

Isaac Lamb

Character Name
Cleric 3
 CLASS
 3 (3) 5000 / 9000
 Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	6		-2		
DEX Dexterity	12		+1		
CON Constitution	10		+0		
INT Intelligence	15		+2		
WIS Wisdom	17		+3		
CHA Charisma	16		+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	+3	+0	+0	+1	+0	
REFLEX (dexterity)	+3	+1	+1	+0	+1	+0	
WILL (wisdom)	+8	+3	+3	+0	+2	+0	

Conditional Save Modifiers:
 +2 vs. fear

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	+2	-2	+1	+0	0	
RANGED attack bonus	+4	+2	+1	+1	+0	0	
CMB attack bonus	-1	+2	-2	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	-1	-1	-1	-1	-1	-1
CMD	10	10	10	10	10	10

*Quarterstaff (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Two-Weapons	B/B	S	20/x2/2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
-7;-7		1d4-2/-2				

*Quarterstaff (Small/Head 1 only)		HAND	TYPE	SIZE	CRITICAL	REACH
		Two-Weapons	B	S	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	N/A	1d4-2		2W-P-(OH)	N/A	
1H-O	N/A	1d4-2		2W-P-(OL)	-3	
2H	+1	1d4-2		2W-OH	-7	

*Quarterstaff (Small/Head 2 only)		HAND	TYPE	SIZE	CRITICAL	REACH
		Two-Weapons	B	S	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+1		1d4-2				

*: 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
*Leather (Small)	Light	+2	+6	+0	10

Trent Phan

Player Name
Halfling (Afflicted Wererat) / Humanoid
 RACE
 10 Male
 AGE GENDER

HP	AC	INITIATIVE	ENCUMBRANCE
16 hit points	14 armor class	+1 modifier	Light

Encumbrance: Light

Pharasma

Deity
 Small / 5 ft. x 5 ft.
 SIZE / FACE
 Black
 EYES

None

Region
 3' 1" / 35 lbs.
 HEIGHT / WEIGHT
 HAIR

Neutral Evil

Alignment
 Low-Light Vision
 VISION
 20
 Points

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 20 ft.

TOTAL SKILLPOINTS: 12		SKILLS		MAX RANKS: 3/3	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3	= 1	+ 2	
✓ Acrobatics (Jump)	DEX	-1	= 1	+ -2	
✓ Appraise	INT	6	= 2 + 1	+ 3	
✓ Bluff	CHA	3	= 3		
✓ Climb	STR	0	= -2	+ 2	
✓ Craft (Untrained)	INT	2	= 2		
✓ Diplomacy	CHA	8	= 3 + 2 + 3		
✓ Disguise	CHA	3	= 3		
✓ Escape Artist	DEX	1	= 1		
✓ Fly	DEX	3	= 1	+ 2	
✓ Heal	WIS	8	= 3 + 2 + 3		
✓ Intimidate	CHA	3	= 3		
Knowledge (Arcana)	INT	6	= 2 + 1 + 3		
Knowledge (Dungeoneering)	INT	7	= 2 + 2 + 3		
Knowledge (Orc)	INT	6	= 2 + 1 + 3		
✓ Perception	WIS	5	= 3	+ 2	
✓ Perform (Untrained)	CHA	3	= 3		
✓ Ride	DEX	1	= 1		
✓ Sense Motive	WIS	8	= 3 + 2 + 3		
✓ Spellcraft	INT	6	= 2 + 1 + 3		
✓ Stealth	DEX	5	= 1	+ 4	
✓ Survival	WIS	3	= 3		

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

Channel Negative Energy

Uses per day:

Channel Negative Energy (Su): You can unleash a wave of negative energy. You must choose to deal 2d6 points of negative energy damage to living creatures or to heal undead creatures of 2d6 points of damage. Creatures that take damage from channelled energy receive a DC 14 Will save to halve the damage. You can use this ability 6 times per day. [Paizo Inc. - Core Rulebook, p.40]

Rebuke Death

Uses per Day:

Rebuke Death (Sp): You can touch a living creature as a standard action, healing it of 1d4+1 points of damage. You can only use this ability on a creature that is below 0 hit points. You can use this ability 6 times per day. [Paizo Inc. - Core Rulebook, p.44]

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Quarterstaff (Small)	Equipped	1	2 / 0
Leather (Small)	Equipped	1	7.5 / 10
TOTAL WEIGHT CARRIED/VALUE		9.5 lbs.	10gp

WEIGHT ALLOWANCE			
Light	15	Medium	30
Lift over head	45	Lift off ground	90
		Heavy	45
		Push / Drag	225

MONEY	
	Total= 0 gp

MAGIC

Languages	
Common, Dwarven, Goblin, Halfling, Orc	

Other Companions

Traits

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

Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.

Indomitable Faith [Paizo Inc. - Advanced Player's Guide, p.328]

You were born in a region where your faith was not popular, yet you never abandoned it. You gain a +1 trait bonus on Will saves as a result.

Special Attacks

Channel Negative Energy (Su) [Paizo Inc. - Core Rulebook, p.40]

You can unleash a wave of negative energy. You must choose to deal 2d6 points of negative energy damage to living creatures or to heal undead creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 14 Will save to halve the damage. You can use this ability 6 times per day.

Special Qualities

Aura (Ex) [Paizo Inc. - Core Rulebook, p.]

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).

Bonus Cleric Domain Power Use (3x) [Paizo Inc. - Advanced Race Guide]

Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.

Change Shape (Su) [Paizo Inc. - Bestiary, p.196]

All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, an afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a -5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Fearless (Ex) [Paizo Inc. - Core Rulebook, p.26]

Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) [Paizo Inc. - Core Rulebook, p.26]

Halflings receive a +1 racial bonus on all saving throws.

Keen Senses (Ex) [Paizo Inc. - Core Rulebook, p.26]

Halflings receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) [Paizo Inc. - Bestiary]

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

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.

Rebuke Death (Sp) [Paizo Inc. - Core Rulebook, p.44]

You can touch a living creature as a standard action, healing it of 1d4+1 points of damage. You can only use this ability on a creature that is below 0 hit points. You can use this ability 6 times per day.

Recall (Su) [Paizo Inc. - Advanced Player's Guide, p.93]

With a touch, you can cause a creature to recall some bit of forgotten lore or information. The creature can retry any Knowledge skill check it has made within the past minute, gaining a insight bonus on the check equal to your Wisdom modifier. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Scent (Ex) [Paizo Inc. - Bestiary, p.304]

You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed—only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

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

You can channel stored spell energy into inflict 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 inflict spell of the same spell level or lower (an inflict spell is any spell with "Inflict" in its name).

Sure-Footed (Ex) [Paizo Inc. - Core Rulebook, p.26]

Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Variant Channeling - Luck [Paizo Inc. - Ultimate Magic, p.30]

Heal - Creatures gain a + channel bonus or a luck bonus (creature's choice) on one roll (attack roll, CMB check, saving throw, or skill check) made before the end of your next turn. Harm - Creatures take a - channel penalty on all d20 rolls until the end of your next turn.

Weapon Familiarity (Ex) [Paizo Inc. - Core Rulebook, p.26]

Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Feats

Alignment Channel (Good) [Paizo Inc. - Core Rulebook, p.117]

You can channel your divine energy to harm or heal outsiders that possess your chosen alignment subtype.

Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of the chosen alignment subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of the chosen alignment subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

Selective Channeling [Paizo Inc. - Core Rulebook, p.132]

You can choose whom to affect when you channel energy.

When you channel energy, you can choose 3 targets in the area. These targets are not affected by your channeled energy.

Domains

Healing

Your touch staves off pain and death, and your healing magic is particularly vital and potent.

Memory Subdomain

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle,

Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

Templates

Lycanthrope

Cleric Spells

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

LEVEL 0 / Per Day:4 / Caster Level:3

Name	School	Time	Duration	Range	Source
□□□□ Bleed	Necromancy	1 standard action	Instantaneous	Close (30 ft.)	CR:p.249
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:13, Will negates]					
□□□□ Create Water	Conjuration (Creation) [Water]	1 standard action	Instantaneous	Close (30 ft.)	CR:p.262
[V, S] TARGET: Up to 6 gallons of water; EFFECT: This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]					
□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
□□□□ Detect Poison	Divination	1 standard action	Instantaneous	Close (30 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
□□□□ Guidance	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
[V, S] TARGET: Creature touched; EFFECT: This spell imbues the subject with a touch of divine guidance. [SR:Yes; DC:13, Will negates (harmless)]					
□□□□ Light	Evocation [Light, WoodSchool]	1 standard action	30 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
□□□□ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 3 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]					
□□□□ Purify Food and Drink	Transmutation	1 standard action	Instantaneous	10 ft.	CR:p.328
[V, S] TARGET: 3 cu. ft. of contaminated food and water; EFFECT: This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. [SR:Yes (object); DC:13, Will negates (object)]					
□□□□ Read Magic	Divination	1 standard action	30 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					
□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
□□□□ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (30 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (object); DC:13, Fortitude negates (object)]					
□□□□ Stabilize	Conjuration (Healing)	1 standard action	Instantaneous	Close (30 ft.)	CR:p.348
[V, S] TARGET: One living creature; EFFECT: Upon casting this spell, you target a living creature that has -1 or fewer hit points. [SR:Yes (harmless); DC:13, Will negates (harmless)]					
□□□□ Virtue	Transmutation	1 standard action	1 min.	Touch	CR:p.365
[V, S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]					

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

Name	School	Time	Duration	Range	Source
□□□□ Abundant Ammunition	Conjuration (Summoning)	1 standard action	3 minutes		UC:p.222
[V, S, M/DF (a single piece of ammunition)] TARGET: one container touched; EFFECT: Replaces nonmagical ammunition every round. [SR:No]					
□□□□ Air Bubble	Conjuration (Creation)	1 standard action	3 minutes	Touch	UC:p.222
[S, M/DF (a small bladder filled with air)] TARGET: one creature or one object no larger than a Large twohanded weapon; EFFECT: Creates a small pocket of air around your head or an object. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□ Ant Haul	Transmutation	1 standard action	6 hours	Touch	APG:p.202
[V, S, M/DF (a small pulley)] TARGET: creature touched; EFFECT: Triples carrying capacity of a creature. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
□□□□ Bane	Enchantment (Compulsion) [Fear, Mind-Affect]	1 standard action	3 minutes	50 ft.	CR:p.246
[V, S, DF] TARGET: 50-ft.-radius burst, centered on you; EFFECT: Bane fills your enemies with fear and doubt. [SR:Yes; DC:14, Will negates]					
□□□□ Bless	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 minutes	50 ft.	CR:p.249
[V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: Bless fills your allies with courage. [SR:Yes (harmless)]					
□□□□ Cause Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (30 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. [SR:Yes; DC:14, Will partial]					
□□□□ Command	Enchantment (Compulsion) [Language-Deper]	1 standard action	1 round	Close (30 ft.)	CR:p.256
[V] TARGET: One living creature; EFFECT: You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. [SR:Yes; DC:14, Will negates]					
□□□□ Compel Hostility	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 rounds	Personal	UC:null
[V, S, M (a drop of your blood)] TARGET: You; EFFECT: Compels opponents to attack you instead of your allies. [SR:see text; DC:14, see text]					
□□□□ **Comprehend Languages	Divination	1 standard action	30 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
□□□□ Comprehend Languages	Divination	1 standard action	30 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
□□□□ **Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8+3 points of damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
□□□□ Cure Light Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8+3 points of damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]					
□□□□ Curse Water	Necromancy [Evil]	1 minute	Instantaneous	Touch	CR:p.263
[V, S, M] TARGET: Flask of water touched; EFFECT: This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water. [SR:Yes (object); DC:14, Will negates (object)]					
□□□□ Dancing Lantern	Transmutation, FireSchool [Fire, Light]	1 standard action	3 hours [D]	Touch	APG:p.214
[V, S, F (a lantern)] TARGET: Animates one lantern; EFFECT: Animates a lantern that follows you. [SR:No]					
□□□□ Deadeye's Lore	Divination	1 round	3 hours	Personal	UC:p.227
[V, S] TARGET: You; EFFECT: Gain a +4 bonus on Survival and move full speed while tracking.					
□□□□ Deathwatch	Necromancy	1 standard action	30 minutes	30 ft.	CR:p.265
[V, S] TARGET: Cone-shaped emanation; EFFECT: Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. [SR:No]					
□□□□ Decompose Corpse	Necromancy	1 standard action	Instantaneous or 1 minute; see text	Touch	UM:p.216
[V, S, M] TARGET: One corpse or corporeal undead; EFFECT: Turn corpse into clean skeleton. [SR:Yes (object); DC:14, Fortitude negates (object)]					
□□□□ Detect Chaos	Divination	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of chaotic creatures. [SR:No]					
□□□□ Detect Evil	Divination	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of evil. [SR:No]					
□□□□ Detect Good	Divination	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the presence of good. [SR:No]					
□□□□ Detect Law	Divination	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	CR:p.267
[V, S, DF] TARGET: Cone-shaped emanation; EFFECT: You can sense the auras of lawful creatures. [SR:No]					
□□□□ Detect Undead	Divination	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	CR:p.269
[V, S, M/DF] TARGET: Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. [SR:No]					
□□□□ Diagnose Disease	Divination	1 standard action	Instantaneous	Close (30 ft.)	UM:p.216
[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.273
[V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls.					
□□□□ Doom	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	3 minutes	Medium (130 ft.)	CR:p.274
[V, S, DF] TARGET: One living creature; EFFECT: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken. [SR:Yes; DC:14, Will negates]					

* =Domain/Specialty Spell

Cleric Spells

Endure Elements	Abjuration	1 standard action	24 hours	Touch	CR:p.277
[V, S] TARGET: Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
Entropic Shield	Abjuration	1 standard action	3 minutes [D]	Personal	CR:p.278
[V, S] TARGET: You; EFFECT: A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.					
Forbid Action	Enchantment (Compulsion) [Language-Deper]	1 standard action	1 round	Close (30 ft.)	UM:p.220
[V] TARGET: One creature; EFFECT: Target obeys your command to not do something. [SR:Yes; DC:14, Will negates]					
Hide from Undeath	Abjuration	1 standard action	30 minutes [D]	Touch	CR:p.296
[V, S, DF] TARGET: 3 creatures touched; EFFECT: Undeath cannot see, hear, or smell creatures warded by this spell. [SR:Yes; DC:14, Will negates (harmless); see text]					
Inflict Light Wounds	Necromancy	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 1d8+3 points of damage. [SR:Yes; DC:14, Will half]					
Know the Enemy	Divination	1 minute	Instantaneous	Personal	UM:p.226
[V, S, DF] TARGET: You; EFFECT: Gain +10 on a monster Knowledge check. [SR:No]					
Liberating Command	Transmutation	1 immediate action	instantaneous	Close (30 ft.)	UC:p.233
[V] TARGET: one creature; EFFECT: Target makes an Escape Artist check as an immediate action and gains a bonus on it. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
Magic Stone	Transmutation	1 standard action	30 minutes or until discharged	Touch	CR:p.310
[V, S, DF] TARGET: Up to three pebbles touched; EFFECT: 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:14, Will negates (harmless, object)]					
Magic Weapon	Transmutation [MetalSchool]	1 standard action	3 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; EFFECT: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
Moment of Greatness	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 minutes or until discharged	50 ft.	UC:p.237
[V, S, MDF (rabbit fur)] TARGET: The caster and allies within a 50-ft. burst centered on the caster; EFFECT: Doubles a morale bonus. [SR:Yes (harmless)]					
Murderous Command	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (30 ft.)	UM:p.230
[V] TARGET: One living creature; EFFECT: Target is compelled to kill its ally. [SR:Yes; DC:14, Will negates]					
Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	3 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
Protection from Chaos	Abjuration [Lawful]	1 standard action	3 minutes [D]	Touch	CR:p.327
[V, S, MDF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
Protection from Good	Abjuration [Evil]	1 standard action	3 minutes [D]	Touch	CR:p.328
[V, S, MDF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
Protection from Law	Abjuration [Chaotic]	1 standard action	3 minutes [D]	Touch	CR:p.328
[V, S, MDF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
Ray of Sickening	Necromancy	1 standard action	3 minutes	Close (30 ft.)	UM:p.234
[V, S, M] TARGET: Ray; EFFECT: Ray makes the subject sickened. [SR:Yes; DC:14, Fortitude partial; see text]					
Reinforce Armaments	Transmutation	1 standard action	30 minutes	Touch	UC:p.241
[V, S, MDF (a metal pin)] TARGET: one armor suit or weapon touched; EFFECT: Temporarily mitigates the fragile quality in targeted weapon or armor. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
Remove Fear	Abjuration	1 standard action	10 minutes; see text	Close (30 ft.)	CR:p.332
[V, S] TARGET: 1 creature, no two of which can be more than 30 ft. apart; EFFECT: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
Remove Sickness	Conjuration (Healing)	1 standard action	30 minutes; see text	Close (30 ft.)	UM:p.234
[V, S] TARGET: One creature; EFFECT: Suppress disease, nausea, and the sickened condition. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]					
Restore Corpse	Necromancy	1 standard action	Instantaneous	Touch	UM:p.235
[V, S] TARGET: Corpse touched; EFFECT: Skeletal corpse grows flesh. [SR:No]					
Sanctuary	Abjuration	1 standard action	3 rounds	Touch	CR:p.336
[V, S, DF] TARGET: Creature touched; EFFECT: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. [SR:No; DC:14, Will negates]					
Shield of Faith	Abjuration	1 standard action	3 minutes	Touch	CR:p.342
[V, S, M] TARGET: Creature touched; EFFECT: This spell creates a shimmering, magical field around the target that averts and deflects attacks. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
Summon Minor Monster	Conjuration (Summoning)	1 round	3 rounds [D]	Close (30 ft.)	UM:p.241
[V, S, F/DF] TARGET: 1d3 summoned creatures; EFFECT: Summon 1d3 Tiny animals [SR:No]					
Summon Monster I	Conjuration (Summoning)	1 round	3 rounds [D]	Close (30 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature. [SR:No]					
Sun Metal	Transmutation [Fire]	1 standard action	3 rounds [see text]	Touch	UC:p.245
[V, S] TARGET: one melee weapon; EFFECT: Weapon touched bursts into flames. [SR:Yes (object); DC:14, Fortitude negates (object)]					

LEVEL 2 / Per Day:2+1 / Caster Level:3

Name	School	Time	Duration	Range	Source
Aid	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 minutes	Touch	CR:p.239
[V, S, DF] TARGET: Living creature touched; EFFECT: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 3 temporary hit points. [SR:Yes (harmless)]					
Align Weapon	Transmutation	1 standard action	3 minutes	Touch	CR:p.240
[V, S, DF] TARGET: Weapon touched or 50 projectiles [all of which must be together at the time of casting]; EFFECT: Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
Animate Dead, Lesser	Necromancy [Evil]	1 standard action	Instantaneous	Touch	UM:p.205
[V, S, M (25 gp onyx gem/undead HD)] TARGET: One corpse; EFFECT: Create one skeleton or zombie. [SR:No]					
Ant Haul (Communal)	Transmutation	1 standard action	6 hours	Touch	UC:p.223
[V, S, MDF (a small pulley)] TARGET: creatures touched; EFFECT: As ant haul, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
Arrow of Law	Evocation [Lawful]	1 standard action	Instantaneous [1 round]; see text	Close (30 ft.)	UM:p.207
[V, S, DF] TARGET: Arrow-shaped projectile of lawful energy; EFFECT: Harm and possibly daze chaotic creatures. [SR:Yes; DC:15, Will partial (see text)]					
Augury	Divination	1 minute	Instantaneous	Personal	CR:p.245
[V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.					
Bear's Endurance	Transmutation	1 standard action	3 minutes	Touch	CR:p.246
[V, S, MDF] TARGET: Creature touched; EFFECT: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. [SR:Yes; DC:15, Will negates (harmless)]					
Bestow Weapon Proficiency	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 minutes	Close (30 ft.)	UC:p.224
[V, S, M (pieces of shaved metal)] TARGET: one creature; EFFECT: Grant a creature proficiency in a single weapon for short period of time. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Blessing of Courage and Life	Conjuration (Healing) [Emotion]	1 standard action	3 minutes [see below]	Close (30 ft.)	APG:p.205
[V, S, DF] TARGET: one living creature; EFFECT: Grants a +2 bonus on saves vs. fear and death. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Blessing of Luck and Resolve	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 minutes	Touch	ARG:p.68
[V, S] TARGET: One creature; EFFECT: A favored blessing of halving clerics, this spell grants its target a +2 morale bonus on saving throws against fear effects. If the target has the fearless racial trait, it is immune to fear instead. If the target fails a saving throw against fear, it can end the spell as an immediate action to reroll the save with a +4 morale bonus, and must take the new result, even if it is worse. [SR:No]					
Boiling Blood	Transmutation	1 standard action	Concentration + 3 rounds	Medium (130 ft.)	UM:p.209
[V, S] TARGET: 1 creature, no two of which may be more than 30 ft. apart; EFFECT: Targets take 1 fire damage each round; orcs get +2 Strength. [SR:Yes; DC:15, Fortitude negates (see text)]					
Bull's Strength	Transmutation	1 standard action	3 minutes	Touch	CR:p.251
[V, S, MDF] TARGET: Creature touched; EFFECT: The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
Calm Emotions	Enchantment (Compulsion) [Mind-Affecting, If]	1 standard action	Concentration, up to 3 rounds [D]	Medium (130 ft.)	CR:p.252
[V, S, DF] TARGET: Creatures in a 20-ft.-radius spread; EFFECT: This spell calms agitated creatures. [SR:Yes; DC:15, Will negates]					
Compassionate Ally	Enchantment (Compulsion) [Emotion, Mind-A]	1 standard action	3 rounds	Close (30 ft.)	UM:p.211
[V, S] TARGET: One creature; EFFECT: Target is compelled to help injured ally. [SR:Yes; DC:15, Will negates]					
*Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 2d8+3 points of damage. [SR:Yes (harmless) or yes; see text; DC:15, Will half (harmless) or Will half; see text]					

* =Domain/Speciality Spell

Cleric Spells

<p>Cure Moderate Wounds [V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 2d8+3 points of damage. [SR:Yes (harmless) or yes; see text; DC:15, Will half (harmless) or Will half; see text]</p>	<p>Conjuration (Healing)</p>	1 standard action	Instantaneous	Touch	CR:p.263
<p>Darkness [V, M/DF] TARGET: Object touched; EFFECT: This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]</p>	<p>Evocation [Darkness]</p>	1 standard action	3 minutes [D]	Touch	CR:p.263
<p>Death Knell [V, S] TARGET: Living creature touched; EFFECT: You draw forth the ebbing life force of a creature and use it to fuel your own power. [SR:Yes; DC:15, Will negates]</p>	<p>Necromancy [Death, Evil]</p>	1 standard action	Instantaneous/10 minutes per HD of subject	Touch	CR:p.264
<p>Delay Pain [V, S] TARGET: One creature; EFFECT: Ignore pain. [SR:Yes; DC:15, Will negates]</p>	<p>Enchantment [Emotion]</p>	1 standard action	3 hours	Close (30 ft.)	UM:p.216
<p>Delay Poison [V, S, DF] TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]</p>	<p>Conjuration (Healing)</p>	1 standard action	3 hours	Touch	CR:p.265
<p>Desecrate [V, S, M, DF] TARGET: Creature touched; EFFECT: This spell imbues an area with negative energy. [SR:Yes]</p>	<p>Evocation [Evil]</p>	1 standard action	6 hours	Close (30 ft.)	CR:p.265
<p>Disfiguring Touch [V, S] TARGET: Creature touched; EFFECT: Target becomes disfigured. [SR:Yes; DC:15, Will negates]</p>	<p>Transmutation [Curse]</p>	1 standard action	3 days	Touch	UM:p.217
<p>Dread Bolt [V, S, DF] TARGET: Arrow-shaped projectile of evil energy; EFFECT: Harm and possibly sicken good creatures. [SR:Yes; DC:15, Will partial (see text)]</p>	<p>Evocation [Evil]</p>	1 standard action	Instantaneous [1d4 rounds]	Close (30 ft.)	UM:p.217
<p>Eagle's Splendor [V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR:Yes; DC:15, Will negates (harmless)]</p>	<p>Transmutation</p>	1 standard action	3 minutes	Touch	CR:p.275
<p>Effortless Armor [V, S] TARGET: You; EFFECT: Armor you wear no longer slows your speed.</p>	<p>Transmutation</p>	1 standard action	3 minutes	Personal	UC:p.228
<p>Endure Elements (Communal) [V, S] TARGET: creatures touched; EFFECT: As endure elements, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:15, Will negates (harmless)]</p>	<p>Abjuration</p>	1 standard action	24 hours	Touch	UC:p.228
<p>Enthral [V, S] TARGET: Any number of creatures; EFFECT: If you have the attention of a group of creatures, you can use this spell to hold them enthralled. [SR:Yes; DC:15, Will negates; see text]</p>	<p>Enchantment (Charm) [Language-Dependent]</p>	1 round	1 hour or less	Medium (130 ft.)	CR:p.278
<p>Find Traps [V, S] TARGET: You; EFFECT: You gain intuitive insight into the workings of traps.</p>	<p>Divination</p>	1 standard action	3 minutes	Personal	CR:p.281
<p>Gentle Repose [V, S, M/DF] TARGET: Corpse touched; EFFECT: You preserve the remains of a dead creature so that they do not decay. [SR:Yes (object); DC:15, Will negates (object)]</p>	<p>Necromancy</p>	1 standard action	3 days	Touch	CR:p.289
<p>Ghostbane Dirge [V, S, M/DF (an old reed from a wind instrument)] TARGET: one incorporeal creature; EFFECT: Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:15, Will negates]</p>	<p>Transmutation</p>	1 standard action	3 rounds	Close (30 ft.)	APG:p.225
<p>Grace [V] TARGET: You; EFFECT: Movement doesn't provoke attacks of opportunity.</p>	<p>Abjuration</p>	1 swift action	see text	Personal	APG:p.226
<p>Hold Person [V, S, F/DF] TARGET: One humanoid creature; EFFECT: The subject becomes paralyzed and freezes in place. [SR:Yes; DC:15, Will negates; see text]</p>	<p>Enchantment (Compulsion) [Mind-Affecting]</p>	1 standard action	3 rounds [D]; see text	Medium (130 ft.)	CR:p.296
<p>Imbue with Aura [V, S, DF] TARGET: One creature; EFFECT: Target emanates your cleric aura. [SR:Yes; DC:15, Will negates (see text)]</p>	<p>Transmutation</p>	1 standard action	3 minutes	Close (30 ft.)	UM:p.225
<p>Inflict Moderate Wounds [V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 2d8+3 points of damage. [SR:Yes; DC:15, Will half]</p>	<p>Necromancy</p>	1 standard action	Instantaneous	Touch	CR:p.300
<p>Instant Armor [V, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your current attire.</p>	<p>Conjuration (Creation) [Force]</p>	1 standard action	3 minutes [D]	Personal	APG:p.229
<p>Instrument of Agony [V, S] TARGET: weapon touched; EFFECT: Weapon exudes divine fury, granting a bonus on Intimidate checks. [SR:Yes (harmless, object), see text; DC:15, Will negates (harmless, object), see text]</p>	<p>Transmutation</p>	1 standard action	3 minutes	Touch	UC:p.232
<p>Magic Siege Engine [V, S, DF] TARGET: one siege engine touched; EFFECT: Siege engine gains +1 on targeting and damage rolls. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</p>	<p>Transmutation</p>	1 standard action	3 minutes	Touch	UC:p.236
<p>Make Whole [V, S] TARGET: One object of up to 30 cu. ft. or one construct creature of any size; EFFECT: This spell functions as mending, except that it repairs 3d6 points of damage when cast on a construct creature. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</p>	<p>Transmutation [MetalSchool]</p>	10 minutes	Instantaneous	Close (30 ft.)	CR:p.311
<p>Masterwork Transformation [V, S, M (see text)] TARGET: One weapon, suit of armor, tool, or skill kit touched; EFFECT: Make a normal item into a masterwork one. [SR:No]</p>	<p>Transmutation</p>	1 hour	Instantaneous	Touch	UM:p.228
<p>Memory Lapse [V, S] TARGET: one living creature; EFFECT: Subject forgets events back to last turn. [SR:Yes; DC:15, Will negates]</p>	<p>Enchantment [Mind-Affecting]</p>	1 standard action	Instantaneous	Close (30 ft.)	APG:p.232
<p>Owl's Wisdom [V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR:Yes; DC:15, Will negates (harmless)]</p>	<p>Transmutation</p>	1 standard action	3 minutes	Touch	CR:p.318
<p>Pilfering Hand [S] TARGET: one object; EFFECT: You may seize an object or manipulate it from afar. [SR:Yes (object)]</p>	<p>Evocation [Force]</p>	1 standard action	see text	Close (30 ft.)	UC:p.239
<p>Protection from Chaos (Communal) [V, S, M/DF] TARGET: creatures touched; EFFECT: As protection from chaos, but you may divide the duration among creatures touched. [SR:No; see text; DC:15, Will negates (harmless)]</p>	<p>Abjuration [Lawful]</p>	1 standard action	3 minutes [D]	Touch	UC:p.240
<p>Protection from Good (Communal) [V, S, M/DF] TARGET: creatures touched; EFFECT: As protection from good, but you may divide the duration among creatures touched. [SR:No; see text; DC:15, Will negates (harmless)]</p>	<p>Abjuration [Evil]</p>	1 standard action	3 minutes [D]	Touch	UC:p.240
<p>Protection from Law (Communal) [V, S, M/DF] TARGET: creatures touched; EFFECT: As protection from law, but you may divide the duration among creatures touched. [SR:No; see text; DC:15, Will negates (harmless)]</p>	<p>Abjuration [Chaotic]</p>	1 standard action	3 minutes [D]	Touch	UC:p.240
<p>Protective Penumbra [V, S] TARGET: Creature touched; EFFECT: Shadow protects the target from light. [SR:Yes; DC:15, Will negates (harmless)]</p>	<p>Evocation [Darkness]</p>	1 standard action	30 minutes	Touch	UM:p.233
<p>Reinforce Armaments (Communal) [V, S, M/DF (a metal pin)] TARGET: armor suits or weapons touched; EFFECT: As reinforce armaments, but you may divide the spell's duration among objects touched. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</p>	<p>Transmutation</p>	1 standard action	30 minutes	Touch	UC:p.241
<p>Remove Paralysis [V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; EFFECT: You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC:15, Will negates (harmless)]</p>	<p>Conjuration (Healing)</p>	1 standard action	Instantaneous	Close (30 ft.)	CR:p.332
<p>Resist Energy [V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]</p>	<p>Abjuration, AirSchool, EarthSchool, FireSchool</p>	1 standard action	30 minutes	Touch	CR:p.334
<p>Restoration (Lesser) [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:15, Will negates (harmless)]</p>	<p>Conjuration (Healing)</p>	3 rounds	Instantaneous	Touch	CR:p.334
<p>Returning Weapon [V, S] TARGET: one weapon that can be thrown; EFFECT: Grants a weapon the returning special weapon quality. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</p>	<p>Conjuration (Teleportation)</p>	1 standard action	3 minutes	Close (30 ft.)	UC:p.242
<p>Shard of Chaos [V, S, DF] TARGET: Dart-shaped projectile of chaotic energy; EFFECT: Harm and possibly slow lawful creatures. [SR:Yes; DC:15, Will partial (see text)]</p>	<p>Evocation [Chaos]</p>	1 standard action	Instantaneous [1d6 rounds]	Close (30 ft.)	UM:p.237
<p>Share Language [V, S, M (a page from a dictionary)] TARGET: creature touched; EFFECT: Subject understands chosen language. [SR:Yes (harmless); DC:15, Will negates (harmless)]</p>	<p>Divination</p>	1 standard action	24 hours	Touch	APG:p.243
<p>Shatter [V, S, M/DF] TARGET: Or Target 5-ft.-radius spread; or one solid object or one crystalline creature; EFFECT: Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. [SR:Yes; DC:15, Will negates (object); Will negates (object) or Fortitude half; see text]</p>	<p>Evocation, EarthSchool [Sonic, MetalSchool]</p>	1 standard action	Instantaneous	Close (30 ft.)	CR:p.341
<p>Shield Other [V, S, F] TARGET: One creature; EFFECT: This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. [SR:Yes (harmless); DC:15, Will negates (harmless)]</p>	<p>Abjuration</p>	1 standard action	3 hours [D]	Close (30 ft.)	CR:p.342
<p>Silence [V, S] TARGET: 20-ft.-radius emanation centered on a creature, object, or point in space; EFFECT: Upon the casting of this spell, complete silence prevails in the affected area. [SR:Yes; see text or no (object); DC:15, Will negates; see text or none (object)]</p>	<p>Illusion (Glamer)</p>	1 round	3 rounds [D]	Long (520 ft.)	CR:p.343
<p>Sound Burst [V, S, F/DF] TARGET: 10-ft.-radius spread; EFFECT: You blast an area with a tremendous cacophony. [SR:Yes; DC:15, Fortitude partial]</p>	<p>Evocation [Sonic]</p>	1 standard action	Instantaneous	Close (30 ft.)	CR:p.346

* =Domain/Specialty Spell

Cleric Spells

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spiritual Weapon	Evocation [Force]	1 standard action	3 rounds [D]	Medium (130 ft.)	CR:p.348
[V, S, DF] TARGET: Magic weapon of force; EFFECT: A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+1 force damage per hit. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Status	Divination	1 standard action	3 hours	Touch	CR:p.349
[V, S] TARGET: 1 living creature; EFFECT: When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSch	1 round	3 rounds [D]	Close (30 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Surmount Affliction	Abjuration	1 standard action	3 rounds	Personal	UM:p.241
[V, S] TARGET: You; EFFECT: Temporarily suppress one condition.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (30 ft.)	CR:p.363
[V, S] TARGET: One creature or object; EFFECT: An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:15, Will negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Weapon of Awe	Transmutation [Emotion]	1 standard action	3 minutes	Touch	APG:p.256
[V, S, DF] TARGET: weapon touched; EFFECT: Weapon gets +2 on damage rolls. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Web Shelter	Conjuration (Creation)	1 minute	3 hours [D]	Close (30 ft.)	UM:p.249
[V, S, DF] TARGET: 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere; EFFECT: Create a comfortable shelter made of webbing. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 minutes	Close (30 ft.)	CR:p.371
[V, S, DF] TARGET: 20-ft.-radius emanation; EFFECT: Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. [SR:Yes; DC:15, Will negates]					

* =Domain/Speciality Spell

Spellbook: Prepared Spells

Cleric

Level 0	Level 1	Level 2
<input type="checkbox"/> Guidance (DC:13)	<input type="checkbox"/> *Cure Light Wounds (DC:14)	<input type="checkbox"/> *Cure Moderate Wounds (DC:15)
<input type="checkbox"/> Light	<input type="checkbox"/> Sanctuary (DC:14)	<input type="checkbox"/> Inflict Moderate Wounds (DC:15)
<input type="checkbox"/> Read Magic	<input type="checkbox"/> Summon Monster I	<input type="checkbox"/> Zone of Truth (DC:15)
<input type="checkbox"/> Virtue		

Isaac Lamb

Halfling (Afflicted Wererat)

RACE

10

AGE

Male

GENDER

Low-Light Vision

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

3' 1"

HEIGHT

35 lbs.

WEIGHT

Black

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Pharasma

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: