

Paulo Messina di Woodsedge

Player: Scott David Gray

Male Human (Taldan) Fighter (Mobile Fighter) 16,
Andoran faction - CR 15

Neutral Good Humanoid (Human); Atheist; Age: 21; Height:
6' 4"; Weight: 195lb.; Eyes: Green; Hair: Brown; Skin:
Light

Ability	Score	Modifier	Temporary
STR STRENGTH	19/23	+4/+6	
DEX DEXTERITY	14/18	+2/+4	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	14/16	+2/+3	
WIS WISDOM	10	0	
CHA CHARISMA	14/16	+2/+3	

Circlet of persuasion: +3 competence bonus on ability checks

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+19 =	+10	+3	+5	+1		

Agility: +4 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+14 =	+5	+4	+5			

Agility: +4 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+10 =	+5		+5			

Agility: +4 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions, **Agility**: +1 bonus vs. effects that cause paralyzed, slowed, or entangled conditions

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 31 =	+12		+4		+2	+2	+1	

Touch AC 17	Flat-Footed AC 26
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Mobility: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+12 =	+16	+6	-	-

+16 Tripping

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

CM Defense	BAB	Strength	Dexterity	Size
39 = 10	+16	+6	+4	-

40 vs. Bull Rush; 40 vs. Dirty Trick; 41 vs. Disarm; 40 vs. Grapple; 40 vs. Overrun; 40 vs. Steal; 41 vs. Sunder; 42 vs. Trip

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

Base Attack +16	HP 159
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Leaping Attack: +3 bonus when move at least 5 ft prior to attacking

Initiative +4	Damage / Current HP
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Character Number: 14034 - 22



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+20	DEX (4)	16	
Appraise	+3	INT (3)	-	
Bluff	+6	CHA (3)	-	
Climb	+10	STR (6)	1	
Diplomacy	+7	CHA (3)	1	
Disguise	+6	CHA (3)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+20	DEX (4)	16	
Handle Animal	+10	CHA (3)	1	
Heal	+0	WIS (0)	-	
Intimidate	+12	CHA (3)	1	
Knowledge (arcana)	+4	INT (3)	1	
Knowledge (dungeoneering)	+7	INT (3)	1	
Knowledge (engineering)	+7	INT (3)	1	
Linguistics	+4	INT (3)	1	
Perception	+16	WIS (0)	16	
Profession (sailor)	+24	WIS (0)	16	
Ride	+23	DEX (4)	16	
Sense Motive	+0	WIS (0)	-	
Spellcraft	+6	INT (3)	1	
Stealth	+4	DEX (4)	-	
Survival	+4	WIS (0)	1	
Wayfinder : +2 to avoid becoming lost				
Swim	+10	STR (6)	1	
Use Magic Device	+36	CHA (3)	16	

Feats

Armor Proficiency (Heavy)

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.

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.

Combat Expertise +/-5

Bonus to AC in exchange for an equal penalty to attack.

Combat Patrol (+15')

Full-round action: increase your threatened area by +5' until your next turn.

Combat Reflexes (5 AoO/round)

You can make extra attacks of opportunity.

Dodge

+1 AC.

Fast Learner

Choose two benefits when you gain a class level.

Furious Focus

If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Greater Trip

Foes you trip provoke AoO when they are knocked prone.

Improved Trip

You don't provoke attacks of opportunity when tripping.

Lunge

Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Magical Aptitude

You get a +2 bonus on all Spellcraft checks and Use Magic Device checks.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Mobility

+4 to AC against some attacks of opportunity.

Nimble Moves (5 ft/rd)

Move through the listed amount of difficult terrain each rd as if it were normal terrain.

Pin Down

Opponents that take 5-foot step or withdraw provoke attack of opportunity from you

Power Attack -5/+10

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

Quick Draw

Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus (Use Magic Device)

You get a +3 bonus on all checks involving the chosen skill.

Spring Attack

You can move - attack - move when attacking with a melee weapon.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Whirlwind Attack

Instead of making a full attack, you attack all foes in reach.

Traits

Armor Expert

-1 Armor check penalty.

Dangerously Curious

+1 to Use Magic Device checks, Use Magic Device is always a class skill for you.

Experience & Wealth

Experience Points: 45/48

Current Cash: 5,713 pp, 9 gp

Andoran: Fame: 67, PP: 42

+1 shock transformative Adamantine bardiche

Both hands: **+18/+13/+8/+3**, Crit: 19-20/x2
1d10+25 plus 1d6 2-hand, S, Brace,
electricity

Leaping Attack: +3 bonus when move at least 5 ft prior to attacking

Bardiche

Both hands: **+17/+12/+7/+2**, Crit: 19-20/x2
1d10+24 2-hand, S, Brace,

Leaping Attack: +3 bonus when move at least 5 ft prior to attacking

Dagger

Main hand: **+17/+12/+7/+2**, Crit: 19-20/x2
1d4+16 Rng: 10'
Light, P/S

Main w/ offhand: **+11/+6/+1/-4**,
1d4+16

Main w/ light off.: **+13/+8/+3/-2**,
1d4+16

Offhand: **+9**, **1d4+13**

Ranged: **+20/+15/+10/+5**, **1d4+6**

Ranged w/ offhand: **+14/+9/+4/-1**,
1d4+6

Ranged w/ light off.:

+16/+11/+6/+1, **1d4+6**

Ranged offhand: **+12**, **1d4+3**

Leaping Attack: +3 bonus when move at least 5 ft prior to attacking

Gauntlet (from Armor)

Main hand: **+17/+12/+7/+2**, **1d3+16** Crit: x2
Main w/ offhand: **+11/+6/+1/-4**, **1d3+16** Light, B

Main w/ light off.: **+13/+8/+3/-2**,
1d3+16

Offhand: **+9**, **1d3+13**

Leaping Attack: +3 bonus when move at least 5 ft prior to attacking

Unarmed strike

Main hand: **+17/+12/+7/+2**, Crit: x2
1d3+16 nonlethal Light, B, Nonlethal

Main w/ offhand: **+11/+6/+1/-4**,
1d3+16 nonlethal

Main w/ light off.: **+13/+8/+3/-2**
2, **1d3+16 nonlethal**

Offhand: **+9**, **1d3+13**

nonlethal

Leaping Attack: +3 bonus when move at least 5 ft prior to attacking

Validation Report

Validation Report (0 issues): Nothing identified

Adjustments Active: Skill Bonus: +3 Profession (sailor); Skill Bonus: +5 Intimidate

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+3 Mithral full plate**+12**Max Dex: +5, Armor Check: -
Spell Fail: 25%, Medium**Gear****Total Weight Carried: 75/600lbs, Light Load
(Light: 200 lbs, Medium: 400 lbs, Heavy: 600
lbs)**

+1 shock transformative Adamantine bardiche	14 lbs
+3 Mithral full plate	25 lbs
10gp Medallion w Continual Light (Cleric CL 8,	-
Amulet of natural armor +2	-
Backpack (empty) <In: Handy haversack (75 @ 5	2 lbs
Bardiche	14 lbs
Belt of physical perfection +4	1 lb
Belt pouch (2 @ 0 lbs)	0.5 lbs
Cards <In: Handy haversack (75 @ 5 lbs)>	1 lb
Chalk <In: Handy haversack (75 @ 5 lbs)>	-
Circlet of persuasion	-
Cloak of resistance +5	1 lb
Coastal Island (empty)	-
Dagger x10	1 lb
Explorer's outfit (Free)	-
Flint and steel <In: Belt pouch (2 @ 0 lbs)>	-
Handy haversack (75 @ 5 lbs)	5 lbs
Hat	0.5 lbs
Headband of mental prowess +2 (Int, Cha, Fly)	1 lb
Holy symbol, wooden (Asmodeus)	-
Ironstone (pale blue rhomboid) <In: Wayfinder (1 @ 0	-
Oil of bless weapon x5 <In: Handy haversack (75 @ 5	-
Ring of protection +2	-
Scroll of air bubble <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of ant haul <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of breath of life <In: Handy haversack (75 @ 5	-
Scroll of clarion call <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of comprehend languages <In: Handy haversack	-
Scroll of comprehend languages <In: Handy haversack	-
Scroll of cure critical wounds <In: Handy haversack (75	-
Scroll of detect secret doors <In: Handy haversack (75	-
Scroll of detect the faithful <In: Handy haversack (75 @ 5	-
Scroll of dimension door <In: Handy haversack (75 @ 5	-
Scroll of dimension door <In: Handy haversack (75 @ 5	-
Scroll of disguise self <In: Handy haversack (75 @ 5	-
Scroll of dispel magic, greater <In: Handy haversack (75	-
Scroll of elemental body iv <In: Handy haversack (75 @	-
Scroll of fireball <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of fly <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of fly <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of glitterdust <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of glitterdust <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of glitterdust <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of invisibility, greater <In: Handy haversack (75 @	-
Scroll of invisibility, greater <In: Handy haversack (75 @	-
Scroll of jump <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of mask dweomer <In: Handy haversack (75 @ 5	-
Scroll of mount <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of protection from evil <In: Handy haversack (75 @	-
Scroll of raise dead <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of remove fear <In: Handy haversack (75 @ 5	-
Scroll of restoration <In: Handy haversack (75 @ 5 lbs)>	-

Gear**Total Weight Carried: 75/600lbs, Light Load
(Light: 200 lbs, Medium: 400 lbs, Heavy: 600
lbs)**

Scroll of restoration <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of restoration <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of restoration <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of restoration, lesser <In: Handy haversack (75 @	-
Scroll of restoration, lesser <In: Handy haversack (75 @	-
Scroll of restoration, lesser <In: Handy haversack (75 @	-
Scroll of restore corpse <In: Handy haversack (75 @ 5	-
Scroll of sanctify corpse <In: Handy haversack (75 @ 5	-
Scroll of scrying <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of scrying, greater <In: Handy haversack (75 @ 5	-
Scroll of silent image <In: Handy haversack (75 @ 5	-
Scroll of speak with dead <In: Handy haversack (75 @ 5	-
Scroll of speak with dead <In: Handy haversack (75 @ 5	-
Scroll of stonewall <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of summon monster v <In: Handy haversack (75 @	-
Scroll of summon monster vii <In: Handy haversack (75	-
Scroll of teleport <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of teleport <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of unbreakable heart <In: Handy haversack (75 @	-
Scroll of unseen servant <In: Handy haversack (75 @ 5	-
Scroll of urban grace <In: Handy haversack (75 @ 5	-
Scroll of wall of lava <In: Handy haversack (75 @ 5 lbs)>	-
Scroll of youthful appearance <In: Handy haversack (75	-
Ship (empty)	-
Soap <In: Handy haversack (75 @ 5 lbs)>	0.5 lbs
String or twine <In: Handy haversack (75 @ 5 lbs)>	0.5 lbs
Sunrod <In: Handy haversack (75 @ 5 lbs)>	1 lb
Wand of burning hands (4 charges) <In: Handy	-
Wand of cure light wounds (38 charges) <In: Handy	-
Wand of cure light wounds (50 charges) <In: Handy	-
Wand of ear-piercing scream (50 charges) <In: Handy	-
Wand of endure elements (45 charges) <In: Handy	-
Wand of enlarge person (43 charges) <In: Handy	-
Wand of expeditious retreat (36 charges) <In: Handy	-
Wand of prestidigitation (49 charges) <In: Handy	-
Wand of read magic (50 charges) <In: Handy haversack	-
Wand of speak with animals (49 charges) <In: Handy	-
Wand of summon minor monster (49 charges) <In:	-
Wayfinder (1 @ 0 lbs)	1 lb
Winged boots (3/day)	1 lb

Special Abilities**Agility +4 (Ex)**

At 2nd level, a mobile fighter gains a +1 bonus on saving throws made against effects that cause him to become paralyzed, slowed, or entangled. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Fleet Footed (3/day) (Ex)

At 15th level, the mobile fighter's speed increases by 10 feet. He can take 10 on Acrobatics checks even while distracted or threatened, and can take 20 on an Acrobatics check once per day for every five fighter levels he possesses. This

Leaping Attack +3 (Ex)

At 5th level, when a mobile fighter moves at least 5 feet prior to attacking, he gains a +1 bonus on attack and damage rolls. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1, 2, 3, and 4.

Rapid Attack (Ex)

At 11th level, a mobile fighter can combine a full attack action with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of

Background

Paulo is a citizen of Galt, born and bred in Woodsedge. He'd always followed the expectations of his parents, Diego and Aurora, and older brother Sergio; supporting the rioting and looting, dedicating himself to Cayden Cailean, Shelyn and the family favorite Calistra.

Like every kid in his neighborhood, Paulo, with the support of his mom and dad, wanted to be a revolutionary! A revolutionary's life is filled with thrills and adventure! For career, Paulo wanted to be an armored evoker.

For his training, around the house Paulo wore rocks strapped to himself for several years, and became very adept. But every attempt to study magic was met with disappointment -- he couldn't keep an apprenticeship for more than a week, either because he would sneak a peek at the books and try to cast spells a little prematurely (leading to a terrible mishap with a "flare" spell), or he'd get sick of the apprenticeship after spending day-in and day-out doing the wizard's laundry.

Paulo's parents were very glad that he had the short attention span needed to be a revolutionary -- and supported his continued failure to study magic. They were content that their youngest was on the road to be a great rabble-rouser and vandal, and yet also able to bear such great burdens (as any revolutionary must).

But, then, when he was about thirteen, Paulo fell head over heels for Amalie Lehner. And, to his surprise, Amalie seemed fond of him, too! The two became close, and saw one another all the time, But Paulo knew that his parents would not be happy that he was seeing Amalie, since their families held opposite political views, and Paulo never told his parents.

Hanging out with Amalie, Paulo learned that her family followed the Asmodean rites, and came to respect the Chelaxian path of enslaving devils to do man's will. Galt could use some law and order, and if that required strict law enforcement, then so be it; And if one could use magically bound devils to do the work of keeping order, so much the better, since devils are irredeemable.

Unable to raise enough money to afford a home for Amalie and himself, Paulo went out into the world to make his fortune so he and Amalie can marry. He carries her Asmodean icon, to keep him safe.

Paulo Messina di Woodsedge – Abilities & Gear

Combat Expertise +/-5 **Feat**

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Patrol (+15') **Feat**

You range across the battlefield, dealing with threats wherever they arise.

Prerequisites: Combat Reflexes, Mobility, base attack bonus +5.

Benefit: As a full-round action, you may set up a combat patrol, increasing your threatened area by 5 feet for every 5 points of your base attack bonus. Until the beginning of your next turn, you may make attacks of opportunity against any opponent in this threatened area that provokes attacks of opportunity. You may move as part of these attacks, provided your total movement before your next turn does not exceed your speed. Any movement you make provokes attacks of opportunity as normal.

Appears In : Advanced Player's Guide

Combat Reflexes (5 AoO/round) **Feat**

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Dodge **Feat**

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fast Learner **Feat**

You progress gain extra versatility.

Prerequisites: Int 13, human.

Benefit: When you gain a level in a favored class, you gain both +1 hit point and +1 skill rank instead of choosing either one or the other benefit or you can choose an alternate class reward.

Appears In : Advanced Race Guide

Furious Focus **Feat**

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Note: Because the first listed attack roll for a weapon isn't only used for normal attacks - it's also used for Attacks of Opportunity and some special circumstances, the effects of furious focus are not incorporated into the attack roll while the power attack feat is turned on. Because of this, you will need to decide when furious focus does apply to an attack you are making and apply its effects.

Appears In : Advanced Player's Guide

Greater Trip **Feat**

You can make free attacks on foes that you knock down.

Prerequisites: Combat Expertise, Improved Trip, base attack bonus +6, Int 13.

Benefit: You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

Normal: Creatures do not provoke attacks of opportunity from being tripped.

Improved Trip **Feat**

You are skilled at sending your opponents to the ground.

Prerequisite: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Normal: You provoke an attack of opportunity when performing a trip combat maneuver.

Lunge **Feat**

You can strike foes that would normally be out of reach.

Prerequisites: Base attack bonus +6.

Benefit: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Magical Aptitude **Feat**

You are skilled at spellcasting and using magic items.

Benefit: You get a +2 bonus on all Spellcraft checks and Use Magic Device checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Paulo Messina di Woodsedge – Abilities & Gear

Mobility

Feat

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Nimble Moves (5 ft/rd)

Feat

You can move across a single obstacle with ease.

Prerequisites: Dex 13.

Benefit: Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Pin Down

Feat

You easily block enemy escapes.

Prerequisites: Combat Reflexes, fighter level 11th.

Benefit: Whenever an opponent you threaten takes a 5-foot step or uses the withdraw action, that opponent provokes an attack of opportunity from you. If the attack hits, you deal no damage, but the targeted creature is prevented from making the move action that granted a 5-foot step or the withdraw action and does not move.

Appears In : Ultimate Combat

Power Attack -5/+10

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.

Addition from Furious Focus : When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Quick Draw

Feat

You can draw weapons faster than most.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Skill Focus (Use Magic Device)

Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

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

Spring Attack

Feat

You can deftly move up to a foe, strike, and withdraw before he can react.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

Whirlwind Attack

Feat

You can strike out at every foe within reach.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

Benefit: When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Armor Expert

Trait

You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. Your childhood armor wasn't the real thing as far as protection, but it did encumber you as much as real armor would have, and you've grown used to moving in such suits with relative grace. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

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

Dangerously Curious

Trait

You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result.

Benefit: You gain a +1 bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

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

Agility +4 (Ex)

Class Ability (Fighter)

At 2nd level, a mobile fighter gains a +1 bonus on saving throws made against effects that cause him to become paralyzed, slowed, or entangled. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Fleet Footed (3/day) (Ex)

Class Ability (Fighter)

At 15th level, the mobile fighter's speed increases by 10 feet. He can take 10 on Acrobatics checks even while distracted or threatened, and can take 20 on an Acrobatics check once per day for every five fighter levels he possesses. This ability replaces armor training 4.

Leaping Attack +3 (Ex)

Class Ability (Fighter)

At 5th level, when a mobile fighter moves at least 5 feet prior to attacking, he gains a +1 bonus on attack and damage rolls. This bonus increases by +1 for every four levels beyond 5th. This ability replaces weapon training 1, 2, 3, and 4.

Rapid Attack (Ex)

Class Ability (Fighter)

At 11th level, a mobile fighter can combine a full attack action with a single move. He must forgo the attack at his highest bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal. This ability replaces armor training 3.

Scroll of air bubble

Scroll

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.

Scroll of ant haul

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.

Scroll of breath of life

Scroll

Breath of Life, See Text or Will Half (DC 16)

This spell cures 5d8 points of damage + 1 point per caster level (maximum +25). Unlike other spells that heal damage, breath of life can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by breath of life. Like cure spells, breath of life deals damage to undead creatures rather than curing them, and cannot bring them back to life.

Scroll of clarion call

Scroll

Clarion Call

The subject of this spell gains two benefits. First, the affected creature gains the ability to create a sound like the blast of a mighty horn or trumpet simply by miming the action of sounding one. Second, the subject can speak in a booming voice that carries easily over great distances, lowering the DC of any check to hear what is said by -15. This spell is particularly prized by battlefield commanders and champions who wish to make themselves clearly heard or gain the attention of their allies or foes.

Scroll of comprehend languages

Scroll

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.

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Comprehend languages can be made permanent with a permanency spell.

Scroll of cure critical wounds

Scroll

Cure Critical Wounds

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

Scroll of detect secret doors

Scroll

Detect Secret Doors

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors 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.

Scroll of detect the faithful

Scroll

Detect the Faithful

You can detect other worshipers of your deity (mortal worshipers, outsider servants, and so on). The amount of information revealed depends on how long you focus on a particular area or subject.

1st Round: Presence or absence of the faithful.

2nd Round: Number of individual faithful in the area.

3rd Round: The exact location of each worshiper. If a fellow worshiper is outside your line of sight, then you discern his direction but not his exact location.

Each round you can rotate to detect worshipers in a new area. The spell can penetrate barriers, but a sheet of lead, 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt blocks it.

The GM decides if worshipers are present. A creature's personal interpretation of its beliefs determines whether or not it is of the same faith as you—hence heretics and splinter cultists of your deity still count as worshipers of that deity. The Green Faith counts as a deity for the purpose of this spell.

Scroll of dimension door

Scroll

Dimension Door

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

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Scroll of disguise self

Scroll

Disguise Self

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamor gets a Will save to recognize it as an illusion.

Scroll of dispel magic, greater **Scroll**

Dispel Magic, Greater

This spell functions like *dispel magic*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted *dispel magic*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel magic*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Scroll of elemental body iv **Scroll**

Elemental Body IV

This spell functions as *elemental body III*, except that it also allows you to assume the form of a Huge air, earth, fire, or water elemental. The abilities you gain depend upon the type of elemental into which you change. You are also immune to bleed damage, critical hits, and sneak attacks while in elemental form and gain DR 5/-.

Air elemental: As *elemental body I* except that you gain a +4 size bonus to your Strength, +6 size bonus to your Dexterity, and a +4 natural armor bonus. You also gain fly 120 feet (perfect).

Earth elemental: As *elemental body I* except that you gain a +8 size bonus to your Strength, a -2 penalty on your Dexterity, a +4 size bonus to your Constitution, and a +6 natural armor bonus.

Fire elemental: As *elemental body I* except that you gain a +6 size bonus to your Dexterity, a +4 size bonus to your Constitution, and a +4 natural armor bonus.

Water elemental: As *elemental body I* except that you gain a +4 size bonus to your Strength, a -2 penalty on your Dexterity, a +8 size bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 120 feet.

Scroll of fireball **Scroll**

Fireball, Reflex Half (DC 14)

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Scroll of fly **Scroll**

Fly

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. 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 safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

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Scroll of glitterdust **Scroll**

Glitterdust, See Text or Will Negates (DC 13)

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.

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Scroll of invisibility, greater **Scroll**

Invisibility, Greater

This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

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Scroll of jump **Scroll**

Jump

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

Scroll of mask dweomer **Scroll**

Mask Dweomer

You mask and manipulate a spell's magic aura to make it harder to detect. Select one spell effect on the target creature or object. You must have either cast this spell yourself or have perceived it by means such as detect magic or arcane sight. Both the desired spell effect and mask dweomer are hidden from detect magic, although more powerful spells (such as arcane sight) pierce the deception if the caster succeeds on a Will save. Analyze dweomer automatically detects both mask dweomer and any masked spell effects.

Scroll of mount **Scroll**

Mount

You summon a light horse or a pony (your choice) to serve you as a mount (see the Pathfinder RPG Bestiary). The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Scroll of protection from evil **Scroll**

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.

Scroll of raise dead **Scroll**

Raise Dead

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Scroll of remove fear **Scroll**

Remove Fear

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels cause fear.

Scroll of restoration **Scroll**

Restoration

This spell functions like *lesser restoration*, except that it also dispels temporary negative levels or one permanent negative level. If this spell is used to dispel a permanent negative level, it has a material component of diamond dust worth 1,000 gp. This spell cannot be used to dispel more than one permanent negative level possessed by a target in a 1-week period.

Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

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Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Scroll of restoration, lesser **Scroll**

Restoration, Lesser

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Scroll of restoration, lesser **Scroll**

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Scroll of restore corpse **Scroll**

Restore Corpse

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

Scroll of sanctify corpse **Scroll**

Sanctify Corpse

This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes (such as a shadow, vampire, or wraith), that effect is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day.

Sanctify corpse can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 500 gp.

Scroll of scrying

Scroll

Scrying, Will Negates (DC 16)

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge - Will Save Modifier

None* - +10

Secondhand (you have heard of the subject) - +5

Firsthand (you have met the subject) - +0

Familiar (you know the subject well) - -5

*You must have some sort of connection (see below) to a creature of which you have no knowledge.

Connection - Will Save Modifier

Likeness or picture - -2

Possession or garment - -4

Body part, lock of hair, bit of nail, etc. - -10

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, and *message*. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Scroll of scrying, greater

Scroll

Scrying, Greater, Will Negates (DC 20)

This spell functions like *scrying*, except as noted above. Additionally, all of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

Scroll of silent image

Scroll

Silent Image, Will Disbelief (DC 11)

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Scroll of speak with dead

Scroll

Speak with Dead, See Text or Will Negates (DC 14)

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life. If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death. If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

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Scroll of stonesskin

Scroll

Stonesskin

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Scroll of summon monster v

Scroll

Summon Monster V

This spell functions like *summon monster I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables

5th Level: Ankylosaurus (dinosaur)*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)*, Dire lion*, Elemental (Large) [Elemental subtype], Giant moray eel*, Kyton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros*, Xill [Evil, Lawful subtypes]

4th Level: Ant, giant (drone)*, Bison (herd animal)*, Deinonychus (dinosaur)*, Dire ape*, Dire boar*, Dire wolf*, Elemental (Medium) [Elemental subtype], Giant scorpion*, Giant wasp*, Grizzly bear*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)*, Rhinoceros*

3rd Level: Ant, giant (soldier)*, Ape*, Aurochs (herd animal)*, Boar*, Cheetah*, Constrictor snake*, Crocodile*, Dire bat*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel*, Giant lizard*, Lantern archon [Good, Lawful subtypes], Leopard (cat)*, Shark*, Wolverine*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Scroll of summon monster vii

Scroll

Summon Monster VII

This spell functions like *summon monster I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables

7th Level: Bebilith [Chaotic, Evil subtypes], Bone devil [Evil, Lawful subtypes], Brachiosaurus (dinosaur)*, Dire crocodile*, Dire shark*, Elemental (greater) [Elemental subtype], Giant squid*, Mastodon (elephant)*, Roc*, Tyrannosaurus (dinosaur)*, Vrock (demon) [Chaotic, Evil subtypes]

6th Level: Dire bear*, Dire tiger*, Elasmosaurus (dinosaur)*, Elemental (Huge) [Elemental subtype], Elephant*, Erinyes (devil) [Evil, Lawful subtypes], Giant octopus*, Invisible stalker [Air subtype], Lillend azata [Chaotic, Good subtypes], Shadow demon [Chaotic, Evil subtypes], Succubus (demon) [Chaotic, Evil subtypes], Triceratops (dinosaur)*

5th Level: Ankylosaurus (dinosaur)*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)*, Dire lion*, Elemental (Large) [Elemental subtype], Giant moray eel*, Kyton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros*, Xill [Evil, Lawful subtypes]

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Scroll of teleport

Scroll

Teleport

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity - On Target - Off Target - Similar Area - Mishap

Very familiar - 01-97 - 98-99 - 100 - -
 Studied carefully - 01-94 - 95-97 - 98-99 - 100
 Seen casually - 01-88 - 89-94 - 95-98 - 99-100
 Viewed once - 01-76 - 77-88 - 89-96 - 97-100
 False destination - - - - - 81-92 - 93-100

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Viewed once - 01-76 - 77-88 - 89-96 - 97-100

False destination - - - - - 81-92 - 93-100

Scroll of unbreakable heart

Scroll

Unbreakable Heart

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*.

Scroll of unseen servant

Scroll

Unseen Servant

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Scroll of urban grace

Scroll

Urban Grace

You become one with the city around you, allowing you to move more easily through its crowds and buildings. For the duration of this spell, your base land speed increases by 10 feet. In addition, it does not cost you 2 squares of movement to enter a square with crowds, though the crowd still provides cover to you. This ability does not allow you to enter the space of enemy creatures without making the appropriate Acrobatics check. In addition, you receive a +4 circumstance bonus on Acrobatics checks made to move across uneven urban surfaces, such as roofs and broken pavement, and on Climb checks made to scale walls and other artificial surfaces. Whenever you make an Acrobatics check to make a long jump between two buildings or artificial structures, you are always treated as if you had a running start, regardless of the actual distance traveled.

Scroll of wall of lava **Scroll**

Wall of Lava

This spell creates a vertical wall of lava that is 1 inch thick for every 4 caster levels and composed of up to one 5-foot square per level. A wall of lava's maximum height cannot exceed half of its width (with a minimum height of 5 feet). The wall cannot be conjured so that it occupies the same space as a creature or object. A section of a wall of lava can be destroyed by damage (hardness 4, hp 90), but if a section is destroyed, the remaining lava in the wall immediately fills in any such hole created, reducing the wall's overall size by one 5-foot square but remaining a contiguous barrier. Each time a weapon strikes a wall of lava, it takes 2d6 points of fire damage (or the creature who strikes the wall takes 2d6 fire damage if the attack was via an unarmed strike or natural attack). A creature can move through a wall of lava as a full-round action by making a DC 25 Strength check - failure indicates that the creature is pushed back out of the wall to the point he just attempted to leave. A creature with a burrow speed can move through the wall using its burrow speed. An attempt to move through a wall of lava inflicts 20d6 fire damage. A wall of lava also radiates heat as if it were a wall of fire, although the heat from a wall of lava radiates from both sides. Once per round as a move action, you can direct the wall of lava to erupt. This causes a plume of lava to fire at any target within 60 feet of either side of the wall, but reduces the wall's overall size by 1d4 5-foot square sections. You must make a ranged touch attack to hit the target, which takes 10d6 points of fire damage on a hit. Holes created in a wall of lava from this effect instantly reseal, reducing the overall size of the wall. All damage inflicted by physical contact with a wall of lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (that is, 1d6 or 5d6 or 10d6 points per round).

Scroll of youthful appearance **Scroll**

Youthful Appearance

You make your target look like a younger version of itself. You select how much younger it looks (for example, "10 years" or "as a young adult"). You cannot otherwise change details of the target's appearance other than those directly associated with aging (for example, gray hair returns to its original color). The target cannot appear so much younger that it changes size. This spell does not affect any age-based modifications to ability scores or other age-related effects.

Ring of protection +2 **Ring**

This ring offers continual magical protection in the form of a deflection bonus of +2 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** 4,000 gp

Wand of burning hands (4 charges) **Wand**

Burning Hands, 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 cure light wounds (38 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 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 ear-piercing scream (50 charges) **Wand**

Ear-Piercing Scream, Fortitude Partial or See Text (DC 11)

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

Wand of endure elements (45 charges) **Wand**

Endure Elements

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Wand of enlarge person (43 charges) **Wand**

Enlarge Person, Fortitude Negates (DC 11)

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Wand of expeditious retreat (36 charges) **Wand**

Expeditious Retreat

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Wand of prestidigitation (49 charges) Wand

Prestidigitation

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.

Wand of read magic (50 charges) Wand

Read Magic

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.

Wand of speak with animals (49 charges) Wand

Speak with Animals

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Wand of summon minor monster (49 charges) Wand

Summon Minor Monster

This spell functions as *summon monster I*, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with *summon monster I*, you may apply one alignment-appropriate template to these animals.

Amulet of natural armor +2 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +2.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 4,000 gp

Belt of physical perfection +4 Wondrous Item (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*; **Cost** 32,000 gp

Circlet of persuasion Wondrous Item (Head)

This delicately engraved silver headband grants its wearer a +3 competence bonus on Charisma based checks.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*; **Cost** 2,250 gp

Cloak of resistance +5 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 +5 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** 12,500 gp

Handy haversack (75 @ 5 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 mental prowess +2 (Int, Cha, Wondrous Item (Headband))

This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of his forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to Intelligence and Charisma of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*, *fox's cunning*; **Cost** 5,000 gp

Ioun stone (pale blue rhomboid) Wondrous Item

This stone grants the bearer a +2 enhancement bonus to Strength.

A Rhomboid is usually faceted, with a shape resembling a prism but with sides of unequal widths or angles, giving it a flattened cross-section.

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape.

Resonant Power:

+1 bonus on Fortitude saves.

Construction

Requirements Craft Wondrous Item, *bull's strength*, creator must be 12th level; **Cost** 4,000 gp

Wayfinder (1 @ 0 lbs) 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*

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