

Thug Stonefist

NAME
 Clr5 13539
 CLASS EXPERIENCE
 5 15000
 Character Level NEXT LEVEL

Carole

PLAYERNAME
 Dwarf Medium
 RACE SIZE
 64 Female
 AGE GENDER

Torag

DEITY
 4' 4" 199 lbs.
 HEIGHT WEIGHT
 EYES HAIR

Lawful Good

ALIGNMENT
 Darkvision (60 ft.)
 VISION
 0
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	11	+0	11	+0	11	+0
CON Constitution	18	+4	18	+4	18	+4
INT Intelligence	8	-1	8	-1	8	-1
WIS Wisdom	20	+5	20	+5	20	+5
CHA Charisma	13	+1	13	+1	13	+1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
48				Walk 20 ft.
AC armor class	17	17	10	10
	TOTAL	FLAT	TOUCH	BASE
INITIATIVE modifier	+0	+0	+0	
	TOTAL	DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+3			
ENCUMBERANCE	Heavy			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	+4	+4	+0	+0	+0		
REFLEX (dexterity)	+1	+1	+0	+0	+0	+0		
WILL (wisdom)	+9	+4	+5	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+3	+1	+0	+0	+0	
RANGED attack bonus	+3	+3	+0	+0	+0	+0	
CMB attack bonus	+4	+3	+1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
Offense	+4	+4	+4	+4	+4	+4
Defense	14	18	14	14	18	14

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+1	20/x2	5 ft.

*Warhammer		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x3	5 ft.
	To Hit				To Hit	Dam
1H-P	+4				-2	1d8+1
1H-O	+0				+0	1d8+1
2H	+4				-6	1d8

+1 Warhammer		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x3	5 ft.
	To Hit				To Hit	Dam
1H-P	+5				-1	1d8+2
1H-O	+1				+1	1d8+2
2H	+5				-5	1d8+1

Battleaxe		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x3	5 ft.
	To Hit				To Hit	Dam
1H-P	+4				-2	1d8+1
1H-O	+0				+0	1d8+1
2H	+4				-6	1d8

*: 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
*Scale Mail	Medium	+5	+3	-4	25
*Shield, Heavy Wooden	Heavy	+2		-2	15

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 20 ft.
HP	AC	INITIATIVE	BASE ATTACK
48	17	+0	+3
FLAT	TOUCH	DEX MODIFIER	MISC MODIFIER
17	10	+0	+0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/5
✓ 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	+ 3.0	+ 5	
✓ Intimidate	CHA	1	= 1	+ +		
✓ Perception	WIS	6	= 5	+ 1.0		
✓ Perception (Notice unusual stonework)	WIS	8	= 5	+ 1.0	+ 2	
✓ Perform (Untrained)	CHA	1	= 1	+ +		
✓ Ride	DEX	-6	= 0	+ +	-6	
✓ Sense Motive	WIS	10	= 5	+ 2.0	+ 3	
✓ Stealth	DEX	-6	= 0	+ +	-6	
✓ Survival	WIS	5	= 5	+ +		
✓ Swim	STR	-5	= 1	+ +	-6	
			= +	+ +		
			= +	+ +		

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

CHANNEL ENERGY	
Uses per day	□□□□□□
You can unleash a wave of positive energy dealing 3d6 (DC 15 for half)	

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	+3	+3	+1			-1		-3
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				
+4				1d6+1				
Special Properties								

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	2.0	2.0	
51.84 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), 4 Coin (Copper Piece), 1 Scroll (Flame Arrow), 1 Scroll (Hold Person), 1 Scroll (Tongues), 1 Crossbow, Light, 1 Crowbar, 1 Flint and Steel, 1 Grappling Hook, 1 Hammer, 1 Pick (Miner's), 9 Coin (Gold Piece), 4 Coin (Silver Piece), 1 Potion of Fly, 1 Potion of Jump, 1 Scroll (Stone Shape), 1 Trade Gem (10), 2 Trade Gem (100), 3 Trade Gem (1000), 1 Trade Gem (500)					
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	
Scale Mail	Equipped	1	30.0	50.0	
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)	
□□□□ □□□□ □□□□ □□□□ □□□□					
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□□□□ □□□□ □□□□					
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)	
□□					
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	
□□					
Scroll (Cure Moderate Wounds)	Backpack	2	0.01	150.0	
□□					
Scroll (Flame Arrow)	Backpack	1	0.01	375.0	
□					
TOTAL WEIGHT CARRIED/VALUE				110.84206605.9	
				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				110.84206605.9
				lbs. gp

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

MONEY	
Coin (Gold Piece): 9[Backpack]	
Coin (Silver Piece): 4[Backpack]	
Coin (Copper Piece): 4[Backpack]	
3 x Trade Gem (1000) (1000) [Backpack]	
1 x Trade Gem (500) (500) [Backpack]	
2 x Trade Gem (100) (100) [Backpack]	
1 x Trade Gem (10) (10) [Backpack]	
Total = 3719.44 gp	

MAGIC

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

Traits

Armor Expert [PFCT, p.3]
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 [PFCT, p.5]
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]
As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. This acid dart deals 1d6+2 points of acid damage. You can use this ability 8 times per day.

Artificer's Touch (Sp) [PFCR, p.41]
You can cast Mending at will (CL 5) to repair damaged objects. In addition, you can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6+2 points of damage. This attack bypasses up to 5 points of damage reduction and hardness. You can use this ability 8 times per day.

Channel Positive Energy (Su) [PFCR, p.40]
You can unleash a wave of positive energy. You must choose to deal 3d6 points of positive energy damage to undead creatures or to heal living creatures of 3d6 points of damage. Creatures that take damage from channeled energy receive a DC 15 Will save to halve the damage. You can use this ability 6 times per day.

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.	
Spontaneous Casting	[PFCR, p.41]
You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "Cure" in its name).	
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 energy two additional times per day.	
Improved Channel	[PFCR, p.126]
Add 2 to the DC of saving throws made to resist the effects of your channel energy ability.	
Run	[PFCR, p.132]
When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.	
Armor Proficiency, Light	[PFCR, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Medium	[PFCR, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Shield Proficiency	[PFCR, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Simple Weapon Proficiency	[PFCR, p.133]
You make attack rolls with simple weapons without penalty.	

DOMAINS

Artifice
Earth

PROFICIENCIES

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

LANGUAGES

Common, Dwarven

TEMPLATES

Magic Item Spell-like Abilities

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

* =Domain/Speciality Spell

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Bleed	15	Will negates	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes	Necromancy	PFCR: p.249
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
□□□□□Create Water		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	No	Conjuration (Creation) [Water]	PFCR: p.262
<i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.					<i>Target:</i> Up to 10 gallons of water			<i>Caster Level:</i> 5	
□□□□□Detect Magic		None	1 standard	Concentration, up to 5 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□Detect Poison		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 5	
□□□□□Guidance	15	Will negates (harmless)	1 standard	1 minute or until discharged action	Touch	V, S	Yes	Divination	PFCR: p.292
<i>Effect:</i> This spell imbues the subject with a touch of divine guidance.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Light		None	1 standard	50 minutes action	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304
<i>Effect:</i> This spell causes a touched object to glow like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
□□□□□Mending	15	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFCR: p.312
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.					<i>Target:</i> One object of up to 5 lb.			<i>Caster Level:</i> 5	
□□□□□Purify Food and Drink	15	Will negates (object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (object)	Transmutation	PFCR: p.328
<i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.					<i>Target:</i> 5 cu. ft. of contaminated food and water			<i>Caster Level:</i> 5	
□□□□□Read Magic			1 standard	50 minutes action	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□Resistance	15	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Stabilize	15	Will negates (harmless)	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.348
<i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
□□□□□Virtue		None	1 standard	1 min. action	Touch	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.365
<i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□*Animate Rope		None	1 standard	5 rounds action	Medium (150 ft.)	V, S	No	Transmutation	PFCR: p.242
<i>Effect:</i> You can animate a nonliving rope-like object.					<i>Target:</i> One rope-like object, length up to 75ft.; see text			<i>Caster Level:</i> 5	
□□□□□Bane	16	Will negates	1 standard	5 minutes action	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PFCR: p.246
<i>Effect:</i> Bane fills your enemies with fear and doubt.					<i>Target:</i> 50-ft.-radius burst, centered on you			<i>Caster Level:</i> 5	
□□□□□Bless		None	1 standard	5 minutes action	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.249
<i>Effect:</i> Bless fills your allies with courage.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 5	
□□□□□Bless Water	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	PFCR: p.249
<i>Effect:</i> This transmutation imbues a flask of water with positive energy, turning it into holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 5	
□□□□□Cause Fear	16	Will partial	1 standard	1d4 rounds or 1 round; see text action	Close (35 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.252
<i>Effect:</i> The affected creature becomes frightened.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 5	
□□□□□Command	16	Will negates	1 standard	1 round action	Close (35 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PFCR: p.256
<i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
□□□□□Comprehend Languages			1 standard	50 minutes action	Personal	V, S, M/DF		Divination	PFCR: p.258
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□Cure Light Wounds	16	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□Deathwatch		None	1 standard	50 minutes action	30 ft.	V, S	No	Necromancy	PFCR: p.265
<i>Effect:</i> Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□Detect Chaos		None	1 standard	Concentration, up to 50 minutes [D] action	60 ft.	V, S, DF	No	Divination	PFCR: p.266
<i>Effect:</i> You can sense the auras of chaotic creatures.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□Detect Evil		None	1 standard	Concentration, up to 50 minutes [D] action	60 ft.	V, S, DF	No	Divination	PFCR: p.266
<i>Effect:</i> You can sense the presence of evil.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Detect Good	None	1 standard Concentration, up to 50 minutes [D] action	60 ft.	V, S, DF	No	Divination	PFCR: p.267
<i>Effect:</i>		You can sense the presence of good.						
□□□□□	Detect Law	None	1 standard Concentration, up to 50 minutes [D] action	60 ft.	V, S, DF	No	Divination	PFCR: p.267
<i>Effect:</i>		You can sense the auras of lawful creatures.						
□□□□□	Detect Undead	None	1 standard Concentration, up to 5 minutes [D] action	60 ft.	V, S, M/DF	No	Divination	PFCR: p.269
<i>Effect:</i>		You can detect the aura that surrounds undead creatures.						
□□□□□	Divine Favor		1 standard 1 minute action	Personal	V, S, DF		Evocation	PFCR: p.273
<i>Effect:</i>		Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls.						
□□□□□	Doom	16	Will negates 1 standard 5 minutes action	Medium (150 ft.)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.274
<i>Effect:</i>		This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.						
□□□□□	Endure Elements	16	Will negates (harmless) 1 standard 24 hours action	Touch	V, S	Yes (harmless)	Abjuration	PFCR: p.277
<i>Effect:</i>		A creature protected by endure elements suffers no harm from being in a hot or cold environment.						
□□□□□	Entropic Shield		1 standard 5 minutes [D] action	Personal	V, S		Abjuration	PFCR: p.278
<i>Effect:</i>		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	16	Will negates (harmless); see text 1 standard 50 minutes [D] action	Touch	V, S, DF	Yes	Abjuration	PFCR: p.296
<i>Effect:</i>		Undead cannot see, hear, or smell creatures warded by this spell.						
□□□□□	Inflict Light Wounds	16	Will half 1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	PFCR: p.300
<i>Effect:</i>		When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.						
□□□□□	**Magic Stone	16	Will negates (harmless, object) 1 standard 30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310
<i>Effect:</i>		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	16	Will negates (harmless, object) 1 standard 30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310
<i>Effect:</i>		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	16	Will negates (harmless, object) 1 standard 5 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310
<i>Effect:</i>		Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.						
□□□□□	Obscuring Mist	None	1 standard 5 minutes [D] action	20 ft.	V, S	No	Conjuration (Creation)	PFCR: p.317
<i>Effect:</i>		A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.						
□□□□□	Protection from Chaos	16	Will negates (harmless) 1 standard 5 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	PFCR: p.327
<i>Effect:</i>		This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures.						
□□□□□	Protection from Evil	16	Will negates (harmless) 1 standard 5 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Good]	PFCR: p.327
<i>Effect:</i>		This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures.						
□□□□□	Remove Fear	16	Will negates (harmless) 1 standard 10 minutes; see text action	Close (35 ft.)	V, S	Yes (harmless)	Abjuration	PFCR: p.332
<i>Effect:</i>		You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes.						
□□□□□	Sanctuary	16	Will negates 1 standard 5 rounds action	Touch	V, S, DF	No	Abjuration	PFCR: p.336
<i>Effect:</i>		Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.						
□□□□□	Shield of Faith	16	Will negates (harmless) 1 standard 5 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	PFCR: p.342
<i>Effect:</i>		This spell creates a shimmering, magical field around the target that averts and deflects attacks.						
□□□□□	Summon Monster I	None	1 round 5 rounds [D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.350
<i>Effect:</i>		This spell summons an extraplanar creature.						

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Aid	None	1 standard 5 minutes action		Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.239
<i>Effect:</i>		Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 5 temporary hit points.							
□□□□□	Align Weapon	17	Will negates (harmless, object) 1 standard 5 minutes action		Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.240
<i>Effect:</i>		Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose.							
□□□□□	Augury		1 minute	Instantaneous	Personal	V, S, M, F		Divination	PFCR: p.245
<i>Effect:</i>		An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.							
□□□□□	Bear's Endurance	17	Will negates (harmless) 1 standard 5 minutes action		Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.246
<i>Effect:</i>		The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.							
□□□□□	Bull's Strength	17	Will negates (harmless) 1 standard 5 minutes action		Touch	V, S, M/DF	Yes (harmless)	Transmutation	PFCR: p.251
<i>Effect:</i>		The subject becomes stronger granting a +4 enhancement bonus to Strength.							
□□□□□	Calm Emotions	17	Will negates 1 standard Concentration, up to 5 rounds [D] action		Medium (150 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.252
<i>Effect:</i>		This spell calms agitated creatures.							
□□□□□	Consecrate	None	1 standard 10 hours action		Close (35 ft.)	V, S, M, DF	No	Evocation [Good]	PFCR: p.258
<i>Effect:</i>		This spell blesses an area with positive energy.							
□□□□□	Cure Moderate Wounds	17	Will half (harmless) or 1 standard Instantaneous		Touch	V, S	Yes (harmless) or yes;	Conjuration	PFCR: p.263

* =Domain/Specialty Spell

Cleric Spells

Effect: When laying your hand upon a living creature, you channel positive energy that cures 2d8+5 points of damage.	Will half; see text	action					see text	(Healing) Caster Level: 5	
□□□□□Darkness	None	1 standard action	5 minutes [D]	Touch	V, M/DF	No		Evocation [Darkness] Caster Level: 5	PFCR: p.263
Effect: This spell causes an object to radiate darkness out to a 20-foot radius.									
□□□□□Delay Poison	Fortitude negates (harmless)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless)		Conjuration (Healing) Caster Level: 5	PFCR: p.265
Effect: The subject becomes temporarily immune to poison.									
□□□□□Eagle's Splendor	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes		Transmutation Caster Level: 5	PFCR: p.275
Effect: The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.									
□□□□□Enthral	Will negates; see text	1 round	1 hour or less	Medium (150 ft.)	V, S	Yes		Enchantment (Charm) [Language-Dependent, Mind-Affecting, Sonic] Caster Level: 5	PFCR: p.278
Effect: If you have the attention of a group of creatures, you can use this spell to hold them enthralled.									
□□□□□Find Traps		1 standard action	5 minutes	Personal	V, S			Divination Caster Level: 5	PFCR: p.281
Effect: You gain intuitive insight into the workings of traps.									
□□□□□Hold Person	Will negates; see text	1 standard action	5 rounds [D]; see text	Medium (150 ft.)	V, S, F/DF	Yes		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	PFCR: p.296
Effect: The subject becomes paralyzed and freezes in place.									
□□□□□Inflict Moderate Wounds	Will half	1 standard action	Instantaneous	Touch	V, S	Yes		Necromancy Caster Level: 5	PFCR: p.300
Effect: When laying your hand upon a creature, you channel negative energy that deals 2d8+5 points of damage.									
□□□□□Make Whole	Will negates (harmless, object)	10 minutes	Instantaneous	Close (35 ft.)	V, S	Yes (harmless, object)		Transmutation Caster Level: 5	PFCR: p.311
Effect: This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.									
□□□□□Owl's Wisdom	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes		Transmutation Caster Level: 5	PFCR: p.318
Effect: The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.									
□□□□□Remove Paralysis	Will negates (harmless)	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes (harmless)		Conjuration (Healing) Caster Level: 5	PFCR: p.332
Effect: You can free one or more creatures from the effects of temporary paralysis or related magic.									
□□□□□Resist Energy	Fortitude negates (harmless)	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)		Abjuration Caster Level: 5	PFCR: p.334
Effect: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.									
□□□□□Restoration (Lesser)	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)		Conjuration (Healing) Caster Level: 5	PFCR: p.334
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.									
□□□□□Shatter	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (35 ft.)	V, S, M/DF	Yes		Evocation [Sonic] Caster Level: 5	PFCR: p.341
Effect: Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline object or one crystalline creature.									
□□□□□Shield Other	Will negates (harmless)	1 standard action	5 hours [D]	Close (35 ft.)	V, S, F	Yes (harmless)		Abjuration Caster Level: 5	PFCR: p.342
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.									
□□□□□Silence	Will negates (object) or none (object)	1 round	5 rounds [D]	Long (600 ft.)	V, S	Yes; see text or no (object)		Illusion (Glamer) Caster Level: 5	PFCR: p.343
Effect: Upon the casting of this spell, complete silence prevails in the affected area.									
□□□□□*Soften Earth and Stone	None	1 standard action	Instantaneous	Close (35 ft.)	V, S, DF	No		Transmutation [Earth] Caster Level: 5	PFCR: p.345
Effect: When this spell is cast, all natural, undressed earth or stone in the spell's area is softened.									
□□□□□Sound Burst	Fortitude partial	1 standard action	Instantaneous	Close (35 ft.)	V, S, F/DF	Yes		Evocation [Sonic] Caster Level: 5	PFCR: p.346
Effect: You blast an area with a tremendous cacophony.									
□□□□□Spiritual Weapon	None	1 standard action	5 rounds [D]	Medium (150 ft.)	V, S, DF	Yes		Evocation [Force] Caster Level: 5	PFCR: p.348
Effect: A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+1 force damage per hit.									
□□□□□Status	Will negates (harmless)	1 standard action	5 hours	Touch	V, S	Yes (harmless)		Divination Caster Level: 5	PFCR: p.349
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.									
□□□□□Summon Monster II	None	1 round	5 rounds [D]	Close (35 ft.)	V, S, F/DF	No		Conjuration (Summoning) Caster Level: 5	PFCR: p.352
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.									
□□□□□Undetectable Alignment	Will negates (object)	1 standard action	24 hours	Close (35 ft.)	V, S	Yes (object)		Abjuration Caster Level: 5	PFCR: p.363
Effect: An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.									
□□□□□*Wood Shape	Will negates (object)	1 standard action	Instantaneous	Touch	V, S, DF	Yes (object)		Transmutation Caster Level: 5	PFCR: p.370
Effect: Wood shape enables you to form one existing piece of wood into any shape that suits your purpose.									
□□□□□Zone of Truth	Will negates	1 standard action	5 minutes	Close (35 ft.)	V, S, DF	Yes		Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	PFCR: p.371
Effect: Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies.									

* =Domain/Specialty Spell

Cleric Spells

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bestow Curse	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	PFCR: p.247
<i>Effect:</i> You place a curse on the subject.									
□□□□□ Blindness/Deafness	18	Fortitude negates	1 standard action	Permanent [D]	Medium (150 ft.)	V	Yes	Necromancy	PFCR: p.250
<i>Effect:</i> You call upon the powers of unlife to render the subject blinded or deafened, as you choose.									
□□□□□ Continual Flame		None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	PFCR: p.260
<i>Effect:</i> A flame, equivalent in brightness to a torch, springs forth from an object that you touch.									
□□□□□ Create Food and Water		None	10 minutes	24 hours; see text	Close (35 ft.)	V, S	No	Conjuration (Creation)	PFCR: p.261
<i>Effect:</i> The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland.									
□□□□□ Cure Serious Wounds	18	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes (harmless) or see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 3d8+5 points of damage.									
□□□□□ Daylight		None	1 standard action	50 minutes [D]	Touch	V, S	No	Evocation [Light]	PFCR: p.264
<i>Effect:</i> You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.									
□□□□□ Deeper Darkness		None	1 standard action	5 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	PFCR: p.265
<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.									
□□□□□ Dispel Magic		None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	No	Abjuration	PFCR: p.272
<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.									
□□□□□ Gentle Repose	18	Will negates (object)	1 standard action	5 days	Touch	V, S, M/DF	Yes (object)	Necromancy	PFCR: p.289
<i>Effect:</i> You preserve the remains of a dead creature so that they do not decay.									
□□□□□ Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and see text	Abjuration	PFCR: p.290
<i>Effect:</i> This powerful inscription harms those who enter, pass, or open the warded area or object.									
□□□□□ Helping Hand		None	1 standard action	5 hours	5 miles	V, S, DF	No	Evocation	PFCR: p.295
<i>Effect:</i> You create the ghostly image of a hand, which you can send to find a creature within 5 miles.									
□□□□□ Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	PFCR: p.301
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 3d8+5 points of damage.									
□□□□□ Invisibility Purge			1 standard action	5 minutes [D]	Personal	V, S		Evocation	PFCR: p.302
<i>Effect:</i> You surround yourself with a sphere of power with a radius of 25 feet that negates all forms of invisibility.									
□□□□□ Locate Object		None	1 standard action	5 minutes	Long (600 ft.)	V, S, F/DF	No	Divination	PFCR: p.305
<i>Effect:</i> You sense the direction of a well-known or clearly visualized object.									
□□□□□ Magic Circle against Chaos	18	Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	PFCR: p.308
<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.									
□□□□□ Magic Circle against Evil	18	Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	PFCR: p.308
<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.									
□□□□□ Magic Vestment	18	Will negates (harmless, object)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310
<i>Effect:</i> You imbue a suit of armor or a shield with an enhancement bonus of +1.									
□□□□□ Meld into Stone			1 standard action	50 minutes	Personal	V, S, DF		Transmutation [Earth]	PFCR: p.312
<i>Effect:</i> Meld into stone enables you to meld your body and possessions into a single block of stone.									
□□□□□ Obscure Object	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration	PFCR: p.317
<i>Effect:</i> This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball.									
□□□□□ Prayer		None	1 standard action	5 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.324
<i>Effect:</i> You bring special favor upon yourself and your allies while bringing disfavor to your enemies.									
□□□□□ Protection from Energy	18	Fortitude negates (harmless)	1 standard action	50 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	PFCR: p.327
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it.									
□□□□□ Remove Blindness/Deafness	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.332
<i>Effect:</i> Remove blindness/deafness cures blindness or deafness.									
□□□□□ Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	PFCR: p.332
<i>Effect:</i> Remove curse can remove all curses on an object or a creature.									
□□□□□ Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.332
<i>Effect:</i> Remove disease can cure all diseases from which the subject is suffering.									
□□□□□ Searing Light		None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	Yes	Evocation	PFCR: p.338
<i>Effect:</i> Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 2d8 points of damage.									
□□□□□ Speak with Dead	18	Will negates; see text	10 minutes	5 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]	PFCR: p.346
<i>Effect:</i> You grant the semblance of life to a corpse, allowing it to answer questions.									
□□□□□ **Stone Shape		None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation	PFCR: p.349

* =Domain/Specialty Spell

Cleric Spells

Effect:		action		Target:				
You can form an existing piece of stone into any shape that suits your purpose.				Stone or stone object touched, up to 15 cu. ft.		[Earth]		Caster Level: 5
□□□□**Stone Shape	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	PFCR: p.349
Effect:				Target:				
You can form an existing piece of stone into any shape that suits your purpose.				Stone or stone object touched, up to 15 cu. ft.			Caster Level: 5	
□□□□Stone Shape	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	PFCR: p.349
Effect:				Target:				
You can form an existing piece of stone into any shape that suits your purpose.				Stone or stone object touched, up to 15 cu. ft.			Caster Level: 5	
□□□□Summon Monster III	None	1 round	5 rounds [D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.352
Effect:				Target:				
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.				One summoned creature			Caster Level: 5	
□□□□Water Breathing	18	Will negates (harmless)	1 standard action	10 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation PFCR: p.368
Effect:				Target:				
The transmuted creatures can breathe water freely.				Living creatures touched			Caster Level: 5	
□□□□Water Walk	18	Will negates (harmless)	1 standard action	50 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water] PFCR: p.368
Effect:				Target:				
The transmuted creatures can tread on any liquid as if it were firm ground.				5 touched creatures			Caster Level: 5	
□□□□Wind Wall	18	None; see text	1 standard action	5 rounds	Medium (150 ft.)	V, S, M/DF	Yes	Evocation [Air] PFCR: p.370
Effect:				Target:				
An invisible vertical curtain of wind appears.				Wall up to 50 ft. long and 25 ft. high [S]			Caster Level: 5	

* =Domain/Speciality 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:

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#Character Sheet Plugin Properties

#Sun Oct 02 16:45:29 CDT 2011

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cs.CombatPane1.subdualTb=