

Thug Stonefist

CHARACTER NAME

Cleric 6

CLASS

6 15833 / 23000

Character Level EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	11		+0		
CON Constitution	18		+4		
INT Intelligence	8		-1		
WIS Wisdom	20		+5		
CHA Charisma	13		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +2 vs. poison, spells, and spell-like abilities
FORTITUDE (constitution)	+9	+5	+4	+0	+0	+0		
REFLEX (dexterity)	+2	+2	+0	+0	+0	+0		
WILL (wisdom)	+10	+5	+5	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	+4	+1	+0	+0	+0	
RANGED attack bonus	+4	+4	+0	+0	+0	+0	
CMB attack bonus	+5	+4	+1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+5	+5	+5	+5	+5	+5
Defense	15	19	15	15	19	15

*Warhammer		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x3	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+5	1d8+1	2W-P-(OH)	-1	1d8+1	
1H-O	+1	1d8	2W-P-(OL)	+1	1d8+1	
2H	+5	1d8+1	2W-OH	-5	1d8	
Special Properties						

+1 Warhammer		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x3	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+6	1d8+2	2W-P-(OH)	+0	1d8+2	
1H-O	+2	1d8+1	2W-P-(OL)	+2	1d8+2	
2H	+6	1d8+2	2W-OH	-4	1d8+1	
Special Properties						

Battleaxe		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x3	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+5	1d8+1	2W-P-(OH)	-1	1d8+1	
1H-O	+1	1d8	2W-P-(OL)	+1	1d8+1	
2H	+5	1d8+1	2W-OH	-5	1d8	
Special Properties						

*: 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
*+1 Chainmail		Medium	+7	+2	-4	30
*Shield, Heavy Wooden		Heavy	+2		-2	15

Carole

PLAYER NAME

Dwarf

RACE

64

AGE

Medium

SIZE

Female

GENDER

Torag

DEITY

4' 4"

HEIGHT

EYES

None

REGION

199 lbs.

WEIGHT

HAIR

Lawful Good

ALIGNMENT

Darkvision (60 ft.)

VISION

POINTS

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
61 hit points				Walk 20 ft.
AC armor class	19	19	10	10
	TOTAL	FLAT	TOUCH	BASE
				ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				DEFLECTION
				DODGE
				MISC
				MISC CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+0	+0	+0	
BASE ATTACK bonus	+4		
ENCUMBRANCE	Heavy		

TOTAL SKILLPOINTS: 6		SKILLS		MAX RANKS: 6/6	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	-6		0	+ -6
✓ Acrobatics (Jump)	DEX	-10		0	+ -10
✓ Appraise	INT	-1		-1	
✓ Appraise (Precious metals and gemstones)	INT	1		-1	+ 2
✓ Bluff	CHA	1		1	
✓ Climb	STR	-5		1	+ -6
✓ Craft (Untrained)	INT	-1		-1	
✓ Diplomacy	CHA	1		1	
✓ Disguise	CHA	1		1	
✓ Escape Artist	DEX	-6		0	+ -6
✓ Fly	DEX	-6		0	+ -6
✓ Heal	WIS	13		5	+ 3 + 5
✓ Intimidate	CHA	1		1	
✓ Perception	WIS	6		5	+ 1
✓ Perception (Notice unusual stonework)	WIS	8		5	+ [1] + 2
✓ Perform (Untrained)	CHA	1		1	
✓ Ride	DEX	-6		0	+ -6
✓ Sense Motive	WIS	11		5	+ 3 + 3
✓ Stealth	DEX	-6		0	+ -6
✓ Survival	WIS	5		5	
✓ Swim	STR	-5		1	+ -6
					+ +
					+ +

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

Acid Dart	
Uses per Day	□□□□□□□□
Acid Dart (Sp): You can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. [PFCR, p.43]	

Artificer's Touch	
Uses per Day	□□□□□□□□
Artificer's Touch (Sp): You can cast Mending at will to repair damaged objects. [PFCR, p.41]	

Crossbow, Light				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	M	19-20/x2	5 ft.
	30 ft.	80 ft.	160 ft.	240 ft.		320 ft.		
TH	+4	+4	+2	+0		-2		
Dam	1d8	1d8	1d8	1d8		1d8		
Special Properties								

Quarterstaff				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS				DAMAGE				
+5				1d6+1				
Special Properties								

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
+1 Chainmail	Equipped	1	40.0	1300.0	
Backpack	Equipped	1	2.0	2.0	
51.88 lbs., 64 Bolt, Crossbow, 1 Potion of Cure Moderate Wounds, 1 Quarterstaff, 2 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 2 Scroll (Cure Moderate Wounds), 1 Shovel or Spade, 1 Spyglass, 1 Scroll (Command), 2 Scroll (Cure Light Wounds), 1 Scroll (Protection from Good), 1 Scroll (Flame Arrow), 1 Scroll (Hold Person), 1 Scroll (Tongues), 1 Potion of Fly, 1 Potion of Jump, 1 Scroll (Stone Shape), 6 Coin (Copper Piece), 7 Coin (Gold Piece), 6 Coin (Silver Piece), 3 Trade Gem (1000), 1 Trade Gem (500), 1 Crossbow, Light, 1 Crowbar, 1 Flint and Steel, 1 Grappling Hook, 1 Hammer, 1 Pick (Miner's)					
Healer's Kit	Equipped	1	1.0	50.0	
□□□□□ □□□□□					
Holy Symbol (Wooden)	Equipped	1	0.0	1.0	
Ring of Water Elemental Command	Equipped	1	0.0	200000.0	
Shield, Heavy Wooden	Equipped	1	10.0	7.0	
Cleric's Vestments	Equipped	1	6.0	0.0	
Warhammer	Equipped	1	5.0	12.0	
+1 Warhammer	Carried	1	5.0	2312.0	
Battleaxe	Carried	1	6.0	10.0	
Bolt, Crossbow	Backpack	64	0.1	0.1 (6.4)	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□					
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□					
□□□□□ □□□□□ □□□□□					
Crossbow, Light	Backpack	1	4.0	35.0	
0 lbs.					
Crowbar	Backpack	1	5.0	2.0	
+2 circumstance bonus to Strength checks to force open a door or chest					
Flint and Steel	Backpack	1	0.0	1.0	
Grappling Hook	Backpack	1	4.0	1.0	
Hammer	Backpack	1	2.0	0.5	
Pick (Miner's)	Backpack	1	10.0	3.0	
Potion of Cure Moderate Wounds	Backpack	1	0.0	300.0	
Cures 2d8+3 points of damage					
□					
Potion of Fly	Backpack	1	0.0	750.0	
Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly checks for 3 minutes					
□					
Potion of Jump	Backpack	1	0.0	50.0	
+10 enhancement bonus on Acrobatics checks made to jump for 1 minute					
□					
Quarterstaff	Backpack	1	4.0	0.0	
Rations (Trail/Per Day)	Backpack	2	1.0	0.5 (1.0)	
□□					(2.0)
Rope (Silk/50 ft.)	Backpack	1	5.0	10.0	
4 hp, DC 24 Strength check to burst					
Scroll (Command)	Backpack	1	0.01	25.0	
□					
Scroll (Cure Light Wounds)	Backpack	2	0.01	25.0	
□□					(0.02) (50.0)
Scroll (Cure Moderate Wounds)	Backpack	2	0.01	150.0	
□□					(0.02) (300.0)
Scroll (Flame Arrow)	Backpack	1	0.01	375.0	
□					
TOTAL WEIGHT CARRIED/VALUE			120.88207855.9	lbs. gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Scroll (Hold Person)	Backpack	1	0.01	150.0	
□					
Scroll (Protection from Good)	Backpack	1	0.01	25.0	
□					
Scroll (Stone Shape)	Backpack	1	0.01	375.0	
□					
Scroll (Tongues)	Backpack	1	0.01	700.0	
□					
Shovel or Spade	Backpack	1	8.0	2.0	
Spyglass	Backpack	1	1.0	1000.0	
TOTAL WEIGHT CARRIED/VALUE			120.88207855.9	lbs. gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY	
Coin (Gold Piece): 7	[Backpack]
Coin (Silver Piece): 6	[Backpack]
Coin (Copper Piece): 6	[Backpack]
3 x Trade Gem (1000) (1000)	[Backpack]
1 x Trade Gem (500) (500)	[Backpack]
Total = 3507.66 gp	

MAGIC
At this point the Ring of Water Elemental Command does only the following:
Water Breathing

LANGUAGES
Common, Dwarven

Traits

Armor Expert [PFAPG, p.327]
You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero.

Sacred Touch [PFAPG, p.329]
You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer.

Special Attacks

Acid Dart (Sp) [PFCR, p.43]
You can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack.

Artificer's Touch (Sp) [PFCR, p.41]
You can cast Mending at will to repair damaged objects.

Special Qualities

Aura of Good (Ex)	[PFCR]
You project a strong good aura.	
Aura of Law (Ex)	[PFCR]
You project a strong lawful aura.	
Defensive Training (Ex)	[PFCR, p.21]
Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.	
Greed (Ex)	[PFCR, p.21]
Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.	
Hardy (Ex)	[PFCR, p.21]
Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.	
Hatred (Ex)	[PFCR, p.21]
Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.	
Orisons	[PFCR, 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.	
Resistance to Acid (Ex)	[PFB, p.303]
You may ignore 10 points of Acid damage each time you take acid damage.	
Spontaneous Casting	[PFCR, p.41]
Stability (Ex)	[PFCR, p.21]
Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.	
Steady (Ex)	[PFCR, p.21]
Dwarves never have their speed reduced by armor or encumbrance.	
Stonecunning (Ex)	[PFCR, p.21]
Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.	
Weapon Familiarity (Ex)	[PFCR, p.21]
Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.	

Feats

Extra Channel	[PFCR, p.123]
You can channel divine energy more often.	
Improved Channel	[PFCR, p.126]
Your channeled energy is harder to resist.	
Run	[PFCR, p.132]
You are swift of foot.	
Armor Proficiency, Light	[PFCR, p.118]
You are skilled at wearing light armor.	
Armor Proficiency, Medium	[PFCR, p.118]
You are skilled at wearing medium armor.	
Shield Proficiency	[PFCR, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[PFCR, p.133]
You are trained in the use of basic weapons.	

DOMAINS

Artifice
Earth

PROFICIENCIES

Battleaxe, Bayonet, Blowgun, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Quarterstaff, Rock, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Unarmed Strike, Warhammer

TEMPLATES

Magic Item Spell-like Abilities

Name	Save Information	Time	Duration	Range	Comp.	Source
At Will Water Walk <i>School:</i> Transmutation [Water] <i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground.	DC: 10, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	150 minutes [D] <i>Target:</i> 15 touched creatures	Touch	V, S, DF <i>Caster Level:</i> 15	PFCR: p.368 <i>Concentration:</i> +15
At Will Create Water <i>School:</i> Conjuration (Creation) [Water] <i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.	<i>SR:</i> No	1 standard action	Instantaneous <i>Target:</i> Up to 30 gallons of water	Close (60 ft.)	V, S <i>Caster Level:</i> 15	PFCR: p.262 <i>Concentration:</i> +15
At Will Water Breathing <i>School:</i> Transmutation <i>Effect:</i> The transmuted creatures can breathe water freely.	DC: 10, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	30 hours; see text <i>Target:</i> Living creatures touched	Touch	V, S, M/DF <i>Caster Level:</i> 15	PFCR: p.368 <i>Concentration:</i> +15
<input type="checkbox"/> Wall of Ice <i>School:</i> Evocation [Cold] <i>Effect:</i> This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected.	DC: 10, Reflex negates; see text <i>SR:</i> Yes	1 standard action	15 minutes <i>Target:</i> Anchored plane of ice, up to 15 10-ft. squares, or hemisphere of ice with a radius of up to 18 ft.	Medium (250 ft.)	V, S, M <i>Caster Level:</i> 15	PFCR: p.366 <i>Concentration:</i> +15
<input type="checkbox"/> Ice Storm <i>School:</i> Evocation [Cold] <i>Effect:</i> Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area.	<i>SR:</i> Yes	1 standard action	15 rounds [D] <i>Target:</i> Cylinder 20	Long (1000 ft.)	V, S, M/DF <i>Caster Level:</i> 15	PFCR: p.298 <i>Concentration:</i> +15
<input type="checkbox"/> Control Water <i>School:</i> Transmutation [Water] <i>Effect:</i> This spell has two different applications, both of which control water in different ways.	DC: 10, None; see text <i>SR:</i> No	1 standard action	150 minutes [D] <i>Target:</i> Water in a volume of 150 ft. by 150 ft. by 30 ft. [S]	Long (1000 ft.)	V, S, M/DF <i>Caster Level:</i> 15	PFCR: p.260 <i>Concentration:</i> +15

* =Domain/Speciality Spell

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	5+1	4+1	3+1	—	—	—	—	—	—
Concentration	+11									

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Bleed <i>School:</i> Necromancy <i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.	DC: 15, Will negates SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.249 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Create Water <i>School:</i> Conjuraction (Creation) [Water] <i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.262 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Detect Magic <i>School:</i> Divination <i>Effect:</i> You detect magical auras.	SR: No	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	PFCR: p.267 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Detect Poison <i>School:</i> Divination <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.268 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Guidance <i>School:</i> Divination <i>Effect:</i> This spell imbues the subject with a touch of divine guidance.	DC: 15, Will negates (harmless) SR: Yes	1 standard action	1 minute or until discharged	Touch	V, S	PFCR: p.292 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Light <i>School:</i> Evocation [Light] <i>Effect:</i> This spell causes a touched object to glow like a torch.	SR: No	1 standard action	60 minutes	Touch	V, MDF	PFCR: p.304 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Mending <i>School:</i> Transmutation <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.	DC: 15, Will negates (harmless, object) SR: Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	PFCR: p.312 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Purify Food and Drink <i>School:</i> Transmutation <i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.	DC: 15, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	10 ft.	V, S	PFCR: p.328 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Read Magic <i>School:</i> Divination <i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.	SR:	1 standard action	60 minutes	Personal	V, S, F	PFCR: p.330 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, MDF	PFCR: p.334 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Spark <i>School:</i> Evocation [Fire] <i>Effect:</i> Ignites flammable objects.	DC: 15, Fortitude negates (object) SR: Yes (object)	1 standard action	Instantaneous	Close (40 ft.)	V or S	PFAPG: p.246 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Stabilize <i>School:</i> Conjuraction (Healing) <i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.348 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Virtue <i>School:</i> Transmutation <i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.	SR: Yes (harmless)	1 standard action	1 min.	Touch	V, S, DF	PFCR: p.365 Caster Level: 6 Concentration: +11

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ *Animate Rope <i>School:</i> Transmutation <i>Effect:</i> You can animate a nonliving rope-like object.	SR: No	1 standard action	6 rounds	Medium (160 ft.)	V, S	PFCR: p.242 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Ant Haul <i>School:</i> Transmutation <i>Effect:</i> Triples carrying capacity of a creature.	DC: 16, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	12 hours	Touch	V, S, MDF (a small pulley)	PFAPG: p.202 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Bane <i>School:</i> Enchantment (Compulsion) [Fear, Mind-Affecting] <i>Effect:</i> Bane fills your enemies with fear and doubt.	DC: 16, Will negates SR: Yes	1 standard action	6 minutes	50 ft.	V, S, DF	PFCR: p.246 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Bless <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Bless fills your allies with courage.	SR: Yes (harmless)	1 standard action	6 minutes	50 ft.	V, S, DF	PFCR: p.249 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Bless Water <i>School:</i> Transmutation [Good] <i>Effect:</i> This transmutation imbues a flask of water with positive energy, turning it into holy water.	DC: 16, Will negates (object) SR: Yes (object)	1 minute	Instantaneous	Touch	V, S, M	PFCR: p.249 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Cause Fear <i>School:</i> Necromancy [Fear, Mind-Affecting] <i>Effect:</i> The affected creature becomes frightened.	DC: 16, Will partial SR: Yes	1 standard action	1d4 rounds or 1 round; see text	Close (40 ft.)	V, S	PFCR: p.252 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Command <i>School:</i> Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] <i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.	DC: 16, Will negates SR: Yes	1 standard action	1 round	Close (40 ft.)	V	PFCR: p.256 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.	SR:	1 standard action	60 minutes	Personal	V, S, MDF	PFCR: p.258 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Cure Light Wounds <i>School:</i> Conjuraction (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.	DC: 16, Will half (harmless); see text SR: Yes (harmless); see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Dancing Lantern <i>School:</i> Transmutation [Fire, Light] <i>Effect:</i> Animates a lantern that follows you.	SR: No	1 standard action	6 hours [D]	Touch	V, S, F (a lantern)	PFAPG: p.214 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Deathwatch <i>School:</i> Necromancy <i>Effect:</i> Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range.	SR: No	1 standard action	60 minutes	30 ft.	V, S	PFCR: p.265 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Detect Chaos <i>School:</i> Divination <i>Effect:</i> You can sense the auras of chaotic creatures.	SR: No	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S, DF	PFCR: p.266 Caster Level: 6 Concentration: +11
☐☐☐☐☐ Detect Evil <i>School:</i> Divination	SR: No	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S, DF	PFCR: p.266 Caster Level: 6 Concentration: +11

* =Domain/Speciality Spell

Cleric Spells

Effect: You can sense the presence of evil.

☐☐☐☐ Detect Good	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S, DF	PFCR: p.267
School: Divination	SR: No	Target: Cone-shaped emanation		Caster Level: 6	Concentration: +11
Effect: You can sense the presence of good.					
☐☐☐☐ Detect Law	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S, DF	PFCR: p.267
School: Divination	SR: No	Target: Cone-shaped emanation		Caster Level: 6	Concentration: +11
Effect: You can sense the auras of lawful creatures.					
☐☐☐☐ Detect Undead	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S, MDF	PFCR: p.269
School: Divination	SR: No	Target: Cone-shaped emanation		Caster Level: 6	Concentration: +11
Effect: You can detect the aura that surrounds undead creatures.					
☐☐☐☐ Divine Favor	1 standard action	1 minute	Personal	V, S, DF	PFCR: p.273
School: Evocation	SR:	Target: You		Caster Level: 6	Concentration: +11
Effect: Calling upon the strength and wisdom of a deity, you gain a +2 luck bonus on attack and weapon damage rolls.					
☐☐☐☐ Doom	1 standard action	6 minutes	Medium (160 ft.)	V, S, DF	PFCR: p.274
School: Necromancy [Fear, Mind-Affecting]	SR: Yes	Target: One living creature		Caster Level: 6	Concentration: +11
Effect: This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.					
☐☐☐☐ Endure Elements	1 standard action	24 hours	Touch	V, S	PFCR: p.277
School: Abjuration	SR: Yes (harmless)	Target: Creature touched		Caster Level: 6	Concentration: +11
Effect: A creature protected by endure elements suffers no harm from being in a hot or cold environment.					
☐☐☐☐ Entropic Shield	1 standard action	6 minutes [D]	Personal	V, S	PFCR: p.278
School: Abjuration	SR:	Target: You		Caster Level: 6	Concentration: +11
Effect: A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.					
☐☐☐☐ Hide from Undead	1 standard action	60 minutes [D]	Touch	V, S, DF	PFCR: p.296
School: Abjuration	SR: Yes	Target: 6 creatures touched		Caster Level: 6	Concentration: +11
Effect: Undead cannot see, hear, or smell creatures warded by this spell.					
☐☐☐☐ Inflict Light Wounds	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
School: Necromancy	SR: Yes	Target: Creature touched		Caster Level: 6	Concentration: +11
Effect: When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.					
☐☐☐☐ **Magic Stone	1 standard action	30 minutes or until discharged	Touch	V, S, DF	PFCR: p.310
School: Transmutation	SR: Yes (harmless, object)	Target: Up to three pebbles touched		Caster Level: 6	Concentration: +11
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.					
☐☐☐☐ Magic Stone	1 standard action	30 minutes or until discharged	Touch	V, S, DF	PFCR: p.310
School: Transmutation	SR: Yes (harmless, object)	Target: Up to three pebbles touched		Caster Level: 6	Concentration: +11
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.					
☐☐☐☐ Magic Weapon	1 standard action	6 minutes	Touch	V, S, DF	PFCR: p.310
School: Transmutation	SR: Yes (harmless, object)	Target: Weapon touched		Caster Level: 6	Concentration: +11
Effect: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.					
☐☐☐☐ Obscuring Mist	1 standard action	6 minutes [D]	20 ft.	V, S	PFCR: p.317
School: Conjuration (Creation)	SR: No	Target: Cloud spreads in 20-ft. radius from you, 20 ft. high		Caster Level: 6	Concentration: +11
Effect: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.					
☐☐☐☐ Protection from Chaos	1 standard action	6 minutes [D]	Touch	V, S, MDF	PFCR: p.327
School: Abjuration [Lawful]	SR: No; see text	Target: Creature touched		Caster Level: 6	Concentration: +11
Effect: This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures.					
☐☐☐☐ Protection from Evil	1 standard action	6 minutes [D]	Touch	V, S, MDF	PFCR: p.327
School: Abjuration [Good]	SR: No; see text	Target: Creature touched		Caster Level: 6	Concentration: +11
Effect: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures.					
☐☐☐☐ Remove Fear	1 standard action	10 minutes; see text	Close (40 ft.)	V, S	PFCR: p.332
School: Abjuration	SR: Yes (harmless)	Target: 2 creatures, no two of which can be more than 30 ft. apart		Caster Level: 6	Concentration: +11
Effect: You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes.					
☐☐☐☐ Sanctuary	1 standard action	6 rounds	Touch	V, S, DF	PFCR: p.336
School: Abjuration	SR: No	Target: Creature touched		Caster Level: 6	Concentration: +11
Effect: Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.					
☐☐☐☐ Shield of Faith	1 standard action	6 minutes	Touch	V, S, M	PFCR: p.342
School: Abjuration	SR: Yes (harmless)	Target: Creature touched		Caster Level: 6	Concentration: +11
Effect: This spell creates a shimmering, magical field around the target that averts and deflects attacks.					
☐☐☐☐ Summon Monster I	1 round	6 rounds [D]	Close (40 ft.)	V, S, F/DF	PFCR: p.350
School: Conjuration (Summoning)	SR: No	Target: One summoned creature		Caster Level: 6	Concentration: +11
Effect: This spell summons an extraplanar creature.					

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐ Aid	SR: Yes (harmless)	1 standard action	6 minutes	Touch	V, S, DF	PFCR: p.239
School: Enchantment (Compulsion) [Mind-Affecting]		Target: Living creature touched		Caster Level: 6	Concentration: +11	
Effect: Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 6 temporary hit points.						
☐☐☐☐ Align Weapon	DC: 17, Will negates (harmless, object)	1 standard action	6 minutes	Touch	V, S, DF	PFCR: p.240
School: Transmutation	SR: Yes (harmless, object)	Target: Weapon touched or 50 projectiles [all of which must be together at the time of casting]		Caster Level: 6	Concentration: +11	
Effect: Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose.						
☐☐☐☐ Augury	SR:	1 minute	Instantaneous	Personal	V, S, M, F	PFCR: p.245
School: Divination		Target: You		Caster Level: 6	Concentration: +11	
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	DC: 17, Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, MDF	PFCR: p.246
School: Transmutation	SR: Yes	Target: Creature touched		Caster Level: 6	Concentration: +11	
Effect: The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.						
☐☐☐☐ Blessing of Courage and Life	DC: 17, Will negates (harmless)	1 standard action	6 minutes [see below]	Close (40 ft.)	V, S, DF	PFAPG: p.205
School: Conjuration (Healing)	SR: Yes (harmless)	Target: one living creature		Caster Level: 6	Concentration: +11	
Effect: Grants a +2 bonus on saves vs. fear and death.						
☐☐☐☐ Bull's Strength	DC: 17, Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, MDF	PFCR: p.251
School: Transmutation	SR: Yes (harmless)	Target: Creature touched		Caster Level: 6	Concentration: +11	
Effect: The subject becomes stronger granting a +4 enhancement bonus to Strength.						
☐☐☐☐ Calm Emotions	DC: 17, Will negates	1 standard action	Concentration, up to 6 rounds [D]	Medium (160 ft.)	V, S, DF	PFCR: p.252
School: Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	Target: Creatures in a 20-ft.-radius spread		Caster Level: 6	Concentration: +11	
Effect: This spell calms agitated creatures.						
☐☐☐☐ Consecrate	SR: No	1 standard action	12 hours	Close (40 ft.)	V, S, M, DF	PFCR: p.258
School: Evocation [Good]		Target: 20-ft.-radius emanation		Caster Level: 6	Concentration: +11	
Effect: This spell blesses an area with positive energy.						
☐☐☐☐ Cure Moderate Wounds	DC: 17, Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Touch	V, S	PFCR: p.263
School: Conjuration (Healing)	SR: Yes (harmless) or yes; see text	Target: Creature touched		Caster Level: 6	Concentration: +11	
Effect: When laying your hand upon a living creature, you channel positive energy that cures 2d8+6 points of damage.						

* =Domain/Specialty Spell

Cleric Spells

<p>□□□□□ Darkness</p> <p>School: Evocation [Darkness] Effect: This spell causes an object to radiate darkness out to a 20-foot radius.</p>	SR: No	1 standard action	6 minutes [D]	Touch	V, M/DF	PFCR: p.263
<p>□□□□□ Delay Poison</p> <p>School: Conjuraton (Healing) Effect: The subject becomes temporarily immune to poison.</p>	DC: 17, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	6 hours	Touch	V, S, DF	PFCR: p.265
<p>□□□□□ Eagle's Splendor</p> <p>School: Transmutation Effect: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.</p>	DC: 17, Will negates (harmless) SR: Yes	1 standard action	6 minutes	Touch	V, S, M/DF	PFCR: p.275
<p>□□□□□ Enthrall</p> <p>School: Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic] Effect: If you have the attention of a group of creatures, you can use this spell to hold them enthralled.</p>	DC: 17, Will negates; see text SR: Yes	1 round	1 hour or less	Medium (160 ft.)	V, S	PFCR: p.278
<p>□□□□□ Find Traps</p> <p>School: Divination Effect: You gain intuitive insight into the workings of traps.</p>	SR:	1 standard action	6 minutes	Personal	V, S	PFCR: p.281
<p>□□□□□ Ghostbane Dirge</p> <p>School: Transmutation Effect: Incorporeal creature takes half damage from nonmagical weapons.</p>	DC: 17, Fortitude negates SR: Yes	1 standard action	6 rounds	Close (40 ft.)	V, S, M/DF (an old reed from a wind instrument)	PFAPG: p.225
<p>□□□□□ Grace</p> <p>School: Abjuration Effect: Movement doesn't provoke attacks of opportunity.</p>	SR:	1 swift action	see text	Personal	V	PFAPG: p.226
<p>□□□□□ Heroic Fortune</p> <p>School: Evocation Effect: Subject gains 1 temporary hero point.</p>	DC: 17, Will negates (harmless) SR: No	1 standard action	6 rounds	Touch	V, S, DF, M	PFAPG: p.324
<p>□□□□□ Hold Person</p> <p>School: Enchantment (Compulsion) [Mind-Affecting] Effect: The subject becomes paralyzed and freezes in place.</p>	DC: 17, Will negates; see text SR: Yes	1 standard action	6 rounds [D]; see text	Medium (160 ft.)	V, S, F/DF	PFCR: p.296
<p>□□□□□ Inflict Moderate Wounds</p> <p>School: Necromancy Effect: When laying your hand upon a creature, you channel negative energy that deals 2d8+6 points of damage.</p>	DC: 17, Will half SR: Yes	1 standard action	Instantaneous	Touch	V, S	PFCR: p.300
<p>□□□□□ Instant Armor</p> <p>School: Conjuraton (Creation) [Force] Effect: Summon armor temporarily replacing your current attire.</p>	SR:	1 standard action	6 minutes [D]	Personal	V, S, DF	PFAPG: p.229
<p>□□□□□ Make Whole</p> <p>School: Transmutation Effect: This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.</p>	DC: 17, Will negates (harmless, object) SR: Yes (harmless, object)	10 minutes	Instantaneous	Close (40 ft.)	V, S	PFCR: p.311
<p>□□□□□ Owl's Wisdom</p> <p>School: Transmutation Effect: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.</p>	DC: 17, Will negates (harmless) SR: Yes	1 standard action	6 minutes	Touch	V, S, M/DF	PFCR: p.318
<p>□□□□□ Remove Paralysis</p> <p>School: Conjuraton (Healing) Effect: You can free one or more creatures from the effects of temporary paralysis or related magic.</p>	DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.332
<p>□□□□□ Resist Energy</p> <p>School: Abjuration Effect: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.</p>	DC: 17, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	60 minutes	Touch	V, S, DF	PFCR: p.334
<p>□□□□□ Restoration (Lesser)</p> <p>School: Conjuraton (Healing) 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.</p>	DC: 17, Will negates (harmless) SR: Yes (harmless)	3 rounds	Instantaneous	Touch	V, S	PFCR: p.334
<p>□□□□□ Share Language</p> <p>School: Divination Effect: Subject understands chosen language.</p>	DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action	24 hours	Touch	V, S, M (a page from a dictionary)	PFAPG: p.243
<p>□□□□□ Shatter</p> <p>School: Evocation [Sonic] Effect: Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.</p>	DC: 17, Will negates (object); Will negates (object) or Fortitude half; see text SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S, M/DF	PFCR: p.341
<p>□□□□□ Shield Other</p> <p>School: Abjuration 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.</p>	DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action	6 hours [D]	Close (40 ft.)	V, S, F	PFCR: p.342
<p>□□□□□ Silence</p> <p>School: Illusion (Glamer) Effect: Upon the casting of this spell, complete silence prevails in the affected area.</p>	DC: 17, Will negates; see text or none (object) SR: Yes; see text or no (object)	1 round	6 rounds [D]	Long (640 ft.)	V, S	PFCR: p.343
<p>□□□□□ *Soften Earth and Stone</p> <p>School: Transmutation [Earth] Effect: When this spell is cast, all natural, undressed earth or stone in the spell's area is softened.</p>	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S, DF	PFCR: p.345
<p>□□□□□ Sound Burst</p> <p>School: Evocation [Sonic] Effect: You blast an area with a tremendous cacophony.</p>	DC: 17, Fortitude partial SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S, F/DF	PFCR: p.346
<p>□□□□□ Spiritual Weapon</p> <p>School: Evocation [Force] Effect: A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+2 force damage per hit.</p>	SR: Yes	1 standard action	6 rounds [D]	Medium (160 ft.)	V, S, DF	PFCR: p.348
<p>□□□□□ Status</p> <p>School: Divination 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.</p>	DC: 17, Will negates (harmless) SR: Yes (harmless)	1 standard action	6 hours	Touch	V, S	PFCR: p.349
<p>□□□□□ Summon Monster II</p> <p>School: Conjuraton (Summoning) 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.</p>	SR: No	1 round	6 rounds [D]	Close (40 ft.)	V, S, F/DF	PFCR: p.352
<p>□□□□□ Undetectable Alignment</p> <p>School: Abjuration Effect: An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.</p>	DC: 17, Will negates (object) SR: Yes (object)	1 standard action	24 hours	Close (40 ft.)	V, S	PFCR: p.363
<p>□□□□□ Weapon of Awe</p> <p>School: Transmutation Effect: Weapon gets +2 on damage rolls.</p>	DC: 17, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	6 minutes	Touch	V, S, DF	PFAPG: p.256
<p>□□□□□ *Wood Shape</p> <p>School: Transmutation Effect: Wood shape enables you to form one existing piece of wood into any shape that suits your purpose.</p>	DC: 17, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	Touch	V, S, DF	PFCR: p.370
<p>□□□□□ Zone of Truth</p> <p>School: Enchantment (Compulsion) [Mind-Affecting] Effect: Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies.</p>	DC: 17, Will negates SR: Yes	1 standard action	6 minutes	Close (40 ft.)	V, S, DF	PFCR: p.371

* =Domain/Specialty Spell

Cleric Spells

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
☐☐☐☐☐ Bestow Curse <i>School:</i> Necromancy <i>Effect:</i> You place a curse on the subject.	DC: 18, Will negates SR: Yes	1 standard action	Permanent	Touch	V, S Caster Level: 6	PFCR: p.247 Concentration: +11
☐☐☐☐☐ Blindness/Deafness <i>School:</i> Necromancy <i>Effect:</i> You call upon the powers of unlife to render the subject blinded or deafened, as you choose.	DC: 18, Fortitude negates SR: Yes	1 standard action	Permanent [D]	Medium (160 ft.)	V Caster Level: 6	PFCR: p.250 Concentration: +11
☐☐☐☐☐ Blood Biography <i>School:</i> Divination <i>Effect:</i> Learn about a creature with its blood.	DC: 18, Will negates (see text) SR: No	1 minute	Instantaneous	Touch	V, S, MDF (a scrap of PFAPG: p.206 parchment) Caster Level: 6	Concentration: +11
☐☐☐☐☐ Continual Flame <i>School:</i> Evocation [Light] <i>Effect:</i> A flame, equivalent in brightness to a torch, springs forth from an object that you touch.	SR: No	1 standard action	Permanent	Touch	V, S, M Caster Level: 6	PFCR: p.260 Concentration: +11
☐☐☐☐☐ Create Food and Water <i>School:</i> Conjunction (Creation) <i>Effect:</i> The food that this spell creates is simple fare of your choice--highly nourishing, if rather bland.	SR: No	10 minutes	24 hours; see text	Close (40 ft.)	V, S Caster Level: 6	PFCR: p.261 Concentration: +11
☐☐☐☐☐ Cure Serious Wounds <i>School:</i> Conjunction (Healing) <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 3d8+6 points of damage.	DC: 18, Will half (harmless) or Will half; see text SR: Yes (harmless) or yes; see text	1 standard action	Instantaneous	Close (40 ft.)	V, S Caster Level: 6	PFCR: p.263 Concentration: +11
☐☐☐☐☐ Daylight <i>School:</i> Evocation [Light] <i>Effect:</i> You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.	SR: No	1 standard action	60 minutes [D]	Touch	V, S Caster Level: 6	PFCR: p.264 Concentration: +11
☐☐☐☐☐ Deeper Darkness <i>School:</i> Evocation [Darkness] <i>Effect:</i> This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps.	SR: No	1 standard action	6 minutes [D]	Touch	V, MDF Caster Level: 6	PFCR: p.265 Concentration: +11
☐☐☐☐☐ Dispel Magic <i>School:</i> Abjuration <i>Effect:</i> You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.	SR: No	1 standard action	Instantaneous	Medium (160 ft.)	V, S Caster Level: 6	PFCR: p.272 Concentration: +11
☐☐☐☐☐ Elemental Speech <i>School:</i> Divination [Air, Earth, Fire, Water] <i>Effect:</i> Enables you to speak to elementals and some creatures.	SR:	1 standard action	6 minutes	Personal	V, S, M (iron filings) Caster Level: 6	PFAPG: p.218 Concentration: +11
☐☐☐☐☐ Enter Image <i>School:</i> Transmutation <i>Effect:</i> Transfers your consciousness to an object bearing your likeness.	SR: No	1 standard action	concentration	300 ft.	V, S, MDF (a drop of paint and a ball of clay) Caster Level: 6	PFAPG: p.219 Concentration: +11
☐☐☐☐☐ Gentle Repose <i>School:</i> Necromancy <i>Effect:</i> You preserve the remains of a dead creature so that they do not decay.	DC: 18, Will negates (object) SR: Yes (object)	1 standard action	6 days	Touch	V, S, MDF Caster Level: 6	PFCR: p.289 Concentration: +11
☐☐☐☐☐ Glyph of Warding <i>School:</i> Abjuration <i>Effect:</i> This powerful inscription harms those who enter, pass, or open the warded area or object.	DC: 18, See text SR: No (object) and yes; see text	10 minutes	Permanent until discharged [D]	Touch	V, S, M Caster Level: 6	PFCR: p.290 Concentration: +11
☐☐☐☐☐ Guiding Star <i>School:</i> Divination <i>Effect:</i> Know approximate distance from where you cast this spell.	SR:	1 minute	6 days [D]	Personal	V, S, M (a spool of thread or string) Caster Level: 6	PFAPG: p.226 Concentration: +11
☐☐☐☐☐ Helping Hand <i>School:</i> Evocation <i>Effect:</i> You create the ghostly image of a hand, which you can send to find a creature within 5 miles.	SR: No	1 standard action	6 hours	5 miles	V, S, DF Caster Level: 6	PFCR: p.295 Concentration: +11
☐☐☐☐☐ Inflict Serious Wounds <i>School:</i> Necromancy <i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 3d8+6 points of damage.	DC: 18, Will half SR: Yes	1 standard action	Instantaneous	Touch	V, S Caster Level: 6	PFCR: p.301 Concentration: +11
☐☐☐☐☐ Invisibility Purge <i>School:</i> Evocation <i>Effect:</i> You surround yourself with a sphere of power with a radius of 30 feet that negates all forms of invisibility.	SR:	1 standard action	6 minutes [D]	Personal	V, S Caster Level: 6	PFCR: p.302 Concentration: +11
☐☐☐☐☐ Locate Object <i>School:</i> Divination <i>Effect:</i> You sense the direction of a well-known or clearly visualized object.	SR: No	1 standard action	6 minutes	Long (640 ft.)	V, S, F/DF Caster Level: 6	PFCR: p.305 Concentration: +11
☐☐☐☐☐ Magic Circle against Chaos <i>School:</i> Abjuration [Lawful] <i>Effect:</i> All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either.	DC: 18, Will negates (harmless) SR: No; see text	1 standard action	60 minutes	Touch	V, S, MDF Caster Level: 6	PFCR: p.308 Concentration: +11
☐☐☐☐☐ Magic Circle against Evil <i>School:</i> Abjuration [Good] <i>Effect:</i> All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either.	DC: 18, Will negates (harmless) SR: No; see text	1 standard action	60 minutes	Touch	V, S, MDF Caster Level: 6	PFCR: p.308 Concentration: +11
☐☐☐☐☐ Magic Vestment <i>School:</i> Transmutation <i>Effect:</i> You imbue a suit of armor or a shield with an enhancement bonus of +1.	DC: 18, Will negates (harmless, object) SR: Yes (harmless, object)	1 standard action	6 hours	Touch	V, S, DF Caster Level: 6	PFCR: p.310 Concentration: +11
☐☐☐☐☐ Meld into Stone <i>School:</i> Transmutation [Earth] <i>Effect:</i> Meld into stone enables you to meld your body and possessions into a single block of stone.	SR:	1 standard action	60 minutes	Personal	V, S, DF Caster Level: 6	PFCR: p.312 Concentration: +11
☐☐☐☐☐ Nap Stack <i>School:</i> Necromancy <i>Effect:</i> Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits.	DC: 18, Will negates (harmless) SR: Yes (harmless)	1 minute	8 hours	30 ft.	V, S, M (a little silk pillow worth 100 gp) Caster Level: 6	PFAPG: p.233 Concentration: +11
☐☐☐☐☐ Obscure Object <i>School:</i> Abjuration <i>Effect:</i> This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball.	DC: 18, Will negates (object) SR: Yes (object)	1 standard action	8 hours [D]	Touch	V, S, MDF Caster Level: 6	PFCR: p.317 Concentration: +11
☐☐☐☐☐ Prayer <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> You bring special favor upon yourself and your allies while bringing disfavor to your enemies.	SR: Yes	1 standard action	6 rounds	40 ft.	V, S, DF Caster Level: 6	PFCR: p.324 Concentration: +11
☐☐☐☐☐ Protection from Energy <i>School:</i> Abjuration <i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it.	DC: 18, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	60 minutes or until discharged	Touch	V, S, DF Caster Level: 6	PFCR: p.327 Concentration: +11
☐☐☐☐☐ Remove Blindness/Deafness <i>School:</i> Conjunction (Healing) <i>Effect:</i> Remove blindness/deafness cures blindness or deafness.	DC: 18, Fortitude negates (harmless) SR: Yes (harmless)	1 standard action	Instantaneous	Touch	V, S Caster Level: 6	PFCR: p.332 Concentration: +11
☐☐☐☐☐ Remove Curse <i>School:</i> Abjuration <i>Effect:</i> Remove curse can remove all curses on an object or a creature.	DC: 18, Will negates (harmless) SR: Yes (harmless)	1 standard action	Instantaneous	Touch	V, S Caster Level: 6	PFCR: p.332 Concentration: +11

* =Domain/Specialty Spell

Cleric Spells

<p>Remove Disease</p> <p>School: Conjuraction (Healing)</p> <p>Effect: Remove disease can cure all diseases from which the subject is suffering.</p>	<p>DC: 18, Fortitude negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>1 standard action</p> <p>Instantaneous</p> <p>Target: Creature touched</p>	<p>Touch</p>	<p>V, S</p> <p>Caster Level: 6</p>	<p>PFCR: p.332</p> <p>Concentration: +11</p>
<p>Sacred Bond</p> <p>School: Conjuraction (Healing)</p> <p>Effect: Focusing divine healing spells from a distance.</p>	<p>DC: 18, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>1 round</p> <p>60 minutes [D]</p> <p>Target: creature touched</p>	<p>Touch; see text</p>	<p>V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)</p> <p>Caster Level: 6</p>	<p>PFAPG: p.240</p> <p>Concentration: +11</p>
<p>Searing Light</p> <p>School: Evocation</p> <p>Effect: Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 3d8 points of damage.</p>	<p>SR: Yes</p>	<p>1 standard action</p> <p>Instantaneous</p> <p>Target: Ray</p>	<p>Medium (160 ft.)</p>	<p>V, S</p> <p>Caster Level: 6</p>	<p>PFCR: p.338</p> <p>Concentration: +11</p>
<p>Severed Fate</p> <p>School: Enchantment</p> <p>Effect: Target is shaken and cannot use hero points.</p>	<p>DC: 18, Will negates</p> <p>SR: Yes</p>	<p>1 standard action</p> <p>60 minutes</p> <p>Target: One living creature</p>	<p>Close (40 ft.)</p>	<p>V, S</p> <p>Caster Level: 6</p>	<p>PFAPG: p.324</p> <p>Concentration: +11</p>
<p>Speak with Dead</p> <p>School: Necromancy [Language-Dependent]</p> <p>Effect: You grant the semblance of life to a corpse, allowing it to answer questions.</p>	<p>DC: 18, Will negates; see text</p> <p>SR: No</p>	<p>10 minutes</p> <p>6 minutes</p> <p>Target: One dead creature</p>	<p>10 ft.</p>	<p>V, S, DF</p> <p>Caster Level: 6</p>	<p>PFCR: p.346</p> <p>Concentration: +11</p>
<p>**Stone Shape</p> <p>School: Transmutation [Earth]</p> <p>Effect: You can form an existing piece of stone into any shape that suits your purpose.</p>	<p>SR: No</p>	<p>1 standard action</p> <p>Instantaneous</p> <p>Target: Stone or stone object touched, up to 16 cu. ft.</p>	<p>Touch</p>	<p>V, S, MDF</p> <p>Caster Level: 6</p>	<p>PFCR: p.349</p> <p>Concentration: +11</p>
<p>**Stone Shape</p> <p>School: Transmutation [Earth]</p> <p>Effect: You can form an existing piece of stone into any shape that suits your purpose.</p>	<p>SR: No</p>	<p>1 standard action</p> <p>Instantaneous</p> <p>Target: Stone or stone object touched, up to 16 cu. ft.</p>	<p>Touch</p>	<p>V, S, MDF</p> <p>Caster Level: 6</p>	<p>PFCR: p.349</p> <p>Concentration: +11</p>
<p>Stone Shape</p> <p>School: Transmutation [Earth]</p> <p>Effect: You can form an existing piece of stone into any shape that suits your purpose.</p>	<p>SR: No</p>	<p>1 standard action</p> <p>Instantaneous</p> <p>Target: Stone or stone object touched, up to 16 cu. ft.</p>	<p>Touch</p>	<p>V, S, MDF</p> <p>Caster Level: 6</p>	<p>PFCR: p.349</p> <p>Concentration: +11</p>
<p>Summon Monster III</p> <p>School: Conjuraction (Summoning)</p> <p>Effect: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.</p>	<p>SR: No</p>	<p>1 round</p> <p>6 rounds [D]</p> <p>Target: One summoned creature</p>	<p>Close (40 ft.)</p>	<p>V, S, F/DF</p> <p>Caster Level: 6</p>	<p>PFCR: p.352</p> <p>Concentration: +11</p>
<p>Unravel Destiny</p> <p>School: Divination</p> <p>Effect: Target gets -2 on ability checks, attack rolls, saving throws, and skill check per hero point it possesses and takes 2d6 damage when spending hero points.</p>	<p>DC: 18, Will negates</p> <p>SR: Yes</p>	<p>1 standard action</p> <p>6 rounds</p> <p>Target: One creature</p>	<p>Close (40 ft.)</p>	<p>V, S, DF</p> <p>Caster Level: 6</p>	<p>PFAPG: p.325</p> <p>Concentration: +11</p>
<p>Water Breathing</p> <p>School: Transmutation</p> <p>Effect: The transmuted creatures can breathe water freely.</p>	<p>DC: 18, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>1 standard action</p> <p>12 hours; see text</p> <p>Target: Living creatures touched</p>	<p>Touch</p>	<p>V, S, MDF</p> <p>Caster Level: 6</p>	<p>PFCR: p.368</p> <p>Concentration: +11</p>
<p>Water Walk</p> <p>School: Transmutation [Water]</p> <p>Effect: The transmuted creatures can tread on any liquid as if it were firm ground.</p>	<p>DC: 18, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>1 standard action</p> <p>60 minutes [D]</p> <p>Target: 6 touched creatures</p>	<p>Touch</p>	<p>V, S, DF</p> <p>Caster Level: 6</p>	<p>PFCR: p.368</p> <p>Concentration: +11</p>
<p>Wind Wall</p> <p>School: Evocation [Air]</p> <p>Effect: An invisible vertical curtain of wind appears.</p>	<p>DC: 18, None; see text</p> <p>SR: Yes</p>	<p>1 standard action</p> <p>6 rounds</p> <p>Target: Wall up to 60 ft. long and 30 ft. high [S]</p>	<p>Medium (160 ft.)</p>	<p>V, S, MDF</p> <p>Caster Level: 6</p>	<p>PFCR: p.370</p> <p>Concentration: +11</p>
<p>Wrathful Mantle</p> <p>School: Evocation [Force, Light]</p> <p>Effect: Subject shines and gets 1 on all saves.</p>	<p>DC: 18, Will negates (harmless)</p> <p>SR: Yes (harmless)</p>	<p>1 standard action</p> <p>6 minutes</p> <p>Target: creature touched or all creatures within 5 ft.; see text</p>	<p>Touch or 5 ft.; see text</p>	<p>V, S, DF</p> <p>Caster Level: 6</p>	<p>PFAPG: p.257</p> <p>Concentration: +11</p>

* =Domain/Specialty Spell

Magic Item Spell-like Abilities

At Will Water Walk (DC:10)

At Will Create Water (DC:)

At Will Water Breathing (DC:10)

Wall of Ice (DC:10)

Ice Storm (DC:)

Control Water (DC:10)

Notes:

Character Sheet Notes:

Hidden:

#Character Sheet Plugin Properties

#Sun Oct 02 19:12:50 CDT 2011

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=