

Cael Madikson

Player: Scott David Gray

Male dwarf monk (master of many styles) 1/warpriest (sacred fist) of Kurgess 8, Silver Crusade faction - CL9 - CR 8

Lawful Good Humanoid (Dwarf); Deity: **Kurgess**; Age: **66**; Height: **4' 2"**; Weight: **185lb.**; Eyes: **Hazel**; Hair: **Blonde**; Skin: **Fair**

Ability	Score	Modifier	Temporary
STR STRENGTH	20/22	+5/+6	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	15/17	+2/+3	
CHA CHARISMA	5	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12	=	+8	+2	+2		
			Hardy +2: +2 vs. poison, spells, and spell-like abilities				
REFLEX (DEXTERITY)	+7	=	+4	+1	+2		
			Hardy +2: +2 vs. poison, spells, and spell-like abilities				
WILL (WISDOM)	+13	=	+8	+3	+2		
			Hardy +2: +2 vs. poison, spells, and spell-like abilities				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=	+3		+1			+2	+11

Touch AC 17	Flat-Footed AC 19
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Sky Sentinel: +2 Dodge bonus vs. flying creatures

CM Bonus	BAB	Strength	Size	Misc
+12	=	+6	+6	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
29	=	10	+6	+6

33 vs. Bull Rush; 33 vs. Trip

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+6	HP	66
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Sky Sentinel: +1 bonus vs. flying creatures

Initiative	Damage / Current HP
+2	

Speed	20 ft
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Shuriken

Ranged: **+7/+2, 1d2+6**

Ranged w/ offhand: **+1/-4, 1d2+6**

Ranged w/ light off.: **+3/-2, 1d2+6**

Ranged offhand: **-1, 1d2+3**

Sky Sentinel: +1 bonus vs. flying creatures

Crit: x2

Rng: 10'

Light, P, Monk

Character Number: 14034 - 35



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+13	DEX (1)	9	
		Speed greater/less than 30 ft. : -4 to jump, Unorthodox Strategy : +2 to move through an enemy's threatened squares		
Appraise	+0	INT (0)	-	
Bluff	-3	CHA (-3)	-	
Climb	+6	STR (6)	-	
Diplomacy	-3	CHA (-3)	-	
Disguise	-3	CHA (-3)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+3	WIS (3)	-	
Intimidate	-3	CHA (-3)	-	
Knowledge (history)	+4	INT (0)	1	
		Lorekeeper: +2 bonus on checks that pertain to dwarves or their enemies		
Knowledge (religion)	+4	INT (0)	1	
Perception	+15	WIS (3)	9	
		Sky Sentinel: +2 vs. flying creatures		
Profession (soldier)	+13	WIS (3)	7	
Ride	+1	DEX (1)	-	
Sense Motive	+3	WIS (3)	-	
Stealth	+1	DEX (1)	-	
Survival	+3	WIS (3)	-	
		Wayfinder: +2 to avoid becoming lost		
Swim	+10	STR (6)	1	

Feats

Combat Style Master

May switch styles as a free action

Feats

Dragon Ferocity +3, 1d4+6 rds

Gain bonus on unarmed attacks, and you can cause opponents to be shaken

Dragon Style

+2 vs. sleep, paralysis, and stun, first unarmed strike in a rd deals 1.5x Str, and can ignore difficult terrain/allies when charging.

Improved Unarmed Strike

Unarmed strikes don't cause attacks of opportunity, and can be lethal.

Monk Weapon Proficiencies

You are proficient with the Club, Crossbow (Light and Heavy), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Sickle, Siangham and Sling.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Pummeling Charge

When using Pummeling Style, make Pummeling Style atk at end of charge.

Pummeling Style

Total damage from all unarmed attacks before applying DR.

Stunning Fist (3/day, DC 17)

You can stun an opponent with an unarmed attack.

Tiger Style

Gain +2 to CMD against bull rush, overrun, and trip, and deal slashing damage

Traits

Tactician (1/day)

Gain a +2 trait bonus on an attack of opportunity.

Unorthodox Strategy

+2 Acrobatics to move through an enemy's threatened squares.

Unarmed strike

Main hand: **+12/+7, 1d10+6**

Crit: x2

Main w/ offhand: **+6/+1, 1d10+6**

Light, B

Main w/ light off.: **+8/+3, 1d10+6**

Offhand: **+4, 1d10+6**

Flurry: **+10/+5, 1d10+6**

Sky Sentinel: +1 bonus vs. flying creatures

Gear

Total Weight Carried: 34/520 lbs, Encumbrance Ignored

(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

Amulet of Mighty Keen Tiger Fists	-
Backpack (empty) <In: Handy haversack (54 @ 35 lbs)>	2 lbs
Ball (10 in.) <In: Handy haversack (54 @ 35 lbs)>	1 lb
Bedroll	5 lbs
Belt of giant strength +2	1 lb
Belt pouch (5 @ 0 lbs)	0.5 lbs
Blanket <In: Handy haversack (54 @ 35 lbs)>	1 lb
Bracers of armor +3	1 lb
Chalk <In: Handy haversack (54 @ 35 lbs)>	-
Cloak of resistance +2	1 lb
Country Estate (empty, River Kingdoms: Madikson)	-
Earplugs <In: Belt pouch (5 @ 0 lbs)>	-
Flint and steel <In: Belt pouch (5 @ 0 lbs)>	-
Hammer <In: Handy haversack (54 @ 35 lbs)>	2 lbs
Handy haversack (54 @ 35 lbs)	5 lbs
Hat	0.5 lbs
Headband of inspired wisdom +2	1 lb
Holy symbol, iron (a chain, worn on arm in honor of Ink, black x2 <In: Handy haversack (54 @ 35 lbs)>	1 lb
Inkpen x2 <In: Handy haversack (54 @ 35 lbs)>	-
Iron spike x5 <In: Handy haversack (54 @ 35 lbs)>	1 lb
Mess kit <In: Handy haversack (54 @ 35 lbs)>	1 lb

Experience & Wealth

Experience Points: **24/27**

Current Cash: **7 pp, 8 gp**

Silver Crusade: **Fame: 36, PP: 25**

Gear

Total Weight Carried: **34/520 lbs,**

Encumbrance Ignored

(Light: 173 lbs, Medium: 346 lbs, Heavy: 520 lbs)

Paper x10 <In: Handy haversack (54 @ 35 lbs)>	-
Paper candle firework x2 <In: Belt pouch (5 @ 0 lbs)>	-
Parchment x10 <In: Handy haversack (54 @ 35 lbs)>	-
Pearl of power (1st level, 3/day) x3	-
Pot <In: Handy haversack (54 @ 35 lbs)>	4 lbs
Ring of protection +1	-
Rounders gear <In: Handy haversack (54 @ 35 lbs)>	0.5 lbs
Scroll of air bubble, ant haul, comprehend languages	-
Shuriken x50	0.1 lbs
Signal whistle <In: Belt pouch (5 @ 0 lbs)>	-
Silk rope <In: Handy haversack (54 @ 35 lbs)>	5 lbs
Soap <In: Handy haversack (54 @ 35 lbs)>	0.5 lbs
Soldier's uniform	5 lbs
Spell component pouch	2 lbs
Tennis gear <In: Handy haversack (54 @ 35 lbs)>	3 lbs
Trail rations x10 <In: Handy haversack (54 @ 35 lbs)>	1 lb
Traveller's outfit (Free) <In: Handy haversack (54 @ 35 lbs)>	-
Wand of cure light wounds (35 charges) <In: Handy haversack (54 @ 35 lbs)>	-
Wand of mage armor (42 charges) <In: Handy haversack (54 @ 35 lbs)>	-
Waterskin	4 lbs
Wayfinder (empty)	1 lb
Winged boots (3/day)	1 lb

Special Abilities

Aura (Ex)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Blessed Fortitude (Su)

At 3rd level, a sacred fist can avoid even magical and unusual attacks with help from his deity. If he succeeds at a Fortitude saving throw against an attack that has a reduced effect on a successful save, he instead avoids the attack.

Blessings (7/day) (Su)

A warpriest's deity influences his alignment, what magic he can perform, his values, and how others see him. Each warpriest can select two blessings from among those granted by his deity (each deity grants the blessings tied to its alignment).

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but not infrared.

Fervor (3d6, 7/day) (Su)

At 2nd level, a warpriest can draw upon the power of his faith to heal wounds or harm foes. He can also use this ability to quickly cast spells that aid in his struggles. This ability can be used a number of times per day equal to 1/2 his level.

Flurry of Blows +4/+4/-1/-1 (Su)

At 1st level, a sacred fist can make a flurry of blows attack as a full-attack action. This ability works like the monk ability of the same name, except the sacred fist's attack bonus from warpriest levels does not count as his.

Fuse Style (2 styles) (Ex)

At 1st level, a master of many styles can fuse two of the styles he knows into a more perfect style. The master of many styles can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action.

Hardy +2

Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

Special Abilities

Holy Strike (Su)

At 1st level, you can touch one weapon and bless it with the power of purity and goodness. For 1 minute, this weapon glows green, white, or yellow-gold and deals an additional 1d6 points of damage against evil creatures. During this time,

Ki Defense +4 (Su)

A monk can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Flurry (Su)

By spending 1 point from his ki pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack.

Ki Insight +1 (Su)

The sacred fist can as a swift action spend 1 point from his ki pool to grant himself a +1 insight bonus to his AC for 1 minute. (This is in addition the normal ki ability to gain a dodge bonus to AC.) This insight bonus increases by 1 for

Ki Pool (6/day) (Su)

At 4th level, a monk gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's ki pool is equal to 1/2 his monk level + his Wisdom modifier.

Ki Speed (Su)

By spending 1 point from his ki pool, a monk can increase his base speed by 20 feet for 1 round.

Ki Strike, Cold Iron/Silver (Su)

At 7th level, a monk's unarmed strikes count as cold iron and silver for the purposes of overcoming damage reduction.

Ki Strike, Magic (Su)

At 4th level, ki strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

Lorekeeper

Dwarves keep extensive records about their history and the world around them. Dwarves with this racial trait receive a +2 racial bonus on Knowledge (history) checks that pertain to dwarves or their enemies. They can make such skill

Lucky Presence

At 1st level, you can touch an ally and grant it a lucky presence. The target of this luck can call upon it to roll any one ability check, attack roll, saving throw, or skill check twice and take the better result. The decision to use this ability

Sky Sentinel +1 to attack/+2 to AC

As creatures with a deep affinity for the ground, dwarves are wary of attacks from above. Enemies on higher ground gain no attack roll bonus against dwarves with this racial trait, and they gain a +1 racial bonus on attack rolls, a

Slow and Steady

Your base speed is never modified by armor or encumbrance.

Spontaneous Casting

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric can "lose" any prepared spell that is not an orison or domain spell in order to cast

Stability +4

+4 racial bonus to Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stunning Fist (Stun) (Ex)

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This

Unarmed Strike (1d10)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand

Warpriest Channel Positive Energy 3d6 (3/day, DC 13)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the

Tracked Resources

Shuriken

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Stunning Fist (3/day, DC 17)

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Tactician (1/day)

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Trail rations

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Wand of cure light wounds (35 charges)

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Wand of mage armor (42 charges)

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Warpriest Channel Positive Energy 3d6 (3/day, DC 13) (Su)

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Winged boots (3/day)

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Languages

Common

Dwarven

Spells & Powers

Warpriest (Sacred Fist) spells memorized (CL 8th; concentration +11)

Melee Touch +12/+7 Ranged Touch +7/+2

3rd—*cure serious wounds*, *locate object*, *magic circle against evil*

2nd—*air step*^{ACG}, *align weapon*, *silence* (DC 15), *spiritual weapon*, *weapon of awe*^{APG} (DC 15)

1st—*bless*, *comprehend languages*, *divine favor*, *shield of faith*, *unbreakable heart*^{ISWG}

0th (at will)—*create water*, *detect magic*, *guidance*, *read magic*, *stabilize*

Situational Modifiers

Acrobatics

Speed greater/less than 30 ft. : -4 to jump, **Unorthodox Strategy** : +2 to move through an enemy's threatened squares

All Saves

Hardy +2: +2 vs. poison, spells, and spell-like abilities

Knowledge (history)

Lorekeeper: +2 bonus on checks that pertain to dwarves or their enemies

Perception

Sky Sentinel : +2 vs. flying creatures

Survival

Wayfinder: +2 to avoid becoming lost

Tracked Resources

Blessings (7/day) (Su)

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Fervor (3d6, 7/day) (Su)

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Ki Pool (6/day) (Su)

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Paper candle firework

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Pearl of power (1st level, 3/day)

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Background

Desnus 25 4649 AR – Cael Madikson is born in Chelish Augustana, to brewer Vorn Madikson (of der Hopfen Springen Brewery) and his mother Marda Madikson; he has an older brother, Karal.

4664 AR – As a boy, Cael shows promise as a pugilist; he is reasonably quick on his feet for a dwarf, and packs a very powerful haymaker.

4669 AR – Andoran revolted against Cheliox; Cael took employment as a messenger to the Andoran army.

Sarenith 24 4690 AR – Married Ridka Faernspar, took job with father and brother at der Hopfen Springen Brewery, and earns some extra money boxing.

Kuthona 4 4690 AR – Son Ril born.

Gozran 3 4691 AR – Daughter Ginna born.

Erastus 4 4694 AR – Son Boad born.

4696 AR – Goblinoids begin to threaten Andoran.

4697 AR – With many heading to the front, the pickings at boxing matches become slim, and the promoter liked to set local elves against local dwarves (which was sort of silly, because the local dwarves were were of sky sentinel lineage, and don't have no history of an adversarial relationship with elves). Not realizing how poorly trained his elf opponent, Fenthon, was, Cael landed a single punch that nearly killed Fenthon.* Everybody tells Cael that Fenthon's fall wasn't his fault as Fenthon spends time in hospital recovering, but it weighs on Cael. Cael decides that he needs more structure, joins Andoran militia, trains, and goes to front.

4699 AR – Cael returns from war, re-joins der Hopfen Springen Brewery.

4700 AR – Marriage to Ridka falls apart, Ridka takes children away to her family, Cael becomes a drunken lout. Seeing his, brother Karal fires Cael from the brewery in order to remove the temptation.

4702 AR – Cael re-joins Andorn army and dries out, becoming a Private.

4706 AR – Cael takes a half-year leave; takes vows to Kurgess.

4707 AR – Cael returns to the army, becoming a Corporal and an infantry Chaplain.

4710 AR – Cael becomes a Sargent.

4711 AR – Cael becomes a Sargent Major.

4713 AR – Cael musters out of the Andoran army.

4714 AR – The Mendevian crusade goes on; Cael feels guilty for mustering out just before, but doesn't re-join.

4715 AR – Cael is still between jobs; on advice of ex-Army buddy, Corporal Donthen, joins the Pathfinder Society; "a place where people go to forget."

* [Meta: there is about a 1-in-1000 (actually 9.75 in 10000) chance of Cael's first non-lethal strike against an AC 12 opponent doing 20 points of non-lethal damage – enough to potentially kill a typical 1st level elf commoner with average elf dexterity and constitution scores.]

Sourcebooks Used

- **Advanced Class Guide** - Air Step (spell); Pummeling Charge (feat); Pummeling Style (feat); Sacred Fist (archetype); Warpriest (class)
- **Advanced Player's Guide** - Ant Haul (spell); Weapon of Awe (spell)
- **Advanced Player's Guide / Advanced Race Guide** - Lorekeeper (alternate racial trait)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Earplugs (equipment); Iron spike (equipment)
- **Advanced Race Guide** - Sky Sentinel (alternate racial trait)
- **Adventurer's Armory / Ultimate Equipment** - Paper candle firework (equipment)
- **Gods & Magic / Inner Sea World Guide** - Unbreakable Heart (spell)
- **Pathfinder Society Field Guide** - Country Estate (equipment)
- **Ultimate Campaign** - Tactician (trait)
- **Ultimate Combat** - Combat Style Master (feat); Dragon Ferocity (feat); Dragon Style (feat); Master of Many Styles (archetype); Air Bubble (spell); Tiger Style (feat)
- **Ultimate Equipment** - Ball (10 in.) (equipment); Hat (equipment); Holy symbol, iron (equipment); Mess kit (equipment); Rounders gear (equipment); Soldier's uniform (equipment); Tennis gear (equipment)

Cael Madikson – Abilities & Gear

Combat Style Master Feat

You shift between combat styles, combining them to increased effect.

Prerequisites: Improved Unarmed Strike, two or more style feats, base attack bonus +6 or monk level 5th.

Benefit: You can switch your style as a free action. At the start of combat, pick one of your styles. You start the combat in that style, even in the surprise round.

Normal: It takes a swift action to begin or switch your styles.

Appears In : Ultimate Combat

Dragon Ferocity +3, 1d4+6 rds Feat

You attack with the strength of a dragon, your telling blows striking fear into your enemies.

Prerequisites: Str 15, Improved Unarmed Strike, Dragon Style, Stunning Fist, Acrobatics 5 ranks.

Benefit: While using Dragon Style, increase your Strength bonus on unarmed strike damage rolls by an additional one-half your Strength bonus, to a total of double your Strength bonus on the first attack and 1-1/2 times your Strength bonus on the other attacks. When you score a critical hit or a successful Stunning Fist attempt against an opponent while using this style, that opponent is also shaken for a number of rounds equal to 1d4 + your Strength bonus.

Special: Taking this feat allows you to qualify for the Elemental Fist feat (*Advanced Player's Guide* 158) even if you do not meet that feat's prerequisites. If you do not meet that feat's prerequisites, you must choose one of the damage types that feat offers, and you can use only that damage type with your Elemental Fist attacks until you meet the feat's normal prerequisites. A monk with this feat can use Elemental Fist as if he were a monk of the four winds (*Advanced Player's Guide* 112).

Appears In : Ultimate Combat

Dragon Style Feat

You call upon the spirit of dragonkind, gaining greater resilience, mobility, and fierceness from the blessing of these great beings.

Prerequisites: Str 15, Improved Unarmed Strike, Acrobatics 3 ranks.

Benefit: While using this style, you gain a +2 bonus on saving throws against sleep effects, paralysis effects, and stunning effects. You ignore difficult terrain when you charge, run, or withdraw. You can also charge through squares that contain allies. Further, you can add 1-1/2 times your Strength bonus on the damage roll for your first unarmed strike on a given round.

Normal: You cannot charge or run through difficult terrain, and you cannot charge through a square that contains an ally. With an unarmed strike, you usually add your Strength bonus on damage rolls.

Appears In : Ultimate Combat

Improved Unarmed Strike Feat

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed – you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Normal: Without this feat, you are considered unarmed when attacking with an unarmed strike, and you can deal only nonlethal damage with such an attack.

Power Attack -2/+4 Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Pummeling Charge Feat

Your charge ends with a mighty haymaker.

Prerequisites: Improved Unarmed Strike, Pummeling Style; base attack bonus +12, brawler level 8th, or monk level 8th.

Benefit: You can charge and make a full attack or flurry of blows at the end of your charge as part of the charge action. You can use Pummeling Charge in this way only if all of your attacks qualify for using Pummeling Style against a single target.

Normal: You cannot make a full attack on a charge.

Appears In : Advanced Class Guide

Pummeling Style Feat

Your unarmed strikes weave together in an effortless combo, focusing on the spots you've weakened with the last hit.

Prerequisites: Improved Unarmed Strike; base attack bonus +6, brawler's flurry class feature, or flurry of blows class feature.

Benefit: Whenever you use a full-attack action or flurry of blows to make multiple attacks against a single opponent with unarmed strikes, total the damage from all hits before applying damage reduction. This ability works only with unarmed strikes, no matter what other abilities you might possess.

Appears In : Advanced Class Guide

Stunning Fist (3/day, DC 17) **Feat**

You know just where to strike to temporarily stun a foe.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Special: A monk receives Stunning Fist as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a stunning attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.

Tiger Style **Feat**

Your unarmed fighting style emulates the strength and ferocity of a tiger.

Prerequisites: Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.

Benefit: While using this style, you gain a +2 bonus to your CMD against bull rush, overrun, and trip maneuvers.

You can also deal slashing damage with your unarmed strikes. Whenever you score a critical hit with your slashing unarmed strike, your opponent also takes 1d4 points of bleed damage at the start of his next two turns.

Normal: Unarmed strikes deal bludgeoning damage.

Appears In : Ultimate Combat

Tactician (1/day) **Trait**

You know how to take advantage of enemies who are unprepared for your assault. You gain a +1 trait bonus on initiative checks. In addition, once per day when you make an attack of opportunity, you gain a +2 trait bonus on the attack roll.

Appears In : Ultimate Campaign

Unorthodox Strategy **Trait**

You are particularly quick on your feet, and gain a +2 trait bonus on Acrobatics checks made to move through an enemy's threatened squares.

Appears In : Pathfinder Society

Darkvision (60 feet) **Racial Ability,Senses (Dwarf)**

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Hardy +2 **Racial Ability (Dwarf)**

Gain a racial bonus on saving throws against poison, spells, and spell-like abilities.

Lorekeeper **Unknown**

Dwarves keep extensive records about their history and the world around them. Dwarves with this racial trait receive a +2 racial bonus on Knowledge (history) checks that pertain to dwarves or their enemies. They can make such skill checks untrained. This racial trait replaces greed.

Appears In : Advanced Player's Guide, Advanced Race Guide

Sky Sentinel +1 to attack/+2 to AC **Unknown**

As creatures with a deep affinity for the ground, dwarves are wary of attacks from above. Enemies on higher ground gain no attack roll bonus against dwarves with this racial trait, and they gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. This racial trait replaces defensive training, hatred, and stonecunning.

Appears In : Advanced Race Guide

Slow and Steady **Racial Ability,Movement (Dwarf)**

Your base speed is never modified by armor or encumbrance.

Stability +4 **Racial Ability (Dwarf)**

+4 racial bonus to Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Unarmed Strike (1d10) **Unknown**

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks can be with fists, elbows, knees, and feet. This means that a monk can make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk can apply his full Strength bonus on damage rolls for all his unarmed strikes. A monk's unarmed strikes deal lethal damage, although he can choose to deal nonlethal damage with no penalty on his attack roll. He can make this choice while grappling as well.

A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

The damage dealt by a monk's unarmed strike is determined by the unarmed damage column on Table 1–2: Monk. The damage listed is for Medium monks. The damage for Small or Large monks is listed below.

Warpriest Channel Positive Energy 3d6 (3 Class Ability (Warpriest))

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol (see Channel Energy). This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Aura (Ex) Class Ability (Warpriest)

A cleric or warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* on page 266 of the Core Rulebook for details).

Blessed Fortitude (Su) Class Ability (Warpriest)

At 3rd level, a sacred fist can avoid even magical and unusual attacks with help from his deity. If he succeeds at a Fortitude saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. A helpless sacred fist does not gain the benefit of the blessed fortitude ability. This ability replaces the bonus feat gained at 3rd level.

At 9th level, the sacred fist's blessed fortitude ability improves. He still takes no damage or negative effect when he succeeds at a Fortitude save, but now when he fails a Fortitude saving throw against a spell or effect that deals damage (including ability damage and drain), he takes only half the amount of damage. A helpless sacred fist does not gain the benefit of miraculous fortitude. This ability replaces the bonus feat gained at 9th level.

Blessings (7/day) (Su) Class Ability (Warpriest)

A warpriest's deity influences his alignment, what magic he can perform, his values, and how others see him. Each warpriest can select two blessings from among those granted by his deity (each deity grants the blessings tied to its domains). A warpriest can select an alignment blessing (Chaos, Evil, Good, or Law) only if his alignment matches that domain. If a warpriest isn't devoted to a particular deity, he still selects two blessings to represent his spiritual inclinations and abilities, subject to GM approval. The restriction on alignment domains still applies.

Each blessing grants a minor power at 1st level and a major power at 10th level. A warpriest can call upon the power of his blessings a number of times per day (in any combination) equal to 3 + 1/2 his warpriest level (to a maximum of 13 times per day at 20th level). Each time he calls upon any one of his blessings, it counts against his daily limit. The save DC for these blessings is equal to 10 + 1/2 the warpriest's level + the warpriest's Wisdom modifier.

If a warpriest also has levels in a class that grants cleric domains, the blessings chosen must match the domains selected by that class. Subject to GM discretion, the warpriest can change his former blessings or domains to make them conform.

Fervor (3d6, 7/day) (Su) Class Ability (Warpriest)

At 2nd level, a warpriest can draw upon the power of his faith to heal wounds or harm foes. He can also use this ability to quickly cast spells that aid in his struggles. This ability can be used a number of times per day equal to 1/2 his warpriest level + his Wisdom modifier.

By expending one use of this ability, a good warpriest (or one who worships a good deity) can touch a creature to heal it of 1d6 points of damage, plus an additional 1d6 points of damage for every 3 warpriest levels he possesses above 2nd (to a maximum of 7d6 at 20th level). Using this ability is a standard action (unless the warpriest targets himself, in which case it's a swift action). Alternatively, the warpriest can use this ability to harm an undead creature, dealing the same amount of damage he would otherwise heal with a melee touch attack. Using fervor in this way is a standard action that provokes an attack of opportunity. Undead do not receive a saving throw against this damage. This counts as positive energy.

An evil warpriest (or one who worships an evil deity) can use this ability to instead deal damage to living creatures with a melee touch attack and heal undead creatures with a touch. This counts as negative energy.

A neutral warpriest who worships a neutral deity (or one who is not devoted to a particular deity) uses this ability as a good warpriest if he chose to spontaneously cast cure spells or as an evil warpriest if he chose to spontaneously cast inflict spells.

As a swift action, a warpriest can expend one use of this ability to cast any one warpriest spell he has prepared with a casting time of 1 round or shorter. When cast in this way, the spell can target only the warpriest, even if it could normally affect other or multiple targets. Spells cast in this way ignore somatic components and do not provoke attacks of opportunity. The warpriest does not need to have a free hand to cast a spell in this way.

Flurry of Blows+4/+4/-1/-1 (Su) Class Ability (Warpriest)

At 1st level, a sacred fist can make a flurry of blows attack as a full-attack action. This ability works like the monk ability of the same name, except the sacred fist's attack bonus from warpriest levels does not count as his warpriest level. This ability replaces sacred weapon.

Cael Madikson – Abilities & Gear

Fuse Style (2 styles) (Ex) **Class Ability (Monk)**

At 1st level, a master of many styles can fuse two of the styles he knows into a more perfect style. The master of many styles can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when the master of many styles switches to another style feat, he can choose one style whose stance is already active to persist. He may only have two style feat stances active at a time.

At 8th level, the master of many styles can fuse three styles at once. He can have the stances of three style feats active at the same time. He gains a bonus on attack rolls equal to the number of styles whose stances he currently has active. Furthermore, he can enter up to three stances as a swift action.

At 15th level, the master of many styles can fuse four styles at once. He can have the stances of four style feats active at the same time. Furthermore, he can enter up to four stances as a free action by spending 1 point from his *ki* pool. This ability replaces flurry of blows.

At 20th level, a master of many styles can have the stances of five style feats active at once, and can change those stances as a free action. This ability replaces perfect self.

Holy Strike (Su) **Class Ability (Warpriest)**

At 1st level, you can touch one weapon and bless it with the power of purity and goodness. For 1 minute, this weapon glows green, white, or yellow-gold and deals an additional 1d6 points of damage against evil creatures. During this time, it's treated as good for the purposes of overcoming damage reduction. This additional damage doesn't stack with the additional damage from the *holy* weapon special ability.

Ki Defense +4 (Su) **Class Ability (Monk)**

A monk can spend 1 point from his *ki* pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Flurry (Su) **Class Ability (Monk)**

By spending 1 point from his *ki* pool, a monk can make one additional attack at his highest attack bonus when making a flurry of blows attack.

Ki Insight +1 (Su) **Class Ability (Warpriest)**

The sacred fist can as a swift action spend 1 point from his *ki* pool to grant himself a +1 insight bonus to his AC for 1 minute. (This is in addition the normal *ki* ability to gain a dodge bonus to AC.) This insight bonus increases by 1 for every 3 levels above 7th (to a maximum of +5 at 19th level).

Ki Pool (6/day) (Su) **Class Ability (Monk)**

At 4th level, a monk gains a pool of *ki* points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's *ki* pool is equal to 1/2 his monk level + his Wisdom modifier.

A monk gains additional powers that consume points from his *ki* pool as he gains levels.

The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

For a Ninja, the *Ki* Pool is based on Charisma, rather than Wisdom.

Note: Unchained monks gain this ability at 3rd level.

Ki Speed (Su) **Class Ability (Monk)**

By spending 1 point from his *ki* pool, a monk can increase his base speed by 20 feet for 1 round.

Ki Strike, Cold Iron/Silver (Su) **Class Ability (Monk)**

At 7th level, a monk's unarmed strikes count as cold iron and silver for the purposes of overcoming damage reduction.

Ki Strike, Magic (Su) **Class Ability (Monk)**

At 4th level, *ki* strike allows a monk's unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

Note: Unchained monks gain this ability at 3rd level, when they gain a *ki* pool.

Lucky Presence **Class Ability (Warpriest)**

At 1st level, you can touch an ally and grant it a lucky presence. The target of this luck can call upon it to roll any one ability check, attack roll, saving throw, or skill check twice and take the better result. The decision to use this ability must be made before the roll is made. Once used, or once 1 minute passes, the effect ends.

Spontaneous Casting **Class Ability (Warpriest)**

A good cleric (or a neutral cleric of a good deity) can channel stored spell energy into healing spells that she did not prepare ahead of time. The cleric 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).

An evil cleric (or a neutral cleric of an evil deity) can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in its name).

A cleric who is neither good nor evil and whose deity is neither good nor evil can convert spells to either cure spells or inflict spells (player's choice). Once the player makes this choice, it cannot be reversed. This choice also determines whether the cleric channels positive or negative energy (see channel energy).

Stunning Fist (Stun) (Ex) **Class Ability (Monk)**

At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, the monk can choose to make the target fatigued. At 8th level, he can make the target sickened for 1 minute. At 12th level, he can make the target staggered for 1d6+1 rounds. At 16th level, he can permanently blind or deafen the target. At 20th level, he can paralyze the target for 1d6+1 rounds. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

Earplugs **Gear**

Made of waxed cotton or cork, earplugs give you a +2 circumstance bonus on saves against effects that require hearing but also cause a –5 penalty on hearing-based Perception checks.

Appears In : Advanced Player's Guide, Adventurer's Armory, Ultimate Equipment

Country Estate (empty, River Kingdoms: Madikson Stadium) **Vanity**

Life in the city allows only so much space to roam, and a limited amount of privacy. A country estate affords you a much larger, rural home, located in a nation of your choice. When in that nation, you gain a +2 bonus on Knowledge (geography) and Survival checks.

Appears In : Pathfinder Society Field Guide

Scroll of air bubble, ant haul, comprehend languages **Scroll**

Ant Haul, Fortitude Negates (DC 11)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

Comprehend Languages

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

Air Bubble

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The *air bubble* allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage.

A firearm within an *air bubble* can be loaded - assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device - and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the *air bubble* explodes, the explosion occurs normally.

Ring of protection +1 **Ring**

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Wand of cure light wounds (35 charges) **Wand**

Cure Light Wounds

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

Wand of mage armor (42 charges) **Wand**

Mage Armor

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Amulet of Mighty Keen Tiger Fists **Wondrous Item (Neck)**

Keen

This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the keen edge spell or the Improved Critical feat).

Construction

Requirements: Craft Magic Arms and Armor, *keen edge*; **Cost** +1 Bonus

Belt of giant strength +2 **Wondrous Item (Belt)**

This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bull's strength*; **Cost** 2,000 gp

Bracers of armor +3 **Wondrous Item (Wrist)**

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. *Bracers of armor* surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +3, just as though he were wearing armor. Both *bracers of armor* must be worn for the magic to be effective.

Construction

Requirements: Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; **Cost** 4,500 gp

Cloak of resistance +2 **Wondrous Item (Shoulders)**

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +2 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 2,000 gp

Handy haversack (54 @ 35 lbs) **Wondrous Item**

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

Headband of inspired wisdom +2 Wondrous Item (Headband)

This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband grants the wearer an enhancement bonus to Wisdom of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction

Requirements: Craft Wondrous Item, *owl's wisdom*; **Cost** 2,000 gp

Pearl of power (1st level, 3/day) Wondrous Item

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Construction

Requirements: Craft Wondrous Item, creator must be able to cast 1st level spells; **Cost** 500 gp

Wayfinder (empty) Wondrous Item

A small magical device patterned off ancient relics of the Azlanti, a *wayfinder* is typically made from silver and bears gold accents. With a command word, you can use a *wayfinder* to shine (as the *light* spell). The *wayfinder* also acts as a nonmagical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* include a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants you its normal benefits (as if it were orbiting your head), but frequently reveals entirely new powers due to the magic of the *wayfinder* itself (see Seeker of Secrets page 51).

Note: This item costs only 250 gp for members of the Pathfinder Society

Construction

Requirements Craft Wondrous Item, *light*; **Cost** 250 gp

Appears In : Seekers of Secrets, Inner Sea World Guide, Shattered Star, Pathfinder Society

Winged boots (3/day) Wondrous Item (Feet)

These boots appear to be ordinary footgear. On command, they sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell (including a +4 bonus on Fly skill checks). He can fly three per times day for up to 5 minutes per flight.

Construction

Requirements Craft Wondrous Item, *fly*; **Cost** 8,000 gp

Cael Madikson, Warpriest (Sacred Fist) 8 – Spells

Create Water	Warpriest 0	Guidance	Warpriest 0
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School: Conjuration (Creation) [Water]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Up to 2 gallons of water/level
Duration: Instantaneous
Save: None
Resistance: No

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large - possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Detect Magic	Warpriest 0
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School: Divination
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

- Faint - 1d6 rounds
- Moderate - 1d6 minutes
- Strong - 1d6 x 10 minutes
- Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

School: Divination / Void Elemental
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute or until discharged
Save: Will negates (harmless)
Resistance: Yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Read Magic	Warpriest 0
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School: Divination
Components: V, S, F (a clear crystal or mineral prism)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Stabilize	Warpriest 0
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School: Conjuration (Healing)
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Save: Will negates (harmless)
Resistance: Yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Bless	Warpriest 1
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School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, DF
Casting Time: 1 action
Range: 50 ft.
Area: The caster and all allies within a 50-ft. burst, centered on the caster
Duration: 1 min./level
Save: None
Resistance: Yes (harmless)

Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless counters and dispels bane.

Cael Madikson, Warpriest (Sacred Fist) 8 – Spells

Comprehend Languages

Warpriest 1

School: Divination
Components: V, S, M/DF (pinch of soot and salt)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

Divine Favor

Warpriest 1

School: Evocation
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

Shield of Faith

Warpriest 1

School: Abjuration
Components: V, S, M (parchment with a holy text written on it)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Save: Will negates (harmless)
Resistance: Yes (harmless)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Unbreakable Heart

Warpriest 1

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Duration: 1 round/level
Save: Will Negates (harmless)
Resistance: Yes (harmless)

The target creature gains a +4 morale bonus on saving throws against mind-affecting effects that rely on negative emotions (such as *crushing despair*, *rage*, or fear effects) or that would force him to harm an ally (such as *confusion*). If the target is already under such an effect when receiving this spell, that effect is suppressed for the duration of this spell. It does not affect mind-affecting effects based on positive emotions (such as *good hope* or the inspire courage bard ability). A creature can still be charmed or otherwise magically controlled while under this spell's effects, but if such a creature ever receives a new saving throw against that effect as a result of being ordered to attempt to harm or otherwise oppose a true ally, he can roll that saving throw twice and take the better result as his actual roll. *Calm emotions* counters and dispels *unbreakable heart*.

Appears in: Gods & Magic, Inner Sea World Guide

Air Step

Warpriest 2

School: Transmutation [Air]
Components: V, S, M (a goose feather)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level

This spell functions as *air walk*, except you can rise no higher than 1 foot off the ground, you cannot pass over liquid, and the air you walk on is less stable than solid ground. When walking on air, you ignore difficult terrain that is less than 1 foot high, you do not trigger effects based on weight (such as a pressure plate), and any creature trying to track you through areas you crossed with this spell takes a -10 penalty on its Perception or Survival check to do so. However, because of the instability of the air you walk on, your speed is reduced by 10 feet (to a minimum of 5 feet) and you take a -4 penalty on Acrobatics, Climb, and Ride checks.

If you have 1 rank in Fly, your speed is not reduced when using this spell, and you can cross over liquid at half speed.

If you have 5 ranks in Fly, you can cross liquid at full speed and do not take the penalties to your skill checks.

Air Walk

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed. A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field. You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

Appears in: Advanced Class Guide

Cael Madikson, Warpriest (Sacred Fist) 8 – Spells

Align Weapon

Warpriest 2

School: Transmutation
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Weapon touched or 50 projectiles (all of which must be together at the time of casting)
Duration: 1 min./level
Save: Will negates (harmless, object)
Resistance: Yes (harmless, object)

Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose. A weapon that is aligned can bypass the damage reduction of certain creatures. This spell has no effect on a weapon that already has an alignment. You can't cast this spell on a natural weapon, such as an unarmed strike. When you make a weapon chaotic, evil, good, or lawful, align weapon is a chaotic, evil, good, or lawful spell, respectively.

Silence

Warpriest 2

School: Illusion (Glamer)
Components: V, S
Casting Time: 1 round
Range: Long (400 + 40 ft./level)
Area: 20-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 round/level (D)
Save: DC 15 Will negates; see text or none (object)
Resistance: Yes; see text or no (object)

Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects.

Spiritual Weapon

Warpriest 2

School: Evocation [Force]
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: Magic weapon of force
Duration: 1 round/level (D)
Save: None
Resistance: Yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers. Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action. A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object). If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell. The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

Weapon of Awe

Warpriest 2

School: Transmutation
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Weapon touched
Duration: 1 minute/level
Save: DC 15 Will negates (harmless, object)
Resistance: Yes (harmless, object)

You transform a single weapon into an awe-inspiring instrument. The weapon gains a +2 sacred bonus on damage rolls, and if the weapon scores a critical hit, the target of that critical hit becomes shaken for 1 round with no saving throw. This is a mind-affecting fear effect. A ranged weapon affected by this spell applies these effects to its ammunition.

You can't cast this spell on a natural weapon, but you can cast it on an unarmed strike.

Appears in: Advanced Player's Guide

Cael Madikson, Warpriest (Sacred Fist) 8 – Spells

Cure Serious Wounds

Warpriest 3

School: Conjunction (Healing)

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Save: Will half (harmless); see text

Resistance: Yes (harmless); see text

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

Cure Light Wounds

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

Locate Object

Warpriest 3

School: Divination

Components: V, S, F/DF

Casting Time: 1 action

Range: Long (400 + 40 ft./level)

Area: Circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration: 1 min./level

Save: None

Resistance: No

You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. You cannot specify a unique item unless you have observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object and nondetection fool it.

Magic Circle against Evil**Warpriest 3****School:** Abjuration [Good]**Components:** V, S, M/DF (a 3-ft.-diameter circle of powdered silver)**Casting Time:** 1 action**Range:** Touch**Area:** 10-ft.-radius emanation from touched creature**Duration:** 10 min./level**Save:** Will negates (harmless)**Resistance:** No; see text

All creatures within the area gain the effects of a *protection from evil* spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of *protection from evil*), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance. This spell has an alternative version that you may choose when casting it. A *magic circle against evil* can be focused inward rather than outward. When focused inward, the spell binds a nongood called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the magic circle. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from evil* spell for that creature only. A magic circle leaves much to be desired as a trap. If the circle of powdered silver laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*astral projection*, *blink*, *dimension door*, *etherealness*, *gate*, *plane shift*, *shadow walk*, *teleport*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself. You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20. A successful diagram allows you to cast a *dimensional anchor* spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a magic circle prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram - even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above. This spell is not cumulative with *protection from evil* and vice versa.

Protection from Evil

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks