

Arald Anbehr

Character Name
Cavalier (P) 5
 Primary Level
Cleric (P) 5
 Secondary Level
 Third Class Level

LEVEL 10

Human (P)

27



STR Strength	20	+5
DEX Dexterity	15	+2
CON Constitution	12	+1
INT Intelligence	14	+2
WIS Wisdom	14	+2
CHA Charisma	15	+2

FORTITUDE (Constitution)	+9	=	8	+	1	+		+		+		+		+	
REFLEX (Dexterity)	+4	=	2	+	2	+		+		+		+		+	
WILL (Wisdom)	+7	=	5	+	2	+		+		+		+		+	

BASE Attack	+8	/	+3	/		/		/		/		/		/	
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MELEE Attack Bonus	+13	=	8	+	5	+		+		+		+		+	
RANGED Attack Bonus	+10	=	8	+	2	+		+		+		+		+	

FULL ATTACK One-Handed		Magical Longsword	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
			+14/+9		19-20	-	Slashing	
			1d8+5+1d6 Cold		x2			
Notes:		Desc: Classic. Straight blade is the wpn of knighthood and valor, favored by many Paladins			Size Category		Adj.	
					Medium			

Ammo

FULL ATTACK One-Handed		Dagger	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
			+13/+8		19-20	10'	Piercing or Slashing	
			1d4+5		x2			
Notes:		Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you			Size Category		Adj.	
					Medium			

Ammo

FULL ATTACK One-Handed		Shieldsplitter Lance	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
			+14/+9		19-20	-	Piercing	
			1d8+6		x3			
Notes:		Desc: This +1 keen lance has the ability to penetrate and destroy shields			Size Category		Adj.	
					Medium			

Ammo

FULL ATTACK Ranged		Light Crossbow	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
			+10		19-20	80'	Piercing	
			1d8		x2			
Notes:		Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO			Size Category		Adj.	
					Medium			

Ammo

FULL ATTACK One-Handed		None	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
Notes:					Size Category		Adj.	

Ammo

FULL ATTACK One-Handed		None	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
Notes:					Size Category		Adj.	

Ammo

Total Humanoid (Human)

HD	1	XP	0	Male	Blue
Type	Racial Total Adj.	Type	Level vs XP Mismatch	Gender	Eyes
d8	Medium	10	6" 3"	175 lb.	Blonde
Type	Size	ECL Adj.	Height	Weight	Hair
	5 ft./5 ft.	Neutral Good	Heironeous	White	Skin
Type	Space / Reach	Alignment	Deity		
SPD	20' = 30' + -10' + 0' / 0' / 0' / 0' / 0'				
Speeds	Land Speed Base Gear Effects Burrow Climb Fly Swim				

HP Hit Points	84
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AC Armor Class	28
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Touch Armor Class	13
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Flat-Foot Armor Class	26
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INIT Modifier	+4
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SPD Speeds	20' = 30' + -10' + 0' / 0' / 0' / 0' / 0'
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DEX Effects	+2
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SPD Resistance	
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POWER Points	
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CMB Bonus	+13
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COND Defense	26
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BASE Attack	+8
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STR Effects	+5
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DEX Effects	+2
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BASE Attack	+8	/	+3	/		/		/		/		/		/	
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MELEE Attack Bonus	+13	=	8	+	5	+		+		+		+		+	
RANGED Attack Bonus	+10	=	8	+	2	+		+		+		+		+	

BASE Attack	+8	/	+3	/		/		/		/		/		/	
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FULL ATTACK One-Handed		Magical Longsword	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
			+14/+9		19-20	-	Slashing	
			1d8+5+1d6 Cold		x2			
Notes:		Desc: Classic. Straight blade is the wpn of knighthood and valor, favored by many Paladins			Size Category		Adj.	
					Medium			

Ammo

FULL ATTACK One-Handed		Dagger	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
			+13/+8		19-20	10'	Piercing or Slashing	
			1d4+5		x2			
Notes:		Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you			Size Category		Adj.	
					Medium			

Ammo

FULL ATTACK One-Handed		Shieldsplitter Lance	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
			+14/+9		19-20	-	Piercing	
			1d8+6		x3			
Notes:		Desc: This +1 keen lance has the ability to penetrate and destroy shields			Size Category		Adj.	
					Medium			

Ammo

FULL ATTACK Ranged		Light Crossbow	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
			+10		19-20	80'	Piercing	
			1d8		x2			
Notes:		Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO			Size Category		Adj.	
					Medium			

Ammo

FULL ATTACK One-Handed		None	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
Notes:					Size Category		Adj.	

Ammo

FULL ATTACK One-Handed		None	Total Attack / Damage	Adj.	Critical	Range	Damage	Type
Notes:					Size Category		Adj.	

Ammo

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p		2-4	DEX	2			-4	
Appraise-p		2	INT	2				
Bluff-p		2	CHA	2				
Climb-p		5	STR	5				
Diplomacy-p		15	CHA	2	13			
Disable Device-p		-	DEX	2		-2		
Disguise-p		2	CHA	2				
Escape Artist-p		2	DEX	2				
Fly-p		2	DEX	2				
Handle Animal-p		12+2	CHA	2	10	2		
Heal-p		10	WIS	2	8			
Intimidate-p		11	CHA	2	9			
Linguistics-p		-	INT	2				
Perception-p		3	WIS	2	1			
Ride-p		15	DEX	2	13			
Sense Motive-p		14	WIS	2	12			
Sleight of Hand-p		-	DEX	2		2		
Spellcraft-p		8	INT	2	6			
Stealth-p		2	DEX	2				
Survival-p		2	WIS	2				
Swim-p		5	STR	5				
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		6	WIS	2	4			
Knowledge: Religion-p		10	INT	2	8			

ARMOR	Mithral Full Plate of Speed	Adj.	Check Adj.:	+3
Medium	Max Dex: 3	Bonus: +10	Armor Check:	Spell Fail: 25%
25 lb.				
Desc: As a free action, activate it to be hasted (as the spell) for up to 10 rounds each day				
Notes:				

SHIELD	Lion Heavy Shield	Adj.	Check Adj.:	+2
Max Dex:	Bonus: +4	Armor Check:	Spell Fail: 15%	15 lb.
Desc: 3x per day (free action), bite +8/+3, 2d6 damage				
Notes:				

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:	Gauntlets of Ogre Power	Body:	
Feet:			
Right Finger:			
Left Finger:	Ring of Protection +1		

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Gear - All		
Basic Equipment List	HH	1						4	Potion of CLW	PB	3
Potion Belt M/W		1	1					2	Potion of CMW	PB	2
								1	Dagger		
								1	Light Crossbow		
								4	Handy Haversack		5
								20	Javelin of Lightning		4
								1	Shieldsplitter Lance		10
87.0 lb.		Light		3						80,841 gp	
Total Weight		Load Class		Max Dex		Chk Pen.		ENCUMBRANCE		Total Value	
								133.3		2,000.0	
Selection List:		All Feats and Traits						Light		Medium	
								Heavy		Lift	
								Drag		Adj	

FEATS	7	=	6	+	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 / md)					
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					
Shield Focus	+1 bonus to AC while holding your Lion Heavy Shield					
Turn Undead	Use 1 Channel Energy; Undeads within 30' flee unless WILL DC14 (Std action)					
Ride-By Attack	Move before and after a mounted charge					

COINS	Platinum:	0	gp
	Gold:	0	gp
	Silver:	0	sp
	Copper:	0	cp
GEMS			

SPELLS	Arcane Spell Failure: 40% Adj.:		
Casting Class:	Cleric		
Caster Level:	5		
Caster level adj:			
Spell / day adj:			
Spell known adj:			
Spell Level	Spells / day	Save DC	Spells Known
0	4	12	
1	4+1	13	
2	3+1	14	
3	1+1	15	
4			
5			
6			
7			
8			
9			

LOCATIONS	HH	83.1	lb.
	PB	0.5	lb.
Tag			
Weight			

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Racial Traits: Human (P)
Cavalier favored class: Add +1 to your Banner bonus
Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level

Class Features: Cavalier (P) 5th
Weapon & Armor Proficiency: Proficient with all simple and martial weapons, with all types of armor and with shields (except tower shields)
Challenge (Ex): 2/day, as a swift action, challenge foe to combat
 • +5 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 +2 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 5 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
 • 2/day, as a std action, grant this feat to allies within 30'
 • Allies retain the use of this feat for 5 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
Expert Trainer (Ex): Reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. You can also train more than one mount at once, although each mount after the first adds +2 to the DC

Banner (Ex): Allies within 60' who can see your Banner gain:
 • +2 morale bonus on saves vs fear
 • +1 morale bonus on attack rolls made as part of a charge

Class Features: Cleric (P) 5th
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+7
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 < OOOOOO >
 • 3d6 healing to living creatures -OR-
 • 3d6 damage to Undead; Will DC18 for 1/2 damage

Glory Domain (P)
Touch of Glory (Sp): 5/day < OOOOO >
 As a std action, touch a crt giving it a +5 bonus to a single CHA-based skill/ability check. This bonus lasts 1 hr or until used
Honor Subdomain (P)
Honor Bound (Su): 5/day < OOOOO >
 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
 +2 to Handle Animal that can serve as a mount [Expert Trainer]

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

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

Languages (x3)
 Common, Elven, Draconic

Description for the Magical Items Worn
Gauntlets of Ogre Power: +2 enh. bonus to Strength
Ring of Protection +1: +1 deflection bonus to armor class

CHARACTER STATUS
 You have selected more feats than allowed!!

TRACKERS				
	Initial	Spent	Reset	Avail.

LANGUAGES		Avail.	Adj.
Common		3	
Elven, Draconic			

Spell Difficulty Class Adj. = Effects + Adj.

Cleric
SPELL DC Adj. = Effects + Adj.

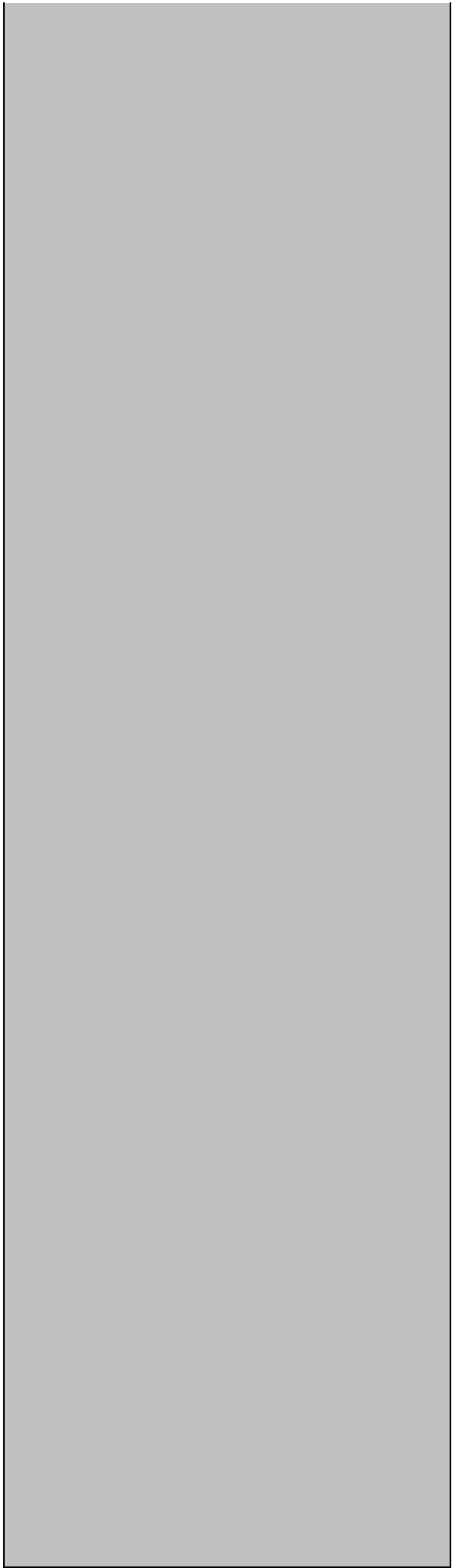
SPELL DC Adj. = Effects + Adj.

SPELL DC Adj. = Effects + Adj.

Spell per day Adjustments & Effects						
	Class #1		Class #2		Class #3	
	Cleric 5th					
	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		Class #2		Class #3	
	Cleric 5th					
	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						
	Class #1		Class #2		Class #3	
All Aspects :						
Power Effects :						
Powers Known :						
Max. Pwr lvl Known :						
Power Points :						



Arald Anbeht

NOTES

Human (P), Cavalier (P) 5th, Cleric (P) 5th

Medium Humanoid (Human)

Alignment: Neutral Good [Heironeous]

Hit Dice: 5d10+5, 5d8+5 (84 hp)

Initiative: +4

Speed: 20' (4 sq) (light enc.)

Space/Reach: 5 ft./5 ft.

AC: 28 (+10 Armor, +4 Shield, +2 Dex, +1 Deflection, +1 Other), Touch 13, Flat-Footed 26

Saves: Fort +9, Ref +4, Will +7

Abilities: Str 20, Dex 15, Con 12, Int 14, Wis 14, Cha 15

Base Att/CMB/CMD: +8 / +13(+2*) / 26

Single Attack:

Magical Longsword: +14 melee (1d8+5+1d6 Cold/19-20)

Dagger: +13 melee (1d4+5/19-20)

Shieldsplitter Lance: +14 melee (1d8+6/19-20/x3)

Light Crossbow: +10 ranged (1d8/19-20)

Full Attack:

Magical Longsword: +14/+9 melee (1d8+5+1d6 Cold/19-20)

Dagger: +13/+8 melee (1d4+5/19-20)

Shieldsplitter Lance: +14/+9 melee (1d8+6/19-20/x3)

Light Crossbow: +10 ranged (1d8/19-20)

FEATS

Rich Parents Trait, Reactionary Trait, Cavalry Formation, Mounted Combat, Mounted Archery, Extra Channel, Quick Channel, Shield Focus, Turn Undead, Ride-By Attack.

SKILLS

Acrobatics +2-4, Appraise +2, Bluff +2, Climb +5, Diplomacy +15, Disguise +2, Escape Art +2, Fly +2, Handle Animal +12+2, Heal +10, Intimidate +11, Perception +3, Ride +15, Sense Motive +14, Spellcraft +8, Stealth +2, Survival +2, Swim +5, Use Magic Dev. +3, Cr:Blacksm +4, Kn:History +6, Pro:Soldier +6, Kn:Religion +10.

CLERIC (P) SPELLS

Spells per Day: (4/4+1/3+1/1+1; save DC 12+spell level):

Create Water, Detect Magic, Spark, Light. Abundant Ammunition, Cure Light Wounds, Sanctuary, Bless. Shield of Faith. Sound Burst, Resist Energy (fire),

Protection from Evil (Communal). Zone of Truth. Dispel Magic. Searing Light.

EQUIPMENT

ARMOR WORN: Mithral Full Plate of Speed.

SHIELD: Lion Heavy 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, 2xJavelin of Lightning, Shieldsplitter Lance

MAGICAL ITEMS WORN

Gauntlets of Ogre Power

Ring of Protection +1

TOTAL CHARACTER VALUE

80,841 gp.

Racial Traits: Human (P)

Cavalier favored class: Add +1 to your Banner bonus

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Class Features: Cavalier (P) 5th

Weapon & Armor Proficiency: Proficient with all simple and martial weapons, with all types of armor and with shields (except tower shields)

Challenge (Ex): 2/day, as a swift action, challenge foe to combat

- +5 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 +2 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 5 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
- 2/day, as a std action, grant this feat to allies within 30'
- Allies retain the use of this feat for 5 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

Expert Trainer (Ex): Reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. You can also train more than one mount at once, although each mount after the first adds +2 to the DC

Banner (Ex): Allies within 60' who can see your Banner gain:

- +2 morale bonus on saves vs fear
- +1 morale bonus on attack rolls made as part of a charge

Class Features: Cleric (P) 5th

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+7

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 < OOOOOO >
- 3d6 healing to living creatures -OR-
- 3d6 damage to Undead; Will DC18 for ½ damage

Glory Domain (P)

Touch of Glory (Sp): 5/day < OOOOO >

As a std action, touch a crt giving it a +5 bonus to a single CHA-based skill/ability check. This bonus lasts 1 hr or until used

Honor Subdomain (P)

Honor Bound (Su): 5/day < OOOOO >

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

+2 to Handle Animal that can serve as a mount [Expert Trainer]

Conditional Bonus - Weapons

+1 to CMB when using your Magical Longsword

SPELL PLANNER #1 for
Cleric (P)

Divine caster

Effective	5	5	
Caster Level	TOTAL	Class	Adj.

SCHOOLS
 Abjuration, Conjunction, Divination,
 Enchantment, Evocation, Illusion,
 Necromancy, Transmutation, Universal

Spells per Day:	4	4+1	3+1	1+1						
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	12	13	14	15						

Spell Used:	0	0	0	0	0	0	0	0	0	0
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LEGEND Arald Anbeht
 *: 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

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Show only level: **3**

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	35 ft.	Up to 10 gal of water	Instant	None	No	Creates up to 10 gallons of pure water	CRB262
○○○○	0	Detect Magic	D	VS	1 action	ft.	60 ft. cone-shaped emanation	5 min (D)	None	No	Detects spells and magic items within 60'	CRB267
○○○○	0	Spark	Ev	V or S	1 action	35 ft.	1 Fine obj	Instant	Fort neg (obj) [DC12]	Yes	Unattended flammable object catches light	APG246
○○○○	0	Light	Ev	VDF	1 action	Touch	1 obj touched	50 min (D)	None	No	Object shines like a torch	CRB304
○○○○○	1	Abundant Ammunition	C	VSDF	1 action	ft.	1 container	5 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+5 damage	CRB263
○○○○○	1	Sanctuary	A	VSDF	1 action	Touch	1 crt Touched	5 rd	Will neg [DC13]	No	On failed save, opponents cannot attack you	CRB336
○○○○○	1	Bless	En	VSDF	1 action	ft.	You & all allies within 50 ft.	5 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50' burst	CRB249
○○○○○	1	Shield of Faith	A	VSM	1 action	Touch	1 crt Touched	5 min	Will neg [DC13]	Yes	Aura grants +2 deflection bonus	CRB342
○○○○	2	Sound Burst	Ev	VSDF	1 action	35 ft.	Crt in 10 ft. rad. spread	Instant	Fort part [DC14]	Yes	Deals 1d8 sonic damage to subjects; may stun them	CRB346
○○○○	2	Resist Energy (fire)	A	VSDF	1 action	Touch	1 crt Touched	50 min	Fort neg [DC14]	Yes	Resistance to Fire 10	CRB334
○○○○	2	Protection from Evil (Communal)	A	VSDF	1 action	Touch	1 crt Touched	5 min (D)	Will neg [DC14]	*	+2 deflect. AC & saves, counter mind ctrl, hedge out elem./outsiders. Split duration	UC240
○○○○	2	Zone of Truth	En	VSDF	1 action	35 ft.	20 ft. rad. emanation	5 min	Will neg [DC14]	Yes	Subjects within range cannot lie	CRB371
○○	3	Dispel Magic	A	VS	1 action	150 ft.	see text	Instant	None	No	Cancels magical spells & effects. Caster Level check 1d20+5	CRB272
○○	3	Searing Light	Ev	VS	1 action	150 ft.	Ray	Instant	None	Yes	Ray deals 2d8 dmg, 5d6 (or d8) vs undead, 2d6 vs constructs	CRB338

