

Talon

NAME
Clr5
CLASS
5
Character Level
10000
EXPERIENCE
15000
NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	14	+2	14	+2	14	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+5	= +4	+0	+1	+0	+0		
REFLEX (dexterity)	+4	= +1	+2	+1	+0	+0		
WILL (wisdom)	+8	= +4	+3	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	= +3	+0	+0	+0	+0	
RANGED attack bonus	+5	= +3	+2	+0	+0	+0	
CMB attack bonus	+3	= +3	+0	+0	+0		
Offense	+3	+3	+3	+3	+3	+3	
Defense	15	15	15	15	15	15	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3	20/x2	5 ft.

*Crossbow +1 (Light)	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	19-20/x2	5 ft.
30 ft.	80 ft.	160 ft.	240 ft.	320 ft.	
TH +6	+6	+4	+2	+0	
Dam 1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	

Special Properties

Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P +3	1d8	2W-P-(OH) -3	1d8		
1H-O -1	1d8	2W-P-(OL) -1	1d8		
2H +3	1d8	2W-OH -7	1d8		

Special Properties

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Breastplate	Medium	+6	+3	-4	25
*Shield, Heavy Wooden	Heavy	+2	-2		15

Dirk

PLAYERNAME
Human
RACE
23
AGE
Medium
SIZE
Male
GENDER

WOUNDS/CURRENT HP									
HP hit points	32								
AC armor class	20	18	12	10	+				
	TOTAL	FLAT	TOUCH	BASE					
INITIATIVE modifier	+2	=	+2	+	+0				
	TOTAL		DEX MODIFIER		MISC MODIFIER				
BASE ATTACK bonus	+3								

lomedae

DEITY
5' 5"
HEIGHT
155 lbs.
WEIGHT
VISION
15
POINTS

MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
	40	-6	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/5
Acrobatics	DEX	-4	= 2	+	-6
Appraise	INT	1	= 1	+	+
Bluff	CHA	2	= 2	+	+
Climb	STR	-6	= 0	+	-6
Craft (Untrained)	INT	1	= 1	+	+
Diplomacy	CHA	6	= 2	+	1.0 + 3
Disguise	CHA	2	= 2	+	+
Escape Artist	DEX	-4	= 2	+	-6
Fly	DEX	-4	= 2	+	-6
Heal	WIS	11	= 3	+	5.0 + 3
Intimidate	CHA	2	= 2	+	+
Knowledge (Arcana)	INT	8	= 1	+	4.0 + 3
Knowledge (Religion)	INT	8	= 1	+	4.0 + 3
Perception	WIS	7	= 3	+	4.0 +
Perform (Untrained)	CHA	2	= 2	+	+
Ride	DEX	-4	= 2	+	-6
Sense Motive	WIS	7	= 3	+	1.0 + 3
Spellcraft	INT	9	= 1	+	5.0 + 3
Stealth	DEX	-4	= 2	+	-6
Survival	WIS	3	= 3	+	+
Swim	STR	-6	= 0	+	-6
			=	+	+
			=	+	+

□: can be used untrained. □: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 7.63 lbs., 1 Case (Map or Scroll), 1 Wand of Cure Light Wounds, 1 Ink (1 oz. Vial), 1 Inkpen, 1 Healer's Kit, 1 Flint and Steel, 1 Holy Water (Flask), 4 Meals (Common/Per Day), 1 Sunrod, 1 Waterskin (Filled)		1	2.0	2.0	
Bedroll	Horse (Light)	1	5.0	0.1	
Breastplate	Equipped	1	30.0	200.0	
Case (Map or Scroll) 0.07 lbs., 1 Scroll (Restoration (Lesser)), 1 Scroll (Remove Fear), 1 Scroll (Remove Paralysis), 5 Paper (Sheet), 1 Scroll (Bless), 1 Scroll (Doom), 1 Scroll (Hide from Undead), 1 Scroll (Protection from Evil)	Backpack	1	0.5	1.0	
Cloak of Resistance +1	Equipped	1	1.0	1000.0	
Crossbow +1 (Light) 0 lbs.	Equipped	1	4.0	2335.0	
Flint and Steel	Backpack	1	0.0	1.0	
Healer's Kit □□□□□ □□□□□	Backpack	1	1.0	50.0	
Holy Symbol (Wooden)	Equipped	1	0.0	1.0	
Holy Water (Flask) □	Backpack	1	1.0	25.0	
Horse (Light) 5 lbs., 1 Bedroll		1	0.0	75.0	
Ink (1 oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Longsword	Carried	1	4.0	15.0	
Meals (Common/Per Day)	Backpack	4	0.0	0.3 (1.2)	
Traveler's Outfit	Equipped	1	5.0	0.0	
Paper (Sheet)	Case (Map or Scroll)	5	0.0	0.4 (2.0)	
Scroll (Bless) □	Case (Map or Scroll)	1	0.01	25.0	
Scroll (Doom) □	Case (Map or Scroll)	1	0.01	25.0	
Scroll (Hide from Undead) □	Case (Map or Scroll)	1	0.01	25.0	
Scroll (Protection from Evil) □	Case (Map or Scroll)	1	0.01	25.0	
Scroll (Remove Fear) □	Case (Map or Scroll)	1	0.01	25.0	
Scroll (Remove Paralysis) □	Case (Map or Scroll)	1	0.01	150.0	
Scroll (Restoration (Lesser)) □	Case (Map or Scroll)	1	0.01	150.0	
Shield, Heavy Wooden	Equipped	1	10.0	7.0	
Sunrod □	Backpack	1	1.0	2.0	
Wand of Cure Light Wounds □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Backpack	1	0.06	750.0	
Waterskin (Filled)	Backpack	1	4.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			49 lbs.	4901.4 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

Special Attacks	
Channel Positive Energy (Su)	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.40]
You can unleash a wave of positive energy. You must choose to deal 3d6 points of positive energy damage to undead creatures or to heal living creatures of 3d6 points of damage. Creatures that take damage from channeled energy receive a DC 18 Will save to halve the damage. You can use this ability 5 times per day.	
Sun's Blessing (Su)	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.47]
Whenever you channel positive energy to harm undead creatures, add a +5 bonus to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.	

Special Qualities	
Aura of Good (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook]
You project a strong good aura.	
Aura of Law (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook]
You project a strong lawful aura.	
Bonus Feat	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook]
Humans select one extra feat at 1st level.	
Orisons	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.41]
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.	
Skilled	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Spontaneous Casting	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.41]
You can channel stored spell energy into healing spells that you did not prepare ahead of time. You can "lose" any prepared spell that is not an orison or domain spell in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "Cure" in its name).	
Touch of Glory (Sp)	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.44]
You can cause you hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a +5 bonus to a single Charisma-based skill check or Charisma ability check. This ability lasts for one hour or until the creature touched elects to apply the bonus to a roll. You can use this ability to grant the bonus 6 times per day.	

Feats	
Combat Casting	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.119]
You are adept at spellcasting when threatened or distracted.	
Improved Channel	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.126]
Your channeled energy is harder to resist.	
Scribe Scroll	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.132]
You can create magic scrolls.	
Selective Channeling	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.132]
You can choose whom to affect when you channel energy.	
Armor Proficiency, Light	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.118]
You are skilled at wearing light armor.	
Armor Proficiency, Medium	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.118]
You are skilled at wearing medium armor.	
Shield Proficiency	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[Paizo Publishing - Pathfinder Roleplaying Game Core Rulebook, p.133]
You are trained in the use of basic weapons.	

DOMAINS
Sun
Glory

PROFICIENCIES
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike

LANGUAGES
Common

TEMPLATES

Cleric Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Bleed	13	Will negates	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes	Necromancy	PFCR: p.249
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
 Create Water		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Conjuration (Creation) [Water]	PFCR: p.262
<i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.					<i>Target:</i> Up to 10 gallons of water			<i>Caster Level:</i> 5	
 Detect Magic		None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
 Detect Poison		None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 5	
 Guidance	13	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V, S	Yes	Divination	PFCR: p.292
<i>Effect:</i> This spell imbues the subject with a touch of divine guidance.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
 Light		None	1 standard action	50 minutes	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304
<i>Effect:</i> This spell causes a touched object to glow like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
 Mending	13	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFCR: p.312
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.					<i>Target:</i> One object of up to 5 lb.			<i>Caster Level:</i> 5	
 Purify Food and Drink	13	Will negates (object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (object)	Transmutation	PFCR: p.328
<i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.					<i>Target:</i> 5 cu. ft. of contaminated food and water			<i>Caster Level:</i> 5	
 Read Magic			1 standard action	50 minutes	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					<i>Target:</i> You			<i>Caster Level:</i> 5	
 Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
 Stabilize	13	Will negates (harmless)	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.348
<i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
 Virtue		None	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.365
<i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Bane	14	Will negates	1 standard action	5 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PFCR: p.246
<i>Effect:</i> Bane fills your enemies with fear and doubt.					<i>Target:</i> 50-ft.-radius burst, centered on you			<i>Caster Level:</i> 5	
 Bless		None	1 standard action	5 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.249
<i>Effect:</i> Bless fills your allies with courage.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 5	
 Bless Water	14	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	PFCR: p.249
<i>Effect:</i> This transmutation imbues a flask of water with positive energy, turning it into holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 5	
 Cause Fear	14	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (35 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.252
<i>Effect:</i> The affected creature becomes frightened.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 5	
 Command	14	Will negates	1 standard action	1 round	Close (35 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PFCR: p.256
<i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.					<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
 Comprehend Languages			1 standard action	50 minutes	Personal	V, S, M/DF		Divination	PFCR: p.258
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					<i>Target:</i> You			<i>Caster Level:</i> 5	
 Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
 Deathwatch		None	1 standard action	50 minutes	30 ft.	V, S	No	Necromancy	PFCR: p.265
<i>Effect:</i> Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
 Detect Chaos		None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.266
<i>Effect:</i> You can sense the auras of chaotic creatures.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
 Detect Evil		None	1 standard action	Concentration, up to 50 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.266
<i>Effect:</i> You can sense the presence of evil.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	

* = Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Detect Good	None	1 standard Concentration, up to 50 minutes [D] action	60 ft.	V, S, DF	No	Divination	PFCR: p.267
<i>Effect:</i> You can sense the presence of good.				<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
☐☐☐☐☐	Detect Law	None	1 standard Concentration, up to 50 minutes [D] action	60 ft.	V, S, DF	No	Divination	PFCR: p.267
<i>Effect:</i> You can sense the auras of lawful creatures.				<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
☐☐☐☐☐	Detect Undead	None	1 standard Concentration, up to 5 minutes [D] action	60 ft.	V, S, M/DF	No	Divination	PFCR: p.269
<i>Effect:</i> You can detect the aura that surrounds undead creatures.				<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
☐☐☐☐☐	Divine Favor		1 standard 1 minute action	Personal	V, S, DF		Evocation	PFCR: p.273
<i>Effect:</i> Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls.				<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐☐	Doom	14 Will negates	1 standard 5 minutes action	Medium (150 ft.)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.274
<i>Effect:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.				<i>Target:</i> One living creature			<i>Caster Level:</i> 5	
☐☐☐☐☐	**Endure Elements	14 Will negates (harmless)	1 standard 24 hours action	Touch	V, S	Yes (harmless)	Abjuration	PFCR: p.277
<i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐	Endure Elements	14 Will negates (harmless)	1 standard 24 hours action	Touch	V, S	Yes (harmless)	Abjuration	PFCR: p.277
<i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐	Entropic Shield		1 standard 5 minutes [D] action	Personal	V, S		Abjuration	PFCR: p.278
<i>Effect:</i> A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.				<i>Target:</i> You			<i>Caster Level:</i> 5	
☐☐☐☐☐	Hide from Undead	14 Will negates (harmless); see text	1 standard 50 minutes [D] action	Touch	V, S, DF	Yes	Abjuration	PFCR: p.296
<i>Effect:</i> Undead cannot see, hear, or smell creatures warded by this spell.				<i>Target:</i> 5 creatures touched			<i>Caster Level:</i> 5	
☐☐☐☐☐	Inflict Light Wounds	14 Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy	PFCR: p.300
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐	Magic Stone	14 Will negates (harmless, object)	1 standard 30 minutes or until discharged action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310
<i>Effect:</i> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.				<i>Target:</i> Up to three pebbles touched			<i>Caster Level:</i> 5	
☐☐☐☐☐	Magic Weapon	14 Will negates (harmless, object)	1 standard 5 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310
<i>Effect:</i> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.				<i>Target:</i> Weapon touched			<i>Caster Level:</i> 5	
☐☐☐☐☐	Obscuring Mist	None	1 standard 5 minutes [D] action	20 ft.	V, S	No	Conjuration (Creation)	PFCR: p.317
<i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.				<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 5	
☐☐☐☐☐	Protection from Chaos	14 Will negates (harmless)	1 standard 5 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	PFCR: p.327
<i>Effect:</i> This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐	Protection from Evil	14 Will negates (harmless)	1 standard 5 minutes [D] action	Touch	V, S, M/DF	No; see text	Abjuration [Good]	PFCR: p.327
<i>Effect:</i> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐	Remove Fear	14 Will negates (harmless)	1 standard 10 minutes; see text action	Close (35 ft.)	V, S	Yes (harmless)	Abjuration	PFCR: p.332
<i>Effect:</i> You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes.				<i>Target:</i> 2 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 5	
☐☐☐☐☐	Sanctuary	14 Will negates	1 standard 5 rounds action	Touch	V, S, DF	No	Abjuration	PFCR: p.336
<i>Effect:</i> Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐	**Shield of Faith	14 Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	PFCR: p.342
<i>Effect:</i> This spell creates a shimmering, magical field around the target that averts and deflects attacks.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐	Shield of Faith	14 Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M	Yes (harmless)	Abjuration	PFCR: p.342
<i>Effect:</i> This spell creates a shimmering, magical field around the target that averts and deflects attacks.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
☐☐☐☐☐	Summon Monster I	None	1 round 5 rounds [D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.350
<i>Effect:</i> This spell summons an extraplanar creature.				<i>Target:</i> One summoned creature			<i>Caster Level:</i> 5	

LEVEL 2

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐	Aid		None		1 standard 5 minutes action	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.239
<i>Effect:</i> Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 5 temporary hit points.				<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5			
☐☐☐☐☐	Align Weapon	15 Will negates (harmless, object)			1 standard 5 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.240
<i>Effect:</i> Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose.				<i>Target:</i> Weapon touched or 50 projectiles [all of which must be together at the time of casting]			<i>Caster Level:</i> 5			
☐☐☐☐☐	Augury				1 minute Instantaneous	Personal	V, S, M, F		Divination	PFCR: p.245
<i>Effect:</i> An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.				<i>Target:</i> You			<i>Caster Level:</i> 5			
☐☐☐☐☐	Bear's Endurance	15 Will negates (harmless)			1 standard 5 minutes action	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.246
<i>Effect:</i> The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5			
☐☐☐☐☐	*Bless Weapon		None		1 standard 5 minutes action	Touch	V, S	No	Transmutation	PFCR: p.250
<i>Effect:</i> This transmutation makes a weapon strike true against evil foes.				<i>Target:</i> Weapon touched			<i>Caster Level:</i> 5			
☐☐☐☐☐	Bull's Strength	15 Will negates (harmless)			1 standard 5 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	PFCR: p.251
<i>Effect:</i> The subject becomes stronger granting a +4 enhancement bonus to Strength.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 5			

* =Domain/Speciality Spell

Cleric Spells

☐☐☐☐☐	Calm Emotions	15	Will negates	1 standard Concentration, up to 5 rounds [D] action	Medium (150 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	PFCR: p.252
<i>Effect:</i> This spell calms agitated creatures.					<i>Target:</i> Creatures in a 20-ft.-radius spread				
☐☐☐☐☐	Consecrate		None	1 standard 10 hours action	Close (35 ft.)	V, S, M, DF	No	Evocation [Good] Caster Level: 5	PFCR: p.258
<i>Effect:</i> This spell blesses an area with positive energy.					<i>Target:</i> 20-ft.-radius emanation				
☐☐☐☐☐	Cure Moderate Wounds	15	Will half (harmless) or Will half; see text	1 standard Instantaneous action	Touch	V, S	Yes (harmless) or yes; see text	Conjuration (Healing) Caster Level: 5	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 2d8+5 points of damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐	Darkness		None	1 standard 5 minutes [D] action	Touch	V, M/DF	No	Evocation [Darkness] Caster Level: 5	PFCR: p.263
<i>Effect:</i> This spell causes an object to radiate darkness out to a 20-foot radius.					<i>Target:</i> Object touched				
☐☐☐☐☐	Delay Poison	15	Fortitude negates (harmless)	1 standard 5 hours action	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 5	PFCR: p.265
<i>Effect:</i> The subject becomes temporarily immune to poison.					<i>Target:</i> Creature touched				
☐☐☐☐☐	Eagle's Splendor	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M/DF	Yes	Transmutation Caster Level: 5	PFCR: p.275
<i>Effect:</i> The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.					<i>Target:</i> Creature touched				
☐☐☐☐☐	Enthrall	15	Will negates; see text	1 round 1 hour or less	Medium (150 ft.)	V, S	Yes	Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic] Caster Level: 5	PFCR: p.278
<i>Effect:</i> If you have the attention of a group of creatures, you can use this spell to hold them enthralled.					<i>Target:</i> Any number of creatures				
☐☐☐☐☐	Find Traps			1 standard 5 minutes action	Personal	V, S		Divination Caster Level: 5	PFCR: p.281
<i>Effect:</i> You gain intuitive insight into the workings of traps.					<i>Target:</i> You				
☐☐☐☐☐	*Heat Metal	15	Will negates (object)	1 standard 7 rounds action	Close (35 ft.)	V, S, DF	Yes (object)	Transmutation [Fire] Caster Level: 5	PFCR: p.294
<i>Effect:</i> Heat metal causes metal objects to become red-hot.					<i>Target:</i> Metal equipment of one creature per two levels, no two of which can be more than 30 ft. apart; or 125 lbs. of metal, all of which must be within a 30-ft. circle				
☐☐☐☐☐	Hold Person	15	Will negates; see text	1 standard 5 rounds [D]; see text action	Medium (150 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	PFCR: p.296
<i>Effect:</i> The subject becomes paralyzed and freezes in place.					<i>Target:</i> One humanoid creature				
☐☐☐☐☐	Inflict Moderate Wounds	15	Will half	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy Caster Level: 5	PFCR: p.300
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 2d8+5 points of damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐	Make Whole	15	Will negates (harmless, object)	10 minutes Instantaneous	Close (35 ft.)	V, S	Yes (harmless, object)	Transmutation Caster Level: 5	PFCR: p.311
<i>Effect:</i> This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.					<i>Target:</i> One object of up to 50 cu. ft. or one construct creature of any size				
☐☐☐☐☐	Owl's Wisdom	15	Will negates (harmless)	1 standard 5 minutes action	Touch	V, S, M/DF	Yes	Transmutation Caster Level: 5	PFCR: p.318
<i>Effect:</i> The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.					<i>Target:</i> Creature touched				
☐☐☐☐☐	Remove Paralysis	15	Will negates (harmless)	1 standard Instantaneous action	Close (35 ft.)	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 5	PFCR: p.332
<i>Effect:</i> You can free one or more creatures from the effects of temporary paralysis or related magic.					<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart				
☐☐☐☐☐	Resist Energy	15	Fortitude negates (harmless)	1 standard 50 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration Caster Level: 5	PFCR: p.334
<i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.					<i>Target:</i> Creature touched				
☐☐☐☐☐	Restoration (Lesser)	15	Will negates (harmless)	3 rounds Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 5	PFCR: p.334
<i>Effect:</i> 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.					<i>Target:</i> Creature touched				
☐☐☐☐☐	Shatter	15	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard Instantaneous action	Close (35 ft.)	V, S, M/DF	Yes	Evocation [Sonic] Caster Level: 5	PFCR: p.341
<i>Effect:</i> Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.					<i>Target:</i> Or Target 5-ft.-radius spread; or one solid object or one crystalline creature				
☐☐☐☐☐	Shield Other	15	Will negates (harmless)	1 standard 5 hours [D] action	Close (35 ft.)	V, S, F	Yes (harmless)	Abjuration Caster Level: 5	PFCR: p.342
<i>Effect:</i> 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.					<i>Target:</i> One creature				
☐☐☐☐☐	Silence	15	Will negates; see text or none (object)	1 round 5 rounds [D]	Long (600 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer) Caster Level: 5	PFCR: p.343
<i>Effect:</i> Upon the casting of this spell, complete silence prevails in the affected area.					<i>Target:</i> 20-ft.-radius emanation centered on a creature, object, or point in space				
☐☐☐☐☐	Sound Burst	15	Fortitude partial	1 standard Instantaneous action	Close (35 ft.)	V, S, F/DF	Yes	Evocation [Sonic] Caster Level: 5	PFCR: p.346
<i>Effect:</i> You blast an area with a tremendous cacophony.					<i>Target:</i> 10-ft.-radius spread				
☐☐☐☐☐	Spiritual Weapon		None	1 standard 5 rounds [D] action	Medium (150 ft.)	V, S, DF	Yes	Evocation [Force] Caster Level: 5	PFCR: p.348
<i>Effect:</i> A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+1 force damage per hit.					<i>Target:</i> Magic weapon of force				
☐☐☐☐☐	Status	15	Will negates (harmless)	1 standard 5 hours action	Touch	V, S	Yes (harmless)	Divination Caster Level: 5	PFCR: p.349
<i>Effect:</i> When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition.					<i>Target:</i> 1 living creatures				
☐☐☐☐☐	Summon Monster II		None	1 round 5 rounds [D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning) Caster Level: 5	PFCR: p.352
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.					<i>Target:</i> One summoned creature				
☐☐☐☐☐	Undetectable Alignment	15	Will negates (object)	1 standard 24 hours action	Close (35 ft.)	V, S	Yes (object)	Abjuration Caster Level: 5	PFCR: p.363
<i>Effect:</i> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.					<i>Target:</i> One creature or object				
☐☐☐☐☐	Zone of Truth	15	Will negates	1 standard 5 minutes action	Close (35 ft.)	V, S, DF	Yes	Enchantment (Compulsion) Caster Level: 5	PFCR: p.371

* =Domain/Speciality Spell

Cleric Spells

Effect:
Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies.

Target: 20-ft.-radius emanation

[Mind-Affecting]
Caster Level: 5

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Bestow Curse	16	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	PFCR: p.247
Effect: You place a curse on the subject.					Target: Creature touched			Caster Level: 5	
Blindness/Deafness	16	Fortitude negates	1 standard action	Permanent [D]	Medium (150 ft.)	V	Yes	Necromancy	PFCR: p.250
Effect: You call upon the powers of unlife to render the subject blinded or deafened, as you choose.					Target: One living creature			Caster Level: 5	
Continual Flame		None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	PFCR: p.260
Effect: A flame, equivalent in brightness to a torch, springs forth from an object that you touch.					Target: Object touched			Caster Level: 5	
Create Food and Water		None	10 minutes	24 hours; see text	Close (35 ft.)	V, S	No	Conjuration (Creation)	PFCR: p.261
Effect: The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland.					Target: Food and water to sustain 15 humans or 5 horses for 24 hours			Caster Level: 5	
Cure Serious Wounds	16	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (35 ft.)	V, S	Yes (harmless) or yes; see text	Conjuration (Healing)	PFCR: p.263
Effect: When laying your hand upon a living creature, you channel positive energy that cures 3d8+5 points of damage.					Target: Creature touched			Caster Level: 5	
Daylight		None	1 standard action	50 minutes [D]	Touch	V, S	No	Evocation [Light]	PFCR: p.264
Effect: You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.					Target: Object touched			Caster Level: 5	
Deeper Darkness		None	1 standard action	5 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	PFCR: p.265
Effect: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps.					Target: 50 minutes [D]			Caster Level: 5	
Dispel Magic		None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	No	Abjuration	PFCR: p.272
Effect: 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.					Target: One spellcaster, creature, or object			Caster Level: 5	
Gentle Repose	16	Will negates (object)	1 standard action	5 days	Touch	V, S, M/DF	Yes (object)	Necromancy	PFCR: p.289
Effect: You preserve the remains of a dead creature so that they do not decay.					Target: Corpse touched			Caster Level: 5	
Glyph of Warding	16	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M	No (object) and yes; see text	Abjuration	PFCR: p.290
Effect: This powerful inscription harms those who enter, pass, or open the warded area or object.					Target: Object touched or up to 25 sq. ft.			Caster Level: 5	
Helping Hand		None	1 standard action	5 hours	5 miles	V, S, DF	No	Evocation	PFCR: p.295
Effect: You create the ghostly image of a hand, which you can send to find a creature within 5 miles.					Target: Ghostly hand			Caster Level: 5	
Inflict Serious Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	PFCR: p.301
Effect: When laying your hand upon a creature, you channel negative energy that deals 3d8+5 points of damage.					Target: Creature touched			Caster Level: 5	
Invisibility Purge			1 standard action	5 minutes [D]	Personal	V, S		Evocation	PFCR: p.302
Effect: You surround yourself with a sphere of power with a radius of 25 feet that negates all forms of invisibility.					Target: You			Caster Level: 5	
Locate Object		None	1 standard action	5 minutes	Long (600 ft.)	V, S, F/DF	No	Divination	PFCR: p.305
Effect: You sense the direction of a well-known or clearly visualized object.					Target: Circle, centered on you, with a radius of 600 ft.			Caster Level: 5	
Magic Circle against Chaos	16	Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	PFCR: p.308
Effect: All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 5	
Magic Circle against Evil	16	Will negates (harmless)	1 standard action	50 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	PFCR: p.308
Effect: All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 5	
Magic Vestment	16	Will negates (harmless, object)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310
Effect: You imbue a suit of armor or a shield with an enhancement bonus of +1.					Target: Armor or shield touched			Caster Level: 5	
Meld into Stone			1 standard action	50 minutes	Personal	V, S, DF		Transmutation [Earth]	PFCR: p.312
Effect: Meld into stone enables you to meld your body and possessions into a single block of stone.					Target: You			Caster Level: 5	
Obscure Object	16	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF	Yes (object)	Abjuration	PFCR: p.317
Effect: This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball.					Target: One object touched of up to 500 lbs.			Caster Level: 5	
Prayer		None	1 standard action	5 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.324
Effect: You bring special favor upon yourself and your allies while bringing disfavor to your enemies.					Target: All allies and foes within a 40-ft.-radius burst centered on you			Caster Level: 5	
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	50 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	PFCR: p.327
Effect: Protection from energy grants temporary immunity to the type of energy you specify when you cast it.					Target: Creature touched			Caster Level: 5	
Remove Blindness/Deafness	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.332
Effect: Remove blindness/deafness cures blindness or deafness.					Target: Creature touched			Caster Level: 5	
Remove Curse	16	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	PFCR: p.332
Effect: Remove curse can remove all curses on an object or a creature.					Target: Creature or object touched			Caster Level: 5	
Remove Disease	16	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.332
Effect: Remove disease can cure all diseases from which the subject is suffering.					Target: Creature touched			Caster Level: 5	
**Searing Light		None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	Yes	Evocation	PFCR: p.338
Effect: Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 2d8 points of damage.					Target: Ray			Caster Level: 5	

* =Domain/Specialty Spell

Cleric Spells

*****	**Searing Light	None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	Yes	Evocation	PFCR: p.338
<i>Effect:</i> Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 2d8 points of damage.					<i>Target:</i> Ray		<i>Caster Level:</i> 5		
*****	Searing Light	None	1 standard action	Instantaneous	Medium (150 ft.)	V, S	Yes	Evocation	PFCR: p.338
<i>Effect:</i> Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 2d8 points of damage.					<i>Target:</i> Ray		<i>Caster Level:</i> 5		
*****	Speak with Dead	16	Will negates; see text	10 minutes	5 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent] PFCR: p.346
<i>Effect:</i> You grant the semblance of life to a corpse, allowing it to answer questions.					<i>Target:</i> One dead creature		<i>Caster Level:</i> 5		
*****	Stone Shape	None	1 standard action	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	PFCR: p.349
<i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.					<i>Target:</i> Stone or stone object touched, up to 15 cu. ft.		<i>Caster Level:</i> 5		
*****	Summon Monster III	None	1 round	5 rounds [D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.352
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 5		
*****	Water Breathing	16	Will negates (harmless)	1 standard action	10 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation PFCR: p.368
<i>Effect:</i> The transmuted creatures can breathe water freely.					<i>Target:</i> Living creatures touched		<i>Caster Level:</i> 5		
*****	Water Walk	16	Will negates (harmless)	1 standard action	50 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water] PFCR: p.368
<i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground.					<i>Target:</i> 5 touched creatures		<i>Caster Level:</i> 5		
*****	Wind Wall	16	None; see text	1 standard action	5 rounds	Medium (150 ft.)	V, S, M/DF	Yes	Evocation [Air] PFCR: p.370
<i>Effect:</i> An invisible vertical curtain of wind appears.					<i>Target:</i> Wall up to 50 ft. long and 25 ft. high [S]		<i>Caster Level:</i> 5		

* =Domain/Speciality Spell