

Kanala d'Arbaso

Mowgli

Fighter (Archer) 2. Oracle 1

CHARACTER LEVEL (favored class = Oracle)

Human

RACE

DEITY

Medium

SIZE

Brown

SKIN

True Neutral

ALIGNMENT

Female

GENDER

22

AGE

5' 7"

HEIGHT

Black

HAIR

125lb.

WEIGHT

Hazel

EYES



ABILITIES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	12	+1		
DEX Dexterity	13	+1		
CON Constitution	10	+0		
INT Intelligence	14	+2		
WIS Wisdom	10	+0		
CHA Charisma	18	+4		

HP	TOTAL	DR
HIT POINTS	24	

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	HERO PTS
+1 = 1 + 0	0
TOTAL	DEX MOD.
	MISC MOD.

AC 12	= 10 +		+ 1	+ 1	TOUCH 12
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER
		NATURAL ARMOR	DEFLECT MODIFIER	MISC MODIFIER	DODGE BONUS
					FLAT-FOOTED 10

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	3	3				
REFLEX (DEXTERITY)	1		1			
WILL (WISDOM)	2	2				

Situational Modifiers

All Saves: +2 trait bonus vs. charm and compulsion

BASE ATTACK BONUS +2	SPELL RESISTANCE
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CMB 3	= 2 + 1 + 0
TOTAL	BASE ATTACK
CMD 15	= 2 + 1 + 1 + 0 + 10
TOTAL	BASE ATTACK
	STRENGTH MODIFIER
	DEXTERITY MODIFIER
	SIZE MODIFIER

WEAPON			ATTACK BONUS	CRITICAL
Halberd			+3	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P/S			1d10+1	

WEAPON			ATTACK BONUS	CRITICAL
Spear			+3	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P	20'		1d8+1	

WEAPON			ATTACK BONUS	CRITICAL
Quarterstaff			+3	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d6+1	

WEAPON			ATTACK BONUS	CRITICAL
Dagger			+3	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P/S	10'		1d4+1	

WEAPON			ATTACK BONUS	CRITICAL
Cestus			+3	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B/P			1d4+1	

WEAPON			ATTACK BONUS	CRITICAL
Darkwood Composite longbow (Str +1)			+5	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P	115'		1d8+1	

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

SKILLS

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	1	=Dex	1 + 0	
Appraise	2	=Int	2 + 0	
Bluff	4	=Cha	4 + 0	
✓Climb	1	=Str	1 + 0	
✓Diplomacy	8	=Cha	4 + 1 + 3	
Disable Device	-1	=Dex	1 + 0	
Disguise	4	=Cha	4 + 0	
Escape Artist	1	=Dex	1 + 0	
Fly	1	=Dex	1 + 0	
✓Handle Animal	4	=Cha	4 + 0	
✓Heal	4	=Wis	0 + 1 + 3	
✓Intimidate	8	=Cha	4 + 1 + 3	
✓Knowledge (arcana)	6	=Int	2 + 1 + 3	
✓Knowledge (dungeoneering)	6	=Int	2 + 1 + 3	
✓Knowledge (engineering)	6	=Int	2 + 1 + 3	
✓Knowledge (geography)	6	=Int	2 + 1 + 3	
✓Knowledge (history)	6	=Int	2 + 1 + 3	
✓Knowledge (local)	6	=Int	2 + 1 + 3	
✓Knowledge (nature)	6	=Int	2 + 1 + 3	
✓Knowledge (nobility)	6	=Int	2 + 1 + 3	
✓Knowledge (planes)	6	=Int	2 + 1 + 3	
✓Knowledge (religion)	6	=Int	2 + 1 + 3	
✓Linguistics	6	=Int	2 + 1 + 3	
Perception	1	=Wis	0 + 0	
✓Profession (medium)	4	=Wis	0 + 1 + 3	
✓Profession (soldier)	4	=Wis	0 + 1 + 3	
✓Ride	1	=Dex	1 + 0	
✓Sense Motive	4	=Wis	0 + 1 + 3	
Sleight of Hand	1	=Dex	1 + 0	
✓Spellcraft	2	=Int	2 + 0	
Stealth	1	=Dex	1 + 0	
✓Survival	4	=Wis	0 + 1 + 3	
✓Swim	1	=Str	1 + 0	
Use Magic Device	4	=Cha	4 + 0	

✓ = Class Skill, ■ = Trained Only, ■ = Armor Check Penalty Applies

LANGUAGES

Celestial • Common • Dwarven • Elven • Orc

COMBAT MANEUVERS		
Maneuver	CMB	CMD
Bull Rush	+3	15
Dirty Trick	+3	15
Disarm	+3	15
Drag	+3	15
Feint	+3	15
Grapple	+3	15
Overrun	+3	15
Pull	+3	15
Push	+3	15
Reposition	+3	15
Steal	+3	15
Sunder	+3	15
Trip	+3	15

TRAIT SUMMARY

Birthmark
Magical Knack (Oracle)

SPECIAL ABILITY / FEATURE SUMMARY

Tongues (Celestial)
Spirit Shield +4 (1 hour/day) (Su)
Wisdom of the Ancestors (Augurn 80%) (1/day) (Su)

FEATS SUMMARY

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Dodge
Extra Revelation
Martial Weapon Proficiency - All
Point Blank Shot
Precise Shot
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency
Weapon Focus (Longbow)

MONEY	
Platinum	0
Gold	209
Silver	3
Copper	9
Valuables	0

ENCUMBRANCE	
Current	45 lbs
Light	50 lbs
Medium	100 lbs
Heavy	150 lbs

EXPERIENCE	
Current	3300
Next Level	6000

TRACKED RESOURCES		
Resource	Max.	Used
Spear	1	
Dagger	1	
Alchemist's fire	2	
Arrows	40	
Blunt arrows	20	
Spirit Shield +2 (1 hours/day) (Su)	1	
Tanglefoot bag	2	
Thunderstone	2	
Trail rations	6	
Wisdom of the Ancestors (Augurn 80%) (1/day) (Su)	1	

GEAR

Efficient quiver		
Qty	Item	Weight Cost
1	Darkwood Composite longbow (Str +1)	1.5 lbs 530 GP
40	Arrows	0.15 lbs 2 GP
20	Blunt arrows	0.15 lbs 2 GP
1	Halberd	12 lbs 10 GP
1	Quarterstaff	4 lbs
1	Spear	6 lbs 2 GP

Backpack, masterwork		
Qty	Item	Weight Cost
1	Bedroll	5 lbs 1 SP
1	Blanket	1 lb 5 SP
6	Trail rations	1 lb 3 GP
2	Waterskin	4 lbs 2 GP
1	Soap	0.5 lbs 1 CP
1	Spider's silk rope	4 lbs 100 GP
2	Alchemist's fire	1 lb 40 GP
2	Tanglefoot bag	4 lbs 100 GP

Belt pouch		
Qty	Item	Weight Cost
1	Ioun torch	75 GP
6	Alchemist's kindness	6 GP
2	Thunderstone	1 lb 60 GP

Gear In No Container		
Qty	Item	Weight Cost
1	Efficient quiver	2 lbs 1800 GP
1	Dagger	1 lb 2 GP
1	Cestus	1 lb 5 GP
1	Backpack, masterwork	4 lbs 50 GP
1	Belt pouch	0.5 lbs 1 GP

SPELL SUMMARY

ORACLE SPELLS

Spell Level:	0	1
Casts Per Day:		4

Level	Spell	Casting Time	Range	DC Resist	Duration
0	Detect Magic	1 action	60 ft.	14 No	Concentration, up to 1 min./level (D)
0	Light	1 action	Touch	14 No	10 min./level
0	Read Magic	1 action	Personal	14	10 min./level
0	Stabilize	1 action	Close (25 + 5 ft./2 levels)	14 Yes (harmless)	Instantaneous
1	Bless	1 action	50 ft.	15 Yes (harmless)	1 min./level
1	Cure Light Wounds	1 action	Touch	15 Yes (harmless); see text	Instantaneous
1	Ray of Sickening	1 action	Close (25 + 5 ft./2 levels)	15 Yes	1 round/level

BACKGROUND DETAILS

Kanala is a farmer's daughter from Ferdinand's Well. The youngest of five children, and the only girl, she grew up working the farm with her father, as well as helping him hunt to supplement their stores of meat. When she was ready to leave the farm the skills she learned with the bow stood her in good stead - she moved to Eggert's Cove and quickly earned a spot with the militia, manning the walls with her bow. And her life changed forever.

In her first battle, just as the fighting reached its peak, Kanala was struck down by . . . visions . . . voices . . . a flood of memories and presences in her head overwhelming in their numbers and intensity. When she came to the fight was over, but so was her career as a Naval archer. Though the Cove forces carried the day, Kanala's commanding officer decided that she could not be trusted to be able to hold her place in the lines.

Since that day the young farmer turned archer has been working to come to terms with the spirits of her ancestors, learning to use their expertise in various areas to enhance her life. During that time she's been eking out a living as a medium and fortune teller in Eggert's Cove.

TRAITS

Birthmark (Faith)

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, increases your devotion to your god—you gain a +2 trait bonus on all saving throws against charm and compulsion effects as a result.

Magical Knack (Oracle) (Magic)

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.

Benefit: Pick a class when you gain this trait—your caster level in that class gains a +2 trait bonus as long as this bonus doesn't increase your caster level higher than your current Hit Dice.

SPECIAL ABILITIES/FEATURES

Tongues (Celestial)

In times of stress, you speak in tongues. Pick one of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You gain the selected language as a bonus language. At 5th level, pick an additional language to speak in combat and add it to your list of known languages. At 10th level, you can understand any spoken language, as if under the effects of tongues, even during combat. At 15th level, you can speak and understand any language, except your speech is still restricted during combat.

Note: You will have additional language slots on the personal tab for these languages.

Spirit Shield +4 (1 hour/day) (Su)

You can call upon the spirits of your ancestors to form a shield around you that blocks incoming attacks and grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this shield causes arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. You can use this shield for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Wisdom of the Ancestors (Auguryn 80%) (1/day) (Su)

Once per day, you can enter a trance in which you commune with the spirits of your ancestors. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance, you have gained mystical insight into the future. At 1st level, this insight acts as an augury spell with 80% effectiveness. At 5th level, the insight takes the form of a divination with 90% effectiveness. At 8th level, the knowledge you gain is equivalent to a commune spell. None of these spell effects require material components.

FEATS

Dodge (Combat)

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Extra Revelation

You have discovered a new aspect of your mystery.

Prerequisites: Revelation class feature.

Benefit: You gain one additional revelation. You must meet all of the prerequisites for this revelation.

Special: You can gain Extra Revelation multiple times.

Point Blank Shot (Combat)

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot (Combat)

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Tower Shield Proficiency (Combat)

You are trained in how to properly use a tower shield.

Prerequisite: Shield Proficiency.

Benefit: When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Normal: A character using a shield with which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

Weapon Focus (Longbow) (Combat)

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

MAGIC ITEMS

Darkwood Composite longbow (Str +1)

You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use it with proficiency). If your Strength modifier is less than the strength rating of the composite bow, you can't effectively use it, so you take a –2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength modifier on damage rolls, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost. If you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite longbow. A composite longbow fires arrows.

For the purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.

Darkwood

This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow or spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item. Darkwood has 10 hit points per inch of thickness and hardness 5.

Efficient quiver

This appears to be a typical arrow container capable of holding about 20 arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to 60 objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as 6 objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can quickly produce any item she wishes that is within the quiver, as if from a regular quiver or scabbard. The efficient quiver weighs the same no matter what's placed inside it.

Construction Requirements: Craft Wondrous Item, secret chest; Cost 900 gp

Ioun torch

This item is merely a burned out, dull gray ioun stone with a continual flame spell cast upon it. It retains the ability to float and orbit, and allows the bearer to carry light and still have his hands free. It may be in any crystalline shape common to ioun stones (ellipsoid, prism, sphere, and so on).

Construction Requirements Craft Wondrous Item, continual flame, creator must be 12th level; Cost 62 gp, 5 sp

ORACLE SPELLS

Bless

School Enchantment(Compulsion); **Level** 1

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.

Cure Critical Wounds

School Conjuration(Healing); **Level** 4

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature touched

Duration Instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** Yes (harmless); see text

This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

Cure Critical Wounds, Mass

School Conjuration(Healing); **Level** 8

Casting Time 1 action

Components Verbal, Somatic

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

Target One creature/level, no two of which can be more than 30 ft. apart

Duration Instantaneous

Saving Throw Will half (harmless) or Will half; see text; **Spell Resistance** Yes (harmless) or yes; see text

This spell functions like mass cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +40).

Cure Light Wounds

School Conjuration(Healing); **Level** 1

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature touched

Duration Instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** Yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Cure Light Wounds, Mass

School Conjuration(Healing); **Level** 5

Casting Time 1 action

Components Verbal, Somatic

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

Target One creature/level, no two of which can be more than 30 ft. apart

Duration Instantaneous

Saving Throw Will half (harmless) or Will half; see text; **Spell Resistance** Yes (harmless) or yes; see text

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Cure Moderate Wounds

School Conjuration(Healing); **Level** 2

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature touched

Duration Instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** Yes (harmless); see text

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Cure Moderate Wounds, Mass

School Conjuration(Healing); **Level** 6

Casting Time 1 action

Components Verbal, Somatic

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

Target One creature/level, no two of which can be more than 30 ft. apart

Duration Instantaneous

Saving Throw Will half (harmless) or Will half; see text; **Spell Resistance** Yes (harmless) or yes; see text

This spell functions like mass cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).

Cure Serious Wounds

School Conjuration(Healing); **Level** 3

Casting Time 1 action

Components Verbal, Somatic

Range Touch

Target Creature touched

Duration Instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** Yes (harmless); see text

This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

Cure Serious Wounds, Mass

School Conjuration(Healing); **Level** 7

Casting Time 1 action

Components Verbal, Somatic

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

Target One creature/level, no two of which can be more than 30 ft. apart

Duration Instantaneous

Saving Throw Will half (harmless) or Will half; see text; **Spell Resistance** Yes (harmless) or yes; see text

This spell functions like mass cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +35).

Detect Magic

School Divination; **Level** 0

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.
Lingering 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 Lingering 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.

Light
School Evocation, Wood Elemental; **Level** 0
Casting Time 1 action
Components Verbal, Material or Divine Focus
Range Touch
Target Object touched
Duration 10 min./level
Saving Throw None; **Spell Resistance** No
This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.
Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Ray of Sickening
School Necromancy; **Level** 1
Casting Time 1 action
Components Verbal, Somatic
Range Close (25 + 5 ft./2 levels)
Duration 1 round/level
Saving Throw DC 15 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.

Read Magic
School Divination; **Level** 0
Casting Time 1 action
Components Verbal, Somatic, Focus
Range Personal
Target You
Duration 10 min./level
Saving Throw ; 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 Conjuration(Healing); **Level** 0
Casting Time 1 action
Components Verbal, Somatic
Range Close (25 + 5 ft./2 levels)
Target One living creature
Duration Instantaneous
Saving Throw 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.