Kyrmai		Gerard		Sarenra		Lawful Good
Character Na		Player Name		Deity	Region	Alignment
Paladin 1	3	Half-Elf (Chela	xian) / Humanoid	Medium	1 / 5 ft. 5' 10" / 155 lbs.	Low-Light Vision
CLASS		RACE		SIZE / FAC	CE HEIGHT / WEIGHT	VISION
		45 (3 desnus				
13 (12)	315000 / 445	000 4656)	Female	Grey	Black, Long	
Character Le	evel (CR) EXP/NEXT LEVE	L AGE	GENDER	EYES	HAIR	Points
ABILITY NAME	ABILITY EQUIPPED ABILITY ABILITY I SCORE SCORE MODIFIER DAMAGE	PENALTY	WOU	NDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION SPEED
	21 25 +7	HP	149			Walk 20 ft.
Strength		hit points				
DEX	10 +0	AC armor class	36 36 1		3 + 6 + 0 + 0 + 3 +	4 + 0 + 0 + 0 + 0 + 0
Dexterity		_	TOTAL FLAT TO		MOR SHIELD STAT SIZE NATURAL NUS BONUS	DEFLEC- TION DODGE Morale Insight Sacred Profane
CON Constitution	18 22 +6	INITIA	TIVE +0 = +	+0 + +0	35 -5 0	
INT	14 +2	modifi		DEX MISC	MISS Arcane ARMOR SPELL	
Intelligence		_	TOTAL MOL	DIFIER MODIFIER	CHANCE Spell CHECK RESIST Failure PENALTY	
WIS	10 12 +1	Encum	brance	ight		SKILLS
				igin	SKILL NAME	KEY ABILITY SKILL ABILITY PROF MODIFIER MODIFIER MODIFIER
CHA Charisma	14 16 +3				Acrobatics	DEX -5 = 0 +
ROFICIENT S	AVING THROWS TOTAL	PROFICIENCY ABILITY MAGIC	MISC TEMP		Acrobatics (Jump)	DEX -9 = 0 +
	fortitude +20	= +8 + +6 + +3 +	+3 +		Appraise	INT 2 = 2
	reflex +10	= +4 + +0 + +3 +	+3 +		Bluff	CHA 3 = 3
	1.0				Climb	STR 2 = 7 +
	will +15	= +8 + +1 + +3 +	+3 +		Craft (Untrained)	INT 2 = 2
					Diplomacy	CHA 18 = 3 +12.0+
		itional Save Modifie			Disguise	CHA 3 = 3
	onus on all saving throw	-	compulsion effect	ts	Escape Artist	DEX -5 = 0 +
+2 vs. en	chantment spells and e	ffects			Fly	DEX -5 = 0 + 100
+2 vs. de	ath				Handle Animal	CHA $16 = 3 + 10.0 + 1$
	TOTAL	BASE ATTACK BONUS	STAT SIZE MISC	EPIC TEMP	Heal	WIS 19 = 1 +13.0+ CHA 3 = 3
MELE		= +13/+8/+3 +	+7 + +0 + +0	+ 0 +	Intimidate Knowledge (Religion)	CHA 3 = 3 INT 12 = 2 + 4.0 +
attack bonu	us				Perception	$WIS 5 = 1 + 2.0 + 10^{-1}$
RANG	ED +13/+8/+3	= +13/+8/+3 +	+0 + +0 + +0	+ 0 +	Perform (Untrained)	CHA 3 = 3
attack bon					Profession (Cook)	WIS 13 = 1 + 9.0 +
attack bonu	B +20/+15/+10	= +13/+8/+3 +	+7 + +0 +	+ +	Ride	DEX $0 = 0 + 2.0 +$
	GRAPPLE TRIP	DISARM	SUNDER	BULL RUSH OVERRUN	Sense Motive	WIS 1 = 1
CMB	+20/+15/+10 +20/+15	/+10 +20/+15/+10	+20/+15/+10	+20 +20	Stealth	DEX -5 = 0 +
CMD	34 34	34	34	34 34	Survival	WIS 1 = 1
					Swim	STR 2 = 7 +
	*Longsword +4	HAND Primary	TYPE SIZE CRITIC/ S M 19-20/2			: Proficient Skill.
				Dam		
	To Hit		To Hit		1.0	v on Hande
1H-P	To Hit	Dam	To Hit +18/+13/+8	1d8+11		y on Hands
1H-O	To Hit +24/+19/+14 1 +20/+15/+10 1	Dam 2W-P-(OH) d8+11 2W-P-(OL) d8+7 2W-P-(OL)	+18/+13/+8 +20/+15/+10	1d8+11 1d8+11	La Uses per Day	y on Hands
	To Hit +24/+19/+14 1 +20/+15/+10 1	Dam d8+11 2W-P-(OH)	+18/+13/+8	1d8+11 1d8+11 1d8+7	Uses per Day Lay on Hands (Su):You can heal wounds (your own or those of others) by touch. Each day you car
1H-O 2H	To Hit +24/+19/+14 1 +20/+15/+10 1 +24/+19/+14 1	Dam 2W-P-(OH) d8+11 2W-P-(OL) d8+74 2W-OH	+18/+13/+8 +20/+15/+10	1d8+11 1d8+11 1d8+7	Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use o ability is a standard action, unless you targe	your own or those of others) by touch. Each day you car f this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r
1H-O 2H	To Hit +24/+19/+14 1 +20/+15/+10 1 +24/+19/+14 1 Darkwood Shield 1	Dam 2W-P-(OH) d8+11 2W-P-(OL) d8+74 2W-OH	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft.	Uses per Day Lay on Hands (Su):You can heal wounds (his ability 13 times per day. With one use o ability is a standard action, unless you targe this ability, you only need one free hand to i deal damage to undead creatures, dealing f	your own or those of others) by touch. Each day you car t this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r ise this ability. Alternatively, you can use this healing po d6 points of damage. Using Lay on Hands in this way re
1H-O 2H	To Hit +24/+19/+14 1 +20/+15/+10 1 +24/+19/+14 1 Darkwood Shield 1 TOTAL ATTACK BONUS 1	Dam 2W-P-(OH) d8+11 2W-P-(OL) d8+74 2W-P-(OL) d8+14 2W-OH	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft.	Uses per Day Lay on Hands (Su):You can heal wounds (this abilit) 13 times per day. With one use o ability is a standard action, unless you targe this ability, you only need one free hand to u deal damage to undead creatures, dealing d a melee touch attack and doesn't provide ar	your own or those of others) by touch. Each day you car if this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r use this ability. Alternatively, you can use this healing po id6 points of damage. Using Lay on Hands in this way re a tatack of oportunity. Undead do not receive a saving t
1H-O 2H *	To Hit +24/+19/+14 1 +20/+15/+10 1 +24/+19/+14 1 Darkwood Shield 1 TOTAL ATTACK BONUS +10	Dam 2 d8+11 2 2 - </td <td>+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2</td> <td>1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft.</td> <td>Uses per Day Lay on Hands (Su):You can heal wounds (his ability 13 times per day. With one use o ability is a standard action, unless you targe this ability, you only need one free hand to i deal damage to undead creatures, dealing f a melee touch attack and doesn't provide an against this damage. [Paizo Inc Core Rule</td> <td>your own or those of others) by touch. Each day you car t this ability. you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r ise this ability. Alternatively, you can use this healing po d6 points of damage. Using Lay on Hands in this way re a attack of opportunity. Undead do not receive a saving t sbook, p.61]</td>	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft.	Uses per Day Lay on Hands (Su):You can heal wounds (his ability 13 times per day. With one use o ability is a standard action, unless you targe this ability, you only need one free hand to i deal damage to undead creatures, dealing f a melee touch attack and doesn't provide an against this damage. [Paizo Inc Core Rule	your own or those of others) by touch. Each day you car t this ability. you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r ise this ability. Alternatively, you can use this healing po d6 points of damage. Using Lay on Hands in this way re a attack of opportunity. Undead do not receive a saving t sbook, p.61]
1H-O 2H *	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 perties: 10 hp/inch, hardness	Dam 2 d8+11 2 2 - </td <td>+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE</td> <td>1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft.</td> <td>Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use o ability is a standard action, unless you targe this ability, you only need one free hand to to deal damage to undead creatures, dealing 6 a melee touch attack and doesn't provide au against this damage. [Paizo Inc Core Ruk Channel Positive Energy:You can unleash day. You can unleash a wave of positive en</td> <td>your own or those of others) by touch. Each day you car this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r use this ability. Alternatively, you can use this healing po id6 points of damage. Using Lay on Hands in this way re a attack of opportunity. Undead do not receive a saving t abook, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), regy. You must choose to deal 7d6 points of positive en-</td>	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft.	Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use o ability is a standard action, unless you targe this ability, you only need one free hand to to deal damage to undead creatures, dealing 6 a melee touch attack and doesn't provide au against this damage. [Paizo Inc Core Ruk Channel Positive Energy:You can unleash day. You can unleash a wave of positive en	your own or those of others) by touch. Each day you car this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r use this ability. Alternatively, you can use this healing po id6 points of damage. Using Lay on Hands in this way re a attack of opportunity. Undead do not receive a saving t abook, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), regy. You must choose to deal 7d6 points of positive en-
1H-O 2H *	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 perties: 10 hp/inch, hardness	Dam Image: Participan state stat	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft.	Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use o ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing (a melee touch attack and doesn't provide an against this damage. [Paizo Inc Core Rul Channel Positive Energy:You can unleash day. You can unleash a wave of positive en damage to undead creatures or to heal livin damage to mchanneled energy receive a D	your own or those of others) by touch. Each day you car this ability, you can heal 6d6 hit points of damage. Usir tyourself, in which case it is a swift action. Despite the r use this ability. Alternatively, you can use this healing po- id6 points of damage. Using Lay on Hands in this way re a tlack of opportunity. Undead do not receive a saving t book, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), ergy. You must choose to deal 7d6 points of positive energ g creatures of 7d6 points of damage. Creatures that take C 19 Will save to halve the damage. Using this ability
1H-O 2H *	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 +10 upperties: 10 hp/inch, hardness Liquid Ice (Flask)	Dam Image: Participan state stat	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. AL REACH 2 5 ft.	Uses per Day Lay on Hands (Su): You can heal wounds (this ability 13 times per day. With one use o ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing (a melee touch attack and doesn't provide ar against this damage. [Paizo Inc Core Rule Channel Positive Energy: You can unleash day. You can unleash a wave of positive en damage to undead creatures or to heal livin	your own or those of others) by touch. Each day you car this ability, you can heal 6d6 hit points of damage. Usir tyourself, in which case it is a swift action. Despite the r use this ability. Alternatively, you can use this healing po- id6 points of damage. Using Lay on Hands in this way re a tlack of opportunity. Undead do not receive a saving t book, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), ergy. You must choose to deal 7d6 points of positive energ g creatures of 7d6 points of damage. Creatures that take C 19 Will save to halve the damage. Using this ability
1H-O 2H * Special Pro	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 perties: 10 hp/inch, hardness	Dam Image: Participan state stat	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft.	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft.	Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use o ability is a standard action, unless you targe this ability, you only need one free hand to to deal damage to undead creatures, dealing (a melee touch attack and doesn't provide au against this damage. [Paizo Inc Core Ruk Channel Positive Energy:You can unleash day. You can unleash a wave of positive en damage to undead creatures or to heal livin damage from channeled energy receive a D consumes two uses of her lay on hands abi	your own or those of others) by touch. Each day you car this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r use this ability. Alternatively, you can use this healing po id6 points of damage. Using Lay on Hands in this way re a attack of opportunity. Undead do not receive a saving t abook, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), greatures of 7d6 points of damage. Creatures that take C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook]
1H-O 2H * Special Pro	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 operties: 10 hp/inch, hardnes: Liquid Ice (Flask) 10 ft. 20 ft.	Dam 2W-P-(OL) d8+11 2W-P-(OL) id8+7 2W-P-(OL) d8+14 2W-OH +4 HAND Off-hand s 5 HAND Carried 30 ft.	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft.	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. AL REACH 2 5 ft. 50 ft. 5 ft.	Uses per Day Lay on Hands (Su): You can heal wounds (this ability 13 times per day. With one use of ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing a melee touch attack and doesn't provide an aqainst this damage. [Paizo Inc Over Rule Channel Positive Energy: You can unleash damage for undead creatures or to heal livin damage to undead creatures or to heal livin damage to undead creatures or to heal livin consumes two uses of her lay on hands abil	your own or those of others) by touch. Each day you car this ability, you can heal 6d6 hit points of damage. Usir tyourself, in which case it is a swift action. Despite the r use this ability. Alternatively, you can use this healing po- id6 points of damage. Using Lay on Hands in this way re a tlack of opportunity. Undead do not receive a saving t book, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), ergy. You must choose to deal 7d6 points of positive energ g creatures of 7d6 points of damage. Creatures that take C 19 Will save to halve the damage. Using this ability
1H-O 2H Special Pro TH +1 Dam Special Pro	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 perties: 10 hp/inch, hardnes: Liquid Ice (Flask) 10 ft. 20 ft. 3/+8/+3 +11/+6/+1	Dam ZW-P-(OL) d8+11 2W-P-(OL) id8+77 2W-P-(OL) d8+14 2W-OH +4 HAND Off-hand s 5 HAND Carried 30 fit. +9/+4/-1 +9/+4/-1 1d6	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft +7/+2/-3 + 1d6	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. AL REACH 2 5 ft. 50 ft. 50 ft. 50 ft. 50 ft. 50 ft. 1d6	Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use o ability is a standard action, unless you targe this ability, you only need one free hand to to deal damage to undead creatures, dealing (a melee touch attack and doesn't provide an against this damage. [Paizo Inc Core Ruk Channel Positive Energy:You can unleash day. You can unleash a wave of positive en damage to undead creatures or to heal livin damage from channeled energy receive a D consumes two uses of her lay on hands abi	your own or those of others) by touch. Each day you car this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r use this ability. Alternatively, you can use this healing po id6 points of damage. Using Lay on Hands in this way re a attack of opportunity. Undead do not receive a saving t abook, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), greatures of 7d6 points of damage. Creatures that take C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook]
1H-O 2H Special Pro TH +1 Dam	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield 1 TOTAL ATTACK BONUS +10 perties: 10 hp/inch, hardnes: 10 Liquid Ice (Flask) 10 ft. 3/+8/+3 +11/+6/+1 1d6 1d6	Dam ZW-P-(OL) d8+11 2W-P-(OL) id8+77 2W-P-(OL) d8+14 2W-OH +4 HAND Off-hand s 5 HAND Carried 30 fit. +9/+4/-1 +9/+4/-1 1d6	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft +7/+2/-3 + 1d6	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. So ft. 5 ft. 50 ft. 5 ft. 50 ft. 1d6 om the 5 ft.	Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use of ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing (a melee touch attack and doesn't provide an against this damage. [Paizo Inc Core Rule Channel Positive Energy:You can unleast day. You can unleash a wave of positive en damage to undead creatures or to heal livin damage to undead neergy receive a E consumes two uses of her lay on hands abil Uses per day Smite Evil (Su):You can call out to the pow	your own or those of others) by touch. Each day you can this ability, you can heal 6d6 hit points of damage. Usir ty ourself, in which case it is a swift action. Despite the r is est his ability. Alternatively, you can use this healing po- id6 points of damage. Using Lay on Hands in this way re a tlack of opportunity. Undead do not receive a saving t ibook, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), ergy. You must choose to deal 7d6 points of positive energy g creatures of 7d6 points of damage. Creatures that take C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook] Smite Evil ers of good to aid you in your struggle against evil 5 time
1H-O 2H Special Pro TH +1 Dam Special Pro splash.	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield Total Attrack BONUS +10 +10 perties: 10 hp/inch, hardnes:	Dam ZW-P-(OH) d8+11 2W-P-(OL) d8+71 2W-P-(OL) d8+14 2W-OH +4 HAND Off-hand s 5 HAND Carried 30 ft. +9/+4/-1 1d6 et of where it hits take 1 p	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft. +7/+2/-3 + 1d6 oint of cold damage free	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. So ft. 5 ft. 50 ft. 5 ft. 50 ft. 1d6 om the 5 ft.	Uses per Day Lay on Hands (Su): You can heal wounds (this ability 13 times per day. With one use of ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing i amelee touch attack and doesn't provide ar against this damage. [Paizo Inc Core Rule Channel Positive Energy: You can unleash dawage to undead creatures or to heal livin damage to undead creatures or to heal livin damage from channeled energy receive a D consumes two uses of her lay on hands ability Uses per day Smite Evil (Su): You can call out to the pow day. As a swift action, you choose one targe	your own or those of others) by touch. Each day you car f this ability, you can heal 6d6 hit points of damage. Usin t yourself, in which case it is a swift action. Despite the r set his ability. Alternatively, you can use this healing po- did points of damage. Using Lay on Hands in this way re attack of opportunity. Undead do not receive a saving t shook, p.61] at a wave of positive energy dealing 7d6 (DC 19 for half), ergy. You must choose to deal 7d6 points of positive en greatures of 7d6 points of damage. Creatures that takk C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook] Smite Evil
1H-O 2H Special Pro TH +1 Dam Special Pro Splash. *: weapon is eq 1H-P: One han	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS TOTAL ATTACK BONUS +10 operties: 10 hp/inch, hardness Liquid Ice (Flask) 10 ft. 20 ft. 3/+8/+3 +11/+6/+1 1d6 1d6 upperties: Creatures within 5 ft	Dam ZW-P-(OH) d8+11 ZW-P-(OL) id8+77 ZW-P-(OL) d8+14 ZW-OH +4 HAND Off-hand s 5 Carried 30 ft. +9/+4/-1 +9/+4/-1 1d6 et of where it hits take 1 p dded, in off hand. 2H: Two handeed	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft. +7/+2/-3 + 1d6 oint of cold damage fro	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. So ft. 5 ft. 50 ft. 5 ft. so ft. -5/+0/-5 1d6 -5/+0/-5 mary hand (off	Uses per Day Lay on Hands (Su): You can heal wounds (this ability 13 times per day. With one use o ability is a standard action, unlets you targe this ability, you only need one free hand to deal damage to undead creatures, dealing i amelee touch attack and doesn't provide ar against this damage. [Paizo Inc Core Ruk Channel Positive Energy: You can unleash daw. You can unleash a wave of positive en damage to undead creatures or to heal livin damage from channeled energy receive a D consumes two uses of her lay on hands abil Uses per day Smite Evil (Su): You can call out to the pow day. As a swift action, you choose one targe attack rolls and +13 to all damage rolls mad is an outsider with the evil subtype, an evil-a	your own or those of others) by touch. Each day you can t this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r ise this ability. Alternatively, you can use this healing po dd points of damage. Using Lay on Hands in this way re a ttack of opportunity. Undead do not receive a saving t ibook, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), ergy. You must choose to deal 7d6 points of positive en greatures of 7d6 points of damage. Creatures that takk C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook] Smite Evil ers of good to aid you in your struggle against evil 5 time it within sight to smite. If this target is evil, you add +3 to e against the target of your smite. If the target of Smite E
1H-O 2H Special Pro TH +1 Dam Special Pro Splash. *: weapon is eq 1H-P: One han	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 perties: 10 hp/inch, hardnes: Liquid Ice (Flask) 10 ft. 20 ft. 3/+8/+3 +11/+6/+1 1d6 1d6 opperties: Creatures within 5 fc auipped dde, in primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W-P-(OL): 2 weapons, primary hand. 1H-O: One has a sheavy). 2W	Dam 2W-P-(OH) d8+11 2W-P-(OL) d8+71 2W-P-(OL) d8+14 2W-OH +4 HAND Off-hand Off-hand s 5 Carried 30 ft. +9/+4/-1 +166 tet of where it hits take 1 p	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft. +7/+2/-3 + 1d6 oint of cold damage fr	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. So ft. 5 ft.	Uses per Day Lay on Hands (Su): You can heal wounds (this ability 13 times per day. With one use o ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing i anelee touch attack and doesn't provide ar against this damage. [Paizo Inc Core Ruk Channel Positive Energy: You can unleash day. You can unleash a wave of positive en damage to undead creatures or to heal livin damage from channeled energy receive a D consumes two uses of her lay on hands abil Uses per day Bonte Evil (Su): You can call out to the pow day. As a swift action, you choose one targe attack rolls and +13 to all damage rolls mad is an outsider with the evil subtype, an evil- on the first successful attack increases to 4.	your own or those of others) by touch. Each day you can this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r ise this ability. Alternatively, you can use this healing po d6d points of damage. Using Lay on Hands in this way re a tatack of opportunity. Undead do not receive a saving t book, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), argy. You must choose to deal 7d6 points of positive energy greatures of 7d6 points of damage. Creatures that takk C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook] Smite Evil ers of good to aid you in your struggle against evil 5 time t within sight to smite. If this target is evil, you add -3 to e against the target of your smite. If the target of Smite F iligned dragon, or an undead creature, the hous to dam 26. Regardless of the target, Smite Evil attacks automati In addition, while smite evil is in effect, you gain a -3 di
1H-O 2H Special Pro TH +1 Dam Special Pro Splash. *: weapon is eq 1H-P: One han	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 operties: 10 hp/inch, hardness Liquid Ice (Flask) 10 ft. 20 ft. 3/+8/+3 +11/+6/+1 1d6 1d6 operties: Creatures within 5 ft quipped ided, in primary hand. 1H-O: One haas sheavy). 2W-P-(QL): 2 weapons, pri ARMOR	Dam ZW-P-(OL) d8+11 2W-P-(OL) d8+14 2W-OH d8+14 2W-OH +4 HAND Off-hand s5 HAND Carried 30 ft. - +9/+4/-1 1d6 et of where it hits take 1 p added, in off hand. 2H: Two handee many hand (off hand weapon is lig TYPE	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft. +7/+2/-3 + 1d6 oint of cold damage from 1.2W-P-(OH): 2 weapons, print). 2W-OH: 2 weapons, print).	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. So ft. 5 ft. 50 ft. 5 ft. so ft. -5/+0/-5 1d6 -5/+0/-5 1d6 -5/+0/-5 many hand (off nand. -5/+0/-5	Uses per Day Lay on Hands (Su): You can heal wounds (this ability 13 times per day. With one use of ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing i anelee touch attack and doesn't provide an against this damage. [Paizo Inc Core Ruk Channel Positive Energy: You can unleash dawage to undead creatures or to heal livin damage to undead creatures or to heal livin damage from channeled energy receive a D consumes two uses of her lay on hands ability Muses per day Smite Evil (Su): You can call out to the pow day. As a swift action, you choose one targe atack rolis and +13 to all damage rolls mad on the first successful attack increases to +1 bypass any DR the creature might possess. bonus to your AC against tatacks made by 1	your own or those of others) by touch. Each day you car f this ability, you can heal 6d6 hit points of damage. Usin t yourself, in which case it is a swift action. Despite the r ise this ability. Alternatively, you can use this healing po- did points of damage. Using Lay on Hands in this way ra attack of opportunity. Undead do not receive a saving t bbook, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), argy. You must choose to deal 7d6 points of positive energy greatures of 7d6 points of damage. Creatures that takk C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook] Smite Evil ers of good to aid you in your struggle against evil 5 time it within sight to smite. If this target is evil, you add +3 to t e against the target of your smite. If the target of Smite F ligned dragon, or an undead creature, the bonus to dama
1H-O 2H Special Pro TH +1 Dam Special Pro Splash. *: weapon is eq 1H-P: One han	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 perties: 10 hp/inch, hardnes: Liquid Ice (Flask) 3/+8/+3 +11/+6/+1 10 ft. 20 ft. 3/+8/+3 +11/+6/+1 1d6 1d6 aulpped idde, in primary hand. 1H-0: One halls sheavy). 2W-P-(QL): 2 weapons, pri ARMOR *Full Plate +4 *	Dam d8+11 2W-P-(OH) d8+7 2W-P-(OL) d8+14 2W-OH +4 HAND Off-hand s 5 HAND Carried 30 ft. +9/+4/-1 1d6 et of where it hits take 1 p rded, in off hand. 2H: Two handee may hand (off hand weapon is lig TYPE Heavy	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft. +7/+2/-3 + 1d6 oint of cold damage free L2W-P-(OH): 2 weapons, pri ht). 2W-OH: 2 weapons, pri ht). 2W-OH: 2 weapons, pri	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. So ft. 50 ft.	Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use of ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing i a melee touch attack and doesn't provide at against this damage. [Paizo Inc Over Rule Channel Positive Energy:You can unleast day. You can unleash a wave of positive en damage from channeled energy receive a D consumes two uses of her lay on hands abil Uses per day Bonte Evil (Su):You can call out to the pow day. As a swift action, you choose one targe tatack rolls and +13 to all damage rolls mad is an outsider with the evil subtype, an evil- on the first successful attack increases to + bypass any DR the creature might possess. boruus to your AC against attacks made by 1 the smite is wasted with no effect. The Smit	your own or those of others) by touch. Each day you car f this ability, you can heal 6d6 hit points of damage. Usin t yourself, in which case it is a swift action. Despite the r ise this ability. Alternatively, you can use this healing po- dd points of damage. Using Lay on Hands in this way re attack of opportunity. Undead do not receive a saving t abook, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), ergy. You must choose to deal 7d6 points of positive energy greatures of 7d6 points of damage. Creatures that takk C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook] Smite Evil ers of good to aid you in your struggle against evil 5 tim t within sight to smite. If this target is evil, you add +3 to a against the target of your smite. If the target of Smite F ande. Regardless of the target, Smite Evil attacks automati In addition, while smite evil is in effect, you gain a +3 de he target of the smite. If you target a creature that its no
1H-O 2H Special Pro TH +1 Dam Special Pro Splash. *: weapon is eq 1H-P: One han	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 perties: 10 hp/inch, hardness Liquid Ice (Flask) 10 ft. 20 ft. 3/+8/+3 +11/+6/+1 1d6 1d6 operties: Creatures within 5 fe ruipped ded, in primary hand. 1H-O: One haa s heavy). 2W-P-(0L): 2 weapons, pri ARMOR *Full Plate +4 Leather	Dam d8+11 2W-P-(OH) d8+71 2W-P-(OL) d8+14 2W-OH +4 HAND Off-hand off-hand s 5 HAND Carried 30 ft. +9/+4/-1 1d6 et of where it hits take 1 p ded, in off hand. 2H: Two handee many hand (off hand weapon is lig TYPE Heavy Light	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft. +7/+2/-3 + 1d6 oint of cold damage from 1.2W-P-(OH): 2 weapons, pri- ht). 2W-OH: 2 weapons, pri-	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. So ft. -5/+0/-5 1d6 om the mary hand (off nand. SPELL FAILURE 35 10	Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use of ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing i a melee touch attack and doesn't provide at against this damage. [Paizo Inc Over Rule Channel Positive Energy:You can unleast day. You can unleash a wave of positive en damage from channeled energy receive a D consumes two uses of her lay on hands abil Uses per day Bonte Evil (Su):You can call out to the pow day. As a swift action, you choose one targe tatack rolls and +13 to all damage rolls mad is an outsider with the evil subtype, an evil- on the first successful attack increases to + bypass any DR the creature might possess. boruus to your AC against attacks made by 1 the smite is wasted with no effect. The Smit	your own or those of others) by touch. Each day you car t this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r set this ability. Alternatively, you can use this healing po- ddp points of damage. Using Lay on Hands in this way re a attack of opportunity. Undead do not receive a saving t book, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), argy. You must choose to deal 7d6 points of positive en- g creatures of 7d6 points of damage. Creatures that take C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook] Smite Evil Ers of good to aid you in your struggle against evil 5 time at within sight to smite. If this target is evil, you add -3 to a gainst the target of your smite. If the target of Smite E ligned dragon, or an undead creature, the bonus to dan 2. Regardless of the target, Smite Evil attacks automati- In addition, while smite evil is in effect, you gain a +3 de he target of the smite. If you target a creature that is not a Evil effect remains until the target of the smite is deal
1H-O 2H Special Pro TH +1 Dam Special Pro Splash. *: weapon is eq 1H-P: One han	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 perties: 10 hp/inch, hardnes: Liquid Ice (Flask) 3/+8/+3 +11/+6/+1 10 ft. 20 ft. 3/+8/+3 +11/+6/+1 1d6 1d6 aulpped idde, in primary hand. 1H-0: One halls sheavy). 2W-P-(QL): 2 weapons, pri ARMOR *Full Plate +4 *	Dam d8+11 2W-P-(OH) id8+7 2W-P-(OL) d8+14 2W-OH +4 HAND Off-hand s 5 HAND Carried 30 ft. +9/+4/-1 1d6 et of where it hits take 1 p ded, in off hand. 2H: Two handee mary hand (off hand weapon is lig TVPE Heavy Light Heavy	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft. +7/+2/-3 + 1d6 oint of cold damage free L2W-P-(OH): 2 weapons, pri ht). 2W-OH: 2 weapons, pri ht). 2W-OH: 2 weapons, pri	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. So ft. 50 ft.	Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use of ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing i a melee touch attack and doesn't provide at against this damage. [Paizo Inc Over Rule Channel Positive Energy:You can unleast day. You can unleash a wave of positive en damage from channeled energy receive a D consumes two uses of her lay on hands abil Uses per day Bonte Evil (Su):You can call out to the pow day. As a swift action, you choose one targe tatack rolls and +13 to all damage rolls mad is an outsider with the evil subtype, an evil- on the first successful attack increases to + bypass any DR the creature might possess. boruus to your AC against attacks made by 1 the smite is wasted with no effect. The Smit	your own or those of others) by touch. Each day you car t this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r set this ability. Alternatively, you can use this healing po- dd points of damage. Using Lay on Hands in this way re a attack of opportunity. Undead do not receive a saving t book, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), argy. You must choose to deal 7d6 points of positive energy g creatures of 7d6 points of damage. Creatures that take C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook] Smite Evil Ers of good to aid you in your struggle against evil 5 time at within sight to smite. If this target is evil, you add -3 to a eagainst the target of your smite. If the target of Smite E ligned dragon, or an undead creature, the bonus to dan 2. Regardless of the target. Smite Evil attacks automati- In addition, while smite evil is in effect, you gain a +3 de he target of the smite. If you target a creature that is not a Evil effect remains until the target of the smite is deal.
TH +1 Special Pro TH +1 Dam Special Pro splash. *: weapon is eq 1H-P: One han hand weapon is	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 perties: 10 hp/inch, hardness Liquid Ice (Flask) 10 ft. 20 ft. 3/+8/+3 +11/+6/+1 1d6 1d6 operties: Creatures within 5 fe ruipped ded, in primary hand. 1H-O: One haa s heavy). 2W-P-(0L): 2 weapons, pri ARMOR *Full Plate +4 Leather	Dam d8+11 2W-P-(OH) id8+7 2W-P-(OL) d8+14 2W-OH +4 HAND Off-hand s 5 HAND Carried 30 ft. +9/+4/-1 1d6 toff hand veapon is lig type Heavy Light Heavy 10 hp/inch, hardness 5	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft. +7/+2/-3 + 1d6 oint of cold damage from 1.2W-P-(OH): 2 weapons, pri- ht). 2W-OH: 2 weapons, pri-	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. So ft. -5/+0/-5 1d6 om the mary hand (off nand. SPELL FAILURE 35 10	Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use of ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing i a melee touch attack and doesn't provide at against this damage. [Paizo Inc Over Rule Channel Positive Energy:You can unleast day. You can unleash a wave of positive en damage from channeled energy receive a D consumes two uses of her lay on hands abil Uses per day Bonte Evil (Su):You can call out to the pow day. As a swift action, you choose one targe stack rolls and +13 to all damage rolls mad is an outsider with the evil subtype, an evil- on the first successful attack increases to + bypass any DR the creature might possess. boruus to your AC against attacks made by 1 the smite is wasted with no effect. The Smit	your own or those of others) by touch. Each day you car t this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r set this ability. Alternatively, you can use this healing po- dd points of damage. Using Lay on Hands in this way re a attack of opportunity. Undead do not receive a saving t book, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), argy. You must choose to deal 7d6 points of positive energy g creatures of 7d6 points of damage. Creatures that take C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook] Smite Evil Ers of good to aid you in your struggle against evil 5 time at within sight to smite. If this target is evil, you add -3 to a eagainst the target of your smite. If the target of Smite E ligned dragon, or an undead creature, the bonus to dan 2. Regardless of the target. Smite Evil attacks automati- In addition, while smite evil is in effect, you gain a +3 de he target of the smite. If you target a creature that is not a Evil effect remains until the target of the smite is deal.
TH +1 Dam Special Pro Special Pro splash. *: weapon is eq HI-P: One han hand weapon is	To Hit +24/+19/+14 1 +20/+15/+10 +24/+19/+14 +24/+19/+14 1 Darkwood Shield TOTAL ATTACK BONUS +10 perties: 10 hp/inch, hardnes: Liquid ICe (Flask) 10 ft. 20 ft. 3/+8/+3 +11/+6/+1 1d6 1d6 upped	Dam d8+11 2W-P-(OH) id8+7 2W-P-(OL) d8+14 2W-OH +4 HAND Off-hand s 5 HAND Carried 30 ft. +9/+4/-1 1d6 id6 id6 id7 id7 id7 id7 id7 id7 id7 id7	+18/+13/+8 +20/+15/+10 +14 TYPE SIZE CRITIC/ M 20/x2 DAMAGE 1d4+3 TYPE SIZE CRITIC/ C M 20/x2 40 ft. +7/+2/-3 + 1d6 oint of cold damage fro oint of cold damage fro L2W-P-(OH): 2 weapons, off h AC MAXDEX CHECK +13 +1 -5 +2 +6 +0 +6 +0	1d8+11 1d8+11 1d8+7 AL REACH 2 5 ft. 2 5 ft. 50 ft. 50 ft. 50 ft. 50 ft. 50 ft. 1d6 om the 35 35 10 0 0	Uses per Day Lay on Hands (Su):You can heal wounds (this ability 13 times per day. With one use of ability is a standard action, unless you targe this ability, you only need one free hand to deal damage to undead creatures, dealing i a melee touch attack and doesn't provide at against this damage. [Paizo Inc Over Rule Channel Positive Energy:You can unleast day. You can unleash a wave of positive en damage from channeled energy receive a D consumes two uses of her lay on hands abil Uses per day Bonte Evil (Su):You can call out to the pow day. As a swift action, you choose one targe stack rolls and +13 to all damage rolls mad is an outsider with the evil subtype, an evil- on the first successful attack increases to + bypass any DR the creature might possess. boruus to your AC against attacks made by 1 the smite is wasted with no effect. The Smit	your own or those of others) by touch. Each day you car t this ability, you can heal 6d6 hit points of damage. Usir t yourself, in which case it is a swift action. Despite the r set this ability. Alternatively, you can use this healing po- dd points of damage. Using Lay on Hands in this way re a attack of opportunity. Undead do not receive a saving t book, p.61] a wave of positive energy dealing 7d6 (DC 19 for half), argy. You must choose to deal 7d6 points of positive energy g creatures of 7d6 points of damage. Creatures that take C 19 Will save to halve the damage. Using this ability ity. [Paizo Inc Core Rulebook] Smite Evil Ers of good to aid you in your struggle against evil 5 time at within sight to smite. If this target is evil, you add -3 to a eagainst the target of your smite. If the target of Smite E ligned dragon, or an undead creature, the bonus to dan 2. Regardless of the target. Smite Evil attacks automati- In addition, while smite evil is in effect, you gain a +3 de he target of the smite. If you target a creature that is not a Evil effect remains until the target of the smite is deal.

	*Gauntlet		HAND	TYPE	SIZE	CRITICAL	REACH
	Gauntiet			В	М	20/x2	5 ft.
	To Hit	Dam			To Hi	t	Dam
1H-P	+20/+15/+10	1d3+7	2W-P-(OH)	+	-14/+9	/+4	1d3+7
1H-0	+16/+11/+6	1d3+3	2W-P-(OL)	+	16/+11	/+6	1d3+7
2H	+20/+15/+10	1d3+7	2W-OH		+12		1d3+3

2H	+20/+15/+	10 1d3-	+7 2W-0	н	+12	1d3+3
		FC		NT		
	ITI	EM		LOCATIO	N QT	Y WT/COST
Amule	et of Natural A	Armor +3		Equipped		0 / 18,000
Headb CHA)	and of Menta	al Prowess (WIS/	Equipped	d 1	1 / 10,000
Bracel (Bracelets	et "Slave"			Equipped	d 1	0 / 0
2	word +4			Equipped	d 1	4 / 32,315
Darkw	ood Shield +	4		Equipped	d 1	5 / 16,257
	, hardness 5	. 1		Equipped	1 1	0 / 32,000
-	of Protection of Evasion	+4		Equipped		0 / 25,000
Grants the	ability to avoid damage		sion.	Equipped		7 / 0
+5 circums	stance bonus on Fortit	ude saves vs cold w				
	f Physical Mi) +4	Equipped		1 / 40,000
	of Resistanc	e +3		Equipped		1 / 9,000
-	ate +4			Equipped		50 / 17,650
	ack, Masterwo	ork		Equipped		4 / 50
	et (Winter)			Equipped		3 / 0.5
4 hp, DC 2	Silk/50 ft.) A Strength check to b	urst		Equipped		5 / 10
Healer	"S Kit			Equipped		1 / 50
for the pot skewer to	ntains an iron pot, an i , a packet of tinder, an	d a small selection of	of local or othe	rwise easy to fin	rd, a cutting d seasonings	16 / 3 knife, an iron tripod s. You can attach the et) fit within the pot for
	(Remove Par	ralysis)		Equipped	d 3	NaN (NaN) / 150 (450)
Potior	of Cure Seri	ious Wound	S	Equipped	d 3	0 (0) / 750 (2,250)
	+5 points of damage of Fly			Equipped	d 2	0 (0) / 750 (1,500)
	oeed 60 ft. with good m of Cure Ligh		-2 bonus to Fl	y checks for 3 mi Equipped		NaN / 750
When layiı damage.	ng your hand upon a li	ving creature, you ch	nannel positive	e energy that cur	es 1d8+1/lev	el, max 5 points of
	Ice (Flask)			Carried	3	2 (6) / 40 (120)
	within 5 feet of where	it hits take 1 point of	cold damage			
Leathe				Carried	1	15 / 10
	(Heavy/Comb				1	3,000 / 300
Saddle	Saddle (Exotic/Military e (Exotic/Milita	ry)	(Horse (Hea Combat Trai		40 / 60
+2 circums Gaunt	stance bonus on Ride	checks related to sta	iying in the sa	Equipped	d 1	0 / 0
T	OTAL WEIGHT	CARRIED/VAL	UE	119,09 lb:	s. 205	,775.5gp
		WEIGH	ТАЦО			
	Light 306		Medium	613		Heavy 920
Lift	over head 920		ff ground	1840	Push	/ Drag 4600
			MONEY	′		Total= 0 gp
			MAGIC			
			anguag	es		
		Common, D	vraconic, E • Compa		1	
		Other	Traits			
Birthm	ark				Ulti	aizo Publishing · imate Campaign]
Vou v	voro horn with a	atranga hirthn	ork that h	ooke vorv ci	milar to +	he hely symbol of

your devotion to your god. You gain a +2 trait bonus on all saving throws against charm and compulsion effects.

Magical Knack (Paladin)

Channel Positive Energy (Su)

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

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

S	pecial	Attac	ks
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[Paizo Inc. - Core Rulebook]

You can unleash a wave of positive energy dealing 7d6 (DC 19 for half) /day. You can unleash a wave of positive energy. You must choose to deal 7d6 points of positive energy damage to undead creatures or to heal living creatures of 7d6 points of damage. Creatures that take damage from channeled energy receive a DC 19 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.
Smite Evil (Su) [Paizo Inc. - Core]

Rulebook, p.60]

You can call out to the powers of good to aid you in your struggle against evil 5 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +13 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evilaligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +26. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Adaptability (Ex)	S
	[Paizo Inc Cor Rulebook, p.24
Half-elves receive Skill Focus as a bonus feat at 1s	, ,
Aura of Courage (Su)	[Paizo Inc Cor
Aura or oourage (Su)	Rulebook, p.61
You are immune to fear (magical or otherwise). Eacl	
+4 morale bonus on saving throws against fear effect you are conscious, not if you are unconscious or dea	s. This ability functions only while
Aura of Good (Ex)	[Paizo Inc Cor Rulebook
You project an overwhelming good aura.	
Aura of Justice (Su)	[Paizo Inc Cor Rulebook, p.63
You can expend two uses of your smite ability to g allies within 10 feet, using your bonuses. Allies must start of your next turn and the bonuses last for 1 m action. Evil creatures gain no benefit from this ability.	use this Smile Evil ability by the inute. Using this ability is a free
Aura of Resolve (Su)	[Paizo Inc Cor
	Rulebook, p.63
You are immune to charm spells and spell-like abiliti gains a +4 morale bonus on saving throws against ch only while you are conscious, not if you are unconsci	arm effects. This ability function
Bonus Lay On Hands Hit Point (6x)	[Paizo Inc Advance
	Race Guide
Add +1/2 hp to the paladin's lay on hands ability (w	hether using it to heal or harm).
	[Paizo Inc Cor
Celestial Spirit (Sp)	Rulebook, p.63
Your divine bond allows you to enhance your weapor upon the aid of a celestial spirit for 13 minutes. Wi weapon to shed light as a torch. This spirit grants the w This bonus can be added to the weapon, stacking v a maximum of +5, or it can be used to add any of t defending, flaming, keen, merciful (+1), axiomatic, di speed (+3), and brilliant energy (+4). Adding these of bonus equal to the property's cost. These bonuses weapon already has, but duplicate abilities do not sta at least a +1 enhancement bonus must be added be added. The bonus and properties granted by the spirit called and cannot be changed until the spirit is called no bonuses if the weapon is held by anyone other thar if returned to you. These bonuses apply to only one e use this ability 3 times per day. If a weapon bonded v you lose the use of this ability for 30 days, or until yo first. During this 30-day period, you take a -1 penalty rolls.	Rulebook, p.6 on as a standard action by callin hen called, the spirit causes th reapon a +3 enhancement bonu with existing weapon properties suption, flaming burst, holy (+2 properties consumes an amou s are added to any properties the tack. If the weapon is not magica fore any other properties can be are determined when the spirit again. The celestial spirit impar nyou but resumes giving bonuse and of a double weapon. You ca- with a celestial spirit is destroye- bu gain a level, whichever come

Detect Evil (Sp)

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

At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the

strength of its aura as if having studied it for 3 rounds. While focusing on or object, you do not detect evil in any other object or individual within r		[Special]You can combine the full-round action attack this feat a of Vital Strike, Improved Vital Strike, or Greater Vital Strike.	allows with the benefit
Mercy (Diseased) (Su) [Pa	aizo Inc Core	Extra Channel	[Paizo Inc Core
Whenever you use Lay on Hands to heal damage to one target, the a	ulebook, p.61] ability also acts	You can channel divine energy more often.	Rulebook, p.123]
as Remove Disease with a caster level of 13.		You can channel energy two additional times per day.	
	aizo Inc Core ulebook, p.61]	Fey Foundling [P	aizo Inc Inner Sea World Guide, p.286]
You are immune to all diseases, including supernatural and mag including mummy rot.	gical diseases,	You were found in the wilds as a child, bearing a mark of the healing works better on you.	
	aizo Inc Core ulebook, p.24]	You were found in the wilds as a child, bearing a mark of the Firs connection to the First World and the fey infuses you with life	
Half-elves count as both elves and humans for any effect related to ra	ace.	receive magical healing, you heal an additional 2 points/die rolled.	
	aizo Inc Core ulebook, p.24]	on all saving throws against death effects. Unfortunately, you a damage from cold iron weapons (although you can wield cold i	lso suffer +1 point of
Half-elves are immune to magic sleep effects and get a +2 racial savir	ng throw bonus	significant discomfort).	
against enchantment spells and effects.	iza Ina Cara	Improved Vital Strike	[Paizo Inc Core
	aizo Inc Core ulebook, p.24]	You can make a single attack that deale a large amount of dam	Rulebook, p.128]
Half-elves receive a +2 bonus on Perception skill checks.	ulebook, p.24]	You can make a single attack that deals a large amount of dam	-
	aizo Inc Core	When you use the attack action, you can make one attack at you bonus that deals additional damage. Roll the weapon's damage	
	ulebook, p.61]	three times and add the results together before adding bonuses from the weapon's damage	
You can heal wounds (your own or those of others) by touch. Each da		abilities (such as flaming), precision-based damage, and other	U / I
this ability 13 times per day. With one use of this ability, you can heal		These extra damage dice are not multiplied on a critical hit, but a	°
of damage. Using this ability is a standard action, unless you target you		Power Attack	[Paizo Inc Core
case it is a swift action. Despite the name of this ability, you only need or			Rulebook, p.131]
use this ability. Alternatively, you can use this healing power to deal dam		You can make exceptionally deadly melee attacks by sac	rificing accuracy for
creatures, dealing 6d6 points of damage. Using Lay on Hands in this w		strength.	
melee touch attack and doesn't provide an attack of opportunity. Undead	d do not receive	You can choose to take a -4 penalty on all melee attack rolls and	nd combat maneuver
a saving throw against this damage.	Inc. Dection/	checks to gain a +8 bonus on all melee damage rolls. This	
	Inc Bestiary]	increased by half (+50%) if you are making an attack with a tw	
You can see x2 as far as humans in low illumination. Characters with have eyes that are so sensitive to light that they can see twice as fa	•	one handed weapon using two hands, or a primary natural wea	
dim light. Low-Light Vision is color vision. A spellcaster with low-light v		times your Strength modifier on damage rolls. This bonus to dam	
a scroll as long as even the tiniest candle flame is next to her as a s		if you are making an attack with an off-hand weapon or second You must choose to use this feat before making an attack roll, ar	
Characters with low-light vision can see outdoors on a moonlit night a	as well as they	your next turn. The bonus damage does not apply to touch attac	
can during the day.		not deal hit point damage.	
R	aizo Inc Core ulebook, p.24]	Skill Focus (Knowledge (Religion))	[Paizo Inc Core Rulebook, p.134]
Ru Half-elves choose two favored classes at first level and gain +1 hit p	ulebook, p.24]		-
Ru Half-elves choose two favored classes at first level and gain +1 hit p point whenever they take a level in either one of those classes.	ulebook, p.24] point or +1 skill	Skill Focus (Knowledge (Religion)) You are particularly adept at your chosen skill.	Rulebook, p.134]
Half-elves choose two favored classes at first level and gain +1 hit point whenever they take a level in either one of those classes. Mercy (Paralyzed) (Su) [Paralyzed]	ulebook, p.24] point or +1 skill aizo Inc Core	Skill Focus (Knowledge (Religion))	Rulebook, p.134]
Half-elves choose two favored classes at first level and gain +1 hit point whenever they take a level in either one of those classes. Mercy (Paralyzed) (Su) [Pa Rithman Rithm	ulebook, p.24] point or +1 skill aizo Inc Core ulebook, p.61]	Skill Focus (Knowledge (Religion)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If	Rulebook, p.134] you have 10 or more [Paizo Inc Core
Half-elves choose two favored classes at first level and gain +1 hit point whenever they take a level in either one of those classes. Mercy (Paralyzed) (Su) [Paralyzed] Whenever you use Lay on Hands to heal damage to one target, the target	ulebook, p.24] point or +1 skill aizo Inc Core ulebook, p.61]	Skill Focus (Knowledge (Religion)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If ranks in that skill, this bonus increases to +6.	Rulebook, p.134] you have 10 or more
Half-elves choose two favored classes at first level and gain +1 hit point whenever they take a level in either one of those classes. Mercy (Paralyzed) (Su) [Paralyzed] Whenever you use Lay on Hands to heal damage to one target, the targe paralyzed.	ulebook, p.24] point or +1 skill aizo Inc Core ulebook, p.61] get is no longer	Skill Focus (Knowledge (Religion)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If ranks in that skill, this bonus increases to +6.	Rulebook, p.134] you have 10 or more [Paizo Inc Core Rulebook, p.136]
Half-elves choose two favored classes at first level and gain +1 hit point whenever they take a level in either one of those classes. Mercy (Paralyzed) (Su) [Pa Ri Net Constraints] Whenever you use Lay on Hands to heal damage to one target, the targe paralyzed. Mercy (Poisoned) (Su) [Pa Ri Net Constraints]	ulebook, p.24] point or +1 skill aizo Inc Core ulebook, p.61] get is no longer aizo Inc Core	Skill Focus (Knowledge (Religion)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If ranks in that skill, this bonus increases to +6. Vital Strike You make a single attack that deals significantly more damage When you use the attack action, you can make one attack at you	Rulebook, p.134] you have 10 or more [Paizo Inc Core Rulebook, p.136] than normal. ur highest base attack
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		Class Spell-like	Abilities			
Name t Will Detect Evil		School Divination	Time 1 standard action	Duration Concentration, up to 130 minutes [D]	Range 60 ft.	Sourc CR:p.26
, S, DF] TARGET: Cone-shaped emai	nation; EFFECT: You can sense the presen	ce of evil. [SR:No] * =Domain/Speciality S	spell			
		Paladin Sp	ells			
	LEVEL	0 1	2	3 4		
	PER DAY Concentration	4 +15	3	2 —		
	ΙF	VEL 1 / Per Day:4 / 0	Caster Le	vel·12		
Name		School	Time	Duration	Range	Sourc
Animal Purpose T S, M (a swatch of black cloth)] TAF	-	Enchantment (Compulsion) [Mind-Affecting] FECT: Animal gains a new general purpose. [SR:	yes; DC:14, none]	12 hours	Close (55 ft.)	ACG:p.17
Bless S, DF] TARGET: The caster and all a	allies within a 50-ft. burst, centered on the c	Enchantment (Compulsion) [Mind-Affecting] aster; EFFECT: Bless fills your allies with courage		12 minutes	50 ft.	CR:p.24
Blessed Fist		Transmutation [Good]	1 standard action	12 minutes	Touch	ACG:p.17
Bless Water		ortunity with unarmed strikes. [SR:yes; DC:14, no Transmutation [Good]	1 minute	Instantaneous	Touch	CR:p.24
5, M] TARGET: Flask of water touch Bless Weapon	ed; EFFECT: This transmutation imbues a	flask of water with positive energy, turning it into h Transmutation	oly water. [SR:Yes (ob 1 standard action	ject); DC:14, Will negates (object)] 12 minutes	Touch	CR:p.25
6] TARGET: Weapon touched; EFFI Bowstaff	ECT: This transmutation makes a weapon s	trike true against evil foes. [SR:No] Transmutation	1 swift action	12 rounds [D]	Personal	UC:p.22
	CT: A shortbow may double as a club, or a l	ongbow as a quarterstaff. [SR:Yes (harmless, obj Enchantment (Compulsion) [Mind-Affecting]		es (harmless, object)] 12 minutes [D]	Close (55 ft.)	APG:p.21
-	FECT: Sickens creature if it refuses to fight	you. [SR:Yes; DC:14, Will negates]				
Compel Hostility 5, M (a drop of your blood)] TARG	ET: You; EFFECT: Compels opponents to a	Enchantment (Compulsion) [Mind-Affecting] attack you instead of your allies. [SR:see text; DC		12 rounds	Personal	UC:p.22
Create Water	er: FFFCT: This spell generates wholeson	Conjuration (Creation) [Water] ne, drinkable water, just like clean rain water. [SR	1 standard action	Instantaneous	Close (55 ft.)	CR:p.26
Cure Light Wound	ds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.26
5] TARGET: Creature touched; EFF	ECT: When laying your hand upon a living o	creature, you channel positive energy that cures 1 Divination	d8+5 points of damage 1 standard action	. [SR:Yes (harmless); see text; DC:14, Wi Instantaneous	Il half (harmless); see text] Close (55 ft.)	CR:p.26
S] TARGET: Or Area one creature, c Detect Undead	one object, or a 5-ft. cube; <i>EFFECT:</i> You de	termine whether a creature, object, or area has b Divination	een poisoned or is pois 1 standard action	onous. [SR:No] Concentration, up to 12 minutes [D]	60 ft.	CR:p.26
S, M/DF] TARGET: Cone-shaped en Diagnose Disease	nanation; EFFECT: You can detect the aura	that surrounds undead creatures. [SR:No]	1 standard action	Instantaneous	Close (55 ft.)	UM:p.2
6] TARGET: One creature, one obje	z ct, or a 5-ft. cube; EFFECT: Detect and ide	ntify diseases. [SR:No]				
Divine Favor 5, DF] TARGET: You; EFFECT: Call	ling upon the strength and wisdom of a deit	Evocation y, you gain a +3 luck bonus on attack and weapor	1 standard action damage rolls.	1 minute	Personal	CR:p.27
Endure Elements TARGET: Creature touched: EFF	ECT: A creature protected by endure eleme	Abjuration onts suffers no harm from being in a hot or cold en	1 standard action vironment. [SR:Yes (ha	24 hours armless); DC:14. Will negates (harmless)]	Touch	CR:p.2
Ghostbane Dirge		Transmutation	1 standard action	12 rounds	Close (55 ft.)	APG:p.2
Grace		ature; EFFECT: Incorporeal creature takes half da Abjuration	1 swift action	see text	Personal	APG:p.22
ARGET: You; EFFECT: Movement Hero's Defiance	doesn't provoke attacks of opportunity.	Conjuration (Healing)	1 immediate action	Instantaneous	Personal	APG:p.22
ARGET: You; EFFECT: Allows the Honeved Tongue	use of lay on hands while falling unconscio	us. Transmutation	1 standard action	120 minutes	Personal	APG:p.22
I/DF (a drop of honey)] TARGET:	You; EFFECT: Roll 2 dice when using Diplo	macy, take higher roll. Evocation [Sonic]	1 standard action	1 round	Personal	UM:p.22
Horn of Pursuit ARGET: 3 peals of a horn; EFFEC	T: Create three notes heard miles away. [SI	R:No]				
Knight's Calling F] TARGET: one creature; EFFEC	T: Forces target to move toward you and fig	Enchantment (Compulsion) [Mind-Affecting] ht you. [SR:Yes; DC:14, Will negates]	1 standard action	1 round	Close (55 ft.)	APG:p.23
Know the Enemy	n +10 on a monster Knowledge check. [SR	Divination	1 minute	Instantaneous	Personal	UM:p.22
Liberating Comm	and	Transmutation	1 immediate action	instantaneous	Close (55 ft.)	UC:p.23
ARGET: one creature; EFFECT: Ta Litany of Sloth	arget makes an Escape Artist check as an i	nmediate action and gains a bonus on it. [SR:Yes Enchantment (Compulsion) [Language-Dep		ill negates (harmless)] 1 round	Close (55 ft.)	UC:p.23
, DF] TARGET: one creature; EFFE Longshot	ECT: Single target cannot make attacks of c	pportunity for 1 round. [SR:Yes; DC:14, no] Transmutation	1 standard action	12 minutes	Personal	UC:p.23
M/DF (a piece of fletching)] TAR	GET: You; EFFECT: Grants a +10 foot bor	us to the range increment for any ranged weapor Transmutation [MetalSchool]	fired. 1 standard action	12 minutes	Touch	CR:p.31
Magic Weapon , DF] TARGET: Weapon touched; I	EFFECT: Magic weapon gives a weapon a	+1 enhancement bonus on attack and damage ro	ls. [SR: Yes (harmless,			
Protection from C M/DFI TARGET: Creature touched		Abjuration [Lawful] n attacks by chaotic creatures, from mental contro	1 standard action	12 minutes [D] creatures. [SR:No: see text; DC:14. Will I	Touch	CR:p.32
Protection from E	<u>vil</u>	Abjuration [Good]	1 standard action	12 minutes [D]	Touch	CR:p.32
Rally Point		n attacks by evil creatures, from mental control, a Enchantment (Compulsion) [Good, Mind-Aff	e1 standard action	12 minutes [D]	5 ft.	APG:p.23
5, DF] TARGET: one 5-ft. square; El Read Magic	FFECT: Square gives good creatures bonus	ses. [SR:Yes (harmless); DC:14, Will negates (ha Divination	rmless)] 1 standard action	120 minutes	Personal	CR:p.33
S, F] TARGET: You; EFFECT: You o Resistance	can decipher magical inscriptions on objects	books, scrolls, weapons, and the likethat woul Abjuration	d otherwise be unintelli 1 standard action	gible. 1 minute	Touch	CR:p.33
6, M/DF] TARGET: Creature touched		۔ gical energy that protects it from harm, granting it	a +1 resistance bonus	on saves. [SR:Yes (harmless); DC:14, Wi	Il negates (harmless)]	
Restoration (Less TARGET: Creature touched; EFF		Conjuration (Healing) any magical effects reducing one of	3 rounds the subject's abi	Instantaneous lity scores or cures 1d4 points	Touch of temporary ability da	CR:p.33 amage to
	Ores. [SR:Yes (harmless); DC:14, Will ne		1 standard action	24 hours	Touch	UM:p.23
, DF, M] TARGET: Corpse touched	; EFFECT: Prevent a corpse from becoming	g an undead creature. [SR:No]				
Shield of Fortifica 5, DF] TARGET: creature touched; B		Abjuration at critical hits and sneak attacks as normal hits. [S	1 standard action R:yes (harmless); DC:	12 minutes 14, Fortitude negates (harmless)]	Touch	ACG:p.19
Stunning Barrier	field grants a +1 bonus to AC and on saves	Abjuration , and stuns one creature attacking you. [SR:no a	1 standard action nd ves (see text); DC:1	12 rounds or until discharged 4. none and Will negates (see text)]	Personal	ACG:p.19
Sun Metal		Transmutation [Fire]	1 standard action	12 rounds [see text]	Touch	UC:p.24
SJ TARGET: one melee weapon; EF	FEUT: Weapon touched bursts into flames.	[SR:Yes (object); DC:14, Fortitude negates (object); * =Domain/Speciality S				

Tactical Acumen	Paladin Spe Enchantment (Compulsion) [Mind-Affecting]		12 rounds [D]	30ft.	UC:p.24
I actical Acumen S, M/DF (a small piece of a map)] TARGET: The caster and all allies within a 30					
gates (harmless)]	Enchantment (Compulsion) [Mind-Affecting]		12 rounds		ISWG:p.2
Unbreakable Heart sj TARGET: One creature; EFFECT: Creature gains +4 morale bonu					
upresses such effects already in place. [SR:Yes (harmless); DC:14,		licets that rely o	in negative emotions of that we		any.
Veil of Positive Energy		1 standard action	120 minutes [D]	Personal or 5 ft.; see te	APG:p.28
, S, DF] TARGET: You or all creatures within 5 ft.; see text; EFFECT: +2 AC, +2 or Virtue		1 standard action	1 min.	Touch	CR:p.36
S, DF] TARGET: Creature touched; EFFECT: With a touch, you infuse a creature					
Waltan Mount	Enchantment (Compulsion) [Mind-Affecting]	1 minute	12 hours	Close (55 ft.)	UM:p.24
, S, M] TARGET: One indifferent or friendly animal; EFFECT: Animal gains combat Word of Resolve		1 immediate action	Instantaneous	Close (55 ft.)	UM:p.24
, DF] TARGET: One ally; EFFECT: Ally rerolls a save against charm or fear. [SR:Y	es (harmless); DC: 14, Will negates (harmless)]			· · ·	
I EV	VEL 2 / Per Day:3 / C	actor Lov	10/10		
Name				Range	Sourc
			Instantaneous [1 round]; see text	Close (55 ft.)	UM:p.20
, S, DF] TARGET: Arrow-shaped projectile of lawful energy; EFFECT: Harm and projectile of lawful energy; EFF					100 01
Aura of Greater Courage , S, DF] TARGET: 10-ftradius emanation centered on you; EFFECT: Increases st			10/minutes per level	Personal	APG:p.20
			12 minutes	Touch	APG:p.20
, S, DF] TARGET: one good creature touched; EFFECT: Subject gains bonus on s					
	Enchantment (Compulsion) [Mind-Affecting]		12 minutes	Close (55 ft.)	UC:p.22
, S, M (pieces of shaved metal)] TARGET: one creature; EFFECT: Grant a creatu Blessing of Courage and Life			12 minutes [see below]	Close (55 ft.)	APG:p.20
, S, DF] TARGET: one living creature; EFFECT: Grants a +2 bonus on saves vs. fe	ear and death. [SR:Yes (harmless); DC:15, Will ne	gates (harmless)]			
Bull's Strength	Transmutation	1 standard action	12 minutes	Touch	CR:p.25
, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronger g Bullet Ward			5, Will negates (harmless)] 120 minutes or until discharged	Personal	ACG:p.17
S, F (one to four adamantine bullets, each worth 61 gp)] TARGET: you; EFFE	•				
Corruption Resistance		1 standard action	120 minutes	Touch	APG:p.21
Y, S, DF] TARGET: Creature touched; EFFECT: Protects creature against damage to Delay: Delay: Periode			pates (harmless)] 12 hours	Touch	CR:p.26
Delay Poison /, S, DF] TARGET: Creature touched; EFFECT: The subject becomes temporarily in				Touch	0n.p.20
			12 rounds or until discharged	Touch	UC:p.22
, S] TARGET: one projectile; EFFECT: Imbues a projectile with holy energy. [SR:N		t standard a daa	10	Truck	0.0
Eagle's Splendor S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature become S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature become			12 minutes	Touch	CR:p.27
Effortless Armor			12 minutes	Personal	UC:p.22
, S] TARGET: You; EFFECT: Armor you wear no longer slows your speed.					
Endure Elements (Communal) (, S] TARGET: creatures touched; EFFECT: As endure elements, but you may divide	•		24 hours	Touch	UC:p.22
Fire of Entanglement			12 rounds	special; see text	APG:p.22
, S] TARGET: one creature; EFFECT: Your ability to smite evil also entangles your					
Holy Shield	Abjuration	1 standard action	120 minutes	Personal	UM:p.22
Y, S] TARGET: You; EFFECT: Lend your shield's protection to another. [SR:No] Instant Armor	Conjuration (Creation) [Force]	1 standard action	12 minutes [D]	Personal	APG:p.22
, S, DF] TARGET: You; EFFECT: Summon armor temporarily replacing your current					
Light Lance	Evocation [Good, Light]	1 standard action	13 rounds [D]	Personal	APG:p.23
I, S] TARGET: lance of light; EFFECT: Creates a soaring beacon of light. Litany of Defense	Transmutation	1 swift action	1 round	Personal	UC:p.23
/, S, DF] TARGET: You; EFFECT: Doubles armor's enhancement bonus. [SR:Yes;	DC:15, no]				
Litary of Eloquence	Enchantment (Charm) [Language-Dependent,	1 swift action	1 round	Close (55 ft.)	UC:p.23
I, S, DF] TARGET: one creature; EFFECT: Fascinates a single creature for 1 round Litany of Entanglement	I. [SR:Yes; DC:15, no] Conjuration (Calling) [Language-Dependent]	1 swift action	1 round	Close (55 ft.)	UC:p.23
Interruption Contracting Interruption Contr			. Tould		00.p.20
		1 swift action	1 round	Close (55 ft.)	UC:p.23
Y, S, DF] TARGET: one creature; EFFECT: A single evil creature takes more damage Literature of Manufacture research and the second s			1 round	Personal	UC:p.23
Litany of Warding /, S, DF] TARGET: You; EFFECT: You gain two additional attacks of opportunity for		1 Switt action	Tround	i ersonar	00.p.23
		1 standard action	12 minutes	Touch	UC:p.23
Y, S, DF] TARGET: one siege engine touched; EFFECT: Siege engine gains +1 on t				Truck	0.0
			12 minutes	Touch	CR:p.31
, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature become Paladin's Sacrifice			Instantaneous	Close (55 ft.)	APG:p.23
, DF] TARGET: one creature; EFFECT: Take the damage and effects for another c		gates (harmless)]			
Protection from Chaos (Communal)			12 minutes [D]	Touch	UC:p.24
J, S, M/DF] TARGET: creatures touched; EFFECT: As protection from chaos, but you Protection from Evil (Communal)		-	C:15, Will negates (harmless)] 12 minutes [D]	Touch	UC:p.24
, S, M/DF] TARGET: creatures touched; EFFECT: As protection from evil, but you					
Remove Paralysis	Conjuration (Healing)	1 standard action	Instantaneous	Close (55 ft.)	CR:p.33
, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; a	EFFECT: You can free one or more creatures fror Abjuration, AirSchool, EarthSchool, FireScho		ary paralysis or related magic. [SR:Yes (ha 120 minutes	rmless); DC: 15, Will negates (harml Touch	nless)] CR:p.33
Resist Energy , S, DFJ TARGET: Creature touched; EFFECT: This abjuration grants a creature lin					01110100
	Enchantment (Compulsion) [Mind-Affecting]		12 rounds		APG:p.23
, S, DF] TARGET: creature touched; EFFECT: Boosts attack bonus with each hit. [100 minutes [D]	Touch: and tout	ADOLLO
S, F (a pair of golden bracelets worth 100 gp each worn by both you and the			120 minutes [D]		APG:p.24
, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the Saddle Surge			12 rounds [D]; see text		APG:p.24
, S, DF] TARGET: You and your mount; EFFECT: Bonus damage for moving on m					
Shield Companies			12 hours [D]	Close (55 ft.)	ACG:p.19
Shield Companion		5 Will negates (harmle	ess)]		
, S] TARGET: your companion creature; EFFECT: As shield other, but affecting yo			12 hours [D]	Close (55 ft.)	CR n 34
/, S] TARGET: your companion creature; EFFECT: As shield other, but affecting yo Shield Other	Abjuration	1 standard action	12 hours [D] unds are transferred to you. [SR:Yes (harm	Close (55 ft.) less); DC: 15, Will negates (harmles	
/, S] TARGET: your companion creature; EFFECT: As shield other, but affecting yo Shield Other /, S, F] TARGET: One creature; EFFECT: This spell wards the subject and creates	Abjuration a mystic connection between you and the subject	1 standard action so that some of its wo			CR:p.34 ss)] CR:p.36

	Paladi	n Spells			
Vestment of the Champion	Abjuration	1 standard action	12 minutes	Touch	UM:p.24
[V, S] TARGET: Armor or shield touched; EFFECT: Armor or shield gains a +3 Wake of Light	3 enhancement bonus. [SR:No] Evocation [Good]	1 standard action	12 rounds	120 ft.	APG:p.25
[V, S, DF] TARGET: a 10-ftwide path in a straight line, up to 120 ft. long; EFF					
Weapon of Awe [V, S, DF] TARGET: weapon touched; EFFECT: Weapon gets +2 on damage	Transmutation [Emotion]	1 standard action	12 minutes	Touch	APG:p.25
Widen Auras	Transmutation	1 standard action	12 minutes [D]	Personal	ACG:p.19
[V] TARGET: you; EFFECT: Increase the range of auras bestowed by your cla			10		00.07
Zone of Truth [V, S, DF] TARGET: 20-ftradius emanation; EFFECT: Creatures within the er	Enchantment (Compulsion) [Mind manation area for those who enter it] can't s		12 minutes al lies. [SR:Yes: DC:15. Will negates]	Close (55 ft.)	CR:p.37
• , • , • , • , • . • . • · • · • · • · • · • · • · • ·			evel:12		
Name	LEVEL 3 / Per Day	Time		Range	Sourc
Archon's Aura	Evocation [Good, Lawful]	1 standard action	12 minutes	20 ft.	UM:p.20
[V, S] TARGET: 20-ft. radius centered on you; EFFECT: Aura penalizes enem	ny attacks and AC. [SR:Yes; DC:16, Will neg Abjuration	gates] 1 standard action	12 minutes [D]	Close (55 ft.)	ACG:p.17
Eestow Auras [V, S] TARGET: one creature; EFFECT: Transfer your paladin or antipaladin a	-		12 minutes [D]	Close (55 lt.)	A00.p.17
Blade of Bright Victory	Transmutation [Good]	1 standard action	12 minutes	Touch	UM:p.20
[V, S] TARGET: Your paladin bonded weapon; EFFECT: Bonded weapon gain Blessing of the Mole	ins ghost touch. [SR:No; DC:16, Will negate: Transmutation	s (harmless)] 1 round	12 minutes	Close (55 ft.)	UM:p.20
[V, S] TARGET: 12 creatures; EFFECT: 12 allies gain darkvision and a +2 Ste	ealth bonus. [SR:Yes (harmless)]			. ,	
Burst of Speed	Transmutation	1 swift action	see text	Personal	UC:p.22
[V] TARGET: You; EFFECT: You gain increased speed, and your movement i Cure Moderate Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.26
[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a li					
Daybreak Arrow [V, S] TARGET: up to 50 pieces of ammunition, all of which must be together a	Evocation [light] at the time of casting: EFEECT: Targeted at	1 standard action	120 minutes	Touch Fortitude negates (harmless, object	UC:p.22
Daylight	Evocation [Light]	1 standard action	120 minutes [D]	Touch	CR:p.26
[V, S] TARGET: Object touched; EFFECT: You touch an object when you casi Deadly Juggernaut	t this spell, causing the object to shed bright Necromancy [Death]	t light in a 60-foot radius. [SR: No] 1 standard action	12 minutes	Personal	UC:p.22
[V, S] TARGET: You; EFFECT: Your might increases with every kill you make			12 1111000	i oloonai	00.0.22
Delay Poison (Communal)	Conjuration (Healing)	1 standard action	12 hours	Touch	UC:p.22
[V, S, DF] TARGET: creatures touched; EFFECT: As delay poison, but you ma Discern Lies	ay divide the duration among creatures touc Divination	thed. [SR:Yes (harmless); DC:16 1 standard action	Concentration, up to 12 rounds	Close (55 ft.)	CR:p.27
[V, S, DF] TARGET: 12 creatures, no two of which can be more than 30 ft. apa					
Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (220 ft.)	CR:p.27
[V, S] TARGET: One spellcaster, creature, or object; <i>EFFECT:</i> You can us abilities of a magic item, or to counter another spellcaste		oing spell that has been	i casi on a creature or objec	it, to temporarily suppres	s the mayical
Divine Transfer	Necromancy	1 standard action	12 rounds	Touch	APG:p.21
[V, S] TARGET: living creature touched; EFFECT: Transfer hit points and give Fire of Judgment	e DR/evil to target creature. [SR:Yes (harmle Evocation	ess); DC:16, Fortitude negates (ha 1 swift action	armless)] 12 rounds	special; see text	APG:p.22
[V, S] TARGET: one creature; EFFECT: Smited creature takes damage when					
Ghostbane Dirge, Mass [V, S, M/DF (an old reed from a wind instrument)] TARGET: 12 incorporeal	Transmutation	1 standard action	12 rounds	Close (55 ft.)	APG:p.22
Heal Mount	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.29
[V, S] TARGET: Your mount touched; EFFECT: This spell functions like heal,	but it affects only the paladin's special mour Evocation [Good]	nt [typically a horse]. [SR:Yes (ha 1 standard action	rmless); DC:16, Will negates (harmles Instantaneous	ss)] 30 ft.	APG:p.22
In the second				30 ft.	Ai 0.p.22
Litany of Escape	Conjuration (Teleportation) [Lang		instantaneous	Close (55 ft.)	UC:p.23
[V, S, DF] TARGET: one willing creature that is grappled; <i>EFFECT:</i> Teleports Litany of Sight	a friend out of a grapple. [SR:Yes; DC:16, r Divination	no] 1 swift action	1 round	Personal	UC:p.23
[V, S, DF] TARGET: You; EFFECT: You can see invisible creatures and object					
Magic Circle against Chaos [V, S, M/DF] TARGET: 10-ftradius emanation from touched creature; EFFEC	Abjuration [Lawful]	1 standard action	120 minutes	Touch	CR:p.30
Will negates (harmless)]	-			-	
Magic Circle against Evil [V, S, M/DF] TARGET: 10-ftradius emanation from touched creature; EFFEC	Abjuration [Good] CT: All creatures within the area gain the effe	1 standard action acts of a protection from evil spell.	120 minutes and evil summoned creatures cannot	Touch t enter the area either. [SR: No: see	CR:p.30 e text: DC: 16. Will
negates (harmless)]	Transmutation [MetalSchool]	1 standard action	12 hours	Close (55 ft.)	CR:p.31
Magic Weapon (Greater) [V, S, M/DF] TARGET: One weapon or 50 projectiles [all of which must be tog					-
[SR:Yes (harmless, object); DC:16, Will negates (harmless, object)] Mantle of Calm	Enchantment (Compulsion) [Emo	tion. Mind <i>A</i> 1 standard action	12 rounds [D]	Personal	ACG:p.18
[v, 5, UF] IARGEI: you; EFFECT: Neutralize the rage effects of those who have a second sec				01	
Marks of Forbiddance	Abjuration [Mind-Affecting]	1 standard action	12 rounds	Close (55 ft.)	APG:p.23
Marks of Forbiddance [V, S] TARGET: one enemy and one ally; EFFECT: Makes 2 creatures pass V		Yes; DC:16, Will negates; see te		Close (55 π.) 40 ft.	
Marks of Forbiddance [V, S] TARGET: one enemy and one ally; <i>EFFECT</i> : Makes 2 creatures pass V Prayer [V, S, DF] TARGET: All allies and foes within a 40-ftradius burst centered on	Will saves in order to attack each other. [SR: Enchantment (Compulsion) [Mind n you; EFFECT: You bring special favor upor	Yes; DC:16, Will negates; see te: I-Affecting] 1 standard action n yourself and your allies while br	xt] 12 rounds inging disfavor to your enemies. [SR: Y	40 ft. /es]	CR:p.32
Marks of Forbiddance [V, S] TARGET: one enemy and one ally; <i>EFFECT</i> : Makes 2 creatures pass V Prayer [V, S, DF] TARGET: All allies and foes within a 40-ftradius burst centered on Remove Blindness/Deafness	Will saves in order to attack each other. [SR: Enchantment (Compulsion) [Mind o you; <i>EFFECT</i> : You bring special favor upor Conjuration (Healing)	Yes; DC:16, Will negates; see te: I-Affecting] 1 standard action n yourself and your allies while br 1 standard action	xt] 12 rounds inging disfavor to your enemies. [SR :Y Instantaneous	40 ft.	CR:p.32
Marks of Forbiddance [V, S] TARGET: one enemy and one ally; <i>EFFECT</i> : Makes 2 creatures pass V <u>Prayer</u> [V, S, DF] TARGET: All allies and foes within a 40-ftradius burst centered on <u>Remove Blindness/Deafness</u> [V, S] TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cur <u>Remove Curse</u>	Will saves in order to attack each other. [SR: Enchantment (Compulsion) [Mind o you; EFFECT: You bring special favor upor Conjuration (Healing) res blindness or deafness. [SR:Yes (harmles Abjuration	Yes; DC:16, Will negates; see te: I-Affecting] 1 standard action n yourself and your allies while br 1 standard action ss); DC:16, Fortitude negates (ha 1 standard action	xt] 12 rounds inging disfavor to your enemies. [SR:Y Instantaneous rmless)] Instantaneous	40 ft. /es]	CR:p.32 CR:p.33
Marks of Forbiddance [V, S] TARGET: one enemy and one ally; <i>EFFECT</i> : Makes 2 creatures pass V Prayer [V, S, DF] TARGET: All allies and foes within a 40-ftradius burst centered on Remove Blindness/Deafness [V, S] TARGET: Creature touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can re	Will saves in order to attack each other. [SR: Enchantment (Compulsion) [Mind you; EFFECT: You bring special favor upor Conjuration (Healing) res blindness or deafness. [SR:Yes (harmles Abjuration nove all curses on an object or a creature. [S	Yes; DC:16, Will negates; see te: I-Affecting] 1 standard action n yourself and your allies while br 1 standard action sss); DC:16, Fortitude negates (ha 1 standard action SR:Yes (harmless); DC:16, Will ne	xt] 12 rounds inging disfavor to your enemies. [SR: Y Instantaneous Instantaneous egates (harmless)]	40 ft. /es] Touch Touch	CR:p.32 CR:p.33 CR:p.33
Marks of Forbiddance [V, S] TARGET: one enemy and one ally; <i>EFFECT</i> : Makes 2 creatures pass V Prayer [V, S, DF] TARGET: All allies and foes within a 40-ftradius burst centered on Remove Blindness/Deafness [V, S] TARGET: Creature touched; <i>EFFECT</i> : Remove curse can rem Resilient Reservoir	Will saves in order to attack each other. [SR: Enchantment (Compulsion) [Mind you; EFFECT: You bring special favor upor Conjuration (Healing) res blindness or deafness. [SR:Yes (harmles Abjuration nove all curses on an object or a creature. [S Transmutation	Yes; DC:16, Will negates; see te: I-Affecting] 1 standard action n yourself and your allies while br 1 standard action ss); DC:16, Fortitude negates (ha 1 standard action SR:Yes (harmless); DC:16, Will ne 1 standard action	xt] 12 rounds inging disfavor to your enemies. [SR:Y Instantaneous instantaneous egates (harmless)] 12 rounds	40 ft. /es] Touch Touch Personal	CR:p.32 CR:p.33 CR:p.33 ARG:p.4
Marks of Forbiddance V, S) TARGET: one enemy and one ally; <i>EFFECT</i> : Makes 2 creatures pass V <u>Prayer</u> V, S, DF] TARGET: All allies and foes within a 40-ftradius burst centered on <u>Remove Blindness/Deafness</u> V, S) TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness curn <u>Remove Curse</u> V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem <u>Resilient Reservoir</u> V, S] TARGET: See Description; <i>EFFECT</i> : This spell creates a magg and touch spells gets transferred into a special pool that deals hit point damage, 1 point of damage is negated an caster level [to a maximum of 20 points at 20th level]. As reservoir, granting yourself an insight bonus on one skill equal to the number of points in the reservoir. For every reduced to negative hit points while you are under the ef- creatures within a 15-foot radius take 1d6 points of force	Will saves in order to attack each other. [SR: Enchantment (Compulsion) [Mind you; EFFECT: You bring special favor upor Conjuration (Healing) res blindness or deafness. [SR:Yes (harmles Abjuration nove all curses on an object or a creature. [S Transmutation gical well of retribution that a cas t you then redirect before the sp nd transferred into the reservoir s an immediate action, anytime I check, attack roll, damage roll, five caster levels, you may call fect of this spell, the spell autor e damage per 2 points remainin	Yes; DC:16, Will negates; see te: I-Affecting] 1 standard action n yourself and your allies while br 1 standard action ss); DC:16, Fortitude negates (ha 1 standard action SR:Yes (harmless); DC:16, Will no 1 standard action ster can unleash with bli pell's duration expires. E created by this spell. Th before the spell's durati or combat maneuver upon the reservoir one matically release the rem	xt] 12 rounds inging disfavor to your enemies. [SR:Y Instantaneous miless)] Instantaneous egates (harmless)] 12 rounds inding speed. Upon casting ach time you are struck by the total number of points in on expires, you can release neck, but you must do so be additional time [maximum c naining magic of the reserve	40 ft. rouch Touch Personal this spell, damage from a melee attack or touch a the reservoir cannot exc a some or all of the energy efore the roll is made. Th four times at 15th level oir in a concussive blast	CR:p.32 CR:p.33 CR:p.33 ARG:p.4 melee attacks spell that eed your yy of the is bonus is j. If you are of force. All
Marks of Forbiddance [V, S] TARGET: one enemy and one ally; <i>EFFECT</i> : Makes 2 creatures pass V Prayer [V, S, DF] TARGET: All allies and foes within a 40-ftradius burst centered on Remove Blindness/Deafness [V, S] TARGET: Creature touched; <i>EFFECT</i> : Remove blindness/deafness cur Remove Curse [V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Remove curse can rem Resilient Reservoir [V, S] TARGET: See Description; <i>EFFECT</i> : This spell creates a mag and touch spells gets transferred into a special pool that deals hit point damage, 1 point of damage is negated an caster level [to a maximum of 20 points at 20th level]. As reservoir, granting yourself an insight bonus on one skill equal to the number of points while you are under the ef creatures within a 15-foot radius take 1d6 points of force spell resistance applies to this effect. [SR:Yes; DC:16, Reflex hit	Will saves in order to attack each other. [SR: Enchantment (Compulsion) [Mind you; EFFECT: You bring special favor upor Conjuration (Healing) res blindness or deafness. [SR:Yes (harmles Abjuration nove all curses on an object or a creature. [S Transmutation gical well of retribution that a cas t you then redirect before the sp nd transferred into the reservoir s an immediate action, anytime I check, attack roll, damage roll, five caster levels, you may call fect of this spell, the spell autor e damage per 2 points remainin	Yes; DC:16, Will negates; see te: I-Affecting] 1 standard action n yourself and your allies while br 1 standard action ss); DC:16, Fortitude negates (ha 1 standard action SR:Yes (harmless); DC:16, Will no 1 standard action ster can unleash with bli pell's duration expires. E created by this spell. Th before the spell's durati or combat maneuver upon the reservoir one matically release the rem	xt] 12 rounds inging disfavor to your enemies. [SR:Y Instantaneous miless)] Instantaneous egates (harmless)] 12 rounds inding speed. Upon casting ach time you are struck by the total number of points in on expires, you can release neck, but you must do so be additional time [maximum c naining magic of the reserve	40 ft. rouch Touch Personal this spell, damage from a melee attack or touch a the reservoir cannot exc a some or all of the energy efore the roll is made. Th four times at 15th level oir in a concussive blast	CR:p.32 CR:p.33 CR:p.33 ARG:p.4 melee attacks spell that eed your gy of the is bonus is I]. If you are of force. All amage, and
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 [V, S] TARGET: one enemy and one ally; <i>EFFECT</i>: Makes 2 creatures pass V <u>Prayer</u> [V, S, DF] TARGET: All allies and foes within a 40-ft-radius burst centered on <u>Remove Blindness/Deafness</u> [V, S] TARGET: Creature touched; <i>EFFECT</i>: Remove blindness/deafness curn <u>Remove Curse</u> [V, S] TARGET: Creature or object touched; <i>EFFECT</i>: Remove curse can rem <u>Resilient Reservoir</u> [V, S] TARGET: See Description; <i>EFFECT</i>: This spell creates a magg and touch spells gets transferred into a special pool that deals hit point damage, 1 point of damage is negated an caster level [to a maximum of 20 points at 20th level]. As reservoir, granting yourself an insight bonus on one skill equal to the number of points in the reservoir. For every reduced to negative hit points while you are under the eff creatures within a 15-foot radius take 1d6 points of force spell resistance applies to this effect. [sR:Yes; DC:16, Reflex hu <u>Resist Energy (Communal)</u> [V, S, DF] TARGET: creatures touched; <i>EFFECT</i>: As resist energy, but you m <u>Sanctify Armor</u> 	Will saves in order to attack each other. [SR: Enchantment (Compulsion) [Mind ryou; EFFECT: You bring special favor upor Conjuration (Healing) res blindness or deafness. [SR:Yes (harmles Abjuration nove all curses on an object or a creature. [S Transmutation gical well of retribution that a cas t you then redirect before the sp nd transferred into the reservoir s an immediate action, anytime I check, attack roll, damage roll, five caster levels, you may call ffect of this spell, the spell autor e damage per 2 points remaining alf bjuration ray divide the duration among creatures touc Abjuration [Good]	Yes; DC:16, Will negates; see te: I-Affecting] 1 standard action n yourself and your allies while br 1 standard action ss); DC:16, Fortitude negates (ha 1 standard action SR:Yes (harmless); DC:16, Will ne 1 standard action ster can unleash with bli bell's duration expires. E created by this spell. Th before the spell's durati or combat maneuver ch upon the reservoir one matically release the rem g in the reserve [maximi	xt] 12 rounds inging disfavor to your enemies. [SR:Y Instantaneous instantaneous egates (harmless)] 12 rounds inding speed. Upon casting ach time you are struck by a te total number of points in on expires, you can release neck, but you must do so be additional time [maximum c naining magic of the reserve um of 10d6]. A successful F 120 minutes	40 ft. Yes] Touch Touch Personal this spell, damage from a melee attack or touch a the reservoir cannot exc e some or all of the energy efore the roll is made. The of four times at 15th level oir in a concussive blast Reflex save halves this d	CR:p.32 CR:p.33 CR:p.33 ARG:p.4 melee attacks spell that eed your gy of the is bonus is ij. If you are of force. All amage, and UC:p.24
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Paladin Spells Stunning Barrier (Greater) Abjuration 1 standard action 12 rounds or until discharged Personal ACG;p.195 [V, S] TARGET: you; EFFEC7: Magical field grants a +2 bonus to AC and on saves, and stuns multiple creatures attacking you. [SR:no and yes (see text); DC:16, none and Will negates (see text)] DC:16, none and Will negates (see text)] Touch or 5 ft.; see text APG:p.257 [V, S, DF] TARGET: creature touched or all creatures within 5 ft.; see text; EFFEC7: Subject shines and gets 3 on all saves. [SR:Yes (harmless); DC:16, Will negates (harmless)] Touch or 5 ft.; see text APG:p.257

Class Spell-like Abilities

At Will Detect Evil

Spellbook: Prepared Spells

	Paladin	
Level 1	Level 2	Level 3
Divine Favor	Paladin's Sacrifice (DC:15)	Burst of Speed
Endure Elements (DC:14)	Protection from Evil	
Knight's Calling (DC:14)	(Communal) (DC:15)	
Tactical Acumen (DC:14)	Remove Paralysis (DC:15)	

Kurmonoth

Kyrmanath	
Half-Elf (Chelaxian)	
RACE	
45	
AGE	
Female	
GENDER	
Low-Light Vision	
VISION	
Lawful Good	
ALIGNMENT	
Left	
DOMINANT HAND	
5' 10"	6
HEIGHT	
155 lbs.	1
WEIGHT	1
Grey	
EYE COLOUR	100
Blanc	
SKIN COLOUR	
Black, Long	
HAIR / HAIR STYLE	
PHOBIAS	
3	
PERSONALITY TRAITS	
NICOLOTO	
INTERESTS	
, SPOKEN STYLE / CATCH PHRASE	1
SPOKEN STYLE / GATCH PHRASE	1
RESIDENCE	
	100
LOCATION	
Cheliax	
REGION	
Sarenrae	
DEITY	
Humanoid	

Race Sub Type Description: GP 7574,5 Biography:

Race Type