11, and 16 are all provided as tributes of gold pieces in the amounts listed; each PC gains the listed amount. At rank 8, the gift is a piece of armor or wand worth 1,200 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 13, the gift is a wand or weapon worth 5,000 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 18, the gift is any magic item worth 10,000 gp or less. or a different skill, as the PC wishes.

Training: At rank 2, then again at ranks 7, 12, and 17, each PC gains a bonus skill rank that can be immediately applied to any skill. This represents training the PC has gained through association with the increasing number of skilled workers and rebels who have joined the cause. This bonus skill rank can be applied to any skill, as if it were a bonus rank gained by earning a level in a favored class. It stacks with all other sources of skill ranks, but a character's maximum rank in any skill remains unchanged; the PC can never have more ranks in any one skill than he or she has Hit Dice. Subsequent training bonuses can be applied to the same skill wearing light

Rebellion Rank 13

[Paizo Inc. - Hell's Rebels Player's Guide]

Gift: At rank 3, then again at ranks 6, 8, 11, 13, 16, and 18, admirers among the rebellion's supporters supply gifts and tributes to each PC. At rank 3, the gift is a single potion worth 300 gp or less. The gifts given at ranks 6, 11, and 16 are all provided as tributes of gold pieces in the amounts listed; each PC gains the listed amount. At rank 8, the gift is a piece of armor or wand worth 1,200 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 13, the gift is a wand or weapon worth 5,000 gp or less. Wands are fully charged (and cost the appropriate amount). At rank 18, the gift is any magic item worth 10,000 gp or less.

Rebellion Rank 14 (Improved Initiative)

[Paizo Inc. - Hell's Rebels Player's Guide]

Title: At rank 4, then again at ranks 9, 14, and 19, the PCs earn a title as befits their growing power in the rebellion. While the title itself is largely just an honorific, it also coincides with the acquisition of a bonus feat or other benefit each PC has earned through a combination of training with rebellion members and self-confidence gained from the rebellion's growing strength. With the title of Warden at rank 14, each PC gains one of the following as a bonus feat: Fleet, Improved Initiative, or Toughness.

Rebellion Rank 15

[Paizo Inc. - Hell's Rebels Player's Guide]

XP Award: At ranks 5, 10, 15, and 20, the party earns the listed amount of experience points as a story award. As with all story awards, divide the XP awarded equally among all PCs in the party.

Brawler's Cunning (Ex)

[Paizo Inc. - Advanced Class Guide, p.23]

If the brawler's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

Celestial Spirit (Sp)

[Paizo Inc. - Core Rulebook, p.63]

Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 11 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +3 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 2 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

Code of Conduct [Allard Hoeve -Houserules, p.61]

All creatures are inherently equal, and those that deny this fact for their own gain do the common man harm. A struggle is meaningless if it is not done together for a greater purpose than oneself. Stand and fight with your brothers and sisters for the betterment of all. Give respect, love and kindness to the disenfranchised that find themselves without any. They are your comrades and the reason you fight. The world must change if it is to be better, and it will not change if we do not act. Do your part to make a more just future. You are not above the work that the common man does. Whenever you have the chance, labor with them as they do and work to ease their difficult lot in life.

Mercy (Cursed) (Su)

[Paizo Inc. - Core Rulebook, p.61]

Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Curse with a caster level of 11.

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.

Mercy (Diseased) (Su)

[Paizo Inc. - Core Rulebook, p.61]

Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Disease with a caster level of 11.

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

ricidaling murifing rot.

[Paizo Inc. - Core Rulebook]

You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Eye for Profit

[Allard Hoeve -Houserules]

A paladin that swears an oath of labor adds Appraise, Knowledge (local), Perception, and Use Magic Device to her list of class skills. She gains a number of skill ranks equal to 4 + her Intelligence modifier at each level, instead of a number of skill ranks equal to 2 + her Intelligence modifier.

Humble Beginnings

[Allard Hoeve -Houserules]

A hinyasi gains her choice of Catch Off-Guard or Throw Anything as a bonus feat.

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 11 times per day. With one use of this ability, you can heal 7d6 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 7d6 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.

Martial Flexibility (Ex)

[Paizo Inc. - Advanced Class Guide, p.93]

The brawler can use a move action to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The brawler must otherwise meet all the feat's prerequisites. He can use this ability a number of times per day equal to 4. The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation, any uses of that combat feat while using this ability count toward that feat's daily limit. At later levels, when he gains multiple feats through this ability, the brawler can use those feats to meet the prerequisites of other feats he gains with this ability. Doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

Martial Training (Ex)

[Paizo Inc. - Advanced Class Guide, p.23]

A brawler counts her total brawler levels as both fighter levels and monk levels for the purpose of qualifying for feats. She also counts as both a fighter and a monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist and a monk's robe). This ability does not automatically grant feats normally granted to fighters and monks based on class level, namely Stunning Fist.

Practise Makes Perfect

[Allard Hoeve -Houserules]

A paladin that swears an oath of labor works daily to aid others at their craft. The paladin picks up knowledge on many crafts like this. She adds +5 to all Craft and Profession skill checks.

Resistance to Fire (Ex)

[Paizo Inc. - Bestiary, p.303]

You may ignore 2 points of Fire damage each time you take fire 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.

Weapon and Armor Proficiency

[Paizo Inc. - Advanced Class Guide]

A brawler is proficient with all simple weapons plus the handaxe, short sword, and weapons from the close fighter weapon group. She is proficient with light armor, and shields (except tower shields).

+1 STR Score Bonus

[Paizo Inc. - Core Rulebook]

GM awarded PC with +1 STR bonus.

Feats

Bleeding Critical

[Paizo Inc. - Core Rulebook, p.118]

Your critical hits cause opponents to bleed profusely.

Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage (see Appendix 2) each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

Critical Focus

[Paizo Inc. - Core Rulebook, p.120]

You are trained in the arts of causing pain.

You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Fey Foundling

[Paizo Inc. - Inner Sea World Guide, p.286]

You were found in the wilds as a child, bearing a mark of the First World. Magical healing works better on you.

You were found in the wilds as a child, bearing a mark of the First World. Your strange connection to the First World and the fey infuses you with life, and whenever you receive magical healing, you heal an additional 2 points/die rolled. You gain a +2 bonus on all saving throws against death effects. Unfortunately, you also suffer +1 point of damage from cold iron weapons (although you can wield cold iron weapons without significant discomfort).

Furious Focus

[Allard Hoeve - Advanced Player's Guide, p.161]

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Improved Critical (Falchion)

[Paizo Inc. - Core Rulebook, p.127]

Attacks made with your chosen weapon are quite deadly.

When using the weapon you selected, your threat range is doubled.

Power Attack

[Paizo Inc. - Core Rulebook, p.131]

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Step Up

[Paizo Inc. - Core Rulebook, p.135]

You can close the distance when a foe tries to move away.

Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Alertness

[Paizo Inc. - Core Rulebook, p.117]

You often notice things that others might miss.

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

Catch Off-Guard

[Paizo Inc. - Core Rulebook, p.119]

Foes are surprised by your skilled use of unorthodox and improvised weapons. You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Improved Initiative

[Paizo Inc. - Core Rulebook, p.127]

Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

Improved Unarmed Strike

[Paizo Inc. - Core Rulebook, p.128]

You are skilled while fighting unarmed.

You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Iron Will

[Paizo Inc. - Core Rulebook, p.129]

You are more resistant to mental effects.

You get a +2 bonus on all Will saving throws.

Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Throwing Axe, Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Nine Ring Broadsword, Butterfly Sword, Cestus, Chakram, Club, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dan Bong, Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Emei Piercer, Falchion, Fighting Fan, Light Flail, Heavy Flail, Gaff, Gauntlet, Spiked Gauntlet, Gladius, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Dwarven Boulder Helmet, Hooked Lance, Horsechopper, Hunga Munga, Improvised Weapon, Iron Brush, Javelin, Jutte, Kasatha Spinal Sword, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Madu, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Heavy Pick, Light Pick, Pilum, Pliers, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash,

Shortbow, Shortspear, Sibat, Sickle, Skull, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Tekko-Kagi, Tepoztopilli, Terbutje, Great Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, War Razor, Dwarven Waraxe, Warhammer, Wushu Dart

Temporary Bonus

Furious Focus (Two-Handed) Furious Focus (One-Handed)

Class Spell-like Abilities

 Name
 School
 Time
 Duration
 Range
 Source

 At Will
 Detect Evil
 Divination
 1 standard action
 Concentration, up to 110 minutes [D]
 60 ft.
 CR:p.266

[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No]

Restoration (Lesser)

=Domain/Speciality Spell

Magic Item Spell-like Abilities				
School	Time	Duration	Range	
Conjuration (Healing)	3 rounds	Instantaneous	Touch	

[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:10, Will negates (harmless)]

* =Domain/Speciality Spell

Paladin Spells

LEVEL	0	1	2	3	4
PER DAY	_	3	2	2	_
Concentration	+14			•	

	LEVEL 1 / Per Day:3	/ Caster Le	vel:10		
Name	School	Time	Duration 10 hours	Range	Source
DDDD Animal Purpose Training	Enchantment (Compulsion) [Mind-Af	ectin <u>c</u> i minute	10 nours	Close (50 ft.)	ACG:p.1
V, S, M] TARGET: one indifferent or friendly animal; EFFECT: Animal ga	ins a new general purpose. [SR:yes; DC:15, none] Enchantment (Compulsion) [Mind-Af	iecting1 standard action	10 minutes	50 ft.	CR:p.2
Line Diess V. S. DF] TARGET: The caster and all allies within a 50-ft. burst, centere				3016.	Cit.p.2-
DDDD Blessed Fist	Transmutation [Good]	1 standard action	10 minutes	Touch	ACG:p.17
V, S] TARGET: creature touched; EFFECT: Target doesn't provoke attack	• •				
Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.24
V, S, M] TARGET: Flask of water touched; EFFECT: This transmutation in		ng it into holy water. [SR:Ye	es (object): DC: 15. Will negates (object)]		·
Bless Weapon	Transmutation	1 standard action	10 minutes	Touch	CR:p.25
V, S] TARGET: Weapon touched; EFFECT: This transmutation makes a w	veapon strike true against evil foes. [SR:No]				
Bowstaff	Transmutation	1 swift action	10 rounds [D]	Personal	UC:p.22
V] TARGET: one weapon [bow]; EFFECT: A shortbow may double as a cl	lub, or a longbow as a quarterstaff. [SR:Yes (harm	less, object); DC:15, Will ne	egates (harmless, object)]		
DDDD Build Trust	Divination	1 standard action	10 days; see text	Close (50 ft.)	UI:p.20
V,S,M] TARGET: One creature; EFFECT: Gain various bonuses when inte					
□□□□ <u>Challenge Evil</u>	Enchantment (Compulsion) [Mind-Af	ectinc1 standard action	10 minutes [D]	Close (50 ft.)	APG:p.2
V, DF] TARGET: one evil creature; EFFECT: Sickens creature if it refuses					
Compel Hostility	Enchantment (Compulsion) [Mind-Af	ectinc1 standard action	10 rounds	Personal	UC:p.2
V, S, M] TARGET: You; EFFECT: Compels opponents to attack you instead					
Conditional Favor	Abjuration	1 swift action	10 days [D]	See text	UI:p.2
/] TARGET: One creature; EFFECT: Provide another spell whose effects			Tankananana	Class (FO ft)	CD
Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (50 ft.)	CR:p.2
V, S] TARGET: Up to 20 gallons of water; EFFECT: This spell generates w	vholesome, drinkable water, just like clean rain wa Conjuration (Healing)	ter. [SR: No] 1 standard action	Instantaneous	Touch	CR:p.2
Cure Light Wounds					Ск:р.2
V, S] TARGET: Creature touched; EFFECT: When laying your hand upon	a living creature, you channel positive energy that Divination	t cures 1d8+5 points of da 1 standard action	mage. [SR:Yes (harmless); see text; DC:15 Instantaneous	, Will half (harmless); see text] Close (50 ft.)	CR:p.2
Detect Poison				Close (50 It.)	CR.p.2
V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT.	Prou determine whether a creature, object, or are Divination	a has been poisoned or is 1 standard action	Concentration, up to 10 minutes [D]	60 ft.	UI:p.2
Detect the Faithful		1 Standard detion	concentration, up to 10 minutes [D]	0010.	01.p.2
v,s,DF] TARGET: Cone-shaped emanation; <i>EFFECT:</i> Find others of the s	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.2
J. S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect					
Dagnose Disease	Divination	1 standard action	Instantaneous	Close (50 ft.)	UM:p.2
V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detect	and identify diseases [SR:No]			` '	·
Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.2
V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom	of a deity, you gain a +3 luck bonus on attack and	weapon damage rolls.			·
□□□□ Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.2
V, S] TARGET: Creature touched; EFFECT: A creature protected by endu	ire elements suffers no harm from being in a hot	or cold environment. [SR:Y	es (harmless): DC:15 Will negates (harml	occ)]	
□□□□ Ghostbane Dirge	Transmutation	1 standard action	10 rounds	Close (50 ft.)	APG:p.2
□□□□□ Ghostbane Dirge v, s, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal cre	Transmutation	1 standard action	10 rounds		APG:p.2
	Transmutation	1 standard action	10 rounds		
V, S, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal cre	Transmutation eature takes half damage from nonmagical weapo Abjuration unity.	1 standard action ns. [SR: Yes; DC: 15, Will ne 1 swift action	10 rounds gates] see text	Close (50 ft.) Personal	APG:p.2
V, S, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal cre	Transmutation eature takes half damage from nonmagical weapo Abjuration	1 standard action ns. [SR: Yes; DC: 15, Will ne	10 rounds gates] see text	Close (50 ft.)	APG:p.23
v, s, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal cre Grace V] TARGET: You; EFFECT: Movement doesn't provoke attacks of opport	Transmutation eature takes half damage from nonmagical weapo Abjuration unity. Conjuration (Healing) nconscious.	1 standard action ns. [SR:Yes; DC:15, Will ne 1 swift action 1 immediate action	10 rounds gates] see text Instantaneous	Close (50 ft.) Personal Personal	APG:p.2
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A, S, M/DF] TARGET: one incorporeal creature; EFFECT: Incorporeal creature; Grace I) TARGET: You; EFFECT: Movement doesn't provoke attacks of opport I) Hero's Defiance II] Haro's Defiance II] Haro's Defiance II] Haro's Defiance II] Haro's Defiance III] Haro's Defiance III] Horo's Defiance III] Horo's Defiance III] Haro's Calling III] Horn of Pursuit III] Haro's A peals of a horn; EFFECT: Create three notes heard miles a company of the compa	Transmutation eature takes half damage from nonmagical weapor Abjuration unity. Conjuration (Healing) nconscious. Transmutation e higher roll. Evocation [Sonic] way. [SR:No] Enchantment (Compulsion) [Mind-Aff ou and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] te [nobility] ranks. [SR:Yes (harmless); DC:15, Will Divination ck. [SR:No] Transmutation et as an immediate action and gains a bonus on it. Enchantment (Compulsion) [Languag acks of opportunity for 1 round. [SR:Yes; DC:15, W Transmutation et increment for any ranged weapon fired. Transmutation [MetalSchool] apon a +1 enhancement bonus on attack and dan Abjuration [Lawful]	1 standard action ns. [SR:Yes; DC:15, Will ne 1 swift action 1 immediate action 1 standard action SR:Yes (harmless); DC:15, e-Dep1 swift action ill negates] 1 standard action	10 rounds gates] see text Instantaneous 100 minutes 1 round 1 round 100 minutes Instantaneous instantaneous will negates (harmless)] 1 round 10 minutes	Close (50 ft.) Personal Personal Personal Close (50 ft.) Touch Personal Close (50 ft.) Close (50 ft.) Touch Object)] Touch	APG:p.2 APG:p.2 UM:p.2 UM:p.2 UI:p.2 UC:p.2 UC:p.2 CR:p.3
A, S, M/DF] TARGET: one incorporeal creature; EFFECT: Now. EFFECT: Movement doesn't provoke attacks of opport Interest. You: EFFECT: Mows the use of lay on hands while falling under the compact of the	Transmutation eature takes half damage from nonmagical weapor Abjuration unity. Conjuration (Healing) nconscious. Transmutation e higher roll. Evocation [Sonic] way. [SR:No] Enchantment (Compulsion) [Mind-Aff ou and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] te [nobility] ranks. [SR:Yes (harmless); DC:15, Will Divination ck. [SR:No] Transmutation et as an immediate action and gains a bonus on it. Enchantment (Compulsion) [Languag acks of opportunity for 1 round. [SR:Yes; DC:15, W Transmutation et increment for any ranged weapon fired. Transmutation [MetalSchool] apon a +1 enhancement bonus on attack and dan Abjuration [Lawful]	1 standard action ns. [SR:Yes; DC:15, Will ne 1 swift action 1 immediate action 1 standard action SR:Yes (harmless); DC:15, e-Dep1 swift action ill negates] 1 standard action	10 rounds gates] see text Instantaneous 100 minutes 1 round 1 round 100 minutes Instantaneous instantaneous will negates (harmless)] 1 round 10 minutes	Close (50 ft.) Personal Personal Personal Close (50 ft.) Touch Personal Close (50 ft.) Close (50 ft.) Touch Object)] Touch	APG:p.2 APG:p.2 UM:p.2 UM:p.2 UI:p.2 UC:p.2 UC:p.2
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A, S, M/DF] TARGET: one incorporeal creature; EFFECT: Now. EFFECT: Movement doesn't provoke attacks of opport Incorporeal creature; EFFECT: Now. EFFECT: Molws the use of lay on hands while falling under the Incorporation of Pursuit Incorporation Incorpo	Transmutation eature takes half damage from nonmagical weaper Abjuration unity. Conjuration (Healing) nconscious. Transmutation e higher roll. Evocation [Sonic] nway. [SR:No] Enchantment (Compulsion) [Mind-Affecting] no and fight you. [SR:Yes; DC:15, Will negates] Divination [Mind-Affecting] ne [nobility] ranks. [SR:Yes (harmless); DC:15, Will Divination ck. [SR:No] Transmutation as an immediate action and gains a bonus on it. Enchantment (Compulsion) [Language acks of opportunity for 1 round. [SR:Yes; DC:15, Will Transmutation ne increment for any ranged weapon fired. Transmutation [MetalSchool] apon a +1 enhancement bonus on attack and dan Abjuration [Lawful] sture from attacks by chaotic creatures, from men	1 standard action ns. [SR:Yes; DC:15, Will ne 1 swift action 1 immediate action 1 standard action secting 1 standard action 1 standard action 1 standard action SR:Yes (harmless); DC:15, e-Dep1 swift action ill negates] 1 standard action age rolls. [SR:Yes (harmle 1 standard action tal control, and from summ 1 standard action ontrol, and from summon	10 rounds gates] see text Instantaneous 100 minutes 1 round 1 round 100 minutes Instantaneous instantaneous will negates (harmless)] 1 round 10 minutes 10 minutes 10 minutes 10 minutes 10 minutes 10 minutes 10 minutes [D] noned creatures. [SR:No; see text; DC:15, 10 minutes [D]	Close (50 ft.) Personal Personal Personal Close (50 ft.) Touch Personal Close (50 ft.) Close (50 ft.) Touch Will negates (harmless)] Touch	APG:p.2 APG:p.2 APG:p.2 UM:p.2 UI:p.2 UC:p.2 UC:p.2 CR:p.3

CR:p.334

		Pa	ladin Spe	ells			
□□□□ <u>Read Magic</u>	Divination			1 standard action	100 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects-	-books, scrolls, Abjuration	weapons, a		ıld otherwise be uni 1 standard action	ntelligible. 1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with ma	-	at protects i					·
□□□□ Restoration (Lesser)	Conjuration (-		3 rounds	Instantaneous	Touch	CR:p.33
[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical (harmless); DC:15, Will negates (harmless)]	effects reducin	.g one of th	e subject's ability sco	ores or cures 1d4 po	ints of temporary ability damage to one o	f the subject's ability scores. [SR	
Compse	Evocation [Go			1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] TARGET: Corpse touched; EFFECT: Prevent a corpse from becoming Shield of Fortification	Abjuration	ature. [SR:N		1 standard action	10 minutes	Touch	ACG:p.192
[V, S, DF] TARGET: creature touched; EFFECT: Target gains a 25% chance to treat		l sneak atta					
[V, S] TARGET: you; EFFECT: Magical field grants a +1 bonus to AC and on saves,	Abjuration	reature att		1 standard action	10 rounds or until discharged	Personal	ACG:p.194
Sun Metal	Transmutatio			1 standard action	10 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; EFFECT: Weapon touched bursts into flames.			rtitude negates (objetion) [Mind-Affecting		10 rounds [D]	30ft.	UC:p.246
[V, S, M/DF] TARGET: The caster and all allies within a 30-ftradius burst, center							
(harmless)]			ion) [Mind-Affecting		10 rounds	Close (50 ft.)	ISWG:p.296
[V, S] TARGET: One creature; EFFECT: Creature gains +4 morale bonus on saves a		•	- · · · · · · · · · · · · · · · · · · ·			· · ·	•
[harmless); DC:15, Will negates (harmless)]	Abjuration [G	oodl		1 standard action	100 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: +2 AC, +2 on	-			. Staridard decion	Too minutes [5]	r croomar or 5 ray see c	7 ii G.p.25
DDDD Virtue	Transmutatio			1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature Wartrain Mount			ranting the subject 1 ion) [Mind-Affecting		t. [SR: Yes (harmless)] 10 hours	Close (50 ft.)	UM:p.248
[V, S, M] TARGET: One indifferent or friendly animal; EFFECT: Animal gains comb	at training. [SR				•		
[V, DF] TARGET: One ally; EFFECT: Ally rerolls a save against charm or fear. [SR:Y	Abjuration	OC•15 \M/iII .		1 immediate action	Instantaneous	Close (50 ft.)	UM:p.249
				aster Le	val·10		
	•	Peri				Dames	Causas
Name Arrow of Law	School Evocation [La	wful]		Time 1 standard action	Duration Instantaneous [1 round]; see text	Range Close (50 ft.)	Source UM:p.207
[V, S, DF] TARGET: Arrow-shaped projectile of lawful energy; <i>EFFECT</i> : Harm and							
Aura of Greater Courage [V, S, DF] TARGET: 10-ftradius emanation centered on you; EFFECT: Increases s	Abjuration [E			1 standard action (harmless): DC:16	10/minutes per level	Personal	APG:p.204
Bestow Grace	Abjuration	auiii 3 aui a		1 standard action	10 minutes	Touch	APG:p.205
[V, S, DF] TARGET: one good creature touched; EFFECT: Subject gains bonus on			modifier. [SR:Yes (h		ll (harmless)] 10 minutes	Close (50 ft.)	UC:p.224
[V, S, M] TARGET: one creature; EFFECT: Grant a creature proficiency in a single						Close (50 It.)	UC:p.224
□□□□□ Blessing of Courage and Life	Conjuration (1 standard action	10 minutes [see below]	Close (50 ft.)	APG:p.205
[V, S, DF] TARGET: one living creature; EFFECT: Grants a +2 bonus on saves vs. fe Bull's Strength	ar and death. [egates (harmless)] 1 standard action	10 minutes	Touch	CR:p.251
[V, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronger					DC:16, Will negates (harmless)]		,
DDDDDBullet Ward	Abjuration			1 standard action	100 minutes or until discharged	Personal	ACG:p.176
[V, S, F] TARGET: you; EFFECT: Adamantine bullets intercept firearm attacks. Corruption Resistance	Abjuration			1 standard action	100 minutes	Touch	APG:p.212
[V, S, DF] TARGET: Creature touched; EFFECT: Protects creature against damage							
[V, S, DF] TARGET: Creature touched; <i>EFFECT:</i> The subject becomes temporarily	Conjuration (1 standard action	10 hours	Touch	CR:p.265
Divine Arrow	Transmutatio			1 standard action	10 rounds or until discharged	Touch	UC:p.228
[V, S] TARGET: one projectile; <i>EFFECT</i> : Imbues a projectile with holy energy. [SR:	No] Transmutatio	_		1 standard action	10 minutes	Touch	CR:p.275
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature become							CK.p.273
□□□□ Effortless Armor	Transmutatio	n		1 standard action	10 minutes	Personal	UC:p.228
[V, S] TARGET: You; EFFECT: Armor you wear no longer slows your speed. DDDDDEndure Elements (Communal)	Abjuration			1 standard action	24 hours	Touch	UC:p.228
[V, S] TARGET: creatures touched; EFFECT: As endure elements, but you may div	ide the duration	n among cre					
☐☐☐☐☐ Fire of Entanglement	Evocation			1 swift action	10 rounds	special; see text	APG:p.221
[V, S] TARGET: one creature; EFFECT: Your ability to smite evil also entangles you holy Shield	Abjuration	JC:16, Refle		1 standard action	100 minutes	Personal	UM:p.223
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No]			Force]	1 standard action	10 minutes [D]	Personal	APG:p.229
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No]	Conjuration (Creation) [r staridard decion			
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No]	•			1 standard action	10 minutes [D; see text]	Personal	MC:45
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor [V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your curr Ironskin [V,S,DF]M] TARGET: You; EFFECT: Your skin hardens and takes on the color and	ent attire. Transmutatio	on [Earth] h iron. You	gain a +4 enhanceme	1 standard action ent bonus to your ex	kisting natural armor bonus [if you do not	have a natural armor bonus, you	u are
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your curr Ironskin V,S,DF/M] TARGET: You; EFFECT: Your skin hardens and takes on the color and considered to have an effective natural armor bonus of +0]. This enhancement be confirms a critical hit or sneak attack against you with a physical weapon [not a:	ent attire. Transmutatio texture of rouglonus increases	on [Earth] h iron. You by 1 for eve	gain a +4 enhanceme ery 4 caster levels ab	1 standard action ent bonus to your ex ove 3rd, to a maxim	kisting natural armor bonus [if you do not um of +7 at 15th level. While you're under	have a natural armor bonus, you the effects of this spell, if an op	u are ponent
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor [V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your curr Ironskin [V,S,DF/M] TARGET: You; EFFECT: Your skin hardens and takes on the color and considered to have an effective natural armor bonus of +0]. This enhancement is	ent attire. Transmutatio texture of rouglonus increases	on [Earth] h iron. You by 1 for eve effect], you	gain a +4 enhanceme ery 4 caster levels ab u can dismiss this spe	1 standard action ent bonus to your ex ove 3rd, to a maxim	kisting natural armor bonus [if you do not um of +7 at 15th level. While you're under	have a natural armor bonus, you the effects of this spell, if an op	u are ponent
[V, s] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor [V, s, pF] TARGET: You; EFFECT: Summon armor temporarily replacing your curr [V, s, pF] TARGET: You; EFFECT: Summon armor temporarily replacing your curr [V, s, pF, m] TARGET: You; EFFECT: Your skin hardens and takes on the color and considered to have an effective natural armor bonus of +0]. This enhancement is confirms a critical hit or sneak attack against you with a physical weapon [not a not an action, but you must be conscious and aware of the attack to do so. [Instance] [V, s] TARGET: lance of light; EFFECT: Creates a soaring beacon of light.	ent attire. Transmutatio texture of rougi onus increases spell or magical Evocation [Go	on [Earth] h iron. You i by 1 for eve effect], you	gain a +4 enhanceme ery 4 caster levels ab u can dismiss this spe	1 standard action ent bonus to your ex ove 3rd, to a maxim ell to negate the criti 1 standard action	kisting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a r 11 rounds [D]	have a natural armor bonus, you the effects of this spell, if an opp ormal hit. Dismissing the spell in Personal	u are ponent n this way is APG:p.231
[V, s] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor [V, s, pF] TARGET: You; EFFECT: Summon armor temporarily replacing your curr [V, S, pF] TARGET: You; EFFECT: Your skin hardens and takes on the color and considered to have an effective natural armor bonus of +0]. This enhancement be confirms a critical hit or sneak attack against you with a physical weapon [not a stot an action, but you must be conscious and aware of the attack to do so.	ent attire. Transmutatio texture of roug onus increases spell or magical Evocation [Go	on [Earth] h iron. You i by 1 for eve effect], you	gain a +4 enhanceme ery 4 caster levels ab u can dismiss this spe	1 standard action ent bonus to your ex ove 3rd, to a maxim ell to negate the criti	kisting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a r	have a natural armor bonus, you the effects of this spell, if an opp ormal hit. Dismissing the spell in	u are ponent n this way is APG:p.231
[V, s] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor [V, s, pt] TARGET: You; EFFECT: Summon armor temporarily replacing your curr [V, S, pt] TARGET: You; EFFECT: Summon armor temporarily replacing your curr [V, S, pt] TARGET: You; EFFECT: Your skin hardens and takes on the color and considered to have an effective natural armor bonus of +0]. This enhancement is confirms a critical hit or sneak attack against you with a physical weapon [not a not an action, but you must be conscious and aware of the attack to do so.	ent attire. Transmutatio texture of roug onus increases spell or magical Evocation [Go Transmutatio DC:16, no] Enchantment	on [Earth] h iron. You i by 1 for eve effect], you ood, Light] on	gain a +4 enhanceme ery 4 caster levels ab u can dismiss this spe	1 standard action ent bonus to your e vove 3rd, to a maxim all to negate the criti 1 standard action 1 swift action	kisting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a r 11 rounds [D]	have a natural armor bonus, you the effects of this spell, if an opp ormal hit. Dismissing the spell in Personal	u are ponent n this way is APG:p.231 UC:p.234
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No]	ent attire. Transmutatio texture of roug onus increases spell or magical Evocation [Go Transmutatio DC:16, no] Enchantment d. [SR:Yes; DC:1	on [Earth] h iron. You we by 1 for every effect], you cod, Light] on c (Charm) [I	gain a +4 enhancemery 4 caster levels ab a can dismiss this spe tan dismiss this spe Language-Depende	1 standard action ent bonus to your ex ove 3rd, to a maxim ell to negate the criti 1 standard action 1 swift action 1 swift action	kisting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a r 11 rounds [D] 1 round	have a natural armor bonus, you the effects of this spell, if an oppormal hit. Dismissing the spell in Personal Personal Close (50 ft.)	u are ponent n this way is APG:p.231 UC:p.234
[V, s] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor [V, s, pt] TARGET: You; EFFECT: Summon armor temporarily replacing your curr [V, S, pt] TARGET: You; EFFECT: Summon armor temporarily replacing your curr [V, S, pt] TARGET: You; EFFECT: Your skin hardens and takes on the color and considered to have an effective natural armor bonus of +0]. This enhancement is confirms a critical hit or sneak attack against you with a physical weapon [not a not an action, but you must be conscious and aware of the attack to do so.	ent attire. Transmutatio texture of roug onus increases spell or magical Evocation [Go Transmutatio DC:16, no] Enchantment d, [SR:Yes; DC:1 Conjuration (ves; DC:16, Will reserved.)	on [Earth] h iron. You oby 1 for evereffect], you ood, Light] on c (Charm) [1 6, no] Calling) [Lanegates]	gain a +4 enhancemery 4 caster levels ab a can dismiss this spe tanguage-Depende anguage-Dependen	1 standard action ent bonus to your ex ove 3rd, to a maxim ell to negate the criti 1 standard action 1 swift action 1 swift action	kisting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a r 11 rounds [D]	have a natural armor bonus, you the effects of this spell, if an oppormal hit. Dismissing the spell in Personal Close (50 ft.) Close (50 ft.)	u are ponent n this way is APG:p.231 UC:p.234 UC:p.234
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor [V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your curred to the color and considered to have an effective natural armor bonus of +0]. This enhancement is confirms a critical hit or sneak attack against you with a physical weapon [not a not an action, but you must be conscious and aware of the attack to do so. Itah Lance [V, S] TARGET: You; EFFECT: Creates a soaring beacon of light. Itany of Defense [V, S, DF] TARGET: You; EFFECT: Doubles armor's enhancement bonus. [SR:Yes; Itah of Eloquence] [V, S, DF] TARGET: one creature; EFFECT: Fascinates a single creature for 1 round. [SR:Yes] Itah of Entanglement [V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [SR:Yes] Litany of Righteousness	ent attire. Transmutatio texture of rougi onus increases spell or magical Evocation [Go Transmutatio DC:16, no] Enchantment di, [SR:Yes; DC:1 Conjuration (les; DC:16, Will r Evocation [Go	on [Earth] h iron. You oby 1 for eve effect], you ood, Light] on ((Charm) [I 6, no] Calling) [La negates] ood, Language	gain a +4 enhancemery 4 caster levels ab u can dismiss this spe Language-Depende anguage-Dependen age-Dependent]	1 standard action ent bonus to your e ove 3rd, to a maxim ell to negate the criti 1 standard action 1 swift action 1 swift action 1 swift action 1 swift action	kisting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a r 11 rounds [D] 1 round	have a natural armor bonus, you the effects of this spell, if an oppormal hit. Dismissing the spell in Personal Personal Close (50 ft.)	u are ponent n this way is APG:p.231 UC:p.234 UC:p.234
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your curred with the standard of the standard s	ent attire. Transmutatio texture of rougi onus increases spell or magical Evocation [Go Transmutatio DC:16, no] Enchantment di, [SR:Yes; DC:1 Conjuration (les; DC:16, Will r Evocation [Go	on [Earth] h iron. You oby 1 for eve effect], you ood, Light] on c (Charm) [I 6, no] Calling) [La negates] ood, Languares with a g	gain a +4 enhancemery 4 caster levels ab a can dismiss this spe Language-Depende anguage-Dependen age-Dependent] ood aura. [SR:Yes; D	1 standard action ent bonus to your e ove 3rd, to a maxim ell to negate the criti 1 standard action 1 swift action 1 swift action 1 swift action 1 swift action	kisting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a r 11 rounds [D] 1 round 1 round	have a natural armor bonus, you the effects of this spell, if an oppormal hit. Dismissing the spell in Personal Close (50 ft.) Close (50 ft.)	u are ponent n this way is
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] \ \text{Jinstant Armor} \\ [V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your curred to the color and considered to have an effective natural armor bonus of +0]. This enhancement is confirms a critical hit or sneak attack against you with a physical weapon [not a stot an action, but you must be conscious and aware of the attack to do so. \ \text{Light Lance} \] [V, S] TARGET: Alone of light; EFFECT: Creates a soaring beacon of light. \ \text{Litany of Defense} \] [V, S, DF] TARGET: You; EFFECT: Doubles armor's enhancement bonus. [SR:Yes; \ \text{Litany of Eloquence} \] [V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [SR:Yes; \ \text{Litany of Entanglement} \] [V, S, DF] TARGET: one creature; EFFECT: A single a creature takes more dama \ \text{Litany of Righteousness} \] [V, S, DF] TARGET: One creature; EFFECT: A single evil creature takes more dama \ \text{Litany of Warding} \] [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opportunity for the color and the color an	ent attire. Transmutatio texture of roug onus increases spell or magical Evocation [Go Transmutatio DC:16, no] Enchantment J. [SR:Yes; DC:16, Will re Evocation [Go ge from creatur Transmutatio or 1 round.	on [Earth] h iron. You by 1 for ever effect], you ood, Light] on c (Charm) [i 6, no] Calling) [La negates] ood, Languares with a g	gain a +4 enhancemery 4 caster levels ab a can dismiss this spe Language-Depende anguage-Dependen age-Dependent] ood aura. [SR:Yes; D	1 standard action ent bonus to your evo 3rd, to a maxim ell to negate the criti 1 standard action 1 swift action	kisting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a r 11 rounds [D] 1 round 1 round 1 round 1 round 1 round	have a natural armor bonus, you the effects of this spell, if an opp ormal hit. Dismissing the spell in Personal Personal Close (50 ft.) Close (50 ft.) Personal	u are ponent n this way is APG:p.231 UC:p.234 UC:p.234 UC:p.235 UC:p.235
[V, s] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No]	ent attire. Transmutatio texture of roug onus increases spell or magical Evocation [Go Transmutatio DC:16, no] Enchantment d. [SR:Yes; DC:1 Conjuration (es; DC:16, Will r Evocation [Go ge from creatur Transmutatio or 1 round. Transmutatio	on [Earth] h iron. You we offect], you cood, Light] on c (Charm) [i 6, no] Calling) [La negates] ood, Languares with a g	gain a +4 enhancemery 4 caster levels ab a can dismiss this spe Language-Depende anguage-Dependen age-Dependent] ood aura. [SR:Yes; D	1 standard action ent bonus to your owe 3rd, to a maxim ell to negate the criti 1 standard action 1 swift action 1 swift action 1 swift action 1 swift action C:16, Will negates] 1 swift action 1 swift action	disting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a record of the control of	have a natural armor bonus, you the effects of this spell, if an opp ormal hit. Dismissing the spell in Personal Personal Close (50 ft.) Close (50 ft.)	u are ponent n this way is APG:p.231 UC:p.234 UC:p.234 UC:p.235 UC:p.235
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] \ \text{Jinstant Armor} \\ [V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your curred to the color and considered to have an effective natural armor bonus of +0]. This enhancement is confirms a critical hit or sneak attack against you with a physical weapon [not a stot an action, but you must be conscious and aware of the attack to do so. \ \text{Light Lance} \] [V, S] TARGET: Alone of light; EFFECT: Creates a soaring beacon of light. \ \text{Litany of Defense} \] [V, S, DF] TARGET: You; EFFECT: Doubles armor's enhancement bonus. [SR:Yes; \ \text{Litany of Eloquence} \] [V, S, DF] TARGET: one creature; EFFECT: Entangles a creature for 1 round. [SR:Yes; \ \text{Litany of Entanglement} \] [V, S, DF] TARGET: one creature; EFFECT: A single a creature takes more dama \ \text{Litany of Righteousness} \] [V, S, DF] TARGET: One creature; EFFECT: A single evil creature takes more dama \ \text{Litany of Warding} \] [V, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opportunity for the color and the color an	ent attire. Transmutatio texture of roug onus increases spell or magical Evocation [Go Transmutatio DC:16, no] Enchantment d. [SR:Yes; DC:1 Conjuration (es; DC:16, Will r Evocation [Go ge from creatur Transmutatio or 1 round. Transmutatio	on [Earth] h iron. You u by 1 for ever effect], you ood, Light] on c (Charm) [i 6, no] Calling) [Le negates] ood, Langue res with a g in	gain a +4 enhancemery 4 caster levels ab a can dismiss this spe Language-Dependen anguage-Dependen age-Dependent] ood aura. [SR:Yes; D	1 standard action ent bonus to your owe 3rd, to a maxim ell to negate the criti 1 standard action 1 swift action 1 swift action 1 swift action 1 swift action C:16, Will negates] 1 swift action 1 swift action	disting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a record of the control of	have a natural armor bonus, you the effects of this spell, if an opp ormal hit. Dismissing the spell in Personal Personal Close (50 ft.) Close (50 ft.) Personal	u are ponent n this way is APG:p.231 UC:p.234 UC:p.234 UC:p.235 UC:p.235 UC:p.236
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor [V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your curred and considered to have an effective natural armor bonus of +0]. This enhancement be confirms a critical hit or sneak attack against you with a physical weapon [not a snot an action, but you must be conscious and aware of the attack to do so. Light Lance Institute Litany of Lit	ent attire. Transmutatio texture of roug onus increases spell or magical Evocation [Go Transmutatio DC:16, no] Enchantment d. [SR:Yes; DC:1 Conjuration (es; DC:16, Will r Evocation [Go ge from creatur Transmutatio or 1 round. Transmutatio targeting and d Transmutatio mes wiser gainli	on [Earth] h iron. You u by 1 for ever effect], you ood, Light] on c (Charm) [i 6, no] Calling) [La negates] ood, Languares with a g on on amage rolls on	gain a +4 enhancemery 4 caster levels ab a can dismiss this spe Language-Depende anguage-Dependen age-Dependent] ood aura. [SR:Yes; D	1 standard action ent bonus to your ev eve 3rd, to a maxim ell to negate the criti 1 standard action 1 swift action 1 swift action 1 swift action 1 swift action C:16, Will negates] 1 swift action 1 standard action object); DC:16, Will 1 standard action Wisdom. [SR:Yes; Do	disting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a recall 11 round 12 round 13 round 14 round 15 round 15 round 15 round 16 round 16 round 17 round 17 round 18 round 19 minutes (harmless, object) 18 minutes (harmless, object) 19 minutes (2:16, Will negates (harmless)]	have a natural armor bonus, you the effects of this spell, if an opp ormal hit. Dismissing the spell in Personal Personal Close (50 ft.) Close (50 ft.) Close (50 ft.) Touch Touch	u are ponent n this way is APG:p.231 UC:p.234 UC:p.234 UC:p.235 UC:p.235 CR:p.318
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No]	ent attire. Transmutatio texture of roug onus increases spell or magical Evocation [Go Transmutatio DC:16, no] Enchantment d. [SR:Yes; DC:1 Conjuration (es; DC:16, Will r Evocation [Go ge from creatur Transmutatio or 1 round. Transmutatio targeting and d Transmutatio mes wiser gainli Abjuration	on [Earth] h iron. You by 1 for ever effect], you ood, Light] on c (Charm) [I 6, no] Calling) [La negates] ood, Languares with a grin	gain a +4 enhancemery 4 caster levels ab a can dismiss this spe Language-Depende anguage-Dependen age-Dependent] ood aura. [SR:Yes; D	1 standard action ent bonus to your evo eva 3rd, to a maxim ell to negate the criti 1 standard action 1 swift action 1 standard action 0 bject); DC:16, Will 1 standard action Wisdom. [SR:Yes; DI 1 immediate action	disting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a recall 11 round 12 round 13 round 14 round 15 round 15 round 15 round 16 round 16 round 17 round 17 round 18 round 19 minutes (harmless, object) 18 minutes (harmless, object) 19 minutes (2:16, Will negates (harmless)]	have a natural armor bonus, you the effects of this spell, if an opp ormal hit. Dismissing the spell in Personal Personal Close (50 ft.) Close (50 ft.) Personal Touch	u are ponent n this way is APG:p.231 UC:p.234 UC:p.234 UC:p.235 UC:p.235 UC:p.236
[V, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor [V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your curred and considered to have an effective natural armor bonus of +0]. This enhancement be confirms a critical hit or sneak attack against you with a physical weapon [not a snot an action, but you must be conscious and aware of the attack to do so. Light Lance Institute Litany of Lit	ent attire. Transmutatio texture of roug onus increases spell or magical Evocation [Go Transmutatio DC:16, no] Enchantment d. [SR:Yes; DC:1 Conjuration (es; DC:16, Will r Evocation [Go ge from creatur Transmutatio or 1 round. Transmutatio targeting and d Transmutatio mes wiser gainli Abjuration	on [Earth] h iron. You by 1 for ever effect], you ood, Light] on c (Charm) [I 6, no] Calling) [La negates] ood, Languares with a g on on aamage rolls on ng a +4 enh es (harmles	gain a +4 enhancemery 4 caster levels ab a can dismiss this spell can dismiss the can dismiss this spell can dismiss the can dismiss	1 standard action ent bonus to your evo eva 3rd, to a maxim ell to negate the criti 1 standard action 1 swift action 1 standard action 0 bject); DC:16, Will 1 standard action Wisdom. [SR:Yes; DI 1 immediate action	disting natural armor bonus [if you do not um of +7 at 15th level. While you're under cal hit or sneak attack and treat it is as a recall 11 round 12 round 13 round 14 round 15 round 15 round 15 round 16 round 16 round 17 round 17 round 18 round 19 minutes (harmless, object) 18 minutes (harmless, object) 19 minutes (2:16, Will negates (harmless)]	have a natural armor bonus, you the effects of this spell, if an opp ormal hit. Dismissing the spell in Personal Personal Close (50 ft.) Close (50 ft.) Close (50 ft.) Touch Touch	u are ponent n this way is APG:p.231 UC:p.234 UC:p.234 UC:p.235 UC:p.235 CR:p.318

	Paladin S	pells			
Protection from Evil (Communal)	Abjuration [Good]	1 standard action	10 minutes [D]	Touch	UC:p.2
/, S, M/DF] TARGET: creatures touched; EFFECT: As protection from evil, but the property of	at you may divide the duration among creature Conjuration (Healing)	es touched. [SR: No; see to 1 standard action	ext; DC: 16, Will negates (harmless)] Instantaneous	Close (50 ft.)	CR:p.3
7, S] TARGET: Up to four creatures, no two of which can be more than 30 ft	· · · · · · · · · · · · · · · · · · ·			, ,	
armless)]	Abjuration, AirSchool, EarthSchool, Fir		100 minutes	Touch	CR:p.3
□□□□ Resist Energy /, s, DF] TARGET : Creature touched; <i>EFFECT</i> : This abjuration grants a creatr					
Company of the control of the contro	Enchantment (Compulsion) [Mind-Affe		10 rounds	Touch	APG:p.2
, S, DF] TARGET: creature touched; EFFECT: Boosts attack bonus with each			400 1 . [0]		
I□□□□Sacred Bond /, S, F] TARGET: creature touched; <i>EFFECT:</i> Cast touch healing spells from a	Conjuration (Healing)	1 round	100 minutes [D]	Touch; see text	APG:p.2
1 Saddle Surge	Transmutation	1 standard action	10 rounds [D]; see text	Personal	APG:p.2
/, S, DF] TARGET: You and your mount; EFFECT: Bonus damage for moving	on mount.				
Shield Companion	Abjuration	1 standard action	10 hours [D]	Close (50 ft.)	ACG:p.
r, s] TARGET : your companion creature; <i>EFFECT</i> : As shield other, but affect	ing your companion creature. [SR:yes (harmle Abjuration	ss); DC: 16, Will negates (1 standard action	harmless)] 10 hours [D]	Close (50 ft.)	CR:p.:
, S, F] TARGET: One creature; <i>EFFECT:</i> This spell wards the subject and cre	<u>-</u>				
□□□□ <u>Undetectable Alignment</u>	Abjuration	1 standard action	24 hours	Close (50 ft.)	CR:p.
, S] TARGET: One creature or object; EFFECT: An undetectable alignment s					LIMA
□□□□Vestment of the Champion , S] TARGET: Armor or shield touched; EFFECT: Armor or shield gains a +2	Abjuration	1 standard action	10 minutes	Touch	UM:p.
Silend Gallis a +2	Evocation [Good]	1 standard action	10 rounds	120 ft.	APG:p.
, S, DF] TARGET: a 10-ftwide path in a straight line, up to 120 ft. long; EFF	FECT: Magical trail aids good creatures, hinders	evil ones. [SR:Yes]			
□□□□ <u>Weapon of Awe</u>	Transmutation [Emotion]	1 standard action	10 minutes	Touch	APG:p.
, S, DF] TARGET: weapon touched; <i>EFFECT:</i> Weapon gets +2 on damage ro	olls. [SR:Yes (harmless, object); DC:16, Will negation Transmutation	ates (harmless, object)] 1 standard action	10 minutes [D]	Personal	ACG:p.
TARGET: you; EFFECT: Increase the range of auras bestowed by your class					
□□□□Zone of Truth	Enchantment (Compulsion) [Mind-Affe	ectinc1 standard action	10 minutes	Close (50 ft.)	CR:p.
, S, DF] TARGET: 20-ftradius emanation; EFFECT: Creatures within the em	nanation area [or those who enter it] can't spe	ak any deliberate and int	entional lies. [SR: Yes; DC: 16, Will negates	s]	
L	.EVEL 3 / Per Day:2 /	[/] Caster Le	vel:10		
Name	School	Time	Duration	Range	Sou
□□□□ <u>Archon's Aura</u>	Evocation [Good, Lawful]	1 standard action	10 minutes	20 ft.	UM:p.
, S] TARGET: 20-ft. radius centered on you; EFFECT: Aura penalizes enemy		A standard setter	40	Cl (50 G.)	166
Bestow Auras , S] TARGET: one creature; EFFECT: Transfer your paladin or antipaladin au	Abjuration	1 standard action	10 minutes [D]	Close (50 ft.)	ACG:p.
Blade of Bright Victory	Transmutation [Good]	1 standard action	10 minutes	Touch	UM:p.
, S] TARGET: Your paladin bonded weapon; EFFECT: Bonded weapon gains					
Blessing of the Mole	Transmutation	1 round	10 minutes	Close (50 ft.)	UM:p.
, s] TARGET : 10 creatures; EFFECT : 10 allies gain darkvision and a +2 Stealt	th bonus. [SR:Yes (harmless)] Transmutation	4 10 11			UC:p.
		i swiπ action	see text	Personal	
I IAKGE1: You; EFFEC1: You gain increased speed, and your movement ign	nores attacks of opportunity and allows you to	1 swift action move through the space	see text e of creatures larger than you are.	Personal	ос.р.
	nores attacks of opportunity and allows you to Conjuration (Healing)			Touch	·
Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv	Conjuration (Healing)	move through the space 1 standard action	e of creatures larger than you are. Instantaneous	Touch	CR:p.
□□□□ Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv kt]	Conjuration (Healing)	move through the space 1 standard action	e of creatures larger than you are. Instantaneous	Touch	CR:p.
Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv xt] Daybreak Arrow	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e	e of creatures larger than you are. Instantaneous lamage. [SR :Yes (harmless) or yes; see te 100 minutes nergy. [SR :Yes (harmless, object); DC :17,	Touch ext; DC: 17, Will half (harmless Touch , Fortitude negates (harmless	CR:p.) or Will half; s UC:p. , object)]
Cure Moderate Wounds 7, S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv 8 to 1 1	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light]	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D]	Touch ext; DC :17, Will half (harmless Touch	CR:p.) or Will half; so UC:p. , object)]
Cure Moderate Wounds 7, S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv 7, S] TARGET: Daybreak Arrow 7, S] TARGET: up to 50 pieces of ammunition, all of which must be together 7, S] TARGET: Object touched; EFFECT: You touch an object when you cast to	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No]	Touch ext; DC: 17, Will half (harmless Touch Fortitude negates (harmless Touch	CR:p.) or Will half; so UC:p. , object)] CR:p.
Cure Moderate Wounds 7, 5] TARGET: Creature touched; EFFECT: When laying your hand upon a liv 10 10 10 10 10 10 10 10 10 1	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light]	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D]	Touch ext; DC: 17, Will half (harmless Touch , Fortitude negates (harmless	CR:p.) or Will half; so UC:p. , object)] CR:p.
Cure Moderate Wounds , \$] TARGET: Creature touched; EFFECT: When laying your hand upon a liv xt Daybreak Arrow , \$] TARGET: up to 50 pieces of ammunition, all of which must be together Daylight , \$] TARGET: Object touched; EFFECT: You touch an object when you cast to be a compared to the compared t	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action	e of creatures larger than you are. Instantaneous lamage. [sR :Yes (harmless) or yes; see te 100 minutes nergy. [sR :Yes (harmless, object); DC :17, 100 minutes [D] :No] 10 minutes	Touch ext; DC: 17, Will half (harmless Touch Fortitude negates (harmless Touch	CR:p.) or Will half; so UC:p. , object)] CR:p. UC:p.
Cure Moderate Wounds , s) TARGET: Creature touched; EFFECT: When laying your hand upon a liv xt	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] 10 minutes 10 hours 17, Fortitude negates (harmless)]	Touch ext; DC :17, Will half (harmless Touch , Fortitude negates (harmless Touch Personal Touch	CR:p.) or Will half; sr UC:p. , object)] CR:p. UC:p.
Cure Moderate Wounds 7, S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv xt 1	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting]	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes	Touch ext; DC :17, Will half (harmless Touch Fortitude negates (harmless Touch Personal	CR:p.) or Will half; se UC:p. , object)] CR:p. UC:p.
Cure Moderate Wounds , S TARGET: Creature touched; EFFECT: When laying your hand upon a liv xi, S TARGET: Up to 50 pieces of ammunition, all of which must be together Daylight , S TARGET: Object touched; EFFECT: You touch an object when you cast to Deadly Juggernaut , S TARGET: You; EFFECT: Your might increases with every kill you make. Delay Poison (Communal) , S, DF TARGET: creatures touched; EFFECT: As delay poison, but you may Detect Anxieties (S, F/DF) TARGET: Cone-shaped emanation; EFFECT: Learn what makes created and the state of the	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting]	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] 10 minutes 10 hours 17, Fortitude negates (harmless)]	Touch ext; DC :17, Will half (harmless Touch , Fortitude negates (harmless Touch Personal Touch	CR:p.) or Will half; so UC:p. , object)] CR:p. UC:p. UI:p.
Cure Moderate Wounds (, s) TARGET: Creature touched; EFFECT: When laying your hand upon a liv xt] () Daybreak Arrow (, s) TARGET: up to 50 pieces of ammunition, all of which must be together (, s) TARGET: Object touched; EFFECT: You touch an object when you cast to be provided by the provided by t	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] satures anxious. [SR:No; DC:17, Will negates; s Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text]	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action 1 standard action extensives (harmless); DC: 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 10 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D]	Touch ext; DC:17, Will half (harmless Touch Fortitude negates (harmless Touch Personal Touch 60 ft.	CR:p. Or Will half; so UC:p. Object)] CR:p. UC:p. UC:p. UI:p.
Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv kt] Daybreak Arrow , S] TARGET: up to 50 pieces of ammunition, all of which must be together Daylight , S] TARGET: Object touched; EFFECT: You touch an object when you cast to be been upon t	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] set of the conjuration [Mind-Affecting] desire. [SR:No; DC:17, Will negates; set text] Divination	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 1 standard action 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 10 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D]	Touch ext; DC:17, Will half (harmless Touch ,Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.)	CR:p.) or Will half; s UC:p. UC:p. UI:p. UI:p. CR:p.
Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a live to the content of the content o	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] eatures anxious. [SR:No; DC:17, Will negates; s Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action 1 standard action et etxt] 1 standard action 1 standard action and knowingly speaks a	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 110 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aura	Touch ext; DC:17, Will half (harmless Touch Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.)	CR:p.) or Will half; s UC:p. UC:p. UC:p. UI:p. CR:p. CR:p. UI:p. CR:p.
Cure Moderate Wounds , s] TARGET: Creature touched; EFFECT: When laying your hand upon a liv xt] Daybreak Arrow , s] TARGET: up to 50 pieces of ammunition, all of which must be together Daylight , s] TARGET: Object touched; EFFECT: You touch an object when you cast the properties of the properti	Conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] eatures anxious. [SR:No; DC:17, Will negates; s Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action 1 standard action ee text] 1 standard action 1 standard action and knowingly speaks a 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 11 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aural Instantaneous	Touch ext; DC:17, Will half (harmless Touch Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.)	CR:p.) or Will half; s UC:p. , object)] CR:p. UC:p. UI:p. CR:p. CR:p. CR:p. CR:p.
Cure Moderate Wounds , s] TARGET: Creature touched; EFFECT: When laying your hand upon a liv xt]	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] If at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright light Necromancy [Death] Conjuration (Healing) If divide the duration among creatures touched Divination [Mind-Affecting] set of the complete of the	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action at in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action extended action 1 standard action 1 standard action at the standard action at the standard action and knowingly speaks a 1 standard action en cast on a creature or	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 11 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the magi	Touch ext; DC:17, Will half (harmless Touch , Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.) icial abilities of a magic item, of	CR:p. Or Will half; s UC:p. Object)] CR:p. UC:p. UI:p. UI:p. CR:p.
Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv xt	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] If at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright light Necromancy [Death] Conjuration (Healing) If divide the duration among creatures touched Divination [Mind-Affecting] eatures anxious. [SR:No; DC:17, Will negates; so Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration bel magic to end one ongoing spell that has be Necromancy	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action at in a 60-foot radius, [SR 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action at the standard action 1 standard action at standard action and knowingly speaks a 1 standard action en cast on a creature or 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 110 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the maging to the service of the service	Touch ext; DC:17, Will half (harmless Touch Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.)	CR:p. Or Will half; s UC:p. Object)] CR:p. UC:p. UI:p. UI:p. CR:p.
Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv xt]	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] If at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright light Necromancy [Death] Conjuration (Healing) If divide the duration among creatures touched Divination [Mind-Affecting] eatures anxious. [SR:No; DC:17, Will negates; so Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration bel magic to end one ongoing spell that has be Necromancy	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action at in a 60-foot radius, [SR 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action at the standard action 1 standard action at standard action and knowingly speaks a 1 standard action en cast on a creature or 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 110 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the maging to the service of the service	Touch ext; DC:17, Will half (harmless Touch , Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.) icial abilities of a magic item, of	CR:p.) or Will half; s UC:p. , object)] CR:p. UC:p. UI:p. CR:p. :17, Will negate CR:p. or to counter APG:p.
Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv kt] Daybreak Arrow , S] TARGET: up to 50 pieces of ammunition, all of which must be together Daylight , S] TARGET: Object touched; EFFECT: You touch an object when you cast to Deadly Juggernaut , S] TARGET: Object touched; EFFECT: You touch an object when you cast to Delay Poison (Communal) , S, DF] TARGET: creatures touched; EFFECT: As delay poison, but you may Delay Poison (Communal) , S, DF] TARGET: creatures touched; EFFECT: Learn what makes creatives , S, F/DF] TARGET: Cone-shaped emanation; EFFECT: Learn what creatures , S, F/DF] TARGET: 10 creatures, no two of which can be more than 30 ft. app. Discern Lies , S, DF] TARGET: 10 creatures, no two of which can be more than 30 ft. app. Dispel Magic , S] TARGET: 10 creatures, retature, or object; EFFECT: You can use dispother spellcaster, spell. [SR:No) Divine Transfer , S] TARGET: living creature touched; EFFECT: Transfer hit points and give	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; so Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration bel magic to end one ongoing spell that has be Necromancy DR/evil to target creature. [SR:Yes (harmless); Evocation t attacks. [SR:Yes; DC:17, Will partial]	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action et etxt] 1 standard action 1 standard action and knowingly speaks a 1 standard action en cast on a creature or 1 standard action en cast on a creature or 1 standard action DC:17, Fortitude negate: 1 swift action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 10 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the magi 10 rounds s (harmless)] 10 rounds	Touch ext; DC:17, Will half (harmless Touch Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.) ical abilities of a magic item, of Touch special; see text	CR:p. Or Will half; s UC:p. Object)] CR:p. UC:p. UI:p. CR:p. CR:p. CR:p. APG:p. APG:p.
Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv kt] Daybreak Arrow , S] TARGET: up to 50 pieces of ammunition, all of which must be together Daylight , S] TARGET: Object touched; EFFECT: You touch an object when you cast to Deadly Juggernaut , S] TARGET: You; EFFECT: Your might increases with every kill you make. Delay Poison (Communal) , S, DF] TARGET: creatures touched; EFFECT: As delay poison, but you may Delay Poison (Communal) , S, DF] TARGET: Cone-shaped emanation; EFFECT: Learn what makes creating to Detect Desires , S, F/DF] TARGET: Cone-shaped emanation; EFFECT: Learn what creatures Discern Lies , S, DF] TARGET: Or creatures, no two of which can be more than 30 ft. application of the content of the con	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright light Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] satures anxious. [SR:No; DC:17, Will negates; s Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration pel magic to end one ongoing spell that has be Necromancy DR/evil to target creature. [SR:Yes (harmless); Evocation t attacks, [SR:Yes; DC:17, Will partial] Transmutation	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action et text] 1 standard action 1 standard action and knowingly speaks a 1 standard action en cast on a creature or 1 standard action en cast on a creature or 1 standard action 2 standard action en cast on a creature or 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 110 hours 117, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the magi 10 rounds 10 rounds	Touch ext; DC:17, Will half (harmless Touch Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.) ical abilities of a magic item, of	CR:p. Or Will half; s UC:p. Object)] CR:p. UC:p. UI:p. CR:p. CR:p. CR:p. APG:p. APG:p.
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Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv xt	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] If at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright light Necromancy [Death] Conjuration (Healing) If divide the duration among creatures touched Divination [Mind-Affecting] eatures anxious. [SR:No; DC:17, Will negates; so Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration bel magic to end one ongoing spell that has be Necromancy DR/evil to target creature. [SR:Yes (harmless); Evocation attacks. [SR:Yes; DC:17, Will partial] Transmutation tethan 30 ft. apart; EFFECT: As ghostbane dirget Conjuration (Healing)	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action and knowingly speaks a 1 standard action en cast on a creature or 1 standard action en cast on a creature or 1 standard action 1 standard action en cast on a creature or 1 standard action 1 swift action 1 standard action 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 10 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the magi 10 rounds s (harmless)] 10 rounds 10 rounds 110 rounds 110 rounds 110 rounds 110 rounds 110 rounds 110 rounds 111 rounds 111 rounds 111 rounds 112 reatures. [SR:Yes; DC:17, Will negates] Instantaneous	Touch ext; DC:17, Will half (harmless Touch , Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.) ical abilities of a magic item, of Touch special; see text Close (50 ft.) Touch	CR:p. Or Will half; s UC:p. Object)] CR:p. UC:p. UI:p. UI:p. CR:p. cR:p. cr.to counter APG:p. APG:p.
.\$] TARGET: Creature touched; EFFECT: When laying your hand upon a live the content of the conte	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] eatures anxious. [SR:No; DC:17, Will negates; s Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration bel magic to end one ongoing spell that has be Necromancy DR/evil to target creature. [SR:Yes (harmless); Evocation t attacks. [SR:Yes; DC:17, Will partial] Transmutation e than 30 ft. apart; EFFECT: As ghostbane dirge Conjuration (Healing) ut it affects only the paladin's special mount [t	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius, [SR 1 standard action 1 standard action 1 standard action ee text] 1 standard action and knowingly speaks a 1 standard action en cast on a creature or 1 standard action pocity, Fortitude negate: 1 standard action 1 standard action pocity, Fortitude negate: 1 standard action 1 standard action pocity, Fortitude negate: 1 standard action put affecting multiple of 1 standard action standard action pocity, Fortitude negate: 1 standard action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 10 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds :Ilie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the magi 10 rounds s (harmless)] 10 rounds reatures. [SR:Yes; DC:17, Will negates] Instantaneous is (harmless); DC:17, Will negates (harmles Instantaneous	Touch ext; DC:17, Will half (harmless Touch , Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.) ical abilities of a magic item, of Touch special; see text Close (50 ft.) Touch	CR:p. Or Will half; s UC:p. Object)] CR:p. UC:p. UI:p. UI:p. CR:p. cR:p. cr, Will negate CR:p. or to counter APG:p. APG:p. CR:p.
Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv kt] Daybreak Arrow , S] TARGET: up to 50 pieces of ammunition, all of which must be together Daylight , S] TARGET: Object touched; EFFECT: You touch an object when you cast to Deadly Juggernaut , S] TARGET: Object touched; EFFECT: You touch an object when you cast to Deadly Juggernaut , S] TARGET: You; EFFECT: Your might increases with every kill you make. Delay Poison (Communal) , S, DF] TARGET: creatures touched; EFFECT: As delay poison, but you may Detect Anxieties , S, F/DF] TARGET: Cone-shaped emanation; EFFECT: Learn what makes creating to Detect Desires , S, F/DF] TARGET: Cone-shaped emanation; EFFECT: Learn what creatures , S, PJ TARGET: Or creatures, no two of which can be more than 30 ft. approximately to the spellcaster, creature, or object; EFFECT: You can use dispositors pellcaster's spell. [SR:No] JUDINIA TRASET: Or creatures touched; EFFECT: Transfer hit points and give Divine Transfer , S] TARGET: Inving creature touched; EFFECT: Transfer hit points and give Divine Transfer. S] TARGET: Inving creature touched; EFFECT: Transfer hit points and give Divine Transfer. S] TARGET: Inving creature touched; EFFECT: Transfer hit points and give Divine Transfer. S] TARGET: One creature; EFFECT: Smited creature takes damage when it Divine Transfer. S] TARGET: Your mount touched; EFFECT: This spell functions like heal, be Divine Transfer. S] TARGET: Your mount touched; EFFECT: Whisper sickens evil creatures, g	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright light Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] satures anxious. [SR:No; DC:17, Will negates; s Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration art; EFFECT: You know if the target deliberately Abjuration bel magic to end one ongoing spell that has be Necromancy DR/evil to target creature. [SR:Yes (harmless); Evocation t attacks. [SR:Yes; DC:17, Will partial] Transmutation e than 30 ft. apart; EFFECT: As ghostbane dirge Conjuration (Healing) tit affects only the paladin's special mount [t Evocation [Good] gives good creatures bonuses. [SR:Yes; DC:17, I	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 1 standard action 2 standard action 3 standard action 2 standard action 1 standard action 1 standard action 2 swift action 1 standard action 3 standard action 5 ortitude negates; see te	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 110 hours 117, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the magi 10 rounds 10 rounds 10 rounds 11 rounds 12 reatures. [SR:Yes; DC:17, Will negates] Instantaneous (harmless); DC:17, Will negates (harmles); DC:17, Will negates (harm	Touch ext; DC:17, Will half (harmless Touch , Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.) ical abilities of a magic item, of Touch special; see text Close (50 ft.) Touch special; see text Close (50 ft.) Touch special; see text Close (50 ft.)	CR:p. Or Will half; s UC:p. Object)] CR:p. UC:p. UI:p. UI:p. CR:p. 17, Will negate CR:p. Or to counter APG:p. APG:p. CR:p.
□□□□ Cure Moderate Wounds S] TARGET: Creature touched; EFFECT: When laying your hand upon a live to the content of the con	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright light Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] actures anxious. [SR:No; DC:17, Will negates; s Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration pel magic to end one ongoing spell that has be Necromancy DR/evil to target creature. [SR:Yes (harmless); Evocation at attacks. [SR:Yes; DC:17, Will partial] Transmutation than 30 ft. apart; EFFECT: As ghostbane dirge Conjuration (Healing) ut it affects only the paladin's special mount [t Evocation [Good] ives good creatures bonuses. [SR:Yes; DC:17, IC) Conjuration (Teleportation) [Language]	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 1 standard action 2 standard action 3 standard action 2 standard action 1 standard action 1 standard action 2 swift action 1 standard action 3 standard action 5 ortitude negates; see te	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 10 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds :Ilie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the magi 10 rounds s (harmless)] 10 rounds reatures. [SR:Yes; DC:17, Will negates] Instantaneous is (harmless); DC:17, Will negates (harmles Instantaneous	Touch ext; DC:17, Will half (harmless Touch Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.) ical abilities of a magic item, of Touch special; see text Close (50 ft.) Touch sess)]	CR:p. Or Will half; s UC:p. Object)] CR:p. UC:p. UI:p. UI:p. CR:p. 17, Will negate CR:p. Or to counter APG:p. APG:p. CR:p.
S] TARGET: Object touched; EFFECT: You touch an object when you cast to Delay Poison (Communal) S, FARGET: Object touched; EFFECT: You touch an object when you cast to Delay Poison (Communal) S, TARGET: Object touched; EFFECT: You touch an object when you cast to Delay Poison (Communal) S, TARGET: You; EFFECT: Your might increases with every kill you make. Delay Poison (Communal) S, DF] TARGET: creatures touched; EFFECT: As delay poison, but you may Detect Anxieties S,F/DF] TARGET: cone-shaped emanation; EFFECT: Learn what makes creating Detect Desires S,F/DF] TARGET: Cone-shaped emanation; EFFECT: Learn what creatures S,F/DF] TARGET: To creatures, no two of which can be more than 30 ft. apa Discern Lies S, DF] TARGET: One spellcaster, creature, or object; EFFECT: You can use disponders spellcaster's spell. (SR:No) Divine Transfer S,TARGET: Iwing creature touched; EFFECT: Transfer hit points and give Divine Transfer S,TARGET: one creature; EFFECT: Smited creature takes damage when it Ghostbane Dirge, Mass S, M/DF] TARGET: 10 incorporeal creatures, no two of which can be more than 30 ft. apa Divine Transfer (S) TARGET: One creature; EFFECT: This spell functions like heal, by Heal Mount S,TARGET: Your mount touched; EFFECT: This spell functions like heal, by Target: Your mount touched; EFFECT: Whisper sickens evil creatures, go Target: cone-shaped burst; EFFECT: Whisper sickens evil creatures, go Target: cone-shaped burst; EFFECT: Whisper sickens evil creatures, go Target: cone-shaped burst; EFFECT: This spelle; EFFECT: Teleports a	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright light Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] actures anxious. [SR:No; DC:17, Will negates; s Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration pel magic to end one ongoing spell that has be Necromancy DR/evil to target creature. [SR:Yes (harmless); Evocation at attacks. [SR:Yes; DC:17, Will partial] Transmutation than 30 ft. apart; EFFECT: As ghostbane dirge Conjuration (Healing) ut it affects only the paladin's special mount [t Evocation [Good] ives good creatures bonuses. [SR:Yes; DC:17, IC) Conjuration (Teleportation) [Language]	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 1 standard action 2 standard action 3 standard action 2 standard action 1 standard action 1 standard action 2 swift action 1 standard action 3 standard action 5 ortitude negates; see te	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 110 hours 117, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the magi 10 rounds 10 rounds 10 rounds 11 rounds 12 reatures. [SR:Yes; DC:17, Will negates] Instantaneous (harmless); DC:17, Will negates (harmles); DC:17, Will negates (harm	Touch ext; DC:17, Will half (harmless Touch , Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.) ical abilities of a magic item, of Touch special; see text Close (50 ft.) Touch special; see text Close (50 ft.) Touch special; see text Close (50 ft.)	CR:p. CR:p. UC:p. UC:p. UC:p. UI:p. UI:p. CR:p. APG:p. APG:p. APG:p. UC:p.
. S] TARGET: Creature touched; EFFECT: When laying your hand upon a live to the common of the common	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] extures anxious. [SR:No; DC:17, Will negates; s Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration bel magic to end one ongoing spell that has be Necromancy DR/evil to target creature. [SR:Yes (harmless); Evocation t attacks. [SR:Yes; DC:17, Will partial] Transmutation e than 30 ft. apart; EFFECT: As ghostbane dirge Conjuration (Healing) ut it affects only the paladin's special mount [t Evocation [Good] ives good creatures bonuses. [SR:Yes; DC:17, no] Divination within 30 feet of you. [SR:Yes; DC:17, no]	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius, [SR 1 standard action 1 standard action 1 standard action et ext] 1 standard action 1 standard action and knowingly speaks a 1 standard action en cast on a creature or 1 standard action bc:17, Fortitude negate: 1 swift action t standard action bc:17, Fortitude negate: 1 standard action t standard action puically a horse]. [SR:Yes 1 standard action t standard action t standard action the stand	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 10 hours :17, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the magi 10 rounds s (harmless)] 10 rounds reatures. [SR:Yes; DC:17, Will negates] Instantaneous s (harmless); DC:17, Will negates (harmle Instantaneous xt] instantaneous	Touch ext; DC:17, Will half (harmless Touch , Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) ac aused by lying. [SR:No; DC: Medium (200 ft.) ical abilities of a magic item, of Touch special; see text Close (50 ft.) Touch esss)] 30 ft. Close (50 ft.) Personal	CR:p. Or Will half; s UC:p. Object)] CR:p. UC:p. UI:p. UI:p. CR:p. CR:p. APG:p. APG:p. APG:p. CR:p. UC:p. UC:p.
Cure Moderate Wounds , S] TARGET: Creature touched; EFFECT: When laying your hand upon a liv xt	conjuration (Healing) ing creature, you channel positive energy that Evocation [light] r at the time of casting; EFFECT: Targeted amm Evocation [Light] this spell, causing the object to shed bright ligh Necromancy [Death] Conjuration (Healing) r divide the duration among creatures touched Divination [Mind-Affecting] satures anxious. [SR:No; DC:17, Will negates; so Divination [Mind-Affecting] desire. [SR:No; DC:17, Will negates; see text] Divination art; EFFECT: You know if the target deliberately Abjuration sel magic to end one ongoing spell that has be Necromancy DR/evil to target creature. [SR:Yes (harmless); Evocation t attacks. [SR:Yes; DC:17, Will partial] Transmutation te than 30 ft. apart; EFFECT: As ghostbane dirget Conjuration (Healing) ut it affects only the paladin's special mount [the Evocation [Good] ives good creatures bonuses. [SR:Yes; DC:17, no] Divination within 30 feet of you. [SR:Yes; DC:17, no] Abjuration [Lawful]	move through the space 1 standard action cures 2d8+10 points of d 1 standard action unition exudes radiant e 1 standard action it in a 60-foot radius. [SR 1 standard action 1 standard action 1 standard action et etxt] 1 standard action 1 standard action and knowingly speaks a 1 standard action en cast on a creature or 1 standard action DC:17, Fortitude negate: 1 swift action 1 standard action put affecting multiple c 1 standard action journally a horse]. [SR:Yes 1 standard action cortitude negates; see te-Dep1 swift action 1 swift action	e of creatures larger than you are. Instantaneous lamage. [SR:Yes (harmless) or yes; see te 100 minutes nergy. [SR:Yes (harmless, object); DC:17, 100 minutes [D] :No] 10 minutes 110 hours 117, Fortitude negates (harmless)] Concentration, up to 10 minutes [D] Concentration, up to 10 minutes [D] Concentration, up to 10 rounds lie by discerning disturbances in its aura Instantaneous object, to temporarily suppress the magi 10 rounds s (harmless)] 10 rounds reatures. [SR:Yes; DC:17, Will negates] Instantaneous (harmless); DC:17, Will negates (harmle Instantaneous stantaneous that instantaneous tround 10 round	Touch ext; DC:17, Will half (harmless Touch , Fortitude negates (harmless Touch Personal Touch 60 ft. Close (50 ft.) a caused by lying. [SR:No; DC: Medium (200 ft.) ical abilities of a magic item, of Touch special; see text Close (50 ft.) Touch special; one text Close (50 ft.) Touch Special; one text Close (50 ft.) Touch Touch	CR:p. Or Will half; s UC:p. Object)] CR:p. UC:p. UI:p. UI:p. CR:p. CR:p. APG:p. APG:p. APG:p. CR:p. UC:p. CR:p. CR
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	Paladiı	n Spells			
<u> </u>	Enchantment (Compulsion) [Min	d-Affectin្ 1 standard action	10 rounds	40 ft.	CR:p.324
[V, S, DF] TARGET: All allies and foes within a 40-ftradius burst centere	d on you; EFFECT: You bring special favor up	on yourself and your allies whi	e bringing disfavor to your enemie	s. [SR:Yes]	
□□□□□ <u>Remove Blindness/Deafness</u>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature touched; EFFECT: Remove blindness/deafness of	cures blindness or deafness. [SR:Yes (harmle	ss); DC:17, Fortitude negates (h	narmless)]		
□□□□□ Remove Curse	Abjuration	1 standard action	Instantaneous	Touch	CR:p.332
[V, S] TARGET: Creature or object touched; EFFECT: Remove curse can re	emove all curses on an object or a creature. [SR:Yes (harmless); DC:17, Will	negates (harmless)]		
□□□□ Resist Energy (Communal)	Abjuration	1 standard action	100 minutes	Touch	UC:p.242
[V, S, DF] TARGET: creatures touched; EFFECT: As resist energy, but you	may divide the duration among creatures to	uched. [SR:Yes (harmless); DC	17, Fortitude negates (harmless)]		
□□□□□ <u>Sanctify Armor</u>	Abjuration [Good]	1 standard action	10 minutes	Touch	APG:p.240
[V, S] TARGET: armor touched; EFFECT: +2 AC. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]				
□□□□Shield of Fortification (Greater)	Abjuration	1 standard action	10 minutes	Touch	ACG:p.192
[V, S, DF] TARGET: creature touched; EFFECT: Target gains a 50% chance	e to treat critical hits and sneak attacks as no	rmal hits. [SR:yes (harmless); [C:17, Fortitude negates (harmless)]	
□□□□□ <u>Stunning Barrier (Greater)</u>	Abjuration	1 standard action	10 rounds or until discharged	Personal	ACG:p.195
[V, S] TARGET: you; EFFECT: Magical field grants a +2 bonus to AC and o	n saves, and stuns multiple creatures attacki	ng you. [SR:no and yes (see te	ct); DC:17, none and Will negates (s	ee text)]	
□□□□ They Know	Enchantment (Compulsion) [Emo	tion, Fear]1 standard action	10 minutes [D]	Medium (200 ft.)	UI:p.226
[V,S,M,F/DF] TARGET: One intelligent creature; EFFECT: Convince target	that a nearby creature knows her greatest s	ecret. [SR:Yes; DC:17, Will nega	ntes]		
□□□□ <u>Wrathful Mantle</u>	Evocation [Force, Light]	1 standard action	10 minutes	Touch or 5 ft.; see text	APG:p.257
[V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see tex	t; EFFECT: Subject shines and gets 2 on all sa	ves. [SR:Yes (harmless); DC:17,	Will negates (harmless)]		
	* -Domain/6	Speciality Spell			

*=Domain/Speciality Spell
Class Spell-like Abilities

At Will Detect Evil

Magic Item Spell-like Abilities

□Restoration (Lesser) (DC:10)

Damiro

Human
RACE
31
AGE
Male
GENDER
GLIVELK
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
6' 0"
HEIGHT
190 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
HAIR / HAIR STYLE
17717
PHOBIAS
PERSONALITY TRAITS
INTERESTS
1
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
None
Humanoid
Race Type
race type

Race Sub Type

Description:
Biography: