

Amanu

Character Name  
Monk (Qinggong Monk (Wholeness of Body), Zen Archer) 7, Cleric 1

CLASS  
8 (7) 51000 / 75000

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3		
DEX Dexterity	16	+3	18	+4		
CON Constitution	10	+0	10	+0		
INT Intelligence	12	+1	12	+1		
WIS Wisdom	20	+5	22	+6		
CHA Charisma	8	-1	8	-1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+9	= +7	+ +0	+ +2	+ +0	+ +0	
REFLEX (dexterity)	+11	= +5	+ +4	+ +2	+ +0	+ +0	
WILL (wisdom)	+15	= +7	+ +6	+ +2	+ +0	+ +0	

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+8	=	+5	+	+3	+	+0	+	+0	+	0	+	
RANGED attack bonus	+9	=	+5	+	+4	+	+0	+	+0	+	0	+	
CMB attack bonus	+8	=	+5	+	+3	+	+0	+		+		+	

CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
	+8	+8	+8	+8	+8	+8
CMD	30	30	30	30	30	30

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	1d8+3	20/x2	5 ft.

*Composite Shortbow				HAND	TYPE	SIZE	CRITICAL	REACH
STR +1 (Adaptive/+5)				Both	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +14			Damage: 1d6+7			
70 ft.		140 ft.		210 ft.		280 ft.		350 ft.
TH	+13	+11	+9	+7		+5		
Dam	1d6+6	1d6+6	1d6+6	1d6+6		1d6+6		
420 ft.		490 ft.		560 ft.		630 ft.		700 ft.
TH	+3	+1	-1	-3		-5		
Dam	1d6+6	1d6+6	1d6+6	1d6+6		1d6+6		

Special Properties: Strength bonus to damage, 10 hp/inch, hardness 5, The wielder can fire the bow with a lesser Strength bonus (and cause less damage) if desired.

*Composite Shortbow				HAND	TYPE	SIZE	CRITICAL	REACH
STR +1 (Adaptive/+5) [Deadly Aim]				Both	P	M	20/x3	5 ft.
Range: 30 ft.			To Hit: +12		Damage: 1d6+11			
TH	70 ft.	140 ft.	210 ft.	280 ft.		350 ft.		
	+11	+9	+7	+5		+3		
Dam	1d6+10	1d6+10	1d6+10	1d6+10		1d6+10		
	420 ft.	490 ft.	560 ft.	630 ft.		700 ft.		
TH	+1	-1	-3	-5		-7		
	1d6+10	1d6+10	1d6+10	1d6+10		1d6+10		

Special Properties: Strength bonus to damage, 10 hp/inch, hardness 5, The wielder can fire the bow with a lesser Strength bonus (and cause less damage) if desired.

Quarterstaff (Greenwood;-)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+8		1d6+4				

\*: 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
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +1		+1		+0	0
*Bracers of Armor +2		+2		+0	0

Ki Pool	
Uses per day	

Allard

Player Name  
Vanara / Humanoid  
RACE  
23 Male  
AGE GENDER

HP hit points	58	WOUNDS/CURRENT HP			
AC armor class	25	21	22	10	2
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE modifier	+4	= +4	+ +0		
TOTAL		DEX MODIFIER	MISC MODIFIER		

Encumbrance	Light
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None Deity  
None Region  
Medium / 5 ft. 5' 10" / 175 lbs.  
SIZE / FACE HEIGHT / WEIGHT  
EYES HAIR  
25 Points

SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
								Walk 60 ft., Climb 30 ft.			
MISS CHANCE	0	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST	Insight	Sacred	Profane
0	+0	0	0						0	0	0

TOTAL SKILLPOINTS: 40 (UNUSED: 2)		SKILLS				MAX RANKS: 8/8	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics	DEX	22	=	4	+ 7	+ 11	
✓ Acrobatics (Jump)	DEX	41	=	4	+ 7	+ 30	
✓ Appraise	INT	1	=	1			
✓ Bluff	CHA	6	=	-1		+ 7	
✓ Climb	STR	20	=	3	+ 6	+ 11	
✓ Craft (Untrained)	INT	1	=	1			
✓ Diplomacy	CHA	11	=	-1	+ 1	+ 11	
✓ Disguise	CHA	-1	=	-1			
✓ Escape Artist	DEX	8	=	4	+ 1	+ 3	
✓ Fly	DEX	4	=	4			
✓ Heal	WIS	6	=	6			
✓ Intimidate	CHA	6	=	-1		+ 7	
Knowledge (History)	INT	5	=	1	+ 1	+ 3	
Knowledge (Local)	INT	7	=	1	+ 2	+ 4	
Knowledge (Nature)	INT	10	=	1	+ 5	+ 4	
Knowledge (Religion)	INT	10	=	1	+ 6	+ 3	
✓ Perception	WIS	16	=	6	+ 7	+ 3	
✓ Perform (Untrained)	CHA	-1	=	-1			
✓ Ride	DEX	8	=	4	+ 1	+ 3	
✓ Sense Motive	WIS	10	=	6	+ 1	+ 3	
✓ Stealth	DEX	15	=	4	+ 6	+ 5	
✓ Survival	WIS	6	=	6			
✓ Swim	STR	7	=	3	+ 1	+ 3	
			=	+		+	
			=	+		+	

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

Agile Feet	
Uses per Day	
Agile Feet (Su):As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability 9 times per day. [Paizo Inc. - Core Rulebook, p.47]	

Channel Positive Energy	
Uses per day	
Channel Positive Energy (Su):You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 9 Will save to halve the damage. You can use this ability 2 times per day. [Paizo Inc. - Core Rulebook, p.40]	

Wushu Dart (5)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+8	1d3+3				
Special Properties: May be used to perform a flurry of blows (pg. 145)					

Temple Sword (Cold Iron)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+8	1d8+3				
Special Properties: 30 hp/inch, hardness 10					

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Headband of Inspired Wisdom +2	Equipped	1	1 / 4,000		
Amulet of Natural Armor +1	Equipped	1	0 / 2,000		
Composite Shortbow STR +1 (Adaptive/+5)	Equipped	1	1 / 3,770		
Strength bonus to damage, 10 hp/inch, hardness 5, The wielder can fire the bow with a lesser Strength bonus (and cause less damage) if desired.					
Ring of Protection +1	Equipped	1	0 / 2,000		
Bracers of Armor +2	Equipped	1	1 / 4,000		
Outfit (Monk's)	Equipped	1	2 / 0		
Cloak of Resistance +2	Equipped	1	1 / 4,000		
Belt of Incredible Dexterity +2	Equipped	1	1 / 4,000		
Quick Runner's Shirt	Equipped	1	0 / 1,000		
Once per day as a swift action, the wearer can take an additional move action to move on his turn.					
Efficient Quiver	Equipped	1	2 / 1,800		
19.35 lbs., 5 Arrow (Adamantine), 20 Arrow (Alchemical Silver), 10 Arrow (Blunt), 20 Arrow (Cold Iron), 4 Arrow (Smoke), 5 Arrow (Whistling), 3 Arrows (20), 5 Arrow +1 (Bane (Humanoids (Human)))					
Arrow (Adamantine)	Efficient Quiver	5	0.1 (0.8) / 60 (300.2)		
ignore hardness less than 20					
Arrow (Alchemical Silver)	Efficient Quiver	20	0.1 (3) / 2 (41)		
10 hp/inch, hardness 8					
Arrow (Blunt)	Efficient Quiver	10	0.1 (1.5) / 0.1 (1)		
Arrow (Cold Iron)	Efficient Quiver	20	0.1 (3) / 0.1 (2)		
30 hp/inch, hardness 10					
Arrow (Smoke)	Efficient Quiver	4	0.1 (0.6) / 10 (40)		
Arrow (Whistling)	Efficient Quiver	5	0.1 (0.8) / 0.1 (0.5)		
Arrows (20)	Efficient Quiver	3	3 (9) / 1 (3)		
Arrow +1 (Bane (Humanoids (Human)))	Efficient Quiver	5	0.1 (0.8) / 166.1 (830.2)		
+2 enhancement bonus and does +2d6 bonus damage against Humanoids (Human)					
Potion of Enlarge Person	Equipped	4	0 (0) / 50 (200)		
Target's size category increases to next larger category for 1 minute					
Potion of Heroism	Equipped	1	0 / 750		
+2 morale bonus on attack rolls, saves, and skill checks for 50 minutes					
Potion of Protection from Evil	Equipped	7	0 (0) / 50 (350)		
Scroll (Restoration (Lesser))	Equipped	3	0 (0) / 150 (450)		
Wand of Cure Light Wounds	Equipped	2	0.1 (0.1) / 750 (1,500)		
When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.					
Handy Haversack	Equipped	1	5 / 2,000		
Potion (Shield/Wizard/1st)	Equipped	4	0 (0) / 50 (200)		
Quarterstaff (Greenwood;-)	Carried	1	4 / 200		
Wushu Dart (5)	Carried	1	0 / 1		
May be used to perform a flurry of blows (pg. 145)					
Temple Sword (Cold Iron)	Carried	1	3 / 60		
30 hp/inch, hardness 10					
TOTAL WEIGHT CARRIED/VALUE		21.15 lbs.	33,499gp		

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

MONEY	
Total= 0 gp	

MAGIC	
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Languages	
Common, Sylvan, Vanaran	

Other Companions	
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Archetypes	
<b>Qinggong Monk (Wholeness of Body)</b>	<b>[Paizo Inc. - Ultimate Magic, p.51]</b>
Swap Wholeness of Body for a ki power.	
<b>Zen Archer</b>	<b>[Paizo Inc. - Advanced Player's Guide, p.115]</b>
Some monks seek to become one with another weapon entirely-the bow. The zen archer takes a weapon most other monks eschew and seeks perfection in the pull of a taut bowstring, the flex of a bow's limbs, and the flight of an arrow fired true.	

Traits	
<b>Friend in Every Town (Knowledge (Local))</b>	<b>[Paizo Publishing - Ultimate Campaign, p.60]</b>
You have no problem making friends and learning information from them wherever you go. You gain a +1 trait bonus on all Knowledge (local) checks and Diplomacy checks. One of these skills (your choice) is always a class skill for you.	
<b>Nature's Mimic</b>	<b>[Paizo Publishing - Ultimate Campaign, p.53]</b>
Your knowledge of nature informs your fighting style, and that style gives you insight into related aspects of the natural world. You gain a +1 trait bonus on all Knowledge (nature) checks, and Knowledge (nature) is always a class skill for you. You can make Knowledge (nature) checks pertaining to animals that correspond to your style feats untrained.	

Special Attacks	
<b>Channel Positive Energy (Su)</b>	<b>[Paizo Inc. - Core Rulebook, p.40]</b>
You can unleash a wave of positive energy. You must choose to deal 1d6 points of positive energy damage to undead creatures or to heal living creatures of 1d6 points of damage. Creatures that take damage from channeled energy receive a DC 9 Will save to halve the damage. You can use this ability 2 times per day.	
<b>Ki Pool (Su)</b>	<b>[Paizo Inc. - Core Rulebook, p.59]</b>
You have a pool of 9 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 9 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki Strike allows your unarmed attacks to be treated as magic, cold iron and silver weapons for the purpose of overcoming damage reduction. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.	

Special Qualities	
<b>AC Bonus (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.57]</b>
When unarmored and unencumbered, you add +7 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.	
<b>Agile Feet (Su)</b>	<b>[Paizo Inc. - Core Rulebook, p.47]</b>
As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability 9 times per day.	
<b>Aura (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.]</b>
A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).	
<b>Bonus Feats</b>	<b>[Paizo Inc. - Advanced Player's Guide, p.115]</b>
A zen archer's bonus feats must be taken from the following list: Combat Reflexes, Deflect Arrows, Dodge, Far Shot, Point-Blank Shot, Precise Shot, and Rapid Shot. At 6th level, the following feats are added to the list: Focused Shot*, Improved Precise Shot, Manyshot, Mobility, and Parting Shot*. At 10th level, the following feats are added to the list: Improved Critical, Pinpoint Targeting, Shot on the Run, and Snatch Arrows. A monk need not have any of the prerequisites	

normally required for these feats to select them. These feats replace the monk's normal bonus feats.

**Charm of Wisdom (Ex)** [Paizo Inc. - Ultimate Magic, p.41]

You use your Wisdom modifier instead of your Charisma modifier when making Bluff, Diplomacy, and Intimidate checks.

**Climb Speed (Ex)** [Paizo Inc. - Bestiary 3, p.206]

You have Climb speed of 30 feet.

**Fast Movement (Ex)** [Paizo Inc. - Core Rulebook, p.59]

You gain a +20 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

**Flurry of Blows (Ex)** [Paizo Inc. - Advanced Player's Guide, p.115]

Starting at 1st level, a zen archer can make a flurry of blows as a full-attack action, but only when using a bow (even though it is a ranged weapon). He may not make a flurry of blows with his unarmed attacks or any other weapons. A zen archer does not apply his Strength bonus on damage rolls made with flurry of blows unless he is using a composite bow with a Strength rating. A zen archer's flurry of blows otherwise functions as normal for a monk of his level. A zen archer cannot use Rapid Shot or Manyshot when making a flurry of blows with his bow.

**Gaseous Form (Sp)** [Paizo Inc. - Ultimate Magic, p.52]

Spend 1 ki point to use gaseous form (self-only) as a spell-like ability (caster level 7).

**High Jump (Ex)** [Paizo Inc. - Core Rulebook, p.59]

You can add +7 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

**Ki Arrows (Su)** [Paizo Inc. - Advanced Player's Guide, p.115]

At 5th level, a zen archer may spend 1 point from his ki pool as a swift action to change the damage dice of arrows he shoots to that of his unarmed strikes. This lasts until the start of his next turn. For example, a Medium zen archer's short bow normally deals 1d6 damage; using this ability, his arrows deal 1d8 damage until the start of his next turn. This ability replaces purity of body.

**Ki Pool (Su)** [Paizo Inc. - Advanced Player's Guide, p.115]

At 4th level, in addition to the normal abilities of his ki pool, a zen archer may spend 1 point from his ki pool to increase the range increment for his bow by 50 feet for 1 round.

**Nimble (Ex)** [Paizo Inc. - Bestiary 3, p.206]

Vanara have a +2 racial bonus Acrobatics and Stealth checks.

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

You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

**Perfect Strike (Ex)** [Paizo Inc. - Advanced Player's Guide, p.115]

At 1st level, a zen archer gains Perfect Strike as a bonus feat, even if he does not meet the prerequisites. A zen archer can use Perfect Strike with any bow. At 10th level, the monk can roll his attack roll three times and take the highest result. If one of these rolls is a critical threat, the monk must choose one of his other two rolls to use as his confirmation roll. This ability replaces Stunning Fist.

**Point Blank Master (Ex)** [Paizo Inc. - Advanced Player's Guide, p.115]

At 3rd level, a zen archer gains Point Blank Master\* as a bonus feat, even if he does not meet the prerequisites. This ability replaces still mind.

**Slow Fall (Ex)** [Paizo Inc. - Core Rulebook, p.59]

You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 30 feet shorter than it actually is.

**Spontaneous Casting** [Paizo Inc. - Core Rulebook, p.41]

You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "Cure" in its name).

**Unarmed Strike** [Paizo Inc. - Core Rulebook, p.58]

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects

that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

**Way of the Bow (Ex)** [Paizo Inc. - Advanced Player's Guide, p.115]

At 2nd level, a zen archer gains Weapon Focus as a bonus feat with one type of bow. At 6th level, the monk gains Weapon Specialization with the same weapon as a bonus feat, even if he does not meet the prerequisites. This ability replaces evasion.

**Weapon and Armor Proficiency** [Paizo Inc. - Advanced Player's Guide, p.115]

Zen archers are proficient with longbows, shortbows, composite longbows, and composite shortbows in addition to their normal weapon proficiencies.

**Zen Archery (Ex)** [Paizo Inc. - Advanced Player's Guide, p.115]

At 3rd level, a zen archer may use his Wisdom modifier instead of his Dexterity modifier on ranged attack rolls when using a bow. This ability replaces maneuver training.

**Feats**

**Clustered Shots** [Paizo Inc. - Ultimate Combat, p.92]

You take a moment to carefully aim your shots, causing them all to strike nearly the same spot.

When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction.

[Special]If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

**Deadly Aim** [Paizo Inc. - Core Rulebook, p.121]

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

[Zen Archer Flurry] You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

You can choose to take a -2 penalty on all ranged attack rolls to gain a +4 bonus on all ranged damage rolls. 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.

[Zen Archer Flurry] You can choose to take a -2 penalty on all ranged attack rolls to gain a +4 bonus on all ranged damage rolls. 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.

**Monkey Style** [Paizo Inc. - Ultimate Combat, p.110]

Your unarmed fighting style is nimble and unpredictable, full of ground rolls and short leaps.

You add your Wisdom bonus on Acrobatics checks. While using this style, you take no penalty on melee attack rolls or to AC while prone. Further, you can crawl and stand up from lying prone without provoking attacks of opportunity, and you can stand up as a swift action if you succeed at a DC 20 Acrobatics check.

[Normal] You take a -4 penalty on attack rolls and AC against melee attacks while prone. Standing up is a standard action that provokes attacks of opportunity.

**Quick Draw** [Paizo Inc. - Core Rulebook, p.131]

You can draw weapons faster than most.

You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

**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.

**Perfect Strike** [Paizo Inc. - Advanced Player's Guide, p.166]

When wielding a monk weapon, your attacks can be extremely precise.

You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). You must use one of the following weapons to make the attack: kama, nunchaku, quarterstaff, sai, and siangham. You can roll your attack roll twice and take the higher result. If one of these rolls is a critical threat, the other roll is used as your confirmation roll (your choice if they are both critical threats). You may attempt a perfect attack 2 times per day but no more than once per round.

**Point Blank Master (Weapon Specialization (Shortbow))** [Paizo Inc. - Advanced Player's Guide, p.167]

You are adept at firing ranged weapons in close quarters.	
Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.	
<b>Weapon Focus (Shortbow)</b>	<b>[Paizo Inc. - Core Rulebook, p.136]</b>
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
<b>Weapon Specialization (Shortbow)</b>	<b>[Paizo Inc. - Core Rulebook, p.137]</b>
You deal extra damage when using your chosen weapon.	
You gain a +2 bonus on all damage rolls you make using the selected weapon.	
<b>Improved Precise Shot (Granted)</b>	<b>[Paizo Inc. - Core Rulebook, p.128]</b>
Your ranged attacks ignore anything but total concealment and cover.	
Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.	
<b>Point-Blank Shot (Granted)</b>	<b>[Paizo Inc. - Core Rulebook, p.131]</b>
You are especially accurate when making ranged attacks against close target.	
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
<b>Precise Shot (Granted)</b>	<b>[Paizo Inc. - Core Rulebook, p.131]</b>
You are adept at firing ranged attacks into melee.	
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	

Domains
<b>Travel</b>
You are an explorer and find enlightenment in the simple joy of travel, be it by foot or conveyance or magic. Increase your base speed by 10 feet.

Proficiencies
Aklys, Amentum, Atlatl, Axe (Orc Double), Axe (Throwing), Ballista (Gate Breaker), Ballista (Heavy), Ballista (Light), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Binding Contract, Blowgun, Blunderbuss, Bo Staff, Boar Spear, Bolas, Bomb, Bombard (Heavy), Bombard (Light), Bombard (Standard), Boomerang, Brass Knuckles, Brawler's Flurry, Broadsword (Nine Ring), Buckler Gun, Butterfly Sword, Cannon, Cannon (Fiend's Mouth), Catapult (Heavy), Catapult (Light), Catapult (Standard), Cestus, Chain (Spiked), Chain Spear, Chakram, Club, Crossbow (Double), Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Hand), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Culverin, Curve Blade (Elven), Dagger, Dagger (Chain), Dagger (Punching), Dagger (Swordbreaker), Dan Bong, Dart, Dogslicer, Double Chicken Saber, Double Hackbut, Earth Breaker, Emei Piercer, Falcata, Falchion, Feathers, Fighting Fan, Fire Lance, Firearms, Firedrake, Firewyrn, Flail, Flail (Dire), Flail (Heavy), Flurry of Blows, Flying Blade, Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Hair, Halberd, Hammer (Gnome Hooked), Hammer (Light), Handaxe, Harpoon, Helmet (Dwarven Boulder), Hooked Axe, Hooked Lance, Horsecopper, Hunga Munga, Improvised Weapon, Iron Brush, Javelin, Jutte, Kama, Kama (Double-Chained), Katana, Katana (Double Walking Stick), Kerambit, Kestros, Khopesh, Klar, Knuckle Axe, Kukri, Kusarigama (Sickle and Chain), Kyoketsu Shoge, Lance, Lasso, Longaxe (Dwarven), Longbow, Longhammer (Dwarven), Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Madu, Mancatcher, Mattock, Mere Club, Meteor Hammer, Monk's Spade, Morningstar, Musket, Musket (Axe), Musket (Double-Barreled), Musket (Warhammer), Naginata, Net, Nine-Section Whip, Nodachi, Nunchaku, Ogre Hook, Pata, Pepperbox, Pick (Heavy), Pick (Light), Pilum, Pistol, Pistol (Coat), Pistol (Dagger), Pistol (Double-Barreled), Pistol (Dragon), Pistol (Sword Cane), Poisoned Sand Tube, Quadrens, Quarterstaff, Ranseur, Rapier, Revolver, Rhoka Sword, Rhomphaia, Rifle, Rock, Rope Dart, Sai, Sansetsukon, Sap, Sawtooth Sabre, Scimitar, Scizore, Scorpion Whip, Scroll Blade, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Shotel, Shotgun, Shuriken, Siangham, Sibat, Sica, Sickle, Sling, Sling Staff (Halfling), Snag Net, Spear, Spear (Boar), Spear (Chain), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Springal (Arrow), Springal (Rocket), Stake, Star Candle Firework, Starknife, Sword (Bastard), Sword (Seven-Branches), Sword (Short), Sword (Temple), Sword (Tri-Point Double-Edged), Sword (Two-Bladed), Sword Cane, Swordbreaker (Dagger), Taiaha, Tailblade (Ratfolk), Tekko-Kagi (Iron Claw), Temple Sword, Tepoztopilli, Terbutje, Terbutje (Great), Terror Kite, Tetsubo, Throwing Shield, Tiger Fork, Tonfa, Trebuchet (Heavy), Trebuchet (Light), Trebuchet (Standard), Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Urgrosh (Dwarven), Urumi, Wahaika, Wakizashi, Waraxe (Dwarven Double), Waraxe (Dwarven), Warhammer, Whip, Wushu Dart

Temporary Bonus
Deadly Aim



# Cleric Spells

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

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

Name	School	Time	Duration	Range	Source
☐☐☐☐ <b>Bleed</b>	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	CR:p.249
[V, S] TARGET: One living creature; <b>EFFECT:</b> You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:16, Will negates]					
☐☐☐☐ <b>Create Water</b>	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.262
[V, S] TARGET: Up to 2 gallons of water; <b>EFFECT:</b> This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
☐☐☐☐ <b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. [SR:No]					
☐☐☐☐ <b>Detect Poison</b>	Divination	1 standard action	Instantaneous	Close (25 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; <b>EFFECT:</b> You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
☐☐☐☐ <b>Guidance</b>	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; <b>EFFECT:</b> This spell imbues the subject with a touch of divine guidance. [SR:Yes; DC:16, Will negates (harmless)]					
☐☐☐☐ <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch. [SR:No]					
☐☐☐☐ <b>Mending</b>	Transmutation [Metalschool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 1 lb.; <b>EFFECT:</b> This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
☐☐☐☐ <b>Purify Food and Drink</b>	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 1 cu. ft. of contaminated food and water; <b>EFFECT:</b> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐ <b>Read Magic</b>	Divination	1 standard action	10 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <b>EFFECT:</b> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					
☐☐☐☐ <b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐ <b>Spark</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (25 ft.)	APG:p.246
[V or S] TARGET: One Fine object; <b>EFFECT:</b> Ignites flammable objects. [SR:Yes (object); DC:16, Fortitude negates (object)]					
☐☐☐☐ <b>Stabilize</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (25 ft.)	CR:p.348
[V, S] TARGET: One living creature; <b>EFFECT:</b> Upon casting this spell, you target a living creature that has -1 or fewer hit points. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
☐☐☐☐ <b>Virtue</b>	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

## LEVEL 1 / Per Day:3+1 / Caster Level:1

Name	School	Time	Duration	Range	Source
☐☐☐☐ <b>Abundant Ammunition</b>	Conjuration (Summoning)	1 standard action	1 minutes		UC:p.222
[V, S, M/DF] TARGET: one container touched; <b>EFFECT:</b> Replaces nonmagical ammunition every round. [SR:No]					
☐☐☐☐ <b>Air Bubble</b>	Conjuration (Creation)	1 standard action	1 minutes	Touch	UC:p.222
[S, M/DF] TARGET: one creature or one object no larger than a Large twohanded weapon; <b>EFFECT:</b> Creates a small pocket of air around your head or an object. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐ <b>Ant Haul</b>	Transmutation	1 standard action	2 hours	Touch	APG:p.202
[V, S, M/DF] TARGET: creature touched; <b>EFFECT:</b> Triples carrying capacity of a creature. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
☐☐☐☐ <b>Bane</b>	Enchantment (Compulsion) [Fear, Mind-Aff1	1 standard action	1 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ft.-radius burst, centered on you; <b>EFFECT:</b> Bane fills your enemies with fear and doubt. [SR:Yes; DC:17, Will negates]					
☐☐☐☐ <b>Bless</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; <b>EFFECT:</b> Bless fills your allies with courage. [SR:Yes (harmless)]					
☐☐☐☐ <b>Blessed Fist</b>	Transmutation [Good]	1 standard action	1 minutes	Touch	ACG:p.175
[V, S] TARGET: creature touched; <b>EFFECT:</b> Target doesn't provoke attacks of opportunity with unarmed strikes. [SR:yes; DC:17, none]					
☐☐☐☐ <b>Bless Water</b>	Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.249
[V, S, M] TARGET: Flask of water touched; <b>EFFECT:</b> This transmutation imbues a flask of water with positive energy, turning it into holy water. [SR:Yes (object); DC:17, Will negates (object)]					
☐☐☐☐ <b>Cause Fear</b>	Necromancy [Fear, Mind-Affecting, Emoti	1 standard action	1d4 rounds or 1 round; see text	Close (25 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; <b>EFFECT:</b> The affected creature becomes frightened. [SR:Yes; DC:17, Will partial]					
☐☐☐☐ <b>Command</b>	Enchantment (Compulsion) [Language-Dep1	1 standard action	1 round	Close (25 ft.)	CR:p.256
[V] TARGET: One living creature; <b>EFFECT:</b> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. [SR:Yes; DC:17, Will negates]					
☐☐☐☐ <b>Compel Hostility</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 rounds	Personal	UC:p.226
[V, S, M] TARGET: You; <b>EFFECT:</b> Compels opponents to attack you instead of your allies. [SR:see text; DC:17, see text]					
☐☐☐☐ <b>Comprehend Languages</b>	Divination	1 standard action	10 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; <b>EFFECT:</b> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
☐☐☐☐ <b>Cure Light Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 1d8+1 points of damage. [SR:Yes (harmless); see text; DC:17, Will half (harmless); see text]					
☐☐☐☐ <b>Curse Water</b>	Necromancy [Evil]	1 minute	Instantaneous	Touch	CR:p.263
[V, S, M] TARGET: Flask of water touched; <b>EFFECT:</b> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water. [SR:Yes (object); DC:17, Will negates (object)]					
☐☐☐☐ <b>Dancing Lantern</b>	Transmutation, FireSchool [Fire, Light]	1 standard action	1 hours [D]	Touch	APG:p.214
[V, S, F] TARGET: Animates one lantern; <b>EFFECT:</b> Animates a lantern that follows you. [SR:No]					
☐☐☐☐ <b>Deadeye's Lore</b>	Divination	1 round	1 hours	Personal	UC:p.227
[V, S] TARGET: You; <b>EFFECT:</b> Gain a +4 bonus on Survival and move full speed while tracking.					
☐☐☐☐ <b>Deathwatch</b>	Necromancy	1 standard action	10 minutes	30 ft.	CR:p.265
[V, S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. [SR:No]					
☐☐☐☐ <b>Decompose Corpse</b>	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch	UM:p.216
[V, S, M] TARGET: One corpse or corporeal undead; <b>EFFECT:</b> Turn corpse into clean skeleton. [SR:Yes (object); DC:17, Fortitude negates (object)]					
☐☐☐☐ <b>Detect Chaos</b>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You can sense the auras of chaotic creatures. [SR:No]					
☐☐☐☐ <b>Detect Evil</b>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You can sense the presence of evil. [SR:No]					
☐☐☐☐ <b>Detect Good</b>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You can sense the presence of good. [SR:No]					
☐☐☐☐ <b>Detect Law</b>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You can sense the auras of lawful creatures. [SR:No]					
☐☐☐☐ <b>Detect Undead</b>	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You can detect the aura that surrounds undead creatures. [SR:No]					
☐☐☐☐ <b>Diagnose Disease</b>	Divination	1 standard action	Instantaneous	Close (25 ft.)	UM:p.216
[V, S] TARGET: One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> Detect and identify diseases. [SR:No]					
☐☐☐☐ <b>Divine Favor</b>	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; <b>EFFECT:</b> Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls.					
☐☐☐☐ <b>Doom</b>	Necromancy [Fear, Mind-Affecting, Emoti	1 standard action	1 minutes	Medium (110 ft.)	CR:p.274
[V, S, DF] TARGET: One living creature; <b>EFFECT:</b> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:17, Will negates]					
* =Domain/Speciality Spell					

# Cleric Spells

☐☐☐☐☐ <b>Endure Elements</b>	<b>Abjuration</b>	1 standard action	24 hours	Touch	CR:p.277
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐☐ <b>Entropic Shield</b>	<b>Abjuration</b>	1 standard action	1 minutes [D]	Personal	CR:p.278
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.					
☐☐☐☐☐ <b>Forbid Action</b>	<b>Enchantment (Compulsion) [Language-Dep1]</b>	standard action	1 round	Close (25 ft.)	UM:p.220
[V] <b>TARGET:</b> One creature; <b>EFFECT:</b> Target obeys your command to not do something. [SR:Yes; DC:17, Will negates]					
☐☐☐☐☐ <b>Hide from Undead</b>	<b>Abjuration</b>	1 standard action	10 minutes [D]	Touch	CR:p.296
[V, S, DF] <b>TARGET:</b> 1 creatures touched; <b>EFFECT:</b> Undead cannot see, hear, or smell creatures warded by this spell. [SR:Yes; DC:17, Will negates (harmless); see text]					
☐☐☐☐☐ <b>Inflict Light Wounds</b>	<b>Necromancy</b>	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a creature, you channel negative energy that deals 1d8+1 points of damage. [SR:Yes; DC:17, Will half]					
☐☐☐☐☐ <b>Know the Enemy</b>	<b>Divination</b>	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> Gain +10 on a monster Knowledge check. [SR:No]					
☐☐☐☐☐ <b>Liberating Command</b>	<b>Transmutation</b>	1 immediate action	instantaneous	Close (25 ft.)	UC:p.233
[V] <b>TARGET:</b> one creature; <b>EFFECT:</b> Target makes an Escape Artist check as an immediate action and gains a bonus on it. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐☐ <b>*Longstrider</b>	<b>Transmutation</b>	1 standard action	1 hours [D]	Personal	CR:p.305
[V, S, M] <b>TARGET:</b> You; <b>EFFECT:</b> This spell gives you a +10 foot enhancement bonus to your base speed.					
☐☐☐☐☐ <b>Magic Stone</b>	<b>Transmutation</b>	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] <b>TARGET:</b> Up to three pebbles touched; <b>EFFECT:</b> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Magic Weapon</b>	<b>Transmutation [MetalSchool]</b>	1 standard action	1 minutes	Touch	CR:p.310
[V, S, DF] <b>TARGET:</b> Weapon touched; <b>EFFECT:</b> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Moment of Greatness</b>	<b>Enchantment (Compulsion) [Mind-Affecting1]</b>	standard action	1 minutes or until discharged	50 ft.	UC:p.237
[V, S, M/DF] <b>TARGET:</b> The caster and allies within a 50-ft. burst centered on the caster; <b>EFFECT:</b> Doubles a morale bonus. [SR:Yes (harmless)]					
☐☐☐☐☐ <b>Murderous Command</b>	<b>Enchantment (Compulsion) [Mind-Affecting1]</b>	standard action	1 round	Close (25 ft.)	UM:p.230
[V] <b>TARGET:</b> One living creature; <b>EFFECT:</b> Target is compelled to kill its ally. [SR:Yes; DC:17, Will negates]					
☐☐☐☐☐ <b>Obscuring Mist</b>	<b>Conjuration, WaterSchool (Creation)</b>	1 standard action	1 minutes [D]	20 ft.	CR:p.317
[V, S, DF] <b>TARGET:</b> Cloud spreads in 20-ft. radius from you, 20 ft. high; <b>EFFECT:</b> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
☐☐☐☐☐ <b>Protection from Chaos</b>	<b>Abjuration [Lawful]</b>	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:17, Will negates (harmless)]					
☐☐☐☐☐ <b>Protection from Evil</b>	<b>Abjuration [Good]</b>	1 standard action	1 minutes [D]	Touch	CR:p.327
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:17, Will negates (harmless)]					
☐☐☐☐☐ <b>Protection from Good</b>	<b>Abjuration [Evil]</b>	1 standard action	1 minutes [D]	Touch	CR:p.328
[V, S, M/DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:17, Will negates (harmless)]					
☐☐☐☐☐ <b>Ray of Sickenng</b>	<b>Necromancy</b>	1 standard action	1 minutes	Close (25 ft.)	UM:p.234
[V, S, M] <b>TARGET:</b> Ray; <b>EFFECT:</b> Ray makes the subject sickened. [SR:Yes; DC:17, Fortitude partial; see text]					
☐☐☐☐☐ <b>Refine Improvised Weapon</b>	<b>Transmutation</b>	1 standard action	1 hours [D]	Touch	ACG:p.190
[V, S, DF] <b>TARGET:</b> one improvised weapon; <b>EFFECT:</b> Transform improvised weapon into a masterwork simple or martial weapon. [SR:yes (harmless, object); DC:17, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Reinforce Armaments</b>	<b>Transmutation</b>	1 standard action	10 minutes	Touch	UC:p.241
[V, S, M/DF] <b>TARGET:</b> one armor suit or weapon touched; <b>EFFECT:</b> Temporarily mitigates the fragile quality in targeted weapon or armor. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Remove Fear</b>	<b>Abjuration</b>	1 standard action	10 minutes; see text	Close (25 ft.)	CR:p.332
[V, S] <b>TARGET:</b> 1 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐☐ <b>Remove Sickness</b>	<b>Conjuration (Healing)</b>	1 standard action	10 minutes; see text	Close (25 ft.)	UM:p.234
[V, S] <b>TARGET:</b> One creature; <b>EFFECT:</b> Suppress disease, nausea, and the sickened condition. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
☐☐☐☐☐ <b>Restore Corpse</b>	<b>Necromancy</b>	1 standard action	Instantaneous	Touch	UM:p.235
[V, S] <b>TARGET:</b> Corpse touched; <b>EFFECT:</b> Skeletal corpse grows flesh. [SR:No]					
☐☐☐☐☐ <b>Sanctify Corpse</b>	<b>Evocation [Good]</b>	1 standard action	24 hours	Touch	UM:p.236
[V, S, DF, M] <b>TARGET:</b> Corpse touched; <b>EFFECT:</b> Prevent a corpse from becoming an undead creature. [SR:No]					
☐☐☐☐☐ <b>Sanctuary</b>	<b>Abjuration</b>	1 standard action	1 rounds	Touch	CR:p.336
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. [SR:No; DC:17, Will negates]					
☐☐☐☐☐ <b>Shield of Faith</b>	<b>Abjuration</b>	1 standard action	1 minutes	Touch	CR:p.342
[V, S, M] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> This spell creates a shimmering, magical field around the target that averts and deflects attacks. [SR:Yes (harmless); DC:17, Will negates (harmless)]					
☐☐☐☐☐ <b>Stunning Barrier</b>	<b>Abjuration</b>	1 standard action	1 rounds or until discharged	Personal	ACG:p.194
[V, S] <b>TARGET:</b> you; <b>EFFECT:</b> Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you. [SR:no and yes (see text); DC:17, none and Will negates (see text)]					
☐☐☐☐☐ <b>Summon Minor Monster</b>	<b>Conjuration (Summoning)</b>	1 round	1 rounds [D]	Close (25 ft.)	UM:p.241
[V, S, F/DF] <b>TARGET:</b> 1d3 summoned creatures; <b>EFFECT:</b> Summon 1d3 Tiny animals [SR:No]					
☐☐☐☐☐ <b>Summon Monster I</b>	<b>Conjuration (Summoning)</b>	1 round	1 rounds [D]	Close (25 ft.)	CR:p.350
[V, S, F/DF] <b>TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell summons an extraplanar creature. [SR:No]					
☐☐☐☐☐ <b>Sun Metal</b>	<b>Transmutation [Fire]</b>	1 standard action	1 rounds [see text]	Touch	UC:p.245
[V, S] <b>TARGET:</b> one melee weapon; <b>EFFECT:</b> Weapon touched bursts into flames. [SR:Yes (object); DC:17, Fortitude negates (object)]					
* =Domain/Speciality Spell					

# Amanu

Vanara

RACE

23

AGE

Male

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 10"

HEIGHT

175 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:  
Biography: