

Choi Cha-Kyu

Player: Scott David Gray

Male tengu arcanist (eldritch font) 1/inquisitor (sacred huntmaster) of Korada 1/monk (zen archer) 2, Silver Crusade faction - CL4 - CR 3

Lawful Good Humanoid (Tengu); Deity: Korada; Age: 21; Height: 5'; Weight: 101lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	12	+1	
WIS WISDOM	16	+3	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+5	+1				
REFLEX (DEXTERITY)	+7 =	+3	+4				
WILL (WISDOM)	+10 =	+7	+3				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =			+4					+3

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
17	13				

CM Bonus	BAB	Strength	Size	Misc
+3 =	+1	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
20 = 10	+1	+2	+4	-

Base Attack	HP
+1	26

Initiative	Speed	Damage / Current HP
+4	30 ft	

+1 adaptive composite longbow

Ranged, both hands: **+7, 1d8+3** Crit: x3
 Ranged Flurry: **+6/+6, 1d8+3** Rng: 110'
 2-hand, P

Arrows

Crit: x2
Ammo, P

Bite (Tengu)

Main hand: **-2, 1d3+1** Crit: x2
 Main w/ offhand: **-8, 1d3+1** Light, B/P/S
 Main w/ light off.: **-6, 1d3+1**
 Offhand: **-10, 1d3+1**

Character Number: 1 - 1



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (4)	1	
Appraise	+1	INT (1)	-	
Bluff	-2	CHA (-2)	-	
Climb	+6	STR (2)	1	
Diplomacy	-2	CHA (-2)	-	
Disable Device	-	DEX (4)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	+8	DEX (4)	1	
Fly	+8	DEX (4)	1	
Handle Animal	+3	CHA (-2)	1	
Heal	+3	WIS (3)	-	
Intimidate	-1	CHA (-2)	-	
Knowledge (arcana)	+5	INT (1)	1	
<small>Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures</small>				
Knowledge (dungeoneering)	-	INT (1)	-	
<small>Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures</small>				
Knowledge (local)	+5	INT (1)	1	
<small>Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures</small>				
Knowledge (nature)	+5	INT (1)	1	
<small>Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures</small>				
Knowledge (planes)	+5	INT (1)	1	
<small>Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures</small>				
Knowledge (religion)	+5	INT (1)	1	
<small>Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures</small>				
Linguistics	+9	INT (1)	1	
Perception	+9	WIS (3)	1	
Profession (sailor)	+7	WIS (3)	1	
Ride	+12	DEX (4)	4	
Sense Motive	+8	WIS (3)	1	
Sleight of Hand	-	DEX (4)	-	

Skills				
Skill Name	Total	Ability	Ranks	Temp
Spellcraft	+5	INT (1)	1	
Stealth	+10	DEX (4)	1	
Survival	+7	WIS (3)	1	
Swim	+6	STR (2)	1	
Use Magic Device	-	CHA (-2)	-	

Feats	
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
Boon Companion (Animal Companion)	+4 levels to calc familiar/animal comp abilities (max of your HD).
Deflect Arrows (1/round)	While have an empty hand, negate one ranged weapon hit you are aware of (unless from a massive weapon).
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.
Perfect Strike (2d20, 2/day)	With certain weapons, roll twice, higher is attack, lower is confirmation roll.
Point-Blank Shot	+1 to attack and damage rolls with ranged weapons at up to 30 feet.
Precise Shot	You don't get -4 to hit when shooting or throwing into melee.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency - All	Proficient with all simple weapons.
Weapon Focus (Longbow)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits	
Beast Bond (Handle Animal)	You share a close bond with animals. You gain a +1 bonus on Handle Animal checks and Ride checks. One of these skills (your choice) is always a class skill for you.
Gifted Adept (Bowstaff)	A chosen spell gets +1 CL.

Blunt arrows	
	Crit: x2 Ammo, B

cold iron arrows	
	Crit: x2 Ammo, P

Experience & Wealth	
Experience Points:	9/12
Current Cash:	You have no money!
Silver Crusade:	Fame: 0, PP: 0

Dagger	
Main hand:	+3, 1d4+2 Crit: 19-20/x2
Main w/ offhand:	-3, 1d4+2 Rng: 10'
Main w/ light off.:	-1, 1d4+2 Light, P/S
Offhand:	-5, 1d4+1
Ranged:	+5, 1d4+2
Ranged w/ offhand:	-1, 1d4+2
Ranged w/ light off.:	+1, 1d4+2
Ranged offhand:	-3, 1d4+1

Smoke arrows	
	Crit: x2 Ammo, P

Unarmed strike	
Main hand:	+3, 1d6+2 Crit: x2
Main w/ offhand:	-3, 1d6+2 Light, B
Main w/ light off.:	-1, 1d6+2
Offhand:	-5, 1d6+2

Whistling arrow	
	Crit: x2 Ammo

Gear	
Total Weight Carried: 43/200 lbs, Light Load (Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)	
+1 adaptive composite longbow	3 lbs
Arrows x96	0.15 lbs
Backpack, masterwork (19 @ 7 lbs)	4 lbs
Belt pouch (2 @ 0 lbs)	0.5 lbs
Blunt arrows x10	0.15 lbs
Chewing stick	-
cold iron arrows x20	0.15 lbs
Comb <In: Backpack, masterwork (19 @ 7 lbs)>	0.2 lbs
Copper Wire <In: Belt pouch (2 @ 0 lbs)>	-
Crystal Prism <In: Belt pouch (2 @ 0 lbs)>	-
Dagger	1 lb
Hairbrush <In: Backpack, masterwork (19 @ 7	0.3 lbs
Hip flask	0.5 lbs
Holy symbol, silver (Korada)	1 lb
Mirror <In: Backpack, masterwork (19 @ 7 lbs)>	0.5 lbs
Nail file <In: Backpack, masterwork (19 @ 7 lbs)>	0.1 lbs
Scholar's outfit (Free) <In: Backpack, masterwork (19	-
Scissors <In: Backpack, masterwork (19 @ 7	0.3 lbs
Scroll of burning hands (x5)	-
Smoke arrows x6	0.15 lbs
Soap <In: Backpack, masterwork (19 @ 7 lbs)>	0.5 lbs
Soldier's uniform	5 lbs
Spellbook <In: Backpack, masterwork (19 @ 7	3 lbs
Sponge <In: Backpack, masterwork (19 @ 7 lbs)>	-
Tooth Powder <In: Backpack, masterwork (19 @	0.1 lbs

Gear

Total Weight Carried: 43/200 lbs, Light Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Trail rations x2 <In: Backpack, masterwork (19 @ 7 1 lb
Wand of comprehend languages (50 charges) <In: -
Wand of cure light wounds (50 charges) <In: Backpack, -
Wand of mage armor (48 charges) <In: Backpack, -
Wand of protection from evil (50 charges) <In: Backpack, -
Wand of reduce person (44 charges) <In: Backpack, -
Wand of shield (49 charges) <In: Backpack, masterwork -
Wand of shield of faith (50 charges) <In: Backpack, -
Whistling arrow x10 0.15 lbs

Special Abilities

Animal Companion (animal companion (roc named Sae))

At 1st level, a hunter forms a bond with an animal companion. A hunter may begin play with any of the animals available to a druid. This animal is a loyal companion that accompanies the hunter on her adventures. This ability functions

Arcane Reservoir +1 DC or CL (4/day) (Su)

An arcanist has an innate pool of magical energy that she can draw upon to fuel her arcanist exploits and enhance her spells. The arcanist's arcane reservoir can hold a maximum amount of magical energy equal to 3 + the

Consume Spells (Su)

At 1st level, an arcanist can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if she had used it to cast a spell. Doing this adds a number of points to her arcane reservoir equal to

Dimensional Slide (10 feet) (Su)

The arcanist can expend 1 point from her arcane reservoir to create a dimensional crack that she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to move

Divine Vessel (6/day) (Su)

Whenever you are the target of a divine spell, you can, as a swift action, grant each ally within 15 feet of you a divine boon. This boon grants a +2 bonus on the next attack roll, skill check, or ability check made before the end of their next

Flurry of Blows +0/+0 (Ex)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be

Inquisitor (Sacred Huntmaster) Domain (Divine)

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Monster Lore +3 (Ex)

The inquisitor adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Unarmed Strike (1d6)

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

Tracked Resources

Arcane Reservoir +1 DC or CL (4/day) (Su)

Arrows

Blunt arrows

Tracked Resources

cold iron arrows

Dagger

Deflect Arrows (1/round)

Divine Vessel (6/day) (Su)

Perfect Strike (2d20, 2/day)

Smoke arrows

Trail rations

Wand of comprehend languages (50 charges)

Languages

Common

Tengu

Languages

Hwan
Minkaian

Tien

Spells & Powers

Arcanist (Eldritch Font) spells memorized (CL 1st; concentration +2)

Melee Touch +3 Ranged Touch +5

1st (4/day)—*gravity bow*^{APG}

0th (at will)—*message, prestidigitation, read magic*

Inquisitor (Sacred Huntmaster) spells known (CL 1st; concentration +4)

Melee Touch +3 Ranged Touch +5

1st (2/day)—*bowstaff*^{UC}, *litany of sloth*^{UC}

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

[D] Domain spell; **Domains** Divine, Magic

Companions

Sae (Animal Companion), Roc - CL4 - CR 3

STR **13** (+1), DEX **20** (+5), CON **10** (0), INT **2** (-4), WIS **13** (+1), CHA **11** (0); Fortitude **+4**, Reflex **+9**, Will **+2**

HP: 22/22; Init: +5; Speed: 20 feet

Attack Bonus: +3; Armor Class: 22 / 15 Tch / 17 Fl

Fly **+11**, Perception **+5**

Bite (Roc) **Melee +8, 1d6+1, x2**

Talon x2 (Roc) **Melee +8 x2, 1d4+1, x2**

Special: Attack [Trick], Come [Trick], Defend [Trick], Down [Trick], Evasion (Ex), Flight (80 feet, Average), Guard [Trick], Heel [Trick], Low-Light Vision, Stay [Trick], Work [Trick]

Situational Modifiers

Knowledge (arcana)

Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures

Knowledge (dungeoneering)

Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures

Knowledge (local)

Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures

Knowledge (nature)

Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures

Knowledge (planes)

Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures

Knowledge (religion)

Monster Lore : +3 bonus to identify the abilities and weaknesses of creatures

Background

..Choi Cha-Kyu is a Tengu from Hwanggot. His parents (Seong & Bora) and elder sisters (Jin & Wook) were poor and despised, so he grew up something of a lower-class outcast.

..Seeking to justify his family name, Choi became one of the few male soldiers in the Tian-Hwan air-force. He trained as a mounted archer, becoming skilled enough that he was permitted to purchase (from his pension) a baby Roc, Sae, which may yet grow large enough to ride.

..During his time in the army, Choi fell into the habits of drinking, whoring and gambling. He became more disgusted with himself over time, and in a conversion epiphany dreamt of the Empyrean Lord Korada calling to him and forgiving him.

..Going cold turkey on his bad habits, Choi Cha-Kyu finished out his term of service -- a little impatiently, because he hoped to travel far and redeem himself.

..Choi Cha-Kyu travelled with Sae through Tian Dan and Minata, learning the Tien trade language. The two worked on a fishing boat, to get to Minkai, where Choi Cha-Kyu was determined to remake himself in order to save himself from falling back into old sinful ways.

..On Minkai Choi spent four months serving three masters, mostly cleaning the temples and carrying water and becoming proficient in the language. A young hunter named Michiko helped him rethink the use of the bow as a tool for extending perceptions and reach. An old woman, Hoshiko, gave him an introduction to the arcane arts. A young man named Masao trained him in divine magic.

..Being ready to move on, he learned "just enough" Taldane and got a job working on a merchant vessel going to Taldor; "The Life of Ease." The boat was captured by pirates on "The Forward Sinker," and Choi and Sae were taken aboard as prisoners by Captain Seward "Rough Dog" Payton.

..Near a small Island off of Tempest Cay, a mutiny was attempted by many members of the crew. When it was clear that the mutiny would be successful, Choi saved Captain Seward's life by casting reduce person on both of them and flying to shore on Sae's back.

..After all flew to safety, Seward granted Choi and Sae their freedom. Choi Cha-Kyu believes that fate has brought them here; perhaps for some benefit, or perhaps for some test, but he intends to find what it is, and has been working around the Shackles, looking for a disaster or opportunity to present itself.

Choi Cha-Kyu – Abilities & Gear

Boon Companion (Animal Companion) **Feat**

Your bond with your animal companion or familiar is unusually close.

Prerequisite: Animal companion or familiar class feature.

Benefit: The abilities of your animal companion or familiar are calculated as though your class were 4 levels higher, to a maximum effective druid level equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you lose or dismiss an animal companion or familiar that has received this benefit, you may apply this feat to the replacement creature.

Special: You may select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different animal companion or familiar.

Appears In : Seekers of Secrets, Animal Archive

Deflect Arrows (1/round) **Feat**

You can knock arrows and other projectiles off course, preventing them from hitting you.

Prerequisites: Dex 13, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

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.

Perfect Strike (2d20, 2/day) **Feat**

When wielding a monk weapon, your attacks can be extremely precise.

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). You must use one of the following weapons to make the attack: kama, nunchaku, quarterstaff, sai, and siangham. You can roll your attack roll twice and take the higher result. If one of these rolls is a critical threat, the other roll is used as your confirmation roll (your choice if they are both critical threats). You may attempt a perfect attack once per day for every four levels you have attained (but see **Special**), and no more than once per round.

Special: A weapon master monk or zen archer monk receives Perfect Strike as a bonus feat at 1st level, even if he does not meet the prerequisites. A monk may attempt a perfect strike 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.

Addition from Zen Archer : A zen archer can use Perfect Strike with any bow.

Appears In : Advanced Player's Guide

Point-Blank Shot **Feat**

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot **Feat**

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Appears In : Not New Paths Option: Use Scaling Feats

Weapon Focus (Longbow) **Feat**

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Beast Bond (Handle Animal) **Trait**

You share a close bond with animals. You gain a +1 bonus on Handle Animal checks and Ride checks. One of these skills (your choice) is always a class skill for you.

Appears In : Ultimate Campaign

Gifted Adept (Bowstaff)

Trait

Your interest in magic was inspired by witnessing a spell being cast in a particularly dramatic method, perhaps even one that affected you physically or spiritually. This early exposure to magic has made it easier for you to work similar magic on your own.

Benefit: Pick one spell when you choose this trait—from this point on, whenever you cast that spell, its effects manifest at +1 caster level.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Low-Light Vision

Racial Ability, Senses

See twice as far as a human in low light, distinguishing color and detail.

Animal Companion (animal companion) (rC) Class Ability (Inquisitor)

At 1st level, a hunter forms a bond with an animal companion. A hunter may begin play with any of the animals available to a druid. This animal is a loyal companion that accompanies the hunter on her adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature). The hunter's effective druid level is equal to her hunter level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the companion's statistics and abilities. A hunter may teach her companion hunter's tricks from the skirmisher ranger archetype (Pathfinder RPG Advanced Player's Guide 128) instead of standard tricks.

If a hunter releases her companion from service or her animal companion perishes, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. While the hunter's animal companion is dead, any animal she summons with a *summon nature's ally* spell remains for 1 minute per level instead of 1 round per level. A hunter cannot have more than one *summon nature's ally* spell active in this way at one time. If this ability is used again, any existing *summon nature's ally* immediately ends.

Arcane Reservoir +1 DC or CL (4/day) (Su) Class Ability (Arcanist)

An arcanist has an innate pool of magical energy that she can draw upon to fuel her arcanist exploits and enhance her spells. The arcanist's arcane reservoir can hold a maximum amount of magical energy equal to 3 + the arcanist's level. Each day, when preparing spells, the arcanist's arcane reservoir fills with raw magical energy, gaining a number of points equal to 3 + 1/2 her arcanist level. Any points she had from the previous day are lost. She can also regain these points through the consume spells class feature and some arcanist exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost.

Points from the arcanist reservoir are used to fuel many of the arcanist's powers. In addition, the arcanist can expend 1 point from her arcane reservoir as a free action whenever she casts an arcanist spell. If she does, she can choose to increase the caster level by 1 or increase the spell's DC by 1. She can expend no more than 1 point from her reservoir on a given spell in this way.

Note: After adding levels of Arcanist, you should go to the In-Play tab and press the Reset button on this ability, so that the correct number are left, as if you were fully rested. Because excess from the previous day is lost after resting, and only a few points are left in the pool, it will look as if most of the uses/day of this ability have been used up after resetting it. If you gain additional arcane reservoir points from your other abilities, decrease the number currently used in the pool.

Consume Spells (Su)

Class Ability (Arcanist)

At 1st level, an arcanist can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if she had used it to cast a spell. Doing this adds a number of points to her arcane reservoir equal to the level of the spell slot consumed. She cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

Dimensional Slide (10 feet) (Su) Class Ability (Arcanist)

The arcanist can expend 1 point from her arcane reservoir to create a dimensional crack that she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to move up to 10 feet per arcanist level to any location she can see. This counts as 5 feet of movement. She can only use this ability once per round. She does not provoke attacks of opportunity when moving in this way, but any other movement she attempts as part of her move action provokes as normal.

Appears In : Advanced Class Guide

Divine Vessel (6/day) (Su)

Class Ability (Cleric, Inquisitor)

Whenever you are the target of a divine spell, you can, as a swift action, grant each ally within 15 feet of you a divine boon. This boon grants a +2 bonus on the next attack roll, skill check, or ability check made before the end of their next turn. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Flurry of Blows +0/+0 (Ex)

Class Ability (Monk)

Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a -2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus.

At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

Addition from Zen Archer : Starting at 1st level, a zen archer can make a flurry of blows as a full-attack action, but only when using a bow (even though it is a ranged weapon). He may not make a flurry of blows with his unarmed attacks or any other weapons. A zen archer does not apply his Strength bonus on damage rolls made with flurry of blows unless he is using a composite bow with a Strength rating. A zen archer's flurry of blows otherwise functions as normal for a monk of his level.

A zen archer cannot use Rapid Shot or Manyshot when making a flurry of blows with his bow.

Monster Lore +3 (Ex) Class Ability (Inquisitor)

The inquisitor adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Unarmed Strike (1d6) Class Ability (Monk)

At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

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.

A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table: Monk. The unarmed damage values listed on Table: Monk is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage.

Scroll of burning hands (x5) Scroll

Burning Hands (x5), Reflex Half (DC 11)

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Wand of comprehend languages (50 charges) Wand

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.

Wand of cure light wounds (50 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 (48 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.

Wand of protection from evil (50 charges) Wand

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 made or effects created by evil creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Wand of reduce person (44 charges) Wand

Reduce Person, Fortitude Negates (DC 11)

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

Wand of shield (49 charges)

Wand

Shield

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

Wand of shield of faith (50 charges)

Wand

Shield of Faith

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).

Message**Arcanist 0**

School: Transmutation / Air Elemental [language-dependent]
Components: V, S, F (a piece of copper wire)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One creature/level
Duration: 10 min./level
Save: None
Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Prestidigitation**Arcanist 0**

School: Universal
Components: V, S
Casting Time: 1 action
Range: 10 ft.
Target: See text
Effect: See text
Area: See text
Duration: 1 hour
Save: See text
Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Read Magic**Arcanist 0**

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.

Gravity Bow**Arcanist 1**

School: Transmutation / Metal Elemental / Void Elemental
Components: V, S
Casting Time: 1 action
Range: Personal
Target: you
Duration: 1 minute/level (D)

Gravity bow significantly increases the weight and density of arrows or bolts fired from your bow or crossbow the instant before they strike their target and then return them to normal a few moments later. Any arrow fired from a bow or crossbow you are carrying when the spell is cast deals damage as if one size larger than it actually is. For instance, an arrow fired from a Medium longbow normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if fired from a gravity bow (see page 145 of the Core Rulebook for more information). Only you can benefit from this spell. If anyone else uses your bow to make an attack the arrows deal damage as normal for their size.

Appears In: Advanced Player's Guide

Create Water**Inquisitor 0**

School: Conjunction (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: Conjunction 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 **Inquisitor 0**

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.

Guidance **Inquisitor 0**

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.

Light **Inquisitor 0**

School: Evocation / Wood Elemental [Light]
Components: V, M/DF (a firefly)
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 min./level
Save: None
Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Bowstaff **Inquisitor 1**

School: Transmutation
Components: V
Casting Time: 1 swift action
Range: Personal
Target: One weapon (bow)
Duration: 1 round/level (D)
Save: Will negates (harmless, object)
Resistance: Yes (harmless, object)

The bow that is touched takes on the rigidity and toughness of forged steel, allowing it to be used as a melee weapon. The spell allows a shortbow to be used as a club or a longbow to be used as a quarterstaff, although the bow retains its normal hit points and hardness. The bow's enhancement bonus, if any, applies on melee attack and damage rolls. Additional weapon special weapon qualities also apply to melee attacks if such qualities can be added to a melee weapon.

Appears In: Ultimate Combat

Litany of Sloth **Inquisitor 1**

School: Enchantment (Compulsion) [Mind-Affecting, language-dependent]
Components: V, S, DF
Casting Time: 1 swift action
Range: Close (25 + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Save: None
Resistance: Yes

With a litany against the wages of sloth, you slow the target's defenses. The target cannot make attacks of opportunity or cast spells defensively.

While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

Appears In: Ultimate Combat

Choi Cha-Kyu, Arcanist (Eldritch Font) 1 – Spells in Spellbook

Acid Splash

Arcanist 0

School: Conjuraton / Earth Elemental (Creation) [Acid]

Components: V, S

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Effect: One missile of acid

Duration: Instantaneous

Save: None

Resistance: No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Arcane Mark

Arcanist 0

School: Universal

Components: V, S

Casting Time: 1 action

Range: Touch

Effect: One personal rune or mark, all of which must fit within 1 sq. ft.

Duration: Permanent

Save: None

Resistance: No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Bleed

Arcanist 0

School: Necromancy

Components: V, S

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Save: DC 11 Will negates

Resistance: Yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Dancing Lights

Arcanist 0

School: Evocation [Light]

Components: V, S

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Effect: Up to four lights, all within a 10-ft.-radius area

Duration: 1 minute (D)

Save: None

Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

Daze

Arcanist 0

School: Enchantment (Compulsion) [Mind-Affecting]

Components: V, S, M (a pinch of wool or similar substance)

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Target: One humanoid creature of 4 HD or less

Duration: 1 round

Save: DC 11 Will negates

Resistance: Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Choi Cha-Kyu, Arcanist (Eldritch Font) 1 – Spells in Spellbook

Detect Magic Arcanist 0

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.

Detect Poison Arcanist 0

School: Divination
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Save: None
Resistance: No

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. 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.

Disrupt Undead Arcanist 0

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Save: None
Resistance: Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Flare Arcanist 0

School: Evocation [Light]
Components: V
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: burst of light
Duration: Instantaneous
Save: DC 11 Fortitude negates
Resistance: Yes

This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

Ghost Sound Arcanist 0

School: Illusion (Figment)
Components: V, S, M (a bit of wool or a small lump of wax)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Illusory sounds
Duration: 1 round/level (D)
Save: DC 11 Will disbelief
Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

Haunted Fey Aspect Arcanist 0

School: Illusion (Glamer)
Components: S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)

You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

Appears In: Ultimate Combat

Choi Cha-Kyu, Arcanist (Eldritch Font) 1 – Spells in Spellbook

Light	Message
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School: Evocation / Wood Elemental [Light]
Components: V, M/DF (a firefly)
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 min./level
Save: None
Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

School: Transmutation / Air Elemental [language-dependent]
Components: V, S, F (a piece of copper wire)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One creature/level
Duration: 10 min./level
Save: None
Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Mage Hand	Open/Close
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School: Transmutation
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One nonmagical, unattended object weighing up to 5 lbs.
Duration: Concentration
Save: None
Resistance: No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

School: Transmutation
Components: V, S, F (a brass key)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: Object weighing up to 30 lbs. or portal that can be opened or closed
Duration: Instantaneous
Save: DC 11 Will negates (object)
Resistance: Yes (object)

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect.

Mending	Prestidigitation
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School: Transmutation / Metal Elemental
Components: V, S
Casting Time: 10 minutes
Range: 10 ft.
Target: One object of up to 1 lb./level
Duration: Instantaneous
Save: Will negates (harmless, object)
Resistance: Yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

School: Universal
Components: V, S
Casting Time: 1 action
Range: 10 ft.
Target: See text
Effect: See text
Area: See text
Duration: 1 hour
Save: See text
Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Choi Cha-Kyu, Arcanist (Eldritch Font) 1 – Spells in Spellbook

Ray of Frost

Arcanist 0

School: Evocation / Water Elemental [Cold]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Save: None
Resistance: Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Read Magic

Arcanist 0

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.

Resistance

Arcanist 0

School: Abjuration
Components: V, S, M/DF (a miniature cloak)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute
Save: Will negates (harmless)
Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

Scrivener's Chant

Arcanist 0

School: Transmutation
Components: V, S, M (fine sand and a vial of ink.)
Casting Time: 1 action
Range: 5 ft.
Duration: Concentration, up to 1 minute/level
Save: Will negates (harmless, object)
Resistance: Yes (object)

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The *scrivener's chant* requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

Appears In: Seekers of Secrets

Spark

Arcanist 0

School: Evocation / Fire Elemental [Fire]
Components: (V or S)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: one Fine object
Duration: Instantaneous
Save: DC 11 Fortitude negates (object)
Resistance: Yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

Appears In: Advanced Player's Guide

Touch of Fatigue

Arcanist 0

School: Necromancy
Components: V, S, M (a drop of sweat)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Save: DC 11 Fortitude negates
Resistance: Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Gravity Bow

Arcanist 1

School: Transmutation / Metal Elemental / Void Elemental

Components: V, S

Casting Time: 1 action

Range: Personal

Target: you

Duration: 1 minute/level (D)

Gravity bow significantly increases the weight and density of arrows or bolts fired from your bow or crossbow the instant before they strike their target and then return them to normal a few moments later. Any arrow fired from a bow or crossbow you are carrying when the spell is cast deals damage as if one size larger than it actually is. For instance, an arrow fired from a Medium longbow normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if fired from a gravity bow (see page 145 of the Core Rulebook for more information). Only you can benefit from this spell. If anyone else uses your bow to make an attack the arrows deal damage as normal for their size.

Appears In: Advanced Player's Guide