Character Name	Total	Humanoid (Human)	Age
Arald Anbehrt	LEVEL 6	Human (P)	16

Primary	Level	Type	Racial	Total	Adj.	Type	Level vs XP Mismatch	Gender	Eyes
Cavalier (P)	3	d10	HD	1			XP 0	Male	Blue

Secondary	Level	Type	Size	ECL	Adj.	Height	Weight	Hair
Cleric (P)	3	d8	Medium	6		6" 3"	175 lb.	Blonde

Third Class	Level	Type	Space / Reach	Alignment	Deity	Skin
			5 ft./5 ft.	Neutral Good	Heironeous	White

Cavalier (P)

Favored Class

SPD Speeds: Land Speed 20' = Base 30' + Gear -10' + Effects 0' / Burrow 0' / Climb 0' / Fly 0' / Swim 0'

STR Strength	18	+4
DEX Dexterity	15	+2
CON Constitution	12	+1
INT Intelligence	14	+2
WIS Wisdom	13	+1
CHA Charisma	15	+2

Ability Modif

HP Hit Points: 57 (Adj.)

⑤▪②②②②②②②②▪①①①①①①①①①①
⑤▪②②②②②②②②▪①①①①①①①①①①

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AC Armor Class 25 = Base 10 + Armor 10 + Shield 3 + Dexterity 1 + Size + Dodge + Deflection 1 + Other + Adj.

HERO Points (Available)

Touch Armor Class 12

Flat-Foot Armor Class 24

INIT Modifier +4 = Dex 2 + Effects 2 + Adj.

SPELL Resistance (SR Adj, PR Adj)

POWER Points

CMB Bonus +9 = Base 5 + STR 4 + Size + Effects / Cond. +1*

CMD Defense 22 = Base 15 + STR 4 + DEX 2 + Size + Effects 1 / Cond.

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

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	+9	5	4			
RANGED Attack Bonus	+7	5	2			

Vision & Senses

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

FULL ATTACK One-Handed — Magical Longsword

Total Attack / Damage	Adj.	Critical	Range	Damage Type
+10		19-20	-	Slashing
1d8+4+1d6 Cold		x2		

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

Size Category: Medium — Adj.

Notes:

Ammo

FULL ATTACK One-Handed — Dagger

Total Attack / Damage	Adj.	Critical	Range	Damage Type
+9		19-20	10'	Piercing or Slashing
1d4+4		x2		

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

Size Category: Medium — Adj.

Notes:

Ammo

FULL ATTACK One-Handed — Lance

Total Attack / Damage	Adj.	Critical	Range	Damage Type
+9		20	-	Piercing
1d8+4		x3		

Desc: Reach weapon that deals double damage if used from the back of a charging mount

Size Category: Medium — Adj.

Notes:

Ammo

FULL ATTACK Ranged — Light Crossbow

Ranged Attack / Damage	Adj.	Critical	Range	Damage Type
+7		19-20	80'	Piercing
1d8		x2		

Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO

Size Category: Medium — Adj.

Notes:

Ammo

FULL ATTACK One-Handed — None

Total Attack / Damage	Adj.	Critical	Range	Damage Type

Size Category — Adj.

Notes:

Ammo

FULL ATTACK One-Handed — None

Total Attack / Damage	Adj.	Critical	Range	Damage Type

Size Category — Adj.

Notes:

Ammo

ARMOR

Full Plate Armor	Adj. +1	Check Adj.: +3

Heavy	Max Dex: 1	Bonus: +9	Armor Check: -3	Spell Fail: 35%	50 lb.

Desc: When running, you move only triple your speed, not quadruple. Includes gauntlets & helmet

Notes: Magical - Enhancement +1

SHIELD

Heavy Steel Shield	Adj. +1	Check Adj.: +2

Max Dex:	Bonus: +2	Armor Check:	Spell Fail: 15%	15 lb.

Desc: Shield hand can only use shield

Notes: Magical - Enhancement +1

COINS

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

GEMS

SPELLS

Arcane Spell Failure: 50% Adj.:

Casting Class:	Cleric		
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	11							
1	3+1	12							
2	1+1	13							
3									
4									
5									
6									
7									
8									
9									

MAGICAL ITEMS WORN

List: Wondrous Items

Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:	Ring of Protection +1		

LOCATIONS

Tag	Weight
HH	83.1 lb.
PB	0.5 lb.

GEAR

List: Gear - All

	Loc.	QTY	LB.		Loc.	QTY	LB.		Loc.	QTY	LB.
Basic Equipment List	HH	1		Magical Longsword		1	4	Potion of CLW	PB	3	
Potion Belt M/W		1	1	Short Sword		1	2	Potion of CMW	PB	2	
				Dagger		1	1				
				Light Crossbow		1	4	Handy Haversack		1	5
				Crossbow Bolt		20	2				
				Lance		1	10				

Total Weight	Load Class	Max Dex	Chk Pen.	Total Value
94.0 lb.	Light	1		17,381 gp

ENCUMBRANCE

Light	Medium	Heavy	Lift	Drag	Adj
100.0	200.0	300.0	600.0	1,500.0	

Selection List: All Feats and Traits

FEATS

6 = 4 + 1 + 1

Rich Parents Trait	Your starting cash increases to 900 GP.	
Reactionary Trait	+2 trait bonus to Initiative checks	√
Cavalry Formation	Ride in close formation with mounted allies without impeding your effectiveness	
Mounted Combat	When mount is hit in combat, try Ride check (= mount AC) to negate hit. (x1 / rnd)	
Mounted Archery	Half penalty for ranged attacks while mounted	√
Extra Channel	Gain 2 uses of Channel Energy per day	√
Quick Channel	Channel energy as a move action by spending 2 daily uses of that ability	
Ride-By Attack	Move before and after a mounted charge	

INFO

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Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level

Class Features: Cavalier (P) 3rd

Weapon & Armor Proficiency: Proficient with all simple and martial weapons, with all types of armor and with shields (except tower shields)
Challenge (Ex): 1/day, as a swift action, challenge foe to combat
- +3 to damage vs Challenged foe, but -2 to AC vs any other foes

Animal Companion/Mount (Ex): Gain the service of a loyal and trusty steed
Order (Ex): Order of the Lion
- Edicts: You must protect the life and lands of your sovereign at all costs. You must obey the commands of your sovereign without question. You must strive to expand the power and prestige of his realm
- Challenge: Gain +1 to AC vs attacks made by the target of your challenge
- Skill: Knowledge: Local & Nobility are now Class Skills
- Lion's Call (Ex): As a std action, grants +2 to saves vs fear to all allies within 60' and a +1 competence bonus on attack rolls for 3 rounds. If an ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another save to resist the effect (if allowed)

Tactician (Ex): Gain one bonus Teamwork feat
- Gain 'Cavalry Formation' as a bonus Teamwork feat
- 1/day, as a std action, grant this feat to allies within 30'
- Allies retain the use of this feat for 4 rounds and ignore the prerequisites

Cavalier's Charge (Ex): Gain a +4 on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, you do not suffer any penalty to your AC after making a charge attack while mounted

Class Features: Cleric (P) 3rd

Weapon & Armor Proficiency: Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deity
Concentration check: 1d20+4
Spell Restrictions: Cannot cast spells of opposed alignment
Spontaneous Casting: Replace spell by a healing spell of the same level
Orisons (Sp): Cast prepared 0-level spells at will
Channel Energy (Su): Wave of positive energy in a 30' burst
- 7/day < OOOOOOO >
- 2d6 healing to living creatures -OR-
- 2d6 damage to Undead; Will DC17 for ½ damage

Glory Domain (P)

Touch of Glory (Sp): 4/day < OOOO >
As a std action, touch a crt giving it a +3 bonus to a single CHA-based skill/ability check. This bonus lasts 1 hr or until used

Honor Subdomain (P)

Honor Bound (Su): 4/day < OOOO >
Touch a crt to grant it a new save (if allowed) vs each ench. (charm or compulsion) effect that currently affects it. If successful, the ench. effect is ended. If you fail a save vs such an effect, use this ability as an imm. action to grant yourself an additional save. Once the target (you or a touched crt) has made one additional save per effect, this ability has no further effect on that particular enchantment effect

Conditional Bonus - Cavalier (P) Class

+3 to Ride: no armor check penalty on riding your mount [Mount]

Conditional Bonus - Weapons

+1 to CMB when using your Magical Longsword

Conditional Skill

-4 on Acrobatics checks made to jump [Base Speed]

Languages (x3)

Common, Elven, Draconic

Description for the Magical Items Worn

Ring of Protection +1: +1 deflection bonus to armor class

CHARACTER STATUS

Dexterity bonus to AC reduced because of your Full Plate Armor

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	3	
Common		
Elven, Draconic		

Spell Difficulty Class Adj.

Cleric SPELL DC Adj.		=		+		
			Effects		Adj.	
SPELL DC Adj.		=		+		
			Effects		Adj.	
SPELL DC Adj.		=		+		
			Effects		Adj.	

Spell per day Adjustments & Effects

	Class #1 Cleric 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 Cleric 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 :								

Arald Anbehrt

Human (P), Cavalier (P) 3rd, Cleric (P) 3rd

Medium Humanoid (Human)
Alignment: Neutral Good [Heironeous]
Hit Dice: 3d10+3, 3d8+3 (57 hp)
Initiative: +4
Speed: 20' (4 sq) (light enc.)
Space/Reach: 5 ft./5 ft.
AC: 25 (+10 Armor, +3 Shield, +1 Dex, +1 Deflection), Touch 12, Flat-Footed 24
Saves: Fort +7, Ref +4, Will +5
Abilities: Str 18, Dex 15, Con 12, Int 14, Wis 13, Cha 15
Base Att/CMB/CMD: +5 / +9(+1*) / 22
Single Attack:
Magical Longsword: +10 melee (1d8+4+1d6 Cold/19-20)
Dagger: +9 melee (1d4+4/19-20)
Lance: +9 melee (1d8+4/20/x3)
Light Crossbow: +7 ranged (1d8/19-20)

Full Attack:
Magical Longsword: +10 melee (1d8+4+1d6 Cold/19-20)
Dagger: +9 melee (1d4+4/19-20)
Lance: +9 melee (1d8+4/20/x3)
Light Crossbow: +7 ranged (1d8/19-20)

FEATS
Rich Parents Trait, Reactionary Trait, Cavalry Formation, Mounted Combat, Mounted Archery, Extra Channel, Quick Channel, Ride-By Attack.

SKILLS
Acrobatics -1-4, Appraise +2, Bluff +2, Climb +1, Diplomacy +11, Disguise +2, Escape Art -1, Fly -1, Handle Animal +8, Heal +7, Intimidate +8, Perception +2, Ride +8+3, Sense Motive +8, Spellcraft +6, Stealth -1, Survival +1, Swim +1, Use Magic Dev. +3, Cr:Blacksm +4, Kn:History +6, Pro:Soldier +5, Kn:Religion +10.

CLERIC (P) SPELLS
Spells per Day: (4/3+1/1+1; save DC 11+spell level):
Create Water, Detect Magic, Spark. Abundant Ammunition,
Cure Light Wounds, Sanctuary, Shield of Faith. Sound Burst. Zone of Truth.

EQUIPMENT
ARMOR WORN: Full Plate Armor.
SHIELD: Heavy Steel Shield.
Basic Equipment List, Potion Belt M/W, Magical Longsword,
Short Sword, Dagger, Light Crossbow, 20xCrossbow Bolt Lance, 3xPotion of CLW, 2xPotion of CMW, Handy Haversack

MAGICAL ITEMS WORN
Ring of Protection +1
.

TOTAL CHARACTER VALUE
17,381 gp.

NOTES

Racial Traits: Human (P)
Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level

Class Features: Cavalier (P) 3rd
Weapon & Armor Proficiency: Proficient with all simple and martial weapons, with all types of armor and with shields (except tower shields)
Challenge (Ex): 1/day, as a swift action, challenge foe to combat
- +3 to damage vs Challenged foe, but -2 to AC vs any other foes

Animal Companion/Mount (Ex): Gain the service of a loyal and trusty steed
Order (Ex): Order of the Lion
- Edicts: You must protect the life and lands of your sovereign at all costs. You must obey the commands of your sovereign without question. You must strive to expand the power and prestige of his realm
- Challenge: Gain +1 to AC vs attacks made by the target of your challenge
- Skill: Knowledge: Local & Nobility are now Class Skills
- Lion's Call (Ex): As a std action, grants +2 to saves vs fear to all allies within 60' and a +1 competence bonus on attack rolls for 3 rounds. If an ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another save to resist the effect (if allowed)

Tactician (Ex): Gain one bonus Teamwork feat
- Gain 'Cavalry Formation' as a bonus Teamwork feat
- 1/day, as a std action, grant this feat to allies within 30'
- Allies retain the use of this feat for 4 rounds and ignore the prerequisites

Cavalier's Charge (Ex): Gain a +4 on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, you do not suffer any penalty to your AC after making a charge attack while mounted

Class Features: Cleric (P) 3rd
Weapon & Armor Proficiency: Clerics are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Clerics are also proficient with the favored weapon of their deity
Concentration check: 1d20+4
Spell Restrictions: Cannot cast spells of opposed alignment
Spontaneous Casting: Replace spell by a healing spell of the same level
Orisons (Sp): Cast prepared 0-level spells at will
Channel Energy (Su): Wave of positive energy in a 30' burst
- 7/day < OOOOOOO >
- 2d6 healing to living creatures -OR-
- 2d6 damage to Undead; Will DC17 for ½ damage

Glory Domain (P)
Touch of Glory (Sp): 4/day < OOOO >
As a std action, touch a crt giving it a +3 bonus to a single CHA-based skill/ability check. This bonus lasts 1 hr or until used

Honor Subdomain (P)
Honor Bound (Su): 4/day < OOOO >
Touch a crt to grant it a new save (if allowed) vs each ench. (charm or compulsion) effect that currently affects it. If successful, the ench. effect is ended. If you fail a save vs such an effect, use this ability as an imm. action to grant yourself an additional save. Once the target (you or a touched crt) has made one additional save per effect, this ability has no further effect on that particular enchantment effect

Conditional Bonus - Cavalier (P) Class
+3 to Ride: no armor check penalty on riding your mount [Mount]

Conditional Bonus - Weapons
+1 to CMB when using your Magical Longsword

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

Languages (x3)
Common, Elven, Draconic

Description for the Magical Items Worn

ANIMAL COMPANION

Hastur
Animal Name

Horse (P-AC)
Race

Size	Space/Reach
Large	10 ft./5 ft.

Type	Sub-Type
Animal	

SPD Speed	35'				
	Land	Fly	Burrow	Climb	Swim

Initiative Modifier: +2

HP Hit Points: 24 | Adj.: +5

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⑤•①①①①①①①①

AC Armor Class: 23 = 10 (Base) + 9 (Barding/Nat.) + 2 (Bonus) + 2 (Dex) + -1 (Size) + 1 (Dodge) + (Adj.)

Abilities	Score	Modif.	Adj.
STR Strength	17	+3	
DEX Dexterity	14	+2	
CON Constitution	15	+2	
INT Intelligence	2	-4	
WIS Wisdom	12	+1	
CHA Charisma	6	-2	

TOUCH Armor Class: 12

Flat-Footed Armor Class: 20

CMB Combat Maneuver: +6

CMD Combat Man. Def.: 18

MASTER Level: 3 = 3 (Base) + (Animal) + (Adj.)

SPELL Resistance: (Adj.)

FORTITUDE (Constitution)	+5	=	3	+	2	+		+
REFLEX (Dexterity)	+5	=	3	+	2	+		+
WILL (Wisdom)	+2	=	1	+	1	+		+
			Base		Ability		Feat	Adj.

ATTACKS (Special):

QUALITIES (Special): Low-light vision, Scent

MELEE Attack Bonus: +4 = 2 (Base) + 3 (Ability) + -1 (Size) + (Adj.)

PRIMARY	Atk	Dmg	Total Attack / Damage	Critical
Bite			+4 1d4+3	20 x2

SECONDARY	Atk	Dmg	Total Attack / Damage	Critical
Hooves			-1/-1 1d6+1	20 x2

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

ATTACK	Atk	Dmg	Total Attack / Damage	Critical

Features

	Link, Share Spells
Natural Armor Adj.: +2	Evasion
Str / Dex Adj.: +1	
Bonus Tricks: +2	

Tricks (8 tricks)

Defend	
Attack	
Come	
Guard	
Heel	
Track	
Work	
Down	

Feats (Select 2)

Agile Maneuvers	√
Dodge	√

NOTES

HD Hit Dice: 3 | Bonus:

Skills

Skills	Total	Key Ability	Modifier	Ranks	Effects	Conditional	Skill Points	Misc
Acrobatics-p	6	DEX	2	1	3		1	
Appraise-p	-4	INT	-4					
Bluff-p	-2	CHA	-2					
Climb-p	7	STR	3	1	3		1	
Diplomacy-p	-2	CHA	-2					
Disable Device-p	-	DEX	2					
Disguise-p	-2	CHA	-2					
Escape Artist-p	2	DEX	2					
Fly-p	2	DEX	2					
Handle Animal-p	-	CHA	-2					
Heal-p	1	WIS	1					
Intimidate-p	-2	CHA	-2					
Linguistics-p	-	INT	-4					
Perception-p	1	WIS	1					
Ride-p	2	DEX	2					
Sense Motive-p	1	WIS	1					
Sleight of Hand-p	-	DEX	2					
Spellcraft-p	-	INT	-4					
Stealth-p	-2	DEX	2		-4			
Survival-p	1	WIS	1					
Swim-p	7	STR	3	1	3		1	
Use Magic Device-p	-	CHA	-2					
Craft: Blacksmithing-p	-4	INT	-4					
Knowledge: History-p	-	INT	-4					
Profession: Soldier-p	-	WIS	1					
Knowledge: Religion-p	-	INT	-4					

SP:	3
Adj.	
Spent:	3
Balance:	0

GEAR

List: Gear - All

GEAR	qty	lb.	qty	lb.	qty	lb.
Animal Harness	1	2				
Bit and Bridle	1	1				
Feed	10	100				
Saddle (military)	1	30				
Saddlebags	2	16				
Rider		269				
		Weight			418.00 lb.	Medium
					Total Weight	Load Class

Encumbrance Limits

Light	Medium	Heavy	Lift Off Grnd	Push / Drag
260.0	520.0	780.0	1,560.0	3,900.0

BARDING

Chainmail		Armor Class:	+5
Category: Medium	Value: gp	Weight:	lb.
Armor Check Penalty:		Maximum Dexterity:	

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SPELL PLANNER #1 for
Cleric (P)
Divine caster

Effective Caster Level	3	3	
	TOTAL	Class	Adj.

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

Spells per Day:	4	3+1	1+1							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	11	12	13							
Spell Used:	0	0	0	0	0	0	0	0	0	0

LEGEND

*: 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

Arald Anbehrt

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Show only level: 2

Checks	Lvl	Cleric (P) lvl 2 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
❍❍❍❍	0	Create Water	C	VS	1 action	30 ft.	Up to 6 gal of water	Instant	None	No	Creates up to 6 gallons of pure water	CRB262
❍❍❍❍	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	Spark	Ev	V or S	1 action	30 ft.	1 Fine obj	Instant	Fort neg (obj) [DC11]	Yes	Unattended flammable object catches light	APG246
❍❍❍❍	1	Abundant Ammunition	C	VSDF	1 action	ft.	1 container	3 min	None	No	Replaces nonmagical ammunition every round	UC222
❍❍❍❍	1	Cure Light Wounds	C	VS	1 action	Touch	1 crt Touched	Instant	see text	Yes	Cures 1d8+3 damage	CRB263
❍❍❍❍	1	Sanctuary	A	VSDF	1 action	Touch	1 crt Touched	3 rnd	Will neg [DC12]	No	On failed save, opponents cannot attack you	CRB336
❍❍❍❍	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	3 min	Will neg [DC12]	Yes	Aura grants +2 deflection bonus	CRB342
❍❍	2	Sound Burst	Ev	VSDF	1 action	30 ft.	Crt in 10 ft. rad. spread	Instant	Fort part [DC13]	Yes	Deals 1d8 sonic damage to subjects; may stun them	CRB346
❍❍	2	Zone of Truth	En	VSDF	1 action	30 ft.	20 ft. rad. emanation	3 min	Will neg [DC13]	Yes	Subjects within range cannot lie	CRB371

Checks	Lvl	Cleric (P) lvl 2 Spells	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.