



| *Gauntlet |             | HAND      | TYPE | SIZE       | CRITICAL | REACH |
|-----------|-------------|-----------|------|------------|----------|-------|
|           |             | Equipped  | B    | M          | 20/x2    | 5 ft. |
| To Hit    | Dam         | 2W-P-(OH) |      | To Hit     | Dam      |       |
| 1H-P      | +20/+15/+10 | 1d3+7     |      | +14/+9/+4  | 1d3+7    |       |
| 1H-O      | +16/+11/+6  | 1d3+3     |      | +16/+11/+6 | 1d3+7    |       |
| 2H        | +20/+15/+10 | 1d3+7     |      | +12        | 1d3+3    |       |

| EQUIPMENT   |                              |             |                       |  |  |  |
|---|------------------------------|-------------|-----------------------|--|--|--|
| ITEM  | LOCATION                     | QTY         | WT / COST             |  |  |  |
| <b>Amulet of Natural Armor +3</b>   | Equipped                     | 1           | 0 / 18,000            |  |  |  |
| <b>Headband of Mental Prowess (WIS/CHA) +2</b>  | Equipped                     | 1           | 1 / 10,000            |  |  |  |
| Bracelet "Slave"<br><small>(Bracelets)</small>  | Equipped                     | 1           | 0 / 0                 |  |  |  |
| <b>Longsword +4</b>   | Equipped                     | 1           | 4 / 32,315            |  |  |  |
| <b>Darkwood Shield +4</b><br><small>10 hp/inch, hardness 5</small>  | Equipped                     | 1           | 5 / 16,257            |  |  |  |
| <b>Ring of Protection +4</b>  | Equipped                     | 1           | 0 / 32,000            |  |  |  |
| <b>Ring of Evasion</b><br><small>Grants the ability to avoid damage as if she had evasion.</small>  | Equipped                     | 1           | 0 / 25,000            |  |  |  |
| <b>Outfit (Cold-Weather)</b><br><small>+5 circumstance bonus on Fortitude saves vs cold weather</small>   | Equipped                     | 1           | 7 / 0                 |  |  |  |
| <b>Belt of Physical Might (STR/CON) +4</b>  | Equipped                     | 1           | 1 / 40,000            |  |  |  |
| <b>Cloak of Resistance +3</b>   | Equipped                     | 1           | 1 / 9,000             |  |  |  |
| <b>Full Plate +4</b>  | Equipped                     | 1           | 50 / 17,650           |  |  |  |
| Backpack, Masterwork  | Equipped                     | 1           | 4 / 50                |  |  |  |
| Blanket (Winter)  | Equipped                     | 1           | 3 / 0.5               |  |  |  |
| Rope (Silk/50 ft.)<br><small>4 hp, DC 24 Strength check to burst</small>  | Equipped                     | 1           | 5 / 10                |  |  |  |
| Healer's Kit  | Equipped                     | 1           | 1 / 50                |  |  |  |
| <b>Cooking Kit</b><br><small>This kit contains an iron pot, an iron skillet, a ladle, a skewer, a wooden cutting board, a cutting knife, an iron tripod for the pot, a packet of tinder, and a small selection of local or otherwise easy to find seasonings. You can attach the skewer to the tripod for roasting small game animals. All the component pieces (except the skillet) fit within the pot for easy storage and transport.</small> | Equipped                     | 1           | 16 / 3                |  |  |  |
| <b>Scroll (Remove Paralysis)</b>  | Equipped                     | 3           | NaN (NaN) / 150 (450) |  |  |  |
| <b>Potion of Cure Serious Wounds</b>  | Equipped                     | 3           | 0 (0) / 750 (2,250)   |  |  |  |
| <small>Cures 3d8+5 points of damage</small>   |                              |             |                       |  |  |  |
| <b>Potion of Fly</b><br><small>Gain fly speed 60 ft. with good maneuverability and +2 bonus to Fly checks for 3 minutes</small>   | Equipped                     | 2           | 0 (0) / 750 (1,500)   |  |  |  |
| <small>When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.</small>  |                              |             |                       |  |  |  |
| <b>Wand of Cure Light Wounds</b>  | Equipped                     | 1           | NaN / 750             |  |  |  |
| <small>When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.</small>  |                              |             |                       |  |  |  |
| <b>Liquid Ice (Flask)</b>   | Carried                      | 3           | 2 (6) / 40 (120)      |  |  |  |
| <small>Creatures within 5 feet of where it hits take 1 point of cold damage from the splash. Craft DC: 25</small>   |                              |             |                       |  |  |  |
| <b>Leather</b>  | Carried                      | 1           | 15 / 10               |  |  |  |
| <b>Horse (Heavy/Combat Trained)</b><br><small>40 lbs., 1 Saddle (Exotic/Military)</small>   |                              | 1           | 3,000 / 300           |  |  |  |
| <b>Saddle (Exotic/Military)</b>   | Horse (Heavy/Combat Trained) | 1           | 40 / 60               |  |  |  |
| <small>+2 circumstance bonus on Ride checks related to staying in the saddle</small>  |                              |             |                       |  |  |  |
| <b>Gauntlet</b>   | Equipped                     | 1           | 0 / 0                 |  |  |  |
| <b>TOTAL WEIGHT CARRIED/VALUE</b>   |                              | 119.09 lbs. | 205,775.5gp           |  |  |  |

| WEIGHT ALLOWANCE |     |                 |      |             |      |
|------------------|-----|-----------------|------|-------------|------|
| Light            | 306 | Medium          | 613  | Heavy       | 920  |
| Lift over head   | 920 | Lift off ground | 1840 | Push / Drag | 4600 |

| MONEY |             |
|-------|-------------|
|       | Total= 0 gp |

| MAGIC |  |
|-------|--|
|       |  |

| Languages                       |  |
|---------------------------------|--|
| Common, Draconic, Elven, Goblin |  |

| Other Companions |  |
|------------------|--|
|                  |  |

| Traits           |  |
|------------------|--|
| <b>Birthmark</b> | [Paizo Publishing - Ultimate Campaign] |

You were born with a strange birthmark that looks very similar to the holy symbol of the god you chose to worship later in life. This birthmark can serve you as a divine focus for casting spells, and as a physical manifestation of your faith, and it increases

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

**Magical Knack (Paladin)** [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.

### Special Attacks

**Channel Positive Energy (Su)** [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 evil-aligned 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.

### Special Qualities

**Adaptability (Ex)** [Paizo Inc. - Core Rulebook, p.24]

Half-elves receive Skill Focus as a bonus feat at 1st level.

**Aura of Courage (Su)** [Paizo Inc. - Core Rulebook, p.61]

You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

**Aura of Good (Ex)** [Paizo Inc. - Core Rulebook]

You project an overwhelming good aura.

**Aura of Justice (Su)** [Paizo Inc. - Core Rulebook, p.63]

You can expend two uses of your smite ability to grant the ability to smite evil to all allies within 10 feet, using your bonuses. Allies must use this Smite Evil ability by the start of your next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

**Aura of Resolve (Su)** [Paizo Inc. - Core Rulebook, p.63]

You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

**Bonus Lay On Hands Hit Point (6x)** [Paizo Inc. - Advanced Race Guide]

Add +1/2 hp to the paladin's lay on hands ability (whether using it to heal or harm).

**Celestial Spirit (Sp)** [Paizo Inc. - Core Rulebook, p.63]

Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 13 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +3 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 3 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

**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 one individual or object, you do not detect evil in any other object or individual within range.

**Mercy (Diseased) (Su)** [Paizo Inc. - Core Rulebook, p.61]

Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Disease with a caster level of 13.

**Divine Health (Ex)** [Paizo Inc. - Core Rulebook, p.61]

You are immune to all diseases, including supernatural and magical diseases, including mummy rot.

**Elf Blood (Ex)** [Paizo Inc. - Core Rulebook, p.24]

Half-elves count as both elves and humans for any effect related to race.

**Elven Immunities (Ex)** [Paizo Inc. - Core Rulebook, p.24]

Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

**Keen Senses (Ex)** [Paizo Inc. - Core Rulebook, p.24]

Half-elves receive a +2 bonus on Perception skill checks.

**Lay on Hands (Su)** [Paizo Inc. - Core Rulebook, p.61]

You can heal wounds (your own or those of others) by touch. Each day you can use this ability 13 times per day. With one use of this ability, you can heal 6d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 6d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

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

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

**Multitalented (Ex)** [Paizo Inc. - Core Rulebook, p.24]

Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

**Mercy (Paralyzed) (Su)** [Paizo Inc. - Core Rulebook, p.61]

Whenever you use Lay on Hands to heal damage to one target, the target is no longer paralyzed.

**Mercy (Poisoned) (Su)** [Paizo Inc. - Core Rulebook, p.61]

Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Neutralize Poison with a caster level of 13.

**Mercy (Sickened) (Su)** [Paizo Inc. - Core Rulebook, p.61]

Whenever you use Lay on Hands to heal damage to one target, the target is no longer sickened.

## Feats

**Blind-Fight** [Paizo Inc. - Core Rulebook, p.118]

You are skilled at attacking opponents that you cannot clearly perceive.

In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

**Death or Glory** [Paizo Inc. - Ultimate Combat, p.94]

Even when facing a larger foe, you aren't afraid to take great risks in order to finish the fight.

Against a creature of size Large or larger, you can make a single melee attack as a full-round action, gaining a +4 bonus on the attack roll, damage roll, and critical confirmation roll. You gain an additional +1 on this bonus at base attack bonus +11, +16, and +20 (for a maximum of +7 at base attack +20). After you resolve your attack, the opponent you attack can spend an immediate action to make a single melee attack against you with the same bonuses.

[Special]You can combine the full-round action attack this feat allows with the benefit of Vital Strike, Improved Vital Strike, or Greater Vital Strike.

**Extra Channel** [Paizo Inc. - Core Rulebook, p.123]

You can channel divine energy more often.

You can channel energy two additional times per day.

**Fey Foundling** [Paizo Inc. - Inner Sea World Guide, p.286]

You were found in the wilds as a child, bearing a mark of the First World. Magical healing works better on you.

You were found in the wilds as a child, bearing a mark of the First World. Your strange connection to the First World and the fey infuses you with life, and whenever you receive magical healing, you heal an additional 2 points/die rolled. You gain a +2 bonus on all saving throws against death effects. Unfortunately, you also suffer +1 point of damage from cold iron weapons (although you can wield cold iron weapons without significant discomfort).

**Improved Vital Strike** [Paizo Inc. - Core Rulebook, p.128]

You can make a single attack that deals a large amount of damage.

When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack three times and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

**Power Attack** [Paizo Inc. - Core Rulebook, p.131]

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

**Skill Focus (Knowledge (Religion))** [Paizo Inc. - Core Rulebook, p.134]

You are particularly adept at your chosen skill.

You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

**Vital Strike** [Paizo Inc. - Core Rulebook, p.136]

You make a single attack that deals significantly more damage than normal.

When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.

## Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

# Class Spell-like Abilities

| Name                       | School     | Time              | Duration                             | Range  | Source   |
|----------------------------|------------|-------------------|--------------------------------------|--------|----------|
| At Will <b>Detect Evil</b> | Divination | 1 standard action | Concentration, up to 130 minutes [D] | 60 ft. | CR:p.266 |

[V, S, DF] TARGET: Cone-shaped emanation; **EFFECT**: You can sense the presence of evil. [SR:No]

\* =Domain/Specialty Spell

## Paladin Spells

| LEVEL PER DAY | 0   | 1 | 2 | 3 | 4 |
|---------------|-----|---|---|---|---|
| Concentration | +15 | 4 | 3 | 2 | — |

### LEVEL 1 / Per Day:4 / Caster Level:12

| Name   | School                                     | Time               | Duration                            | Range          | Source    |
|--|--|--------------------|-------------------------------------|----------------|-----------|
| <b>Animal Purpose Training</b>   | Enchantment (Compulsion) [Mind-Affecting]  | 1 minute           | 12 hours                            | Close (55 ft.) | ACG:p.173 |
| [V, S, M (a swatch of black cloth)] TARGET: one indifferent or friendly animal; <b>EFFECT</b> : Animal gains a new general purpose. [SR:yes; DC:14, none]  |  |                    |                                     |                |           |
| <b>Bless</b>   | Enchantment (Compulsion) [Mind-Affecting]  | 1 standard action  | 12 minutes                          | 50 ft.         | CR:p.249  |
| [V, S, DF] TARGET: The caster and all allies within a 50-ft. burst, centered on the caster; <b>EFFECT</b> : Bless fills your allies with courage. [SR:Yes (harmless)]  |  |                    |                                     |                |           |
| <b>Blessed Fist</b>  | Transmutation (Good)                       | 1 standard action  | 12 minutes                          | Touch          | ACG:p.175 |
| [V, S] TARGET: creature touched; <b>EFFECT</b> : Target doesn't provoke attacks of opportunity with unarmed strikes. [SR:yes; DC:14, none]   |  |                    |                                     |                |           |
| <b>Bless Water</b>   | Transmutation (Good)                       | 1 minute           | Instantaneous                       | Touch          | CR:p.249  |
| [V, S, M] TARGET: Flask of water touched; <b>EFFECT</b> : This transmutation imbues a flask of water with positive energy, turning it into holy water. [SR:Yes (object); DC:14, Will negates (object)]   |  |                    |                                     |                |           |
| <b>Bless Weapon</b>  | Transmutation                              | 1 standard action  | 12 minutes                          | Touch          | CR:p.250  |
| [V, S] TARGET: Weapon touched; <b>EFFECT</b> : This transmutation makes a weapon strike true against evil foes. [SR:No]  |  |                    |                                     |                |           |
| <b>Bowstaff</b>  | Transmutation                              | 1 swift action     | 12 rounds [D]                       | Personal       | UC:p.224  |
| [V] TARGET: one weapon [bow]; <b>EFFECT</b> : A shortbow may double as a club, or a longbow as a quarterstaff. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]   |  |                    |                                     |                |           |
| <b>Challenge Evil</b>  | Enchantment (Compulsion) [Mind-Affecting]  | 1 standard action  | 12 minutes [D]                      | Close (55 ft.) | APG:p.210 |
| [V, DF] TARGET: one evil creature; <b>EFFECT</b> : Sickens creature if it refuses to fight you. [SR:Yes; DC:14, Will negates]  |  |                    |                                     |                |           |
| <b>Compel Hostility</b>  | Enchantment (Compulsion) [Mind-Affecting]  | 1 standard action  | 12 rounds                           | Personal       | UC:p.226  |
| [V, S, M (a drop of your blood)] TARGET: You; <b>EFFECT</b> : Compels opponents to attack you instead of your allies. [SR:see text; DC:14, see text]   |  |                    |                                     |                |           |
| <b>Create Water</b>  | Conjuration (Creation) [Water]             | 1 standard action  | Instantaneous                       | Close (55 ft.) | CR:p.262  |
| [V, S] TARGET: Up to 24 gallons of water; <b>EFFECT</b> : This spell generates wholesome, drinkable water, just like clean rain water. [SR:No]   |  |                    |                                     |                |           |
| <b>Cure Light Wounds</b>   | Conjuration (Healing)                      | 1 standard action  | Instantaneous                       | Touch          | CR:p.263  |
| [V, S] TARGET: Creature touched; <b>EFFECT</b> : When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]   |  |                    |                                     |                |           |
| <b>Detect Poison</b>   | Divination                                 | 1 standard action  | Instantaneous                       | Close (55 ft.) | CR:p.268  |
| [V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; <b>EFFECT</b> : You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]   |  |                    |                                     |                |           |
| <b>Detect Undead</b>   | Divination                                 | 1 standard action  | Concentration, up to 12 minutes [D] | 60 ft.         | CR:p.269  |
| [V, S, M/DF] TARGET: Cone-shaped emanation; <b>EFFECT</b> : You can detect the aura that surrounds undead creatures. [SR:No]   |  |                    |                                     |                |           |
| <b>Diagnose Disease</b>  | Divination                                 | 1 standard action  | Instantaneous                       | Close (55 ft.) | UM:p.216  |
| [V, S] TARGET: One creature, one object, or a 5-ft. cube; <b>EFFECT</b> : Detect and identify diseases. [SR:No]  |  |                    |                                     |                |           |
| <b>Divine Favor</b>  | Evocation                                  | 1 standard action  | 1 minute                            | Personal       | CR:p.273  |
| [V, S, DF] TARGET: You; <b>EFFECT</b> : Calling upon the strength and wisdom of a deity, you gain a +3 luck bonus on attack and weapon damage rolls.   |  |                    |                                     |                |           |
| <b>Endure Elements</b>   | Abjuration                                 | 1 standard action  | 24 hours                            | Touch          | CR:p.277  |
| [V, S] TARGET: Creature touched; <b>EFFECT</b> : A creature protected by endure elements suffers no harm from being in a hot or cold environment. [SR:Yes (harmless); DC:14, Will negates (harmless)]  |  |                    |                                     |                |           |
| <b>Ghostbane Dirge</b>   | Transmutation                              | 1 standard action  | 12 rounds                           | Close (55 ft.) | APG:p.225 |
| [V, S, M/DF (an old reed from a wind instrument)] TARGET: one incorporeal creature; <b>EFFECT</b> : Incorporeal creature takes half damage from nonmagical weapons. [SR:Yes; DC:14, Will negates]  |  |                    |                                     |                |           |
| <b>Grace</b>   | Abjuration                                 | 1 swift action     | see text                            | Personal       | APG:p.226 |
| [V] TARGET: You; <b>EFFECT</b> : Movement doesn't provoke attacks of opportunity.  |  |                    |                                     |                |           |
| <b>Hero's Defiance</b>   | Conjuration (Healing)                      | 1 immediate action | Instantaneous                       | Personal       | APG:p.226 |
| [V] TARGET: You; <b>EFFECT</b> : Allows the use of lay on hands while falling unconscious.   |  |                    |                                     |                |           |
| <b>Honeyed Tongue</b>  | Transmutation                              | 1 standard action  | 120 minutes                         | Personal       | APG:p.228 |
| [V, M/DF (a drop of honey)] TARGET: You; <b>EFFECT</b> : Roll 2 dice when using Diplomacy, take higher roll.   |  |                    |                                     |                |           |
| <b>Horn of Pursuit</b>   | Evocation [Sonic]                          | 1 standard action  | 1 round                             | Personal       | UM:p.223  |
| [S] TARGET: 3 peals of a horn; <b>EFFECT</b> : Create three notes heard miles away. [SR:No]  |  |                    |                                     |                |           |
| <b>Knight's Calling</b>  | Enchantment (Compulsion) [Mind-Affecting]  | 1 standard action  | 1 round                             | Close (55 ft.) | APG:p.230 |
| [V, DF] TARGET: one creature; <b>EFFECT</b> : Forces target to move toward you and fight you. [SR:Yes; DC:14, Will negates]  |  |                    |                                     |                |           |
| <b>Know the Enemy</b>  | Divination                                 | 1 minute           | Instantaneous                       | Personal       | UM:p.226  |
| [V, S, DF] TARGET: You; <b>EFFECT</b> : Gain +10 on a monster Knowledge check. [SR:No]   |  |                    |                                     |                |           |
| <b>Liberating Command</b>  | Transmutation                              | 1 immediate action | instantaneous                       | Close (55 ft.) | UC:p.233  |
| [V] TARGET: one creature; <b>EFFECT</b> : Target makes an Escape Artist check as an immediate action and gains a bonus on it. [SR:Yes (harmless); DC:14, Will negates (harmless)]  |  |                    |                                     |                |           |
| <b>Litany of Sloth</b>   | Enchantment (Compulsion) [Language-Deper]  | 1 swift action     | 1 round                             | Close (55 ft.) | UC:p.235  |
| [V, S, DF] TARGET: one creature; <b>EFFECT</b> : Single target cannot make attacks of opportunity for 1 round. [SR:Yes; DC:14, no]   |  |                    |                                     |                |           |
| <b>Longshot</b>  | Transmutation                              | 1 standard action  | 12 minutes                          | Personal       | UC:p.236  |
| [V, S, M/DF (a piece of fletching)] TARGET: You; <b>EFFECT</b> : Grants a +10 foot bonus to the range increment for any ranged weapon fired.   |  |                    |                                     |                |           |
| <b>Magic Weapon</b>  | Transmutation [MetalSchool]                | 1 standard action  | 12 minutes                          | Touch          | CR:p.310  |
| [V, S, DF] TARGET: Weapon touched; <b>EFFECT</b> : Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]  |  |                    |                                     |                |           |
| <b>Protection from Chaos</b>   | Abjuration [Lawful]                        | 1 standard action  | 12 minutes [D]                      | Touch          | CR:p.327  |
| [V, S, M/DF] TARGET: Creature touched; <b>EFFECT</b> : This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]  |  |                    |                                     |                |           |
| <b>Protection from Evil</b>  | Abjuration [Good]                          | 1 standard action  | 12 minutes [D]                      | Touch          | CR:p.327  |
| [V, S, M/DF] TARGET: Creature touched; <b>EFFECT</b> : This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]   |  |                    |                                     |                |           |
| <b>Rally Point</b>   | Enchantment (Compulsion) [Good, Mind-Affe] | 1 standard action  | 12 minutes [D]                      | 5 ft.          | APG:p.237 |
| [V, S, DF] TARGET: one 5-ft. square; <b>EFFECT</b> : Square gives good creatures bonuses. [SR:Yes (harmless); DC:14, Will negates (harmless)]  |  |                    |                                     |                |           |
| <b>Read Magic</b>  | Divination                                 | 1 standard action  | 120 minutes                         | Personal       | CR:p.330  |
| [V, S, F] TARGET: You; <b>EFFECT</b> : You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.  |  |                    |                                     |                |           |
| <b>Resistance</b>  | Abjuration                                 | 1 standard action  | 1 minute                            | Touch          | CR:p.334  |
| [V, S, M/DF] TARGET: Creature touched; <b>EFFECT</b> : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:14, Will negates (harmless)]   |  |                    |                                     |                |           |
| <b>Restoration (Lesser)</b>  | Conjuration (Healing)                      | 3 rounds           | Instantaneous                       | Touch          | CR:p.334  |
| [V, S] TARGET: Creature touched; <b>EFFECT</b> : Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. [SR:Yes (harmless); DC:14, Will negates (harmless)] |  |                    |                                     |                |           |
| <b>Sanctify Corpse</b>   | Evocation [Good]                           | 1 standard action  | 24 hours                            | Touch          | UM:p.236  |
| [V, S, DF, M] TARGET: Corpse touched; <b>EFFECT</b> : Prevent a corpse from becoming an undead creature. [SR:No]   |  |                    |                                     |                |           |
| <b>Shield of Fortification</b>   | Abjuration                                 | 1 standard action  | 12 minutes                          | Touch          | ACG:p.192 |
| [V, S, DF] TARGET: creature touched; <b>EFFECT</b> : Target gains a 25% chance to treat critical hits and sneak attacks as normal hits. [SR:yes (harmless); DC:14, Fortitude negates (harmless)]   |  |                    |                                     |                |           |
| <b>Stunning Barrier</b>  | Abjuration                                 | 1 standard action  | 12 rounds or until discharged       | Personal       | ACG:p.194 |
| [V, S] TARGET: you; <b>EFFECT</b> : Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you. [SR:no and yes (see text); DC:14, none and Will negates (see text)]  |  |                    |                                     |                |           |
| <b>Sun Metal</b>   | Transmutation [Fire]                       | 1 standard action  | 12 rounds [see text]                | Touch          | UC:p.245  |
| [V, S] TARGET: one melee weapon; <b>EFFECT</b> : Weapon touched bursts into flames. [SR:Yes (object); DC:14, Fortitude negates (object)]   |  |                    |                                     |                |           |

\* =Domain/Specialty Spell



# Paladin Spells

|  |   |                    |                 |                           |            |
|--|---|--------------------|-----------------|---------------------------|------------|
| <b>Tactical Acumen</b>   | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action  | 12 rounds [D]   | 30ft.                     | UC:p.246   |
| [V, S, M/DF (a small piece of a map)] TARGET: The caster and all allies within a 30-ft.-radius burst, centered on the caster; <b>EFFECT:</b> You gain an additional +1 on attack rolls or to AC due to battlefield positioning. [SR:Yes (harmless); DC:14, Will negates (harmless)]      |   |                    |                 |                           |            |
| <b>Unbreakable Heart</b>   | Enchantment (Compulsion) [Mind-Affecting] | 1 standard action  | 12 rounds       | Close (55 ft.)            | ISWG:p.296 |
| [V, S] TARGET: One creature; <b>EFFECT:</b> Creature gains +4 morale bonus on saves against mind-affecting effects that rely on negative emotions or that would force him to harm an ally. Suppresses such effects already in place. [SR:Yes (harmless); DC:14, Will negates (harmless)] |   |                    |                 |                           |            |
| <b>Veil of Positive Energy</b>   | Abjuration [Good]                         | 1 standard action  | 120 minutes [D] | Personal or 5 ft.; see te | APG:p.254  |
| [V, S, DF] TARGET: You or all creatures within 5 ft.; see text; <b>EFFECT:</b> +2 AC, +2 on saves vs. undead.  |   |                    |                 |                           |            |
| <b>Virtue</b>  | Transmutation                             | 1 standard action  | 1 min.          | Touch                     | CR:p.365   |
| [V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point. [SR:Yes (harmless)]   |   |                    |                 |                           |            |
| <b>Wartrain Mount</b>  | Enchantment (Compulsion) [Mind-Affecting] | 1 minute           | 12 hours        | Close (55 ft.)            | UM:p.248   |
| [V, S, M] TARGET: One indifferent or friendly animal; <b>EFFECT:</b> Animal gains combat training. [SR:Yes]  |   |                    |                 |                           |            |
| <b>Word of Resolve</b>   | Abjuration                                | 1 immediate action | Instantaneous   | Close (55 ft.)            | UM:p.249   |
| [V, DF] TARGET: One ally; <b>EFFECT:</b> Ally rerolls a save against charm or fear. [SR:Yes (harmless); DC:14, Will negates (harmless)]  |   |                    |                 |                           |            |

## LEVEL 2 / Per Day:3 / Caster Level:12

| Name  | School   | Time               | Duration                          | Range             | Source    |
|---|--|--------------------|-----------------------------------|-------------------|-----------|
| <b>Arrow of Law</b>   | Evocation [Lawful]                             | 1 standard action  | Instantaneous [1 round]; see text | Close (55 ft.)    | UM:p.207  |
| [V, S, DF] TARGET: Arrow-shaped projectile of lawful energy; <b>EFFECT:</b> Harm and possibly daze chaotic creatures. [SR:Yes; DC:15, Will partial (see text)]  |  |                    |                                   |                   |           |
| <b>Aura of Greater Courage</b>  | Abjuration [Emotion]                           | 1 standard action  | 10/minutes per level              | Personal          | APG:p.204 |
| [V, S, DF] TARGET: 10-ft.-radius emanation centered on you; <b>EFFECT:</b> Increases strength of a paladin's aura of courage. [SR:Yes (harmless); DC:15, Will negates (harmless)]   |  |                    |                                   |                   |           |
| <b>Bestow Grace</b>   | Abjuration                                     | 1 standard action  | 12 minutes                        | Touch             | APG:p.205 |
| [V, S, DF] TARGET: one good creature touched; <b>EFFECT:</b> Subject gains bonus on saving throws equal to Cha modifier. [SR:Yes (harmless); DC:15, Will (harmless)]  |  |                    |                                   |                   |           |
| <b>Bestow Weapon Proficiency</b>  | Enchantment (Compulsion) [Mind-Affecting]      | 1 standard action  | 12 minutes                        | Close (55 ft.)    | UC:p.224  |
| [V, S, M (pieces of shaved metal)] TARGET: one creature; <b>EFFECT:</b> Grant a creature proficiency in a single weapon for short period of time. [SR:Yes (harmless); DC:15, Will negates (harmless)]   |  |                    |                                   |                   |           |
| <b>Blessing of Courage and Life</b>   | Conjuration (Healing) [Emotion]                | 1 standard action  | 12 minutes [see below]            | Close (55 ft.)    | APG:p.205 |
| [V, S, DF] TARGET: one living creature; <b>EFFECT:</b> Grants a +2 bonus on saves vs. fear and death. [SR:Yes (harmless); DC:15, Will negates (harmless)]   |  |                    |                                   |                   |           |
| <b>Bull's Strength</b>  | Transmutation                                  | 1 standard action  | 12 minutes                        | Touch             | CR:p.251  |
| [V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:15, Will negates (harmless)]   |  |                    |                                   |                   |           |
| <b>Bullet Ward</b>  | Abjuration                                     | 1 standard action  | 120 minutes or until discharged   | Personal          | ACG:p.176 |
| [V, S, F (one to four adamantite bullets, each worth 61 gp)] TARGET: you; <b>EFFECT:</b> Adamantine bullets intercept firearm attacks.  |  |                    |                                   |                   |           |
| <b>Corruption Resistance</b>  | Abjuration                                     | 1 standard action  | 120 minutes                       | Touch             | APG:p.212 |
| [V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> Protects creature against damage from alignment-based attacks. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]   |  |                    |                                   |                   |           |
| <b>Delay Poison</b>   | Conjuration (Healing)                          | 1 standard action  | 12 hours                          | Touch             | CR:p.265  |
| [V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> The subject becomes temporarily immune to poison. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]  |  |                    |                                   |                   |           |
| <b>Divine Arrow</b>   | Transmutation [Good]                           | 1 standard action  | 12 rounds or until discharged     | Touch             | UC:p.228  |
| [V, S] TARGET: one projectile; <b>EFFECT:</b> Imbues a projectile with holy energy. [SR:No]   |  |                    |                                   |                   |           |
| <b>Eagle's Splendor</b>   | Transmutation                                  | 1 standard action  | 12 minutes                        | Touch             | CR:p.275  |
| [V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR:Yes; DC:15, Will negates (harmless)]                         |  |                    |                                   |                   |           |
| <b>Effortless Armor</b>   | Transmutation                                  | 1 standard action  | 12 minutes                        | Personal          | UC:p.228  |
| [V, S] TARGET: You; <b>EFFECT:</b> Armor you wear no longer slows your speed.   |  |                    |                                   |                   |           |
| <b>Endure Elements (Communal)</b>   | Abjuration                                     | 1 standard action  | 24 hours                          | Touch             | UC:p.228  |
| [V, S] TARGET: creatures touched; <b>EFFECT:</b> As endure elements, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:15, Will negates (harmless)]   |  |                    |                                   |                   |           |
| <b>Fire of Entanglement</b>   | Evocation                                      | 1 swift action     | 12 rounds                         | special; see text | APG:p.221 |
| [V, S] TARGET: one creature; <b>EFFECT:</b> Your ability to smite evil also entangles your foe. [SR:Yes; DC:15, Reflex partial]   |  |                    |                                   |                   |           |
| <b>Holy Shield</b>  | Abjuration                                     | 1 standard action  | 120 minutes                       | Personal          | UM:p.223  |
| [V, S] TARGET: You; <b>EFFECT:</b> Lend your shield's protection to another. [SR:No]  |  |                    |                                   |                   |           |
| <b>Instant Armor</b>  | Conjuration (Creation) [Force]                 | 1 standard action  | 12 minutes [D]                    | Personal          | APG:p.229 |
| [V, S, DF] TARGET: You; <b>EFFECT:</b> Summon armor temporarily replacing your current attire.  |  |                    |                                   |                   |           |
| <b>Light Lance</b>  | Evocation [Good, Light]                        | 1 standard action  | 13 rounds [D]                     | Personal          | APG:p.231 |
| [V, S] TARGET: lance of light; <b>EFFECT:</b> Creates a soaring beacon of light.  |  |                    |                                   |                   |           |
| <b>Litany of Defense</b>  | Transmutation                                  | 1 swift action     | 1 round                           | Personal          | UC:p.234  |
| [V, S, DF] TARGET: You; <b>EFFECT:</b> Doubles armor's enhancement bonus. [SR:Yes; DC:15, no]   |  |                    |                                   |                   |           |
| <b>Litany of Eloquence</b>  | Enchantment (Charm) [Language-Dependent]       | 1 swift action     | 1 round                           | Close (55 ft.)    | UC:p.234  |
| [V, S, DF] TARGET: one creature; <b>EFFECT:</b> Fascinates a single creature for 1 round. [SR:Yes; DC:15, no]   |  |                    |                                   |                   |           |
| <b>Litany of Entanglement</b>   | Conjuration (Calling) [Language-Dependent]     | 1 swift action     | 1 round                           | Close (55 ft.)    | UC:p.234  |
| [V, S, DF] TARGET: one creature; <b>EFFECT:</b> Entangles a creature for 1 round. [SR:Yes; DC:15, Will negates]   |  |                    |                                   |                   |           |
| <b>Litany of Righteousness</b>  | Evocation [Good, Language-Dependent]           | 1 swift action     | 1 round                           | Close (55 ft.)    | UC:p.235  |
| [V, S, DF] TARGET: one creature; <b>EFFECT:</b> A single evil creature takes more damage from creatures with a good aura. [SR:Yes; DC:15, no]   |  |                    |                                   |                   |           |
| <b>Litany of Warding</b>  | Transmutation                                  | 1 swift action     | 1 round                           | Personal          | UC:p.235  |
| [V, S, DF] TARGET: You; <b>EFFECT:</b> You gain two additional attacks of opportunity for 1 round.  |  |                    |                                   |                   |           |
| <b>Magic Siege Engine</b>   | Transmutation                                  | 1 standard action  | 12 minutes                        | Touch             | UC:p.236  |
| [V, S, DF] TARGET: one siege engine touched; <b>EFFECT:</b> Siege engine gains +1 on targeting and damage rolls. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]  |  |                    |                                   |                   |           |
| <b>Owl's Wisdom</b>   | Transmutation                                  | 1 standard action  | 12 minutes                        | Touch             | CR:p.318  |
| [V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom. [SR:Yes; DC:15, Will negates (harmless)]  |  |                    |                                   |                   |           |
| <b>Paladin's Sacrifice</b>  | Abjuration                                     | 1 immediate action | Instantaneous                     | Close (55 ft.)    | APG:p.234 |
| [V, DF] TARGET: one creature; <b>EFFECT:</b> Take the damage and effects for another creature. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]   |  |                    |                                   |                   |           |
| <b>Protection from Chaos (Communal)</b>   | Abjuration [Lawful]                            | 1 standard action  | 12 minutes [D]                    | Touch             | UC:p.240  |
| [V, S, M/DF] TARGET: creatures touched; <b>EFFECT:</b> As protection from chaos, but you may divide the duration among creatures touched. [SR:No; see text; DC:15, Will negates (harmless)]   |  |                    |                                   |                   |           |
| <b>Protection from Evil (Communal)</b>  | Abjuration [Good]                              | 1 standard action  | 12 minutes [D]                    | Touch             | UC:p.240  |
| [V, S, M/DF] TARGET: creatures touched; <b>EFFECT:</b> As protection from evil, but you may divide the duration among creatures touched. [SR:No; see text; DC:15, Will negates (harmless)]  |  |                    |                                   |                   |           |
| <b>Remove Paralysis</b>   | Conjuration (Healing)                          | 1 standard action  | Instantaneous                     | Close (55 ft.)    | CR:p.332  |
| [V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You can free one or more creatures from the effects of temporary paralysis or related magic. [SR:Yes (harmless); DC:15, Will negates (harmless)] |  |                    |                                   |                   |           |
| <b>Resist Energy</b>  | Abjuration, AirSchool, EarthSchool, FireSchool | 1 standard action  | 120 minutes                       | Touch             | CR:p.334  |
| [V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]                     |  |                    |                                   |                   |           |
| <b>Righteous Vigor</b>  | Enchantment (Compulsion) [Mind-Affecting]      | 1 standard action  | 12 rounds                         | Touch             | APG:p.239 |
| [V, S, DF] TARGET: creature touched; <b>EFFECT:</b> Boosts attack bonus with each hit. [SR:Yes (harmless); DC:15, Will negates (harmless)]  |  |                    |                                   |                   |           |
| <b>Sacred Bond</b>  | Conjuration (Healing)                          | 1 round            | 120 minutes [D]                   | Touch; see text   | APG:p.240 |
| [V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)] TARGET: creature touched; <b>EFFECT:</b> Cast touch healing spells from a distance. [SR:Yes (harmless); DC:15, Will negates (harmless)]                    |  |                    |                                   |                   |           |
| <b>Saddle Surge</b>   | Transmutation                                  | 1 standard action  | 12 rounds [D]; see text           | Personal          | APG:p.240 |
| [V, S, DF] TARGET: You and your mount; <b>EFFECT:</b> Bonus damage for moving on mount.   |  |                    |                                   |                   |           |
| <b>Shield Companion</b>   | Abjuration                                     | 1 standard action  | 12 hours [D]                      | Close (55 ft.)    | ACG:p.191 |
| [V, S] TARGET: your companion creature; <b>EFFECT:</b> As shield other, but affecting your companion creature. [SR:yes (harmless); DC:15, Will negates (harmless)]  |  |                    |                                   |                   |           |
| <b>Shield Other</b>   | Abjuration                                     | 1 standard action  | 12 hours [D]                      | Close (55 ft.)    | CR:p.342  |
| [V, S, F] TARGET: One creature; <b>EFFECT:</b> This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. [SR:Yes (harmless); DC:15, Will negates (harmless)]      |  |                    |                                   |                   |           |
| <b>Undetectable Alignment</b>   | Abjuration                                     | 1 standard action  | 24 hours                          | Close (55 ft.)    | CR:p.363  |
| [V, S] TARGET: One creature or object; <b>EFFECT:</b> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:15, Will negates (object)]                               |  |                    |                                   |                   |           |

\* =Domain/Specialty Spell

## Paladin Spells

|  |  |                   |                |                |           |
|--|--|-------------------|----------------|----------------|-----------|
| <b>Vestment of the Champion</b>  | <b>Abjuration</b>                                | 1 standard action | 12 minutes     | Touch          | UM:p.247  |
| [V, S] <b>TARGET:</b> Armor or shield touched; <b>EFFECT:</b> Armor or shield gains a +3 enhancement bonus. [SR:No]  |  |                   |                |                |           |
| <b>Wake of Light</b>   | <b>Evocation [Good]</b>                          | 1 standard action | 12 rounds      | 120 ft.        | APG:p.254 |
| [V, S, DF] <b>TARGET:</b> a 10-ft.-wide path in a straight line, up to 120 ft. long; <b>EFFECT:</b> Magical trail aids good creatures, hinders evil ones. [SR:Yes]   |  |                   |                |                |           |
| <b>Weapon of Awe</b>   | <b>Transmutation [Emotion]</b>                   | 1 standard action | 12 minutes     | Touch          | APG:p.256 |
| [V, S, DF] <b>TARGET:</b> weapon touched; <b>EFFECT:</b> Weapon gets +2 on damage rolls. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]   |  |                   |                |                |           |
| <b>Widen Auras</b>   | <b>Transmutation</b>                             | 1 standard action | 12 minutes [D] | Personal       | ACG:p.199 |
| [V] <b>TARGET:</b> you; <b>EFFECT:</b> Increase the range of auras bestowed by your class.   |  |                   |                |                |           |
| <b>Zone of Truth</b>   | <b>Enchantment (Compulsion) [Mind-Affecting]</b> | 1 standard action | 12 minutes     | Close (55 ft.) | CR:p.371  |
| [V, S, DF] <b>TARGET:</b> 20-ft.-radius emanation; <b>EFFECT:</b> Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. [SR:Yes; DC:15, Will negates] |  |                   |                |                |           |

## LEVEL 3 / Per Day:2 / Caster Level:12

| Name  | School  | Time              | Duration                       | Range             | Source    |
|---|---|-------------------|--------------------------------|-------------------|-----------|
| <b>Archon's Aura</b>  | <b>Evocation [Good, Lawful]</b>                     | 1 standard action | 12 minutes                     | 20 ft.            | UM:p.206  |
| [V, S] <b>TARGET:</b> 20-ft. radius centered on you; <b>EFFECT:</b> Aura penalizes enemy attacks and AC. [SR:Yes; DC:16, Will negates]  |   |                   |                                |                   |           |
| <b>Bestow Auras</b>   | <b>Abjuration</b>                                   | 1 standard action | 12 minutes [D]                 | Close (55 ft.)    | ACG:p.175 |
| [V, S] <b>TARGET:</b> one creature; <b>EFFECT:</b> Transfer your paladin or antipaladin auras to another creature. [SR:yes; DC:16, Will negates (harmless)]   |   |                   |                                |                   |           |
| <b>Blade of Bright Victory</b>  | <b>Transmutation [Good]</b>                         | 1 standard action | 12 minutes                     | Touch             | UM:p.208  |
| [V, S] <b>TARGET:</b> Your paladin bonded weapon; <b>EFFECT:</b> Bonded weapon gains ghost touch. [SR:No; DC:16, Will negates (harmless)]   |   |                   |                                |                   |           |
| <b>Blessing of the Mole</b>   | <b>Transmutation</b>                                | 1 round           | 12 minutes                     | Close (55 ft.)    | UM:p.208  |
| [V, S] <b>TARGET:</b> 12 creatures; <b>EFFECT:</b> 12 allies gain darkvision and a +2 Stealth bonus. [SR:Yes (harmless)]  |   |                   |                                |                   |           |
| <b>Burst of Speed</b>   | <b>Transmutation</b>                                | 1 swift action    | see text                       | Personal          | UC:p.225  |
| [V] <b>TARGET:</b> You; <b>EFFECT:</b> You gain increased speed, and your movement ignores attacks of opportunity and allows you to move through the space of creatures larger than you are.  |   |                   |                                |                   |           |
| <b>Cure Moderate Wounds</b>   | <b>Conjuration (Healing)</b>                        | 1 standard action | Instantaneous                  | Touch             | CR:p.263  |
| [V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> When laying your hand upon a living creature, you channel positive energy that cures 2d8+10 points of damage. [SR:Yes (harmless) or yes; see text; DC:16, Will half (harmless) or Will half; see text]   |   |                   |                                |                   |           |
| <b>Daybreak Arrow</b>   | <b>Evocation [light]</b>                            | 1 standard action | 120 minutes                    | Touch             | UC:p.226  |
| [V, S] <b>TARGET:</b> up to 50 pieces of ammunition, all of which must be together at the time of casting; <b>EFFECT:</b> Targeted ammunition exudes radiant energy. [SR:Yes (harmless, object); DC:16, Fortitude negates (harmless, object)]   |   |                   |                                |                   |           |
| <b>Daylight</b>   | <b>Evocation [Light]</b>                            | 1 standard action | 120 minutes [D]                | Touch             | CR:p.264  |
| [V, S] <b>TARGET:</b> Object touched; <b>EFFECT:</b> You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. [SR:No]   |   |                   |                                |                   |           |
| <b>Deadly Juggernaut</b>  | <b>Necromancy [Death]</b>                           | 1 standard action | 12 minutes                     | Personal          | UC:p.226  |
| [V, S] <b>TARGET:</b> You; <b>EFFECT:</b> Your might increases with every kill you make.  |   |                   |                                |                   |           |
| <b>Delay Poison (Communal)</b>  | <b>Conjuration (Healing)</b>                        | 1 standard action | 12 hours                       | Touch             | UC:p.227  |
| [V, S, DF] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> As delay poison, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]  |   |                   |                                |                   |           |
| <b>Discern Lies</b>   | <b>Divination</b>                                   | 1 standard action | Concentration, up to 12 rounds | Close (55 ft.)    | CR:p.270  |
| [V, S, DF] <b>TARGET:</b> 12 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. [SR:No; DC:16, Will negates]   |   |                   |                                |                   |           |
| <b>Dispel Magic</b>   | <b>Abjuration</b>                                   | 1 standard action | Instantaneous                  | Medium (220 ft.)  | CR:p.272  |
| [V, S] <b>TARGET:</b> One spellcaster, creature, or object; <b>EFFECT:</b> You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. [SR:No]  |   |                   |                                |                   |           |
| <b>Divine Transfer</b>  | <b>Necromancy</b>                                   | 1 standard action | 12 rounds                      | Touch             | APG:p.216 |
| [V, S] <b>TARGET:</b> living creature touched; <b>EFFECT:</b> Transfer hit points and give DR/evil to target creature. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]   |   |                   |                                |                   |           |
| <b>Fire of Judgment</b>   | <b>Evocation</b>                                    | 1 swift action    | 12 rounds                      | special; see text | APG:p.221 |
| [V, S] <b>TARGET:</b> one creature; <b>EFFECT:</b> Smited creature takes damage when it attacks. [SR:Yes; DC:16, Will partial]  |   |                   |                                |                   |           |
| <b>Ghostbane Dirge, Mass</b>  | <b>Transmutation</b>                                | 1 standard action | 12 rounds                      | Close (55 ft.)    | APG:p.225 |
| [V, S, M/DF (an old reed from a wind instrument)] <b>TARGET:</b> 12 incorporeal creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> As ghostbane dirge, but affecting multiple creatures. [SR:Yes; DC:16, Will negates]  |   |                   |                                |                   |           |
| <b>Heal Mount</b>   | <b>Conjuration (Healing)</b>                        | 1 standard action | Instantaneous                  | Touch             | CR:p.294  |
| [V, S] <b>TARGET:</b> Your mount touched; <b>EFFECT:</b> This spell functions like heal, but it affects only the paladin's special mount [typically a horse]. [SR:Yes (harmless); DC:16, Will negates (harmless)]   |   |                   |                                |                   |           |
| <b>Holy Whisper</b>   | <b>Evocation [Good]</b>                             | 1 standard action | Instantaneous                  | 30 ft.            | APG:p.228 |
| [V, S] <b>TARGET:</b> cone-shaped burst; <b>EFFECT:</b> Whisper sickens evil creatures, gives good creatures bonuses. [SR:Yes; DC:16, Fortitude negates; see text]  |   |                   |                                |                   |           |
| <b>Litany of Escape</b>   | <b>Conjuration (Teleportation) [Language-Depen]</b> | 1 swift action    | instantaneous                  | Close (55 ft.)    | UC:p.234  |
| [V, S, DF] <b>TARGET:</b> one willing creature that is grappled; <b>EFFECT:</b> Teleports a friend out of a grapple. [SR:Yes; DC:16, no]  |   |                   |                                |                   |           |
| <b>Litany of Sight</b>  | <b>Divination</b>                                   | 1 swift action    | 1 round                        | Personal          | UC:p.235  |
| [V, S, DF] <b>TARGET:</b> You; <b>EFFECT:</b> You can see invisible creatures and objects within 30 feet of you. [SR:Yes; DC:16, no]  |   |                   |                                |                   |           |
| <b>Magic Circle against Chaos</b>   | <b>Abjuration [Lawful]</b>                          | 1 standard action | 120 minutes                    | Touch             | CR:p.308  |
| [V, S, M/DF] <b>TARGET:</b> 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either. [SR:No; see text; DC:16, Will negates (harmless)]   |   |                   |                                |                   |           |
| <b>Magic Circle against Evil</b>  | <b>Abjuration [Good]</b>                            | 1 standard action | 120 minutes                    | Touch             | CR:p.308  |
| [V, S, M/DF] <b>TARGET:</b> 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. [SR:No; see text; DC:16, Will negates (harmless)]   |   |                   |                                |                   |           |
| <b>Magic Weapon (Greater)</b>   | <b>Transmutation [MetalSchool]</b>                  | 1 standard action | 12 hours                       | Close (55 ft.)    | CR:p.310  |
| [V, S, M/DF] <b>TARGET:</b> One weapon or 50 projectiles [all of which must be together at the time of casting]; <b>EFFECT:</b> This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +3. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]  |   |                   |                                |                   |           |
| <b>Mantle of Calm</b>   | <b>Enchantment (Compulsion) [Emotion, Mind_#1]</b>  | 1 standard action | 12 rounds [D]                  | Personal          | ACG:p.186 |
| [V, S, DF] <b>TARGET:</b> you; <b>EFFECT:</b> Neutralize the rage effects of those who have attacked you. [SR:no and yes (see text); DC:16, none and Will negates (see text)]   |   |                   |                                |                   |           |
| <b>Marks of Forbiddance</b>   | <b>Abjuration [Mind-Affecting]</b>                  | 1 standard action | 12 rounds                      | Close (55 ft.)    | APG:p.232 |
| [V, S] <b>TARGET:</b> one enemy and one ally; <b>EFFECT:</b> Makes 2 creatures pass Will saves in order to attack each other. [SR:Yes; DC:16, Will negates; see text]   |   |                   |                                |                   |           |
| <b>Prayer</b>   | <b>Enchantment (Compulsion) [Mind-Affecting]</b>    | 1 standard action | 12 rounds                      | 40 ft.            | CR:p.324  |
| [V, S, DF] <b>TARGET:</b> All allies and foes within a 40-ft.-radius burst centered on you; <b>EFFECT:</b> You bring special favor upon yourself and your allies while bringing disfavor to your enemies. [SR:Yes]  |   |                   |                                |                   |           |
| <b>Remove Blindness/Deafness</b>  | <b>Conjuration (Healing)</b>                        | 1 standard action | Instantaneous                  | Touch             | CR:p.332  |
| [V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Remove blindness/deafness cures blindness or deafness. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]  |   |                   |                                |                   |           |
| <b>Remove Curse</b>   | <b>Abjuration</b>                                   | 1 standard action | Instantaneous                  | Touch             | CR:p.332  |
| [V, S] <b>TARGET:</b> Creature or object touched; <b>EFFECT:</b> Remove curse can remove all curses on an object or a creature. [SR:Yes (harmless); DC:16, Will negates (harmless)]   |   |                   |                                |                   |           |
| <b>Resilient Reservoir</b>  | <b>Transmutation</b>                                | 1 standard action | 12 rounds                      | Personal          | ARG:p.49  |
| [V, S] <b>TARGET:</b> See Description; <b>EFFECT:</b> This spell creates a magical well of retribution that a caster can unleash with blinding speed. Upon casting this spell, damage from melee attacks and touch spells gets transferred into a special pool that you then redirect before the spell's duration expires. Each time you are struck by a melee attack or touch spell that deals hit point damage, 1 point of damage is negated and transferred into the reservoir created by this spell. The total number of points in the reservoir cannot exceed your caster level [to a maximum of 20 points at 20th level]. As an immediate action, anytime before the spell's duration expires, you can release some or all of the energy of the reservoir, granting yourself an insight bonus on one skill check, attack roll, damage roll, or combat maneuver check, but you must do so before the roll is made. This bonus is equal to the number of points in the reservoir. For every five caster levels, you may call upon the reservoir one additional time [maximum of four times at 15th level]. If you are reduced to negative hit points while you are under the effect of this spell, the spell automatically release the remaining magic of the reservoir in a concussive blast of force. All creatures within a 15-foot radius take 1d6 points of force damage per 2 points remaining in the reserve [maximum of 10d6]. A successful Reflex save halves this damage, and spell resistance applies to this effect. [SR:Yes; DC:16, Reflex half] |   |                   |                                |                   |           |
| <b>Resist Energy (Communal)</b>   | <b>Abjuration</b>                                   | 1 standard action | 120 minutes                    | Touch             | UC:p.242  |
| [V, S, DF] <b>TARGET:</b> creatures touched; <b>EFFECT:</b> As resist energy, but you may divide the duration among creatures touched. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]   |   |                   |                                |                   |           |
| <b>Sanctify Armor</b>   | <b>Abjuration [Good]</b>                            | 1 standard action | 12 minutes                     | Touch             | APG:p.240 |
| [V, S] <b>TARGET:</b> armor touched; <b>EFFECT:</b> +3 AC. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]  |   |                   |                                |                   |           |
| <b>Shield of Fortification (Greater)</b>  | <b>Abjuration</b>                                   | 1 standard action | 12 minutes                     | Touch             | ACG:p.192 |
| [V, S, DF] <b>TARGET:</b> creature touched; <b>EFFECT:</b> Target gains a 50% chance to treat critical hits and sneak attacks as normal hits. [SR:yes (harmless); DC:16, Fortitude negates (harmless)]  |   |                   |                                |                   |           |

\* =Domain/Specialty Spell

## Paladin Spells

|   |                                 |                   |                               |                          |           |
|---|---------------------------------|-------------------|-------------------------------|--------------------------|-----------|
| <b>Stunning Barrier (Greater)</b>   | <b>Abjuration</b>               | 1 standard action | 12 rounds or until discharged | Personal                 | ACG:p.195 |
| [V, S] <b>TARGET:</b> you; <b>EFFECT:</b> 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)] |                                 |                   |                               |                          |           |
| <b>Wrathful Mantle</b>  | <b>Evocation [Force, Light]</b> | 1 standard action | 12 minutes                    | Touch or 5 ft.; see text | APG:p.257 |
| [V, S, DF] <b>TARGET:</b> creature touched or all creatures within 5 ft.; see text; <b>EFFECT:</b> Subject shines and gets 3 on all saves. [SR:Yes (harmless); DC:16, Will negates (harmless)]                |                                 |                   |                               |                          |           |

\* =Domain/Speciality Spell

## 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<br>(Communal) (DC:15) |                |
| Knight's Calling (DC:14) | Remove Paralysis (DC:15)                   |                |
| Tactical Acumen (DC:14)  |  |                |

# Kyrmanath

Half-Elf (Chelaxian)

RACE

45

AGE

Female

GENDER

Low-Light Vision

VISION

Lawful Good

ALIGNMENT

Left

DOMINANT HAND

5' 10"

HEIGHT

155 lbs.

WEIGHT

Grey

EYE COLOUR

Blanc

SKIN COLOUR

Black, Long

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Cheliox

REGION

Sarenrae

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

GP 7574,5

**Biography:**

