Character Name	Level	Total	Race	Age
Anna		LEVEL 6	Half-elf (P)	26
			Humanoid (Human, Elf)	

Primary	Level	Type	HD	Racial	Total	Adj.	Type	XP	Level vs XP Mismatch	Gender	Eyes
Fighter (P) / Rogue (P)	3	d10	HD	1				XP	0	Female	Green

Secondary	Level	Type	Size	ECL	Adj.	Height	Weight	Hair
Rogue (P) / Warpriest (ACG)	3	d8	Medium	6		5' 0"	117 lb.	Blonde

Third Class	Level	Type	Space / Reach	Alignment	Deity	Skin
			5 ft./5 ft.	Chaotic Good	Fharlanghn	White

Fighter (P) / Rogue (P)/Rogue (P) / Warpriest (ACG)

Favored Classes

SPD Speeds	Land Speed	=	Base	+	Gear	+	Effects	/	Burrow	/	Climb	/	Fly	/	Swim
	40'	=	30'	+	0'	+	10'	/	0'	/	0'	/	0'	/	0'

	Ability	Modif
STR Strength	16	+3
DEX Dexterity	20	+5
CON Constitution	15	+2
INT Intelligence	14	+2
WIS Wisdom	16	+3
CHA Charisma	14	+2

HP Hit Points: 58

⑤·②②②②②②②②·①①①①①①①①①①①
⑤·②②②②②②②②·①①①①①①①①①①①

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AC Armor Class	26+2	=	10+Natural	+	Armor	+	Shield	+	Dexterity	+	Size	+	Dodge	+	Deflection	+	Other	+	Adj.
			13	+	8	+		+	5	+		+		+		+		+	

HERO Points: Available

Touch Armor Class	15

Flat-Foot Armor Class	26

INIT Modifier	+5	=	Dex	+	Effects	+	Adj.
			5	+		+	

SPELL Resistance: SR Adj PR Adj

POWER Points

CMB Bonus	+8	=	Base	+	STR	+	Size	+	Effects	/	Cond.
			5	+	3	+		+		/	+4*

CMD Defense	23	=	Base	+	STR	+	DEX	+	Size	+	Effects	/	Cond.
			15	+	3	+	5	+		+		/	+2*

		=	Base	+	Ability	+	Epic	+	Effects	+	Adj.	/	Cond.
FORTITUDE (Constitution)	+8	=	6	+	2	+		+		+		/	+2*
REFLEX (Dexterity)	+12	=	6	+	5	+		+	1	+		/	+4*
WILL (Wisdom)	+7	=	4	+	3	+		+		+		/	+3*

ENERGY Resistances: Acid / Cold / Elec. / Fire / Sonic / Neg. / Pos.

Damage Reduction

BASE Attack	+5	/	Base	/	2nd	/	3rd	/	4th	Adj.

Leader Leadership: Base

		=	Base	+	Ability	+	Size	+	Epic	+	Adj.
MELEE Attack Bonus	+8	=	5	+	3	+		+		+	
RANGED Attack Bonus	+10	=	5	+	5	+		+		+	

Vision & Senses

Low-Light	x2

SKILL	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
ACP -1							
Acrobatics-p *	11+4	DEX	5	7	-1	4	
Appraise-p	11	INT	2	9			
Bluff-p	8	CHA	2	6			
Climb-p *	6	STR	3	4	-1		
Diplomacy-p	7	CHA	2	5			
Disable Device-p *	20+3	DEX	5	9	6	3	
Disguise-p	6	CHA	2	4			
Escape Artist-p *	8	DEX	5	4	-1		
Fly-p *	4	DEX	5		-1		
Handle Animal-p	6	CHA	2	4			
Heal-p	11	WIS	3	8			
Intimidate-p	2	CHA	2				
Linguistics-p	8	INT	2	6			
Perception-p	18+3	WIS	3	9	6	3	
Ride-p *	9	DEX	5	5	-1		
Sense Motive-p	13	WIS	3	8	2		
Sleight of Hand-p *	13+4	DEX	5	7	1	4	
Spellcraft-p	8	INT	2	6			
Stealth-p *	18	DEX	5	9	4		
Survival-p	7	WIS	3	4			
Swim-p *	6	STR	3	4	-1		
Use Magic Device-p	9	CHA	2	7			
Craft: Gemcutting-p	4	INT	2	4	-2		
Craft: Locksmithing-p	4	INT	2	4	-2		
Knowledge: Religion-p	10	INT	2	8			

FULL ATTACK Two-Handed

Dancing, Keen Curve Blade	Total Attack (Weapon Finesse) / Damage	Adj.	Critical	Range	Damage Type
	+13 1d10+8+1d6 Acid		15-20 x2	-	Slashing

Desc: Rare, longer version of a scimitar, but with a thinner blade

Size Category: Medium

Notes:

Ammo

FULL ATTACK One-Handed

Dagger	Total Attack (Weapon Finesse) / Damage	Adj.	Critical	Range	Damage Type
	+10 1d4+3		19-20 x2	10'	Piercing or Slashing

Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you

Size Category: Medium

Notes:

Ammo

FULL ATTACK Ranged

Composite Longbow (+2 Str)	Ranged Attack / Damage	Adj.	Critical	Range	Damage Type
	+10 1d8+2		20 x3	110'	Piercing

Desc: Made for a strength ratings of +2

Size Category: Medium

Notes:

Ammo

FULL ATTACK Thrown

Bolas	Thrown Attack / Damage	Adj.	Critical	Range	Damage Type
	+10 1d4+3		20 x2	10'	Bludgeoning

Desc: Deals Nonlethal damage. Can be used to Trip opponents

Size Category: Medium

Notes:

Ammo

FULL ATTACK One-Handed

Longsword	Total Attack / Damage	Adj.	Critical	Range	Damage Type
	+8 1d8+3		19-20 x2	-	Slashing

Desc: Classic. Straight blade is the wpn of knighthood and valor, favored by many Paladins

Size Category: Medium

Notes:

Ammo

FULL ATTACK One-Handed

None	Total Attack / Damage	Adj.	Critical	Range	Damage Type

Size Category:

Notes:

Ammo

ARMOR

Elven Chainmail	Adj.	Check Adj.:

Light	Max Dex: 6	Bonus: +8	Armor Check: -1	Spell Fail: 20%	20 lb.

Desc: This extremely light chainmail is made of very fine mithral links

Notes:

SHIELD

None	Adj.	Check Adj.:

Max Dex:		Armor Check:	Spell Fail:	

Desc:

Notes:

COINS

Platinum:	0	pp
Gold:	0	gp
Silver:	0	sp
Copper:	0	cp

GEMS

SPELLS

Arcane Spell Failure: 20% Adj.:

Casting Class:	Warpriest		
Caster Level:	3		
Caster level adj:			
Spell / day adj:			
Spell known adj:			

Spell Level	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0	4	13							
1	4	14							
2									
3									
4									
5									
6									
7									
8									
9									

MAGICAL ITEMS WORN

List: Wondrous Items

Head:		Waist:	
Eyes:		Shoulders:	Cloak of Elvenkind
Neck:	Amulet of Natural Armor +3	Arm/Wrist:	
Chest:	Unfettered Shirt	Headband:	
Hands:	Gauntlets of Ogre Power	Body:	
Feet:			
Right Finger:			
Left Finger:			

LOCATIONS

Tag	Weight
HH	83.1 lb.
PB	0.3 lb.

GEAR

List: Gear - All

	Loc.	QTY	LB.		Loc.	QTY	LB.		Loc.	QTY	LB.
Basic Equipment List	HH	1		Bolas		1	2	Potion of Barkskin +2	PB	1	
Masterwork Thieves' Tools		1	2	Dagger		1	1	Potion of CMW	PB	2	
Traveler's Outfit		1	5	Dancing, Keen Curve Blade		1	7				
Potion Belt M/W		1	1	Composite Longbow (+2 Str)		1	3				
				Quiver of Arrows (20)		1	1				
				Arrow		20	2	Handy Haversack		1	5
				Longsword		1	4				

58.0 lb.	Light	6		47,759 gp
Total Weight	Load Class	Max Dex	Chk Pen.	Total Value

ENCUMBRANCE

76.7	153.3	230.0	460.0	1,150.0	
Light	Medium	Heavy	Lift	Drag	Adj

FEATS

Selection List: All Feats and Traits

10	=	3	+	6	+	1

Deft Dodger Trait	+1 trait bonus on Reflex saves	√
Rich Parents Trait	Your starting cash increases to 900 GP.	
Skill Focus: Disable Device-p	+3 bonus on checks with skill: Disable Device-p	√
Power Attack	Gain a +4 bonus to all melee damage but take a -2 penalty to all melee attacks	i
Cleave	You can strike two adjacent foes with a single swing, but -2 to AC	i
Alertness	+2 bonus to Perception and +2 bonus to Sense Motive checks	√
Weapon Finesse	Use Dex modifier instead of Str modifier on attack rolls	√
Deft Hands	+2 bonus to Disable Device and +2 bonus to Sleight of Hand checks	√
Sharp Senses	+4 racial bonus on Perception checks instead of +2	√
Wpn Focus: Elven Curve Blade	+1 bonus on attack rolls with: Elven Curve Blade	√
Toughness	+6 hit points	√
Wpn Specialization: Elven Curve Blade	+2 bonus on damage rolls with: Elven Curve Blade	√

INFO

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Racial Traits: Half-elf (P)

Elf Blood: For all effects related to race, a Half-elf is considered an Elf
Elven Immunities: Half-elves are immune to magic sleep effects
Keen Senses: +2 racial bonus on Perception skill checks
Multitalented: Choose two favored classes at first level
Adaptability: Receive Skill Focus, as a bonus feat

Vision & Senses

Low-Light x2

Class Features: Fighter (P) 3rd

Weapon & Armor Proficiency: Fighters are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (incl. tower shields)
2x bonus combat feat
Armor Training (Ex): Current armor is a Elven Chainmail
- No speed reduction for a Medium Armor
- Reduce the Armor Check penalty by 1
- +1 to the Maximum DEX bonus of the armor

Class Features: Rogue (P) 6th

Weapon & Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields
Sneak Attack: +3d6 damage
Evasion (Ex): Take no damage on successful Reflex save
Uncanny Dodge (Ex): Retain Dex bonus to AC even if flat-footed
Rogue Talents: 3x talents. *: Affects sneak atk, max. 1/sneak atk
- Finesse Rogue: Gain the Weapon Finesse feat
- Fast Stealth (Ex): Move at full speed using Stealth without penalty
- Resiliency (Ex): 1/day as an imm. action, gain 6 Temp. HPs when brought below 0 HP

Class Features: Warpriest (ACG) 3rd

Weapon & Armor Proficiencies: Proficient with all simple and martial wpns, as well as the favored wpn of your Deity, and with all armor and shields (except tower shields)
Concentration check: 1d20+6
Spells: Cast divine spells drawn from the Cleric spell list. Your alignment may restrict you from casting certain spells opposed to you moral/ethical beliefs. You must choose and prepare your spells in advance. Your highest level of spells is 6th. Cleric spells of 7th+ level are not on your class spell list, and you cannot use spell completion or spell trigger magic items without making a successful Use Magic Device check, for cleric 7th+ Ceric spells
Chaotic, Evil, Good, and Lawful Spells: You cannot cast spells of an alignment opposed to your own or your deity's (if you have one)
Orisons (Sp): Cast prepared 0-level spells at will
Spontaneous Casting: Expend any prepared spell that is not an orison in order to cast any 'cure' spell of the same spell level or lower
Aura (Ex): A Warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment
Focus Weapon: Gain Weapon Focus as a bonus feat
Sacred Weapon (Su): In addition to the favored weapon of your deity, designate a weapon as a sacred weapon by selecting that weapon with the Weapon
Focus feat
Blessings (Su): 4/day < OOOO >
Call upon the power from one of your blessings. The saving throw to resist a Blessing is DC14.
- Selected blessings: the Healing Blessing and the Travel Blessing
- Powerful Healer (minor): As a swift action, treat any cure spell as if it were empowered (as the Empower Spell feat), causing it to heal 50% more damage (or deal 50% more damage if used against undead). This ability doesn't stack with itself or the Empower Spell feat
- Agile Feet (minor): As a free action, gain increased mobility. For the next round, you ignore all difficult terrain and take no penalties for moving through it

Fervor (Su): 4/day < OOOO >
- As a swift action, cast any one Warpriest spell you have prepared. When cast in this way, the spell can only target you, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke AoO. You do not need to have a free hand to cast a spell in this way
- As a std action (swift action if on yourself), heal 1d6 dmg
- Melee touch atk that provokes AoO to deal 1d6 dmg to undead (no save)

Bonus Feats: Gain 1 bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats and you must meet the prerequisites

Conditional Bonus - Feats

+2 to CMB when using finesse weapons [Weapon Finesse]

Conditional Bonus - Fighter (P) Class

+1 to Will saves vs fear [Bravery]

Conditional Bonus - Rogue (P) Class

+3 to Perception to locate Traps [Trapfinding]

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	7	

Common, Elven

Draconic, Dwarven, Goblin , Suloise, Ralat, Terran, Abyssal

Spell Difficulty Class Adj.

Warpriest SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.

Spell per day Adjustments & Effects

	Class #1 Warpriest 3rd			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Spell Known Adjustments & Effects

	Class #1 Warpriest 3rd			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Manifester Class Level Adjustments

All Aspects :									
Power Effects :									
Powers Known :									
Max. Pwr lvl Known :									
Power Points :									

+3 to Perception to locate Traps [Trapfinding]
+3 to Disable Device vs Traps [Trapfinding]
+2 to Reflex to avoid traps [Trap Sense]
+2 to AC vs attacks made by traps [Trap Sense]

Conditional Bonus - Half-elf (P) Race
+2 to saves vs enchantment spells & effects [Elven Immunities]

Conditional Bonus - Weapons
+2 to CMD whenever a foe attempts to sunder your Elven Curve Blade
+2 to Sleight of Hand checks made to conceal a Dagger on your body
+2 to CMB when using your Dancing, Keen Curve Blade

Conditional Skill
+4 on Acrobatics checks made to jump [Base Speed]

Languages (x7)
Common, Elven, Draconic, Dwarven, Goblin , Suloise, Ralat, Terran, Abyssal

Description for the Magical Items Worn
Amulet of Natural Armor +3: +3 enh. bonus to natural armor
Unfettered Shirt: Gain the benefits of freedom of movement for 10 min 1/day
Gauntlets of Ogre Power: +2 enh. bonus to Strength
Cloak of Elvenkind: +5 competence bonus on Stealth-p checks

CHARACTER STATUS
No errors detected

Anna

Half-elf (P), Fighter (P) / Rogue (P) 3rd, Rogue (P) / Warpriest (ACG)

Medium Humanoid (Human, Elf)
Alignment: Chaotic Good [Fharlanghn]
Hit Dice: 3d10+6, 3d8+6 (58 hp)
Initiative: +5
Speed: 40' (8 sq) (light enc.)
Space/Reach: 5 ft./5 ft.
AC: 26 (+8 Armor, +5 Dex, +3 Natural Armor), Touch 15, Flat-Footed 26
Saves: Fort +8, Ref +12, Will +7
Abilities: Str 16, Dex 20, Con 15, Int 14, Wis 16, Cha 14
Base Att/CMB/CMD: +5 / +8(+4*) / 23(+2*)
Single Attack:
Dancing, Keen Curve Blade: +13 melee (1d10+8+1d6 Acid/15-20)
Dagger: +10 melee (1d4+3/19-20)
Composite Longbow (+2 Str): +10 ranged (1d8+2/20/x3)
Bolas: +10 thrown (1d4+3/20)
Longsword: +8 melee (1d8+3/19-20)

Full Attack:
Dancing, Keen Curve Blade: +13 melee (1d10+8+1d6 Acid/15-20)
Dagger: +10 melee (1d4+3/19-20)
Composite Longbow (+2 Str): +10 ranged (1d8+2/20/x3)
Bolas: +10 thrown (1d4+3/20)
Longsword: +8 melee (1d8+3/19-20)

FEATS
Deft Dodger Trait, Rich Parents Trait, Skill Focus: Disable Device-p, Power Attack, Cleave, Alertness, Weapon Finesse, Deft Hands, Sharp Senses, Wpn Focus: Elven Curve Blade, Toughness, Wpn Specialization: Elven Curve Blade.

SKILLS
Acrobatics +11+4, Appraise +11, Bluff +8, Climb +6, Diplomacy +7, Disable Device +20+3, Disguise +6, Escape Art +8, Fly +4, Handle Animal +6, Heal +11, Intimidate +2, Linguistics +8, Perception +18+3, Ride +9, Sense Motive +13, Sleight of Hand +13+4, Spellcraft +8, Stealth +18, Survival +7, Swim +6, Use Magic Dev. +9, Cr:Gemcut +4, Cr:Locksm +4, Kn:Religion +10.

WARPRIEST (ACG) SPELLS
Spells per Day: (4/4; save DC 13+spell level):
Detect Magic, Light, Spark, Guidance. Cure Light Wounds, Comprehend Languages, Shield of Faith, Divine Favor.

EQUIPMENT
ARMOR WORN: Elven Chainmail.
Basic Equipment List, Masterwork Thieves' Tools, Traveler's Outfit,
Potion Belt M/W, Bolas, Dagger, Dancing, Keen Curve Blade, Composite Longbow (+2 Str),
Quiver of Arrows (20), 20xArrow Longsword, Potion of Barkskin +2, 2xPotion of CMW,
Handy Haversack

MAGICAL ITEMS WORN
Amulet of Natural Armor +3
Unfettered Shirt
Gauntlets of Ogre Power
Cloak of Elvenkind
.

TOTAL CHARACTER VALUE
47,759 gp.

NOTES

Racial Traits: Half-elf (P)
Elf Blood: For all effects related to race, a Half-elf is considered an Elf
Elven Immunities: Half-elves are immune to magic sleep effects
Keen Senses: +2 racial bonus on Perception skill checks
Multitalented: Choose two favored classes at first level
Adaptability: Receive Skill Focus, as a bonus feat

Vision & Senses
Low-Light x2

Class Features: Fighter (P) 3rd
Weapon & Armor Proficiency: Fighters are proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (incl. tower shields)
2x bonus combat feat
Armor Training (Ex): Current armor is a Elven Chainmail
- No speed reduction for a Medium Armor
- Reduce the Armor Check penalty by 1
- +1 to the Maximum DEX bonus of the armor

Class Features: Rogue (P) 6th
Weapon & Armor Proficiency: Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields
Sneak Attack: +3d6 damage
Evasion (Ex): Take no damage on successful Reflex save
Uncanny Dodge (Ex): Retain Dex bonus to AC even if flat-footed
Rogue Talents: 3x talents. *: Affects sneak atk, max. 1/sneak atk
- Finesse Rogue: Gain the Weapon Finesse feat
- Fast Stealth (Ex): Move at full speed using Stealth without penalty
- Resiliency (Ex): 1/day as an imm. action, gain 6 Temp. HPs when brought below 0 HP

Class Features: Warpriest (ACG) 3rd
Weapon & Armor Proficiencies: Proficient with all simple and martial wpns, as well as the favored wpn of your Deity, and with all armor and shields (except tower shields)
Concentration check: 1d20+6
Spells: Cast divine spells drawn from the Cleric spell list. Your alignment may restrict you from casting certain spells opposed to you moral/ethical beliefs. You must choose and prepare your spells in advance. Your highest level of spells is 6th. Cleric spells of 7th+ level are not on your class spell list, and you cannot use spell completion or spell trigger magic items without making a successful Use Magic Device check, for cleric 7th+ Ceric spells
Chaotic, Evil, Good, and Lawful Spells: You cannot cast spells of an alignment opposed to your own or your deity's (if you have one)
Orisons (Sp): Cast prepared 0-level spells at will
Spontaneous Casting: Expend any prepared spell that is not an orison in order to cast any 'cure' spell of the same spell level or lower
Aura (Ex): A Warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment
Focus Weapon: Gain Weapon Focus as a bonus feat
Sacred Weapon (Su): In addition to the favored weapon of your deity, designate a weapon as a sacred weapon by selecting that weapon with the Weapon
Focus feat
Blessings (Su): 4/day < OOOO >
Call upon the power from one of your blessings. The saving throw to resist a Blessing is DC14.
- Selected blessings: the Healing Blessing and the Travel Blessing
- Powerful Healer (minor): As a swift action, treat any cure spell as if it were empowered (as the Empower Spell feat), causing it to heal 50% more damage (or deal 50% more damage if used against undead). This ability doesn't stack with itself or the Empower Spell feat
- Agile Feet (minor): As a free action, gain increased mobility. For the next round, you ignore all difficult terrain and take no penalties for moving through it

Fervor (Su): 4/day < OOOO >
- As a swift action, cast any one Warpriest spell you have prepared. When cast

SPELL PLANNER #1 for
Warpriest (ACG)

Divine caster

Effective Caster Level	3
	TOTAL

3	
Class	Adj.

SCHOOLS: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Spells per Day:	4	4								
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14								

Spell Used:	0	0	0	0	0	0	0	0	0	0

LEGEND

Anna

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief, (D)ismissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

Show only level: 1

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Checks	Lvl	Cleric (P) lvl 1 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
❍❍❍❍	0	Detect Magic	D	VS	1 action	ft.	60 ft. cone-shaped emanation	3 min (D)	None	No	Detects spells and magic items within 60'	CRB267
❍❍❍❍	0	Light	Ev	VDF	1 action	Touch	1 obj touched	30 min (D)	None	No	Object shines like a torch	CRB304
❍❍❍❍	0	Spark	Ev	V or S	1 action	30 ft.	1 Fine obj	Instant	Fort neg (obj) [DC13]	Yes	Unattended flammable object catches light	APG246
❍❍❍❍	0	Guidance	D	VS	1 action	Touch	1 crt Touched	see text	Will neg [DC13]	Yes	+1 competence bonus on one attack roll, save, or skill check	CRB292
❍❍❍❍	1	Cure Light Wounds	C	VS	1 action	Touch	1 crt Touched	Instant	see text	Yes	Cures 1d8+3 damage	CRB263
❍❍❍❍	1	Comprehend Languages	D	VSDF	1 action	Personal	You	30 min	None	Yes	Understands all spoken and written languages touched	CRB258
❍❍❍❍	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	3 min	Will neg [DC14]	Yes	Aura grants +2 deflection bonus	CRB342
❍❍❍❍	1	Divine Favor	Ev	VSDF	1 action	Personal	You	1 min			+1 luck bonus to attack and damage	CRB273

Checks	Lvl	Cleric (P) lvl 1 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.