

## Mowgli

CHARACTER LEVEL (favored class = Cleric )

## ALIGNMENT

RACE

SIZE

GEN DEF

AGE

HEIGHT

WEIGHT

DEITY

SKIN

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> Strength	10	+0		
<b>DEX</b> Dexterity	10	+0		
<b>CON</b> Constitution	10	+0		
<b>INT</b> Intelligence	10	+0		
<b>WIS</b> Wisdom	22	+6		
<b>CHA</b> Charisma	20	+5		

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE

+0	=	0	+	0		HERO PTS
TOTAL		DEX MODIFIER		MISC MODIFIER		

19 = 10 +  +  +  +   
 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER  
 +  +  +  +   
 NATURAL DEFLECTION MISC DODGE  
 ARMOR MODIFIER MODIFIER BONUS

TOUCH 19

FLAT-FOOTED 19

**SPEED LAND**

30 FT. 6 SQ.		30 FT. 6 SQ.	
BASE SPEED		WITH ARMOR	
FT.	FT.	FT.	FT.
FLY	MANEUVERABILITY	SWIM	CLIMB
BURROW			

#### TEMP MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	11	= 8	+	3	+	
<b>REFLEX</b> (DEXTERITY)	8	= 5	+	3	+	
<b>WILL</b> (WISDOM)	17	= 8	+	6	+	

BASE ATTACK BONUS	+6	SPELL RESISTANCE	
-------------------	----	------------------	--

**CMB** 13 = 6 + 0 + 0

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

**CMD** 25 = 6 + 0 + 0 + 0 + 10

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

ATTACK BONUS CRITICAL

Dagger		+6/+1	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P/S	10'	x2	1d4

ATTACK BONUS CRITICAL

Shuriken		+12/+7	20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P	10'	x20	1d2

ATTACK BONUS CRITICAL

Unarmed Strike FoB +11/+6		+12/+7	20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d8

### Skill Names

✓Acrobatics 🟡	8	=Dex	0	+	5 + 3	+
✓Appraise	0	=Int	0	+	0	+
✓Bluff	10	=Cha	5	+	1 + 3	+
✓Climb 🟡	5	=Str	0	+	2 + 3	+
✓Diplomacy	15	=Cha	5	+	5 + 3	+
Disguise	5	=Cha	5	+	0	+
✓Escape Artist 🟡	0	=Dex	0	+	0	+
Fly 🟡	0	=Dex	0	+	0	+
✓Heal	15	=Wis	6	+	4 + 3	+
✓Intimidate	10	=Cha	5	+	2 + 3	+
✓Linguistics 📘	5	=Int	0	+	2 + 3	+
✓Perception	20	=Wis	6	+	4 + 3	+
✓Ride 🟡	0	=Dex	0	+	0	+
✓Sense Motive	10	=Wis	6	+	1 + 3	+
✓Stealth 🟡	0	=Dex	0	+	0	+
Survival	6	=Wis	6	+	0	+
✓Swim 🟡	5	=Str	0	+	2 + 3	+

✓ = Class Skill, 📖 = Trained Only, 🛡️ = Armor Check Penalty Applies

Irthian, Venzan, Celestial, Common



## COMBAT MANEUVERS

Maneuver	CMB	CMD
Bull Rush	+13	25
Dirty Trick	+13	25
Disarm	+13	25
Drag	+13	25
Feint	+13	25
Grapple	+15	27
Overrun	+13	25
Pull	+13	25
Push	+13	25
Reposition	+13	25
Steal	+13	25
Sunder	+13	25
Trip	+13	25

## MONEY

Platinum	0
Gold	471
Silver	1
Copper	9
Valuables	0

## ENCUMBRANCE

Current	12 lbs
Light	33 lbs
Medium	66 lbs
Heavy	100 lbs

## EXPERIENCE

Current	34000
Next Level	

## TRAIT SUMMARY

Bullied  
Fast-Talker

## SPECIAL ABILITY/FEATURE SUMMARY

AC Bonus +7  
 Advice (10 rounds/day) (Ex)  
 Advice: Inspire Competence +2 (Su)  
 Advice: Inspire Courage +1 (Su)  
 Aura (Ex)  
 Calming Touch (9/day) (Sp)  
 Channel Positive Energy 2d6 (10/day) (DC 17) (Su)  
 Cleric Domain: Home  
 Cleric Domain: Leadership  
 Damage Resistance, Acid (5)  
 Damage Resistance, Cold (5)  
 Damage Resistance, Electricity (5)  
 Darkvision (60 feet)  
 Daylight (1/day) (Sp)  
 Insightful Strike +6 melee, +6 ranged (Ex)  
 Inspiring Command (2 allies) (Su)  
 Ki Defense (Su)  
 Ki Pool (Su)  
 Ki Strike, Magic (Su)  
 Maneuver Training (Ex)  
 Slow Fall 20' (Ex)  
 Spontaneous Casting  
 Still Mind (Ex)  
 Stunning Fist (Stun, Fatigue) (Ex)  
 Unarmed Strike (1d8)

## FEAT SUMMARY

Crushing Blow (-6)  
 Extra Channel  
 Improved Grapple  
 Improved Unarmed Strike  
 Mantis Style  
 Monk Weapon Proficiencies  
 Selective Channeling  
 Stunning Fist (6/day) (DC 22)

## TRACKED RESOURCES

Resource	Max.	Used
Advice (10 rounds/day) (Ex)	10	
Calming Touch (9/day) (Sp)	9	
Channel Positive Energy 2d6 (10/day) (DC 17) (Su)	10	
Dagger	2	
Daylight (1/day) (Sp)	1	
Healer's kit (10 uses)	10	
Inspiring Command (2 allies) (Su)	9	
Ki Pool (Su)	8	
Rations, trail (per day)	10	
Shaving Kit	50	
Shuriken	20	
Stunning Fist (6/day) (DC 22)	6	
Sunrod	5	

## MAGIC ITEM SUMMARY

Qty	Item	Slot	Weight
1	Cloak of Resistance, +3	Shoulders	1 lb
1	Eyes of the Eagle	Eyes	
1	Handy Haversack (37 @ 52 lbs)		5 lbs
1	Headband of Mental Prowess, WIS & CHA +2	Headband	1 lb
1	Ring of Arcane Signets	Ring	
1	Ring of Protection, +2	Ring	

## EQUIPMENT

Qty	Item	Weight
1	Bag, Waterproof (empty)	0.5 lbs
1	Bedroll	5 lbs
1	Caltrops	2 lbs
1	Cooking kit	2 lbs
1	Crowbar	5 lbs
2	Dagger	2lbs
1	Flint and steel	
1	Grappling hook	4 lbs
1	Healer's kit (10 uses)	1 lb
1	Holy symbol, silver: Quaren	1 lb
2	Ink (1 oz. vial, black)	
1	Inkpen	
2	Iron Spike	2lbs
1	Lantern, hooded waterproof	2 lbs
1	Mirror, small steel	0.5 lbs
10	Rations, trail (per day)	10lbs
1	Rope, silk (50 ft.)	5 lbs
1	Shaving Kit	0.5 lbs
20	Shuriken	2lbs
1	Soap (per lb)	1 lb
5	Sunrod	5lbs
1	Tent, Small	5 lbs
1	Travelling Spellbook (blank)	1 lb
1	Twine (50')	0.5 lbs
1	Whistle, Signal	

## TRAITS

### **Bullied** (Combat)

You were bullied often as a child, and you are now constantly ready to defend yourself with your fists when an enemy comes near. You gain a +1 trait bonus on attacks of opportunity attack rolls made with unarmed strikes. Note that this trait does not grant the ability to make attacks of opportunity with your unarmed strikes—you'll need to take a level of monk, the Improved Unarmed Strike feat, or some other similar power to gain the use of this character trait. However, that doesn't prevent you from selecting this trait. You'll simply not be able to make use of it until a later point if you do.

### **Fast-Talker** (Social)

You had a knack at getting yourself into trouble as a child, and as a result developed a silver tongue at an early age. Benefit: You gain a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you.

## SPECIAL ABILITIES/FEATURES

### **AC Bonus +7**

When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

### **Advice (10 rounds/day) (Ex)**

A sensei's advice is identical to bardic performance (using oratory), allowing him to inspire courage at 1st level, inspire competence at 3rd level, and inspire greatness at 9th level, as a bard of the sensei's level, usable a total number of rounds per day equal to his level + his Wisdom modifier (minimum 1). This ability replaces flurry of blows, fast movement, and improved evasion.

### **Advice: Inspire Competence +2 (Su)**

A bard of 3rd level or higher can use his performance to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components. Addition from Advice: The sensei uses Perform (oratory) for their performance skill.

### **Advice: Inspire Courage +1 (Su)**

A 1st level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance. Addition from Advice: The sensei uses Perform (oratory) for their performance skill.

### **Aura (Ex)**

A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

### **Calming Touch (9/day) (Sp)**

You can touch a creature as a standard action to heal it of 1d6 points of nonlethal damage + 1 point per cleric level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

### **Channel Positive Energy 2d6 (10/day) (DC 17) (Su)**

A good cleric (or neutral cleric of a good deity) can channel positive energy. Evil clerics (or neutral clerics of evil deities) channel negative energy. A cleric who meets neither of those criteria can do one, but not the other (player's choice - this also determines whether he can spontaneously Cure or Inflict). You can channel energy Charisma modifier + 3 times per day.

### **Cleric Domain: Home**

Associated Domain: Community

### **Cleric Domain: Leadership**

Associated Domain: Nobility

### **Damage Resistance, Acid (5)**

You have the specified Damage Resistance against Acid attacks.

### **Damage Resistance, Cold (5)**

You have the specified Damage Resistance against Cold attacks.

### **Damage Resistance, Electricity (5)**

You have the specified Damage Resistance against Electricity attacks.

### **Darkvision (60 feet)**

You can see in the dark (black and white vision only).

### **Daylight (1/day) (Sp)**

Aasimars can use daylight once per day as a spell-like ability (caster level equals the aasimar's class level).

### **Insightful Strike +6 melee, +6 ranged (Ex)**

At 2nd level, a sensei may use his Wisdom bonus in lieu of his Strength or Dexterity on attack rolls and combat maneuver checks with unarmed strikes or monk weapons. This ability replaces evasion and the bonus feat gained at 2nd level.

### **Inspiring Command (2 allies) (Su)**

As a standard action, you can issue an inspiring command to your allies. The inspiring command affects one ally plus one additional ally for every three cleric levels you possess, who must all be within 30 feet of you. Affected allies gain a +2 insight bonus on attack rolls, AC, combat maneuver defense, and skill checks for 1 round. This is a language-dependent mind-affecting effect. You can use this power a number of times per day equal to 3 + your Wisdom modifier.

### **Ki Defense (Su)**

A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

### **Ki Pool (Su)**

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier. A monk gains additional powers that consume points from his ki pool as he gains levels. The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. For a Ninja, the Ki Pool is based on Charisma, rather than Wisdom.

### **Ki Strike, Magic (Su)**

At 4th level, ki strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

### **Maneuver Training (Ex)**

For the purpose of calculating CMB, you add your full monk levels, rather than 3/4 of your monk levels.

### **Slow Fall 20' (Ex)**

At 4th level or higher, a monk within arm's reach of a wall can use it to slow his descent. When first gaining this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The monk's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his monk level until at 20th level he can use a nearby wall to slow his descent and fall any distance without harm.

### **Spontaneous Casting**

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name). An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name). A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

### **Still Mind (Ex)**

A monk of 3rd level or higher gains a +2 bonus on saving throws against enchantment spells and effects.

### **Stunning Fist (Stun, Fatigue) (Ex)**

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

### **Unarmed Strike (1d8)**

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table: Monk. The unarmed damage values listed on Table: Monk is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage.

## **FEATS**

### **Crushing Blow (-6) (Combat)**

Your focus allows you to smash your enemy's defenses.

**Prerequisites:** Improved Unarmed Strike, Stunning Fist.

**Benefit:** You can make a Stunning Fist attempt as a full-round action. If successful, instead of stunning your target, you reduce the target's AC by an amount equal to your Wisdom modifier for 1 minute. This penalty does not stack with other penalties applied due to Crushing Blow.

### **Extra Channel**

You can channel divine energy more often.

**Prerequisite:** Channel energy class feature.

**Benefit:** You can channel energy two additional times per day.

**Special:** If a paladin with the ability to channel positive energy takes this feat, she can use lay on hands four additional times a day, but only to channel positive energy. Note: For Paladins, this feat will display as its own tracker, separate from Channel Positive Energy and Lay on Hands, to make tracking its uses easier.

#### **Improved Grapple** (Combat)

You are skilled at grappling opponents.

**Prerequisite:** Dex 13, Improved Unarmed Strike.

**Benefit:** You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

**Normal:** You provoke an attack of opportunity when performing a grapple combat maneuver.

#### **Improved Unarmed Strike** (Combat)

You are skilled at fighting while unarmed.

**Benefit:** You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

**Normal:** Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

#### **Mantis Style** (Combat, Combat Style)

You have learned to target vital areas with crippling accuracy.

**Prerequisites:** Improved Unarmed Strike, Stunning Fist, Heal 3 ranks.

**Benefit:** You gain one additional Stunning Fist attempt per day. While using this style, you gain a +2 bonus to the DC of effects you deliver with your Stunning Fist.

#### **Monk Weapon Proficiencies**

**Benefit:** You are proficient with the Club, Crossbow (Light and Heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Sickle, Siangham and Sling.

**Normal:** When using a weapon with which you are not proficient, you are at -4 to attack rolls.

#### **Selective Channeling**

You can choose whom to affect when you channel energy.

**Prerequisite:** Cha 13, channel energy class feature.

**Benefit:** When you channel energy, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your channeled energy.

**Normal:** All targets in a 30-foot burst are affected when you channel energy. You can only choose whether or not you are affected.

#### **Stunning Fist (6/day) (DC 22)** (Combat)

You know just where to strike to temporarily stun a foe.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

**Special:** A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

## MAGIC ITEMS

#### **Cloak of Resistance, +3** (Shoulders)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will). Faint abjuration; CL 5th; Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus; Price 9,000 gp; Weight 1 lb.

#### **Eyes of the Eagle** (Eyes)

These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 competence bonus on Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as she covers her other eye. Of course, she can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness. Faint divination; CL 3rd; Craft Wondrous Item, clairaudience/clairvoyance; Price 2,500 gp.

#### **Handy Haversack (37 @ 52 lbs)**

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the

backpack always weighs only 5 pounds. While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does. Construction Requirements Craft Wondrous Item, secret chest; Cost 1,000 gp

**Headband of Mental Prowess, WIS & CHA +2** (Headband)

This simple copper headband has a small yellow gem set so that it rests upon the forehead of the wearer. The headband grants an enhancement bonus to Wisdom and Charisma of +2, +4, or +6. Moderate transmutation; CL 16th; Craft Wondrous Item, eagle's splendor, owl's wisdom; Price 10,000 gp; Weight 1 lb.

**Ring of Arcane Signets** (Ring)

The amorphous, approximately 1-inch-square chunk of rosy crystal that dominates this otherwise plain copper ring forms itself into a specific rune, sigil, or similar identifying marker each time a person first puts it on. If the wearer expects this to occur, he can cause the crystal to adopt any shape he wishes. If the wearer does not expect this to occur, the crystal instead molds itself into an image that symbolizes the wearer or some dominant facet of his personality. Once the crystal assumes this initial form, it always does so whenever the wearer puts on the ring. The wearer can, as a standard action, embed this image on any object (as if using arcane mark) simply by pressing the ring against it. The wearer may choose the color and other cosmetic features of the image each time he uses the ring. The brand is otherwise permanent unless removed by dispel magic, erase, or a more powerful spell. Construction Requirements Forge Ring, arcane mark; Cost 500 gp

**Ring of Protection, +2** (Ring)

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC. Faint abjuration; CL 5th; Forge Ring, shield of faith, caster must be of a level at least three times greater than the bonus of the ring; Price 8,000 gp.

## CLERIC SPELLS

Spell Level:	0	1	2
Casts Per Day:	4	5	4

**Concentration Check:** d20 + caster level +5/+6 (Wisdom modifier)

**Casting Defensively:** DC 15 + (spell level x 2)

### SPELLS PREPARED

Level	Spell	Casting Time	Range	Save Spell DC	Resist	Duration
0	Detect Magic	1 action	60 ft.	16	No	Concentration, up to 1 min./level (D)
0	Guidance	1 action	Touch	16	Yes	1 minute or until discharged
0	Read Magic	1 action	Personal	16		10 min./level
0	Stabilize	1 action	Close (25 + 5 ft./2 levels)	16	Yes (harmless)	Instantaneous
1d	Bless	1 action	50 ft.	17	Yes (harmless)	1 min./level
1	Murderous Command	1 action	Close (25 + 5 ft./2 levels)	17	Yes	1 round
1	Ray of Sickening	1 action	Close (25 + 5 ft./2 levels)	17	Yes	1 round/level
1	Sanctuary (x2)	1 action	Touch	17	No	1 round/level
1	Shield of Faith	1 action	Touch	17	Yes (harmless)	1 min./level
2	Bull's Strength	1 action	Touch	18	Yes (harmless)	1 min./level
2	Protection from Evil, Communal (x2)	1 action	Touch	18	No; see text	1 min./level (D) split among the recipients
2d	Shield Other	1 action	Close (25 + 5 ft./2 levels)	18	Yes (harmless)	1 hour/level (D)
2	Spiritual Weapon	1 action	Medium (100 + 10 ft./level)	18	Yes	1 round/level (D)

#### LEVEL 0 SPELLS PREPARED

##### Detect Magic

**School** Divination

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** 60 ft.

**Area** Cone-shaped emanation

**Duration** Concentration, up to 1 min./level (D)

**Saving Throw** None; **Spell Resistance** No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingered Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength - Duration of Lingered Aura Faint - 1d6 rounds Moderate - 1d6 minutes Strong - 1d6 x 10 minutes Overwhelming - 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell.

##### Guidance

**School** Divination, Void Elemental

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Touch

**Target(s)** Creature touched

**Duration** 1 minute or until discharged

**Saving Throw** DC 16 Will negates (harmless); **Spell Resistance** Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

##### Read Magic

**School** Divination

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

**Range** Personal

**Target(s)** You

**Duration** 10 min./level

**Saving Throw** DC 16 ; **Spell Resistance**

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level). Read magic can be made permanent with a permanency spell.

### Stabilize

**School** Conjunction (Healing)

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Close (25 + 5 ft./2 levels)

**Target(s)** One living creature

**Duration** Instantaneous

**Saving Throw** DC 16 Will negates (harmless); **Spell Resistance** Yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

## **LEVEL 1 SPELLS PREPARED**

### Bless

**School** Enchantment (Compulsion)

**Casting Time** 1 action

**Components** Verbal, Somatic, Divine Focus

**Range** 50 ft.

**Area** The caster and all allies within a 50-ft. burst, centered on the caster

**Duration** 1 min./level

**Saving Throw** None; **Spell Resistance** Yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

### Murderous Command

**School** Enchantment (Compulsion)

**Casting Time** 1 action

**Components** Verbal

**Range** Close (25 + 5 ft./2 levels)

**Target(s)** one living creature

**Duration** 1 round

**Saving Throw** DC 17 Will negates; **Spell Resistance** Yes

You give the target a mental urge to kill its nearest ally, which it obeys to the best of its ability. The target attacks its nearest ally on its next turn with a melee weapon or natural weapon. If necessary, it moves to or charges to the nearest ally in order to make this attack. If it is unable to reach its closest ally on its next turn, the target uses its turn to get as close as possible to the ally.

### Ray of Sickening

**School** Necromancy

**Casting Time** 1 action

**Components** Verbal, Somatic

**Range** Close (25 + 5 ft./2 levels)

**Duration** 1 round/level

**Saving Throw** DC 17 Fortitude Half; **Spell Resistance** Yes

This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save.

### Sanctuary (x2)

**School** Abjuration

**Casting Time** 1 action

**Components** Verbal, Somatic, Divine Focus

**Range** Touch

**Target(s)** Creature touched

**Duration** 1 round/level

**Saving Throw** DC 17 Will negates; **Spell Resistance** No

Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area of effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or



otherwise act.

### **Shield of Faith**

**School** Abjuration

**Casting Time** 1 action

**Components** Verbal, Somatic, Material

**Range** Touch

**Target(s)** Creature touched

**Duration** 1 min./level

**Saving Throw** DC 17 Will negates (harmless); **Spell Resistance** Yes (harmless)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

## **LEVEL 2 SPELLS PREPARED**

### **Bull's Strength**

**School** Transmutation

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target(s)** Creature touched

**Duration** 1 min./level

**Saving Throw** DC 18 Will negates (harmless); **Spell Resistance** Yes (harmless)

The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

### **Protection from Evil, Communal (x2)**

**School** Abjuration

**Casting Time** 1 action

**Components** Verbal, Somatic, Material or Divine Focus

**Range** Touch

**Target(s)** Creatures touched

**Duration** 1 min./level (D) split among the recipients

**Saving Throw** DC 18 Will negates (harmless); **Spell Resistance** No; see text

This spell functions like protection from evil, except you divide the duration in 1-minute intervals among the creatures touched.

### **Shield Other**

**School** Abjuration

**Casting Time** 1 action

**Components** Verbal, Somatic, Focus

**Range** Close (25 + 5 ft./2 levels)

**Target(s)** One creature

**Duration** 1 hour/level (D)

**Saving Throw** DC 18 Will negates (harmless); **Spell Resistance** Yes (harmless)

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. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends.

### **Spiritual Weapon**

**School** Evocation

**Casting Time** 1 action

**Components** Verbal, Somatic, Divine Focus

**Range** Medium (100 + 10 ft./level)

**Effect** Magic weapon of force

**Duration** 1 round/level (D)

**Saving Throw** None; **Spell Resistance** Yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to

redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action. A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object). If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

Hero Lab® and the Hero Lab logo are Registered Trademarks of LWD Technology, Inc. Free download at <http://www.wolflair.com> Pathfinder® and associated marks and logos are trademarks of Paizo Publishing, LLC®, and are used under license.