

Randr Lagmann, Esquire

Player: Scott David Gray

Male dwarf cleric (asmodean advocate) of Asmodeus
11/fighter (varisian free-style fighter) 1, The Exchange
faction - CL12 - CR 11

Lawful Neutral Humanoid (Dwarf); Deity: **Asmodeus**; Age:
65; Height: 4' 2"; Weight: 185 lb.; Eyes: **Blue**; Hair: **Dark**;
Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	16/18	+3/+4	
INT INTELLIGENCE	14	+2	
WIS WISDOM	18/22	+4/+6	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+16 =	+9	+4	+3			
REFLEX (DEXTERITY)	+7 =	+3	+1	+3			
WILL (WISDOM)	+16 =	+7	+6	+3			

Spell Resistance (17)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 38 =	+14	+8	+1		+2	+2		+1

Touch AC 14 **Flat-Footed AC** 37

Defensive Training +4: +4 dodge bonus vs. Giants

CM Bonus	BAB	Strength	Size	Misc
+11 =	+9	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
24 = 10	+9	+1	+1	-

28 vs. Bull Rush; 28 vs. Trip

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

Base Attack	+9	HP	135
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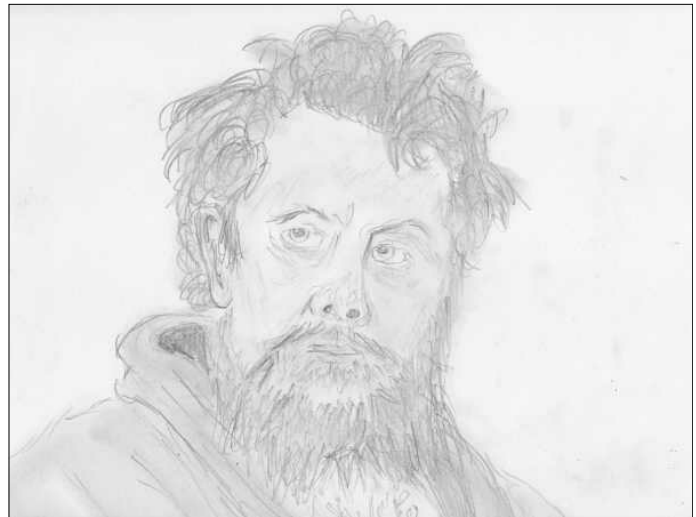
Initiative	Damage / Current HP
+1	

Speed	20 ft
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Gauntlet (from armor)

Main hand: **+8/+3, 1d3+1** Crit: x2
Main w/ offhand: **+2/-3, 1d3+1** Light, B
Main w/ light off: **+4/-1, 1d3+1**
Offhand: **+0, 1d3**

Character Number: 14034 - 61



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-12	DEX (1)	-	
Speed greater/less than 30 ft. :-4 to jump				
Appraise	+6	INT (2)	1	
Greed: +2 racial bonus to assess nonmagical metals or gemstones				
Bluff	+47	CHA (0)	-	
Climb	-12	STR (1)	-	
Craft (All)	+4	INT (2)	-	
Industrious Urbanite: Make double the normal progress to create nonmagical items				
Diplomacy	+47	CHA (0)	-	
Disguise	+14	CHA (0)	1	
Escape Artist	-12	DEX (1)	-	
Fly	-12	DEX (1)	-	
Heal	+6	WIS (6)	-	
Intimidate	+15	CHA (0)	12	
Knowledge (religion)	+10	INT (2)	5	
Linguistics	+8	INT (2)	3	
Devil in the Details: +5 insight bonus to create or detect forgeries				
Perception	+18	WIS (6)	12	
Perform (All)	+0	CHA (0)	-	
Profession (barrister)	+47	WIS (6)	12	
Industrious Urbanite: +4 racial bonus to earn money				
Profession (torturer)	+14	WIS (6)	1	
Industrious Urbanite: +4 racial bonus to earn money				
Ride	-12	DEX (1)	-	
Sense Motive	+6	WIS (6)	-	
Spellcraft	+6	INT (2)	1	
Stealth	-12	DEX (1)	-	
Survival	+6	WIS (6)	-	
Wayfinder: +2 to avoid becoming lost				
Swim	-12	STR (1)	-	

Feats

Antagonize
Use Diplomacy or Intimidate to goad creatures

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.

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.

Cry Challenge

After 5 ft step provoke AoO from all who threaten, and gain +4 to AC vs. these attacks.

Divine Interference

Sacrifice a spell to force an enemy to reroll a successful attack against your ally

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Prodigy (Profession [barrister], Profession [torturer])

Gain a +2 bonus on two Craft, Perform, or Profession skills.

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus (Profession [barrister])

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

Toughness

You gain +3 hit points.

Tower Shield Proficiency

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

Traits

Brevoy Bandit (Mivon, Profession [barrister], Constitution)

You fled the persecution of Brevoy authorities and wound up in Mivon. Whether or not you are guilty of your alleged crimes, you seek to build a new life amid new neighbors. Choose one Profession skill and one ability score other than Wisdom.

Mentored (Profession [barrister])

+1 to skill checks when making an aid another roll.

Heavy mace

Main hand: **+8/+3, 1d8+1**

Crit: x2
1-hand, B

Both hands: **+8/+3, 1d8+1**

Main w/ offhand: **+2/-3, 1d8+1**

Main w/ light off: **+4/-1, 1d8+1**

Offhand: **-2, 1d8**

Masterwork heavy mace

Main hand: **+9/+4, 1d8+1**

Crit: x2
1-hand, B

Both hands: **+9/+4, 1d8+1**

Main w/ offhand: **+3/-2, 1d8+1**

Main w/ light off: **+5/+0, 1d8+1**

Offhand: **-1, 1d8**

Sickle

Main hand: **+8/+3, 1d6+1**

Crit: x2
Light, S, Trip

Main w/ offhand: **+2/-3, 1d6+1**

Main w/ light off: **+4/-1, 1d6+1**

Offhand: **+0, 1d6**

Experience & Wealth

Experience Points: **33/36**

Current Cash: **886 pp, 3 gp**

The Exchange: **Fame: 54, PP: 54**

Sling

Ranged: **+8, 1d4+1**

Crit: x2

Ranged, both hands: **+8, 1d4+1**

Rng: 50'

Ranged w/ offhand: **+2, 1d4+1**

1-hand, B

Ranged w/ light off: **+4, 1d4+1**

Ranged offhand: **-2, 1d4**

Unarmed strike

Main hand: **+8/+3, 1d3+1**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+2/-3, 1d3+1**

nonlethal

Main w/ light off: **+4/-1, 1d3+1**

nonlethal

Offhand: **+0, 1d3 nonlethal**

+4 darkwood tower shield

+8

Max Dex: +2, Armor Check: -8
Spell Fail: 50%, Tower

+5 full plate

+14

Max Dex: +1, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Gear

Total Weight Carried: 110/150 lbs,

Encumbrance Ignored

(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

+4 darkwood tower shield	22.5 lbs
+5 full plate	50 lbs
Amulet of natural armor +2	-
Backpack (8 @ 8 lbs)	2 lbs
Belt of mighty constitution +2	1 lb
Belt pouch (1 @ 0 lbs)	0.5 lbs
Boots of the cat	1 lb
Cleric's vestments (Free)	-
Cloak of resistance +3	1 lb
Flint and steel	-
Hat of disguise	-
Headband of inspired wisdom +4	1 lb
Heavy mace	8 lbs
loun stone (dusty rose prism) <In: Wayfinder (1 @ 0	-
loun stone (magenta prism, cracked, Profession	-
Masterwork heavy mace	8 lbs
Masterwork tool (Profession [barrister])	1 lb
Money <In: Belt pouch (1 @ 0 lbs)>	-
Pearl of power (1st level, 2/day) x2	-
Ring of protection +2	-
Scroll of breath of life <In: Wrist sheath, spring loaded	-

Gear

**Total Weight Carried: 110/150 lbs,
Encumbrance Ignored
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

Scroll of lesser restoration x2 <In: Backpack (8 @ 8 lbs)> -
Sickle 2 lbs
Silk rope <In: Backpack (8 @ 8 lbs)> 5 lbs
Sling -
Spell component pouch 2 lbs
Traveler's any-tool <In: Backpack (8 @ 8 lbs)> 2 lbs
Unholy symbol, iron (Asmodeus) 1 lb
Unholy symbol, tattoo (Asmodeus) -
Wand of cure light wounds (8 charges) <In: Backpack (8 -
Wand of endure elements (42 charges) <In: Backpack (8 -
Wand of infernal healing (27 charges) <In: Backpack (8 -
Wayfinder (1 @ 0 lbs) <In: Backpack (8 @ 8 lbs)> 1 lb
Wrist sheath, spring loaded (1 @ 0 lbs) 1 lb

Special Abilities

Aura (Ex)

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

Cleric (Asmodean Advocate) Domain (Trickery)

Granted Powers: You are a master of illusions and deceptions. Bluff, Disguise, and Stealth are class skills.

Cleric Channel Negative Energy 6d6 (3/day, DC 15) (Su)

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

Darkvision (60 feet)

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

Defensive Training +4

+4 dodge bonus to AC against monsters of the Giant subtype.

Devil in the Details (Ex)

At 1st level, an Asmodean advocate learns to choose her words so carefully that even when she says something designed to deceive listeners, the words are phrased to be technically true. She can use her Profession (barrister) skill

Greed

+2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Industrious Urbanite

Dwarves who have adapted to the expectations of their host cities make double the normal progress on Craft checks to create nonmagical items and gain a +4 bonus on Profession checks to earn money. This racial trait replaces hatred.

Martial Flexibility (move action, 4/day) (Ex)

A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites. She may use this ability a number of times per day equal to

Pact Bound (Ex)

An Asmodean advocate must choose Asmodeus as her deity and select the Trickery domain. She does not gain a second domain. If she ever changes her deity, she loses this archetype and becomes a normal ex-cleric. This ability

Rock Stepper

Dwarves with this racial trait can skillfully negotiate rocky terrain. They can ignore difficult terrain created by rubble, broken ground, or steep stairs when they take a 5-foot step. This racial trait replaces stonecunning.

Serpent (Su)

At 1st level, an Asmodean advocate gains a familiar as the arcane bond class feature, using her cleric level as her wizard level. She must choose a viper familiar. The viper speaks one language of the Asmodean advocate's choice as

Shoulder Devil (Su)

At 8th level, an Asmodean advocate can choose an imp familiar as though she had the Improved Familiar feat.

Slow and Steady

Your base speed is never modified by armor or encumbrance.

Special Abilities

Spontaneous Casting

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

Stability +4

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

Spell-Like Abilities

Copycat (9/day) (Sp)

Master's Illusion (11 rounds/day, DC 21) (Sp)

Tracked Resources

Cleric Channel Negative Energy 6d6 (3/day, DC 15) (Su)

Martial Flexibility (move action, 4/day) (Ex)

Pearl of power (1st level, 2/day)

Wand of cure light wounds (8 charges)

Wand of endure elements (42 charges)

Wand of infernal healing (27 charges)

Languages

Celestial

Hallit

Common

Infernal

Draconic

Polyglot

Dwarven

Terran

Spells & Powers

Cleric (Asmodean Advocate) spells memorized (CL 11th; concentration +17)

Melee Touch +8 Ranged Touch +8

6th—*mass cure moderate wounds*, *heal*, *mislead*^D (DC 22)

5th—*breath of life* (DC 21), *false vision*^D, *pillar of life*^{APG}, *plane shift* (DC 21)

4th—*air walk*, *confusion*^D (DC 20), *cure critical wounds*, *freedom of movement*, *spiritual ally*^{APG}

3rd—*cure serious wounds*, *invisibility purge*, *nondetection*^D, *protection from energy*, *communal resist energy*^{UC}, *summon ancestral guardian*

2nd—*conditional favor*^{UI}, *enthrall* (DC 18), *invisibility*^D, *life pact*^{ACG}, *peacemaker's parley* (DC 18), *shield other*, *spiritual weapon*

1st—*bless*, *disguise self*^D, *endure elements*, *ironbear*^{ARG}, *shield of faith*, *speak local language*, *sure casting*

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

[D] Domain spell; **Domain** Trickery

Companions

Channel CR –

Horse (*Pathfinder RPG Bestiary* 177)

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6

Defense

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

Offense

Speed 50 ft.

Melee unarmed strike +3 (1d4+3 nonlethal) or
2 hooves -2 (1d4+1)

Space 10 ft.; **Reach** 5 ft.

Statistics

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Endurance, Run^B

Tricks Come, Heel, Riding, Stay

Skills Acrobatics +2 (+6 to jump with a running start, +10 to jump), Perception +6

SQ docile, riding

Other Gear bit and bridle, feed (per day) (20), military saddle, saddlebags

Companions

??? CR –

Male imp (sage) (*Pathfinder RPG Bestiary* 78)

LN Tiny outsider (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*; Perception +12

Defense

AC 20, touch 16, flat-footed 16 (+3 Dex, +1 dodge, +4 natural, +2 size)

hp 67 (3d10); fast healing 2

Fort +9, **Ref** +6, **Will** +8

Defensive Abilities improved evasion; **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

Offense

Speed 20 ft., fly 50 ft. (perfect)

Melee unarmed strike +14/+9 (1 nonlethal) or
sting +14 (1d4 plus poison)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect good*, *detect magic*

At will—*invisibility (self only)*

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune (6 questions, CL 12th)*

Statistics

Str 10, **Dex** 17, **Con** 10, **Int** 23, **Wis** 12, **Cha** 14

Base Atk +9; **CMB** +10; **CMD** 21

Feats Dodge, Weapon Finesse^B

Skills Acrobatics +9 (+5 to jump), Bluff +47, Fly +21, Knowledge () +11, Knowledge (arcana) +17, Knowledge (planes) +17, Knowledge (religion) +16, Perception +12, Perform (Acts of Debauchery) +10, Profession (barrister) +12, Spellcraft +12, Use Magic Device +13

Languages Aquan, Common, Draconic, Dwarven, Ignan, Infernal, Tien; speak with animal (same kind only), speak with master

SQ change shape (boar, giant spider, rat or raven; *beast shape I*), empathic link, sage's knowledge +5

Situational Modifiers

Acrobatics

Speed greater/less than 30 ft. : -4 to jump

Appraise

Greed : +2 racial bonus to assess nonmagical metals or gemstones

Craft (All)

Industrious Urbanite : Make double the normal progress to create nonmagical items

Linguistics

Devil in the Details : +5 insight bonus to create or detect forgeries

Profession (All)

Industrious Urbanite : +4 racial bonus to earn money

Profession (barrister)

Industrious Urbanite : +4 racial bonus to earn money

Profession (torturer)

Industrious Urbanite : +4 racial bonus to earn money

Survival

Wayfinder : +2 to avoid becoming lost

Background

Randr was born in Brevoy, on the 25th day of Desnus in 4653.

In 4699, Randr's mother, Kätilvi, was a dwarven smith who sold many arms to a number of young men who turned out, later, to have been involved in rebellion against the new king, King Noleski Surtova. She incurred a 1500 gold piece fine.

Randr's father, Hjälrm, a dwarven law-speaker, made the mistake of protesting the fine in the courts. It did not take long before Hjälrm, Kätilvi, and Randr fled for the free city of Mivon in the River Kingdoms.

For almost two decades, the family worked to reestablish itself in Mivon. It took a long time for Randr and his father, as they were practicing law-speakers, who took some time to gain credibility and establish themselves in the chaotic courts of Mivon.

During those years, Randr became bitter in the family tradition of following Kols. In the courts of Mivon, he learned how easily twisted politicians could and would corrupt any law that relied on personal honor; and determined that the interests of his clients could only be served by also leaning on the letter of the law rather than the spirit.

An Asmodean lawyer named Josina instructed Randr in the law, and introduced Randr to the rites of Asmodeus. Randr was at first aghast at devil summoning, but came to respect Josina's Chelaxian argument -- that it is better to bind and enslave devils with magic than to let those devils roam free. With the zeal of the convert, Randr joined the Asmodean church and became a priest of the Prince of Law.

Randr's career took a great leap forward in 4718, when he joined the firm of Murescu, Oprea, and Calitier, LLC. Randr was quickly made a partner when he landed the lucrative Pathfinder Society contract; of course, to seal the deal, Randr had to agree to join the Pathfinder Society.

Sourcebooks Used

- **Advanced Class Guide** - Life Pact (spell)
- **Advanced Player's Guide** - Pillar of Life (spell); Spiritual Ally (spell)
- **Advanced Player's Guide / Advanced Race Guide** - Magic Resistant (alternate racial trait)
- **Advanced Race Guide** - Ironbeard (spell)
- **Advanced Race Guide / Rival Guide** - Rock Stepper (alternate racial trait)
- **Adventurer's Armory** - Wrist sheath, spring loaded (equipment)
- **Dirty Tactics Toolbox** - Asmodean Advocate (archetype)
- **Dwarves of Golarion** - Peacemaker's Parley (spell); Summon Ancestral Guardian (spell)
- **Familiar Folio / Ultimate Wilderness** - Sage (archetype)
- **Giant Hunter's Handbook** - Cry Challenge (feat)
- **Heroes of the Streets** - Industrious Urbanite (alternate racial trait); Speak Local Language (spell)
- **Inner Sea Races / Inner Sea World Guide** - Hallit (language); Polyglot (language)
- **Pathfinder Society Primer** - Ioun stone (magenta prism, cracked) (equipment); Sure Casting (spell)
- **People of the River** - Brevoy Bandit (Mivon) (trait)
- **Ultimate Campaign** - Mentored (trait)
- **Ultimate Combat** - Resist Energy, Communal (spell)
- **Ultimate Equipment** - Boots of the cat (equipment); Traveler's any-tool (equipment); Unholy symbol, iron (equipment); Unholy symbol, tattoo (equipment)
- **Ultimate Intrigue** - Conditional Favor (spell)
- **Ultimate Magic** - Antagonize (feat); Divine Interference (feat); Prodigy (feat)
- **Weapon Master's Handbook** - Varisian Free-Style Fighter (archetype)

Randr Laqmann, Esquire – Abilities & Gear

Antagonize Feat

Whether with biting remarks or hurtful words, you are adept at making creatures angry with you.

Benefit: You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. You cannot make this check against a creature that does not understand you or has an Intelligence score of 3 or lower. Before you make these checks, you may make a Sense Motive check (DC 20) as a swift action to gain an insight bonus on these Diplomacy or Intimidate checks equal to your Charisma bonus until the end of your next turn. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Diplomacy: You fluster your enemy. For the next minute, the target takes a -2 penalty on all attacks rolls made against creatures other than you and has a 10% spell failure chance on all spells that do not target you or that have you within their area of effect.

Intimidate: The creature flies into a rage. On its next turn, the target must attempt to make a melee attack against you, make a ranged attack against you, target you with a spell, or include you in the area of a spell. The effect ends if the creature is prevented from attacking you or attempting to do so would harm it (for example, if you are on the other side of a chasm or a *wall of fire*). If it cannot attack you on its turn, you may make the check again as an immediate action to extend the effect for 1 round (but cannot extend it thereafter). The effect ends as soon as the creature attacks you. Once you have targeted a creature with this ability, you cannot target it again for 1 day.

Appears In : Ultimate Magic

Cry Challenge Feat

With a ferocious shout or vigorous gestures, you provoke an opponent's ire. By tricking the opponent into making a clumsy swing at you, you provide an opening for your allies.

Prerequisite: Antagonize.

Benefit: When you take a 5-foot step, you can choose for that step to provoke attacks of opportunity from all opponents that threaten you after the step. You gain a +4 dodge bonus to AC against attacks of opportunity provoked in this manner.

Normal: A 5-foot step doesn't provoke an attack of opportunity.

Appears In : Giant Hunter's Handbook

Divine Interference Feat

You can convert a spell to interfere with an enemy's attack.

Prerequisites: Divine spellcaster, caster level 10th.

Benefit: As an immediate action, when an enemy within 30 feet hits an ally with an attack, you can sacrifice a prepared divine spell or (if you are a spontaneous caster) an unused spell slot and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell you sacrifice. You must sacrifice a spell of 1st-level or higher to use this ability. Whether or not the second attack is successful, you cannot use this effect on the same creature again for 1 day.

Appears In : Ultimate Magic

Prodigy (Profession [barrister], Profession [torturer]) Feat

You are naturally skilled at arts, professions, and the acquisition of knowledge.

Benefit: Choose two Craft, Perform, or Profession skills in any combination (two Craft skills, a Craft skill and a Perform skill, and so on). You receive a +2 bonus on checks with these skills. If you have 10 or more ranks in any one of these skills, the bonus increases to +4 for that skill.

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

Appears In : Ultimate Magic

Skill Focus (Profession [barrister]) 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.

Appears In : Not Consolidated Skills

Toughness Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Brevoy Bandit (Mivon, Profession [barrister], Constitution) Trait

You fled the persecution of Brevoy authorities and wound up in Mivon. Whether or not you are guilty of your alleged crimes, you seek to build a new life amid new neighbors. Choose one Profession skill and one ability score other than Wisdom. You add that ability score's modifier in addition to your Wisdom modifier on checks with the chosen Profession skill.

Appears In : People of the River

Mentored (Profession [barrister]) Trait

A tutor or private instructor guided you in learning your art, profession, or trade, and through your education, you became capable of teaching and guiding others. Choose a single Craft, Perform, or Profession skill. You gain a +1 trait bonus on checks with that skill. You also gain a +1 trait bonus when you aid another's skill check with any skill.

Appears In : Ultimate Campaign

Randr Lagmann, Esquire – Abilities & Gear

Cleric Channel Negative Energy 6d6 (3/day), Class Ability (Cleric)

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

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

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

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

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

Defensive Training +4 Racial Ability (Dwarf)

+4 dodge bonus to AC against monsters of the Giant subtype.

Greed Racial Ability (Dwarf)

+2 racial bonus on Appraise checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Industrious Urbanite Unknown

Dwarves who have adapted to the expectations of their host cities make double the normal progress on Craft checks to create nonmagical items and gain a +4 bonus on Profession checks to earn money. This racial trait replaces hatred.

Appears In : Heroes of the Streets

Rock Stepper Unknown

Dwarves with this racial trait can skillfully negotiate rocky terrain. They can ignore difficult terrain created by rubble, broken ground, or steep stairs when they take a 5-foot step. This racial trait replaces stonecunning.

Appears In : Rival Guide, Advanced Race Guide

Slow and Steady Racial Ability, Movement (Dwarf)

Your base speed is never modified by armor or encumbrance.

Spell Resistance (17) Unknown

You have Spell Resistance.

Stability +4 Racial Ability (Dwarf)

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

Aura (Ex) Class Ability (Cleric)

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

Copycat (9/day) (Sp) Class Ability (Bat Shaman, Cleric)

You can create an illusory double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your cleric level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Devil in the Details (Ex) Class Ability (Cleric)

At 1st level, an Asmodean advocate learns to choose her words so carefully that even when she says something designed to deceive listeners, the words are phrased to be technically true. She can use her Profession (barrister) skill for Bluff and Diplomacy checks. This benefit also extends to her familiar. The Asmodean advocate gains an insight bonus equal to 1/2 her cleric level (minimum +1) on Linguistics checks related to forgeries and on all Profession (barrister) checks.

Martial Flexibility (move action, 4/day) (Ex) Class Ability (Fighter)

A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites. She may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 1).

The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a brawler can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, a brawler can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

At 12th level, a brawler can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, a brawler can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability.

Martial Flexibility (Ex) : A Varisian free-style fighter gains martial flexibility^{ACG} as per the brawler class feature, treating his fighter level as his brawler level for the purposes of this ability. This ability replaces the bonus feats gained at 1st level, 6th level, 10th level, and 12th level, as well as weapon training and weapon mastery.

Randr Laqmann, Esquire – Abilities & Gear

Master's Illusion (11 rounds/day, DC 21) (†Class Ability (Bat Shaman, Cleric))

At 8th level, you can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 1 round per cleric level. This ability otherwise functions like the spell *veil*. The save DC to disbelieve this effect is equal to 10 + 1/2 your cleric level + your Wisdom modifier. The rounds do not need to be consecutive.

Pact Bound (Ex) Class Ability (Cleric)

An Asmodean advocate must choose Asmodeus as her deity and select the Trickery domain. She does not gain a second domain. If she ever changes her deity, she loses this archetype and becomes a normal ex-cleric. This ability alters domains.

Serpent (Su) Class Ability (Cleric)

At 1st level, an Asmodean advocate gains a familiar as the arcane bond class feature, using her cleric level as her wizard level. She must choose a viper familiar. The viper speaks one language of the Asmodean advocate's choice as a supernatural ability.

Shoulder Devil (Su) Class Ability (Cleric)

At 8th level, an Asmodean advocate can choose an imp familiar as though she had the Improved Familiar feat.

Spontaneous Casting Class Ability (Cleric)

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

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

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

Scroll of breath of life Scroll

Breath of Life, See Text or Will half (DC 17)

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 lesser restoration 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.

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 cure light wounds (8 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 endure elements (42 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 infernal healing (27 charges) Wand

Infernal Healing

You anoint a wounded creature with devil's blood or unholy water, giving it fast healing 1. This ability cannot repair damage caused by silver weapons, good-aligned weapons, or spells or effects with the good descriptor. The target detects as evil for the duration of the spell and can sense the evil of the magic, though this has no long-term effect on the target's alignment.

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 mighty constitution +2 Wondrous Item (Belt)

This belt's golden buckle depicts a bear. The belt grants the wearer an enhancement bonus to Constitution of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*; **Cost** 2,000 gp

Boots of the cat Wondrous Item (Feet)

These high-soled blue boots provide a great deal of comfort and arch support while also making the wearer appear a little bit taller than normal. The boot's wearer always takes the minimum possible damage from falls (as if the GM had rolled a 1 on each die of damage incurred by the fall) and at the end of a fall always lands on his feet.

Construction

Requirements: Craft Wondrous Item, *feather fall*; **Cost** 500 gp

Appears In : Ultimate Equipment

Cloak of resistance +3 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 +3 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** 4,500 gp

Hat of disguise Wondrous Item (Head)

This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, or other headwear.

Construction

Requirements: Craft Wondrous Item, *disguise self*; **Cost** 900 gp

Headband of inspired wisdom +4 Wondrous Item (Headband)

This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband grants the wearer an enhancement bonus to Wisdom of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction

Requirements: Craft Wondrous Item, *owl's wisdom*; **Cost** 8,000 gp

Ioun stone (dusty rose prism) Wondrous Item

This stone grants the bearer a +1 insight bonus to AC.

A Prism is usually faceted, with a long shape where top and bottom have the same number of sides. Normally the width and angle of all sides are uniform.

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 insight bonus on combat maneuver checks.

Construction

Requirements Craft Wondrous Item, creator must be 12th level; **Cost** 2,500 gp

Ioun stone (magenta prism, cracked, Professor Wondrous Item)

This stone grants you a +2 competence bonus on checks with any one skill you choose, and you can change the skill modified once per day, as a normal magenta prism ioun stone.

Construction

Requirements Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *owl's wisdom*, creator must be 12th level; **Cost** 8,000 gp

Appears In : Pathfinder Society Primer

Pearl of power (1st level, 2/day) Wondrous Item

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

Construction

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

Traveler's any-tool Wondrous Item

This implement at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. It can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

The any-tool counts as a set of masterwork artisan's tools for most Craft or Profession skills (although very specialist crafts such as alchemy still require their own unique toolset). It is an ineffective weapon, always counting as an improvised weapon and never granting any masterwork bonus on attack rolls.

Construction

Requirements Craft Wondrous Item, *major creation*; **Cost** 125 gp

Appears In : Ultimate Equipment

Wayfinder (1 @ 0 lbs) Wondrous Item

A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power-see *Wayfinders* and *Resonance* on page 149.

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

Construction

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

Appears In : Seekers of Secrets, Inner Sea World Guide, Shattered Star, Pathfinder Society, Adventurer's Guide, Ruins of Azlant

Create Water

Cleric 0

School conjuration (creation) [water]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect up to 2 gallons of water/level
Duration instantaneous
Saving Throw none; **Spell 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

Cleric 0

School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell 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.

Read Magic

Cleric 0

School divination
Casting Time 1 action
Components V, S, F (a clear crystal or mineral prism)
Range personal
Target you
Duration 10 min./level

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

Read magic can be made permanent with a permanency spell.

Stabilize

Cleric 0

School conjuration (healing)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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

Bless

Cleric 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, DF
Range 50 ft.
Area the caster and all allies within a 50-ft. burst, centered on the caster
Duration 1 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

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

Bless counters and dispels bane.

Disguise Self

Cleric 1

School illusion (glamer)
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 10 min./level (D)

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 glamer gets a Will save to recognize it as an illusion.

Endure Elements **Cleric 1**

School abjuration
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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.

Ironbeard **Cleric 1**

Racial Spell for Dwarf
School transmutation
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Effect +1 to target's AC
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell causes a brushy beard of stiff iron to erupt from the face of a willing target. The *ironbeard* grants a +1 armor bonus to AC, and this bonus stacks with any armor worn by the creature. The *ironbeard* may also be used as a weapon equivalent to cold iron armor spikes. The *ironbeard* makes it difficult to speak, so any spellcasting with a verbal component has a 20% spell failure chance.

Appears in : Advanced Race Guide

Shield of Faith **Cleric 1**

School abjuration
Casting Time 1 action
Components V, S, M (parchment with a holy text written on it)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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

Speak Local Language **Cleric 1**

School divination / wood elemental
Casting Time 1 action
Components V, M/DF (a worn-out coin)
Range touch
Target creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** no

This spell functions as *tongues*, except the creature touched gains only the ability to speak and understand a regional human language, such as Varisian or Common (Taldane in the Inner Sea region or Tien in Tian Xia), and the language granted must be one you know. You must select the language at the time of casting.

The language can't be a dead language, such as Ancient Osiriani or Jistka. The target speaks the language with a native accent, but the spell doesn't impart knowledge about any culture associated with the language, nor does it change the target's appearance.

Tongues

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

Appears in : Heroes of the Streets

Sure Casting **Cleric 1**

School divination
Casting Time 1 action
Components V, F (a square of cloth and a needle)
Range personal
Target you
Duration 1 round (see text)

You gain temporary insight into your enemies' magical defenses. When you next cast a spell before the end of the next round, treat your caster level as 5 higher than normal for the purpose of overcoming spell resistance. This bonus doesn't increase any other effects that depend on caster level, such as the spell's damage or range, and affects only the first spell cast after *sure casting*.

Appears in : Pathfinder Society Primer

Conditional Favor

Cleric 2

School abjuration
Casting Time 1 swift action
Components V
Target 1 creature
Duration 1 day/level (D)
Saving Throw none (see below); **Spell Resistance** yes

You must cast this spell immediately before casting another spell on the same creature, eliciting a promise or warning against a behavior and binding the target to the paired spell. If you don't cast a paired spell, *conditional favor* has no effect. The paired spell must be from the abjuration, conjuration (healing), enchantment, or transmutation school or subschool, and must be cast on a willing creature. If the spell's recipient violates the oath or prohibition while *conditional favor* remains in effect, the paired spell is undone as if never cast. If the spell was a healing spell, the hit point damage or condition you removed returns immediately, even if the subject has enjoyed subsequent rest or healing. Poisons, diseases, curses, restored ability damage, and negative levels removed by the paired spell return as well.

Conditional favor recognizes the spirit of your condition and doesn't trigger a violation due to unintended consequences or circumstances that the subject could not predict with her current knowledge of the situation. For instance, if the prohibition prevented the subject from laying a finger on royalty, touching a disguised prince would not count as a violation if the subject did not recognize the prince, nor would touching a member of royalty while dominated. The subject of the spell intuitively knows beforehand whether an action will cause it to lose the paired spell's benefit.

Appears in : Ultimate Intrigue

Enthrall

Cleric 2

School enchantment (charm) [language-dependent, mind-affecting, sonic]
Casting Time 1 round
Components V, S
Range medium (100 + 10 ft./level)
Target any number of creatures
Duration 1 hour or less
Saving Throw DC 18 Will negates; see text; **Spell Resistance** yes

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Invisibility

Cleric 2

School illusion / void elemental (glamer)
Casting Time 1 action
Components V, S, M/DF (an eyelash encased in gum arabic)
Range personal or touch
Target you or a creature or object weighing no more than 100 lbs./level
Duration 1 min./level (D)
Saving Throw Will negates (harmless) or Will negates (harmless, object); **Spell Resistance** yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Life Pact

Cleric 2

School necromancy / wood elemental
Casting Time 1 action
Components V, S, M/DF (a drop of blood from each target)
Range close (25 + 5 ft./2 levels)
Target one willing living creature/level, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes

You bind the life forces of the targets into a mystical pact. If any target is reduced to fewer than 0 hit points, that target automatically triggers the power of the pact. The triggering target drains 1 hit point from all other targets who have at least 1 hit point and are within 30 feet of the triggering target; these hit points are applied to the triggering target as magical healing. This healing can prevent the triggering creature from dying, if the attack would cause the target's to have an amount of negative hit points equal to its Constitution score. This healing cannot raise the triggering creature above 1 hit point; any excess hit points drained from other targets are wasted.

The pact can be triggered once per round. It's not triggered by death effects or effects that do not deal hit point damage.

Appears in : Advanced Class Guide

Peacemaker's Parley

Cleric 2

School enchantment (charm)
Casting Time 1 Swift Action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area creatures in a 20-ft.-radius spread
Duration instantaneous
Saving Throw DC 18 Will negates; **Spell Resistance** yes

In order to prepare this spell, the caster must spend an hour performing a ritual in which he beseeches Torag (or a member of his family) for the aid of one of his divine family members. For 24 hours after the ritual, the caster may prepare spells of the requested deity. The caster may only attune himself to one additional deity at a time.

You can attempt to influence unfriendly or hostile creatures, altering their attitudes toward you. After casting, make a Diplomacy check against the creatures as a free action; you gain a +2 sacred bonus on this check against creatures that failed their saves against the spell. Even if you favorably manipulate the attitude of the affected targets, they quickly revert to their previous attitude if threatened or treated poorly.

Appears in : Dwarves of Golarion

Shield Other

Cleric 2

School abjuration
Casting Time 1 action
Components V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target)
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends.

Spiritual Weapon

Cleric 2

School evocation / aether elemental [force]
Casting Time 1 action
Components V, S, DF
Range medium (100 + 10 ft./level)
Effect magic weapon of force
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

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

Cure Serious Wounds

Cleric 3

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

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

Cure Light Wounds

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

Invisibility Purge **Cleric 3**

School evocation
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 min./level (D)

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility. Anything invisible becomes visible while in the area.

Nondetection **Cleric 3**

School abjuration / void elemental
Casting Time 1 action
Components V, S, M (diamond dust worth 50 gp)
Range touch
Target creature or object touched
Duration 1 hour/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level. If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

Protection from Energy **Cleric 3**

School abjuration / all elements
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 10 min./level or until discharged
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Resist Energy, Communal **Cleric 3**

School abjuration / all elements
Casting Time 1 action
Components V, S, DF
Range touch
Target creatures touched
Duration 10 min./level split among the recipients
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *resist energy*, except you divide the duration in 10-minute intervals among the creatures touched.

Resist Energy

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Appears in : Ultimate Combat

Summon Ancestral Guardian **Cleric 3**

School conjuration (summoning)
Casting Time 1 action
Components V, S, F/DF (stone or metal image of your ancestor)
Range medium (100 ft. + 10 ft./level)
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

You call the spirits of two ancestors to manifest in the mortal world and attack your enemies. Each appears as a transparent image of a powerful, wise dwarf armed with a traditional dwarven weapon of your choice. These spirits move and attack at your direction, each having the abilities of a *spiritual weapon*, except they can attack different targets and deal physical damage (bludgeoning, piercing, or slashing, according to the weapon the spirit wields) instead of force damage. Like creatures conjured with a *summon monster* spell, your ancestors are not harmed if these manifestations are destroyed.

Appears in : Dwarves of Golarion

Air Walk

Cleric 4

School transmutation [air]
Casting Time 1 action
Components V, S, DF
Range touch
Target creature (Gargantuan or smaller) touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

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

Confusion

Cleric 4

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M/DF (three nutshells)
Range medium (100 + 10 ft./level)
Target all creatures in a 15-ft.-radius burst
Duration 1 round/level
Saving Throw DC 20 Will negates; **Spell Resistance** yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d% - Behavior
 01-25 - Act normally
 26-50 - Do nothing but babble incoherently
 51-75 - Deal 1d8 points of damage + Str modifier to self with item in hand
 76-100 - Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cure Critical Wounds

Cleric 4

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

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

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.

Freedom of Movement

Cleric 4

School abjuration
Casting Time 1 action
Components V, S, M (a leather strip bound to the target), DF
Range personal or touch
Target you or creature touched
Duration 10 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Spiritual Ally **Cleric 4**

School evocation / aether elemental [force]
Casting Time 1 action
Components V, S, DF
Range medium (100 + 10 ft./level)
Effect spiritual ally of force
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

An ally made of pure force appears in a single 5-foot square within range. The ally takes the form of a servant of your god. The spiritual ally occupies its space, though you and your allies can move through it, since it is your ally. The spiritual ally carries a single weapon, one favored by your deity (as for spiritual weapon), which has the same threat range and critical modifiers as a real weapon of its form. Each round on your turn, starting with the turn that you cast this spell, your spiritual ally can make an attack against a foe within its reach that you designate. The spiritual ally threatens adjacent squares and can flank and make attacks of opportunity as if it were a normal creature. The spiritual ally uses your base attack bonus (gaining extra attacks if your base attack bonus is high enough) plus your Wisdom bonus when it makes a melee attack. When the spiritual ally hits, it deals 1d10 points of force damage + 1 point of damage per 3 caster levels (maximum +5 at 15th level). It strikes as a spell, not a weapon, so it bypasses DR and can affect incorporeal creatures. Each round after the first, you can move the spiritual ally as a swift action. It has a speed of 30 feet, and a fly speed of 30 feet (perfect maneuverability). Being a construct of force, the spiritual ally cannot be harmed by any physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual ally's AC against touch attacks is 10. If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual ally strikes it. If the ally is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Appears in : Advanced Player's Guide

Breath of Life **Cleric 5**

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw DC 21 Will negates (harmless) or Will half, see text;
Spell Resistance yes (harmless) or yes, see text

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.

False Vision **Cleric 5**

School illusion (glamer)
Casting Time 1 action
Components V, S, M (crushed jade worth 250 gp)
Range touch
Area 40-ft.-radius emanation
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

This spell creates a subtle illusion, causing any divination (scrying) spell used to view anything within the area of this spell to instead receive a false image (as the major image spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.

Pillar of Life **Cleric 5**

School conjuration (healing) [light]
Casting Time 1 action
Components V, S, DF
Range medium (100 + 10 ft./level)
Effect 5-ft.-square pillar of positive energy, 20 ft. high
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You conjure a pillar of positive energy in a single 5-foot square within range that radiates light as if it were a sunrod. Living creatures adjacent to the pillar can spend a standard action to touch the pillar and heal 2d8 points of damage + 1 point per caster level (maximum +20). Creatures can move into the square containing the pillar, but if an undead creature moves into the pillar it takes 1d6 points of damage per caster level (maximum 10d6). Undead creatures vulnerable to bright light take 1d8 points of damage per caster level (maximum 10d8). A creature cannot benefit or suffer more than once from a single casting of this spell.

Appears in : Advanced Player's Guide

Plane Shift **Cleric 5**

School conjuration (teleportation)
Casting Time 1 action
Components V, S, F (a forked metal rod attuned to the plane of travel)
Range touch
Target creature touched, or up to eight willing creatures joining hands
Duration instantaneous
Saving Throw DC 21 Will negates; **Spell Resistance** yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is high impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Cure Moderate Wounds, Mass **Cleric 6**

School conjuration (healing)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Will half (harmless) or Will half; see text; **Spell Resistance** yes (harmless) or yes; see text

This spell functions like *mass cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).

Cure Light Wounds, Mass

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Heal **Cleric 6**

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm.

Mislead **Cleric 6**

School illusion (figment, glamor)
Casting Time 1 action
Components S
Range close (25 + 5 ft./2 levels)
Target you
Effect one illusory double
Duration 1 round/level (D) and concentration + 3 rounds; see text
Saving Throw DC 22 None or Will disbelief (if interacted with); see text; **Spell Resistance** no

You become invisible (as greater invisibility, a glamor), and at the same time, an illusory double of you (as major image, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so. The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The greater invisibility lasts for 1 round per level, regardless of concentration.

???

Male imp (sage) - CL3 - CR 2

Lawful Neutral Outsider (Devil, Evil, Extraplanar, Lawful);
Deity: **Asmodeus**; Height: **1' 6"**; Weight: **10 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	23	+6	
WIS WISDOM	12	+1	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9	=	+9				
REFLEX (DEXTERITY)	+6	=	+3	+3			
WILL (WISDOM)	+8	=	+7	+1			

Damage Reduction (5/good or silver)	Immunity to Fire
Energy Resistance, Acid (10)	Immunity to Poison
Energy Resistance, Cold (10)	Spell Resistance (16)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=		+3	+2	+4		+1	

Touch AC 16	Flat-Footed AC 16
	BAB Dexterity Size Misc

CM Bonus +10	=	+9	+3	-2	-
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CM Defense 21	=	10	+9	+0	+3	-2
			BAB	Strength	Dexterity	Size

Base Attack	+9	HP	67
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Initiative	+3	Damage / Current HP
Speed	20 ft	

Sting (Imp (Sage))

Main hand: **+14, 1d4 plus poison** Crit: x2
Light, P

Unarmed strike

Main hand: **+14/+9, 1 nonlethal** Crit: x2
Main w/ offhand: **+8/+3, 1** Light, B, Nonlethal
nonlethal

Main w/ light off: **+10/+5, 1**
nonlethal

Offhand: **+6, 1 nonlethal**

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+9	DEX (3)	3	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+6	INT (6)	-	
Bluff	+47	CHA (2)	3	
Climb	+3	DEX (3)	-	
Craft (All)	+4	INT (6)	-	
Diplomacy	+47	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+21	DEX (3)	3	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge ()	+11	INT (6)	-	
Knowledge (arcana)	+17	INT (6)	3	
Knowledge (planes)	+17	INT (6)	3	
Knowledge (religion)	+16	INT (6)	2	
Perception	+12	WIS (1)	8	
Perform (Acts of Debauchery)	+10	CHA (2)	8	
Perform (All)	+2	CHA (2)	-	
Profession (barrister)	+12	WIS (1)	11	
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+12	INT (6)	3	
Stealth	+11	DEX (3)	-	
Survival	+1	WIS (1)	-	
Swim	+3	DEX (3)	-	
Use Magic Device	+13	CHA (2)	11	

Feats

Dodge
+1 AC.

Martial Weapon Proficiency - All
You are proficient with all Martial weapons.

Simple Weapon Proficiency - All
Proficient with all simple weapons.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Special Abilities

Change Shape (boar, giant spider, rat or raven; beast)
A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more

Darkvision (60 feet)

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

Deliver Touch Spells (Su)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can

Gear

Total Weight Carried: 0/50 lbs, Encumbrance Ignored
(Light: 16.5 lbs, Medium: 33 lbs, Heavy: 50 lbs)
Money -

Special Abilities

Empathic Link (Su)

The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The

Fast Healing 2 (Ex)

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing

Fly (50 feet, Perfect)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Improved Evasion (Ex)

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Poison (DC 17) (Ex)

Sage's Knowledge +5 (Ex)

A sage stores information on every topic and is happy to lecture its master on the finer points. A sage can attempt all Knowledge checks untrained and receives a bonus on all Knowledge checks equal to 1/2 its level. Additionally, a sage gains 2

Share Spells

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak with Animals of its Kind (Ex)

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, cats with felines, hawks and owls and ravens with birds, lizards and snakes with

Speak with Master (Ex)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Spell-Like Abilities

Augury (1/day)	<input type="checkbox"/>
Commune (6 questions, CL 12th, 1/week)	<input type="checkbox"/>
Detect Good (Constant)	
Detect Magic (Constant)	
Invisibility (self only, At will)	
Suggestion (1/day)	<input type="checkbox"/>

Languages

Aquan	Ignan
Common	Infernal
Draconic	Tien
Dwarven	

Situational Modifiers

Acrobatics

Speed greater/less than 30 ft. : -4 to jump

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

- **Bestiary / Bestiary Familiars** - Devil, Imp (race)
- **Dragon Empires Gazetteer / Inner Sea Races / Inner Sea World Guide** - Tien (language)
- **Familiar Folio / Ultimate Wilderness** - Sage (alternate racial trait)

??? – Abilities & Gear

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.

Weapon Finesse **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Change Shape (boar, giant spider, rat or r **Racial Ability (Devil, Imp)**

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form unless noted otherwise. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Damage Reduction (5/good or silver) **Unknown**

You have Damage Reduction against all except Good or Silver attacks.

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

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

Energy Resistance, Acid (10) **Unknown**

You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (10) **Unknown**

You have the specified Energy Resistance against Cold attacks.

Fast Healing 2 (Ex) **Unknown**

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Fly (50 feet, Perfect) **Unknown**

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Immunity to Fire **Unknown**

You are immune to fire damage.

Immunity to Poison **Unknown**

You are immune to poison.

Poison (DC 17) (Ex) **Racial Ability (Devil, Imp)**

Type poison (injury); **Save** Fort DC 17

Onset 1; **Frequency** 1/round for 6 rounds

Effect 1d2 Dex; **Cure** 1 save. The save DC is Constitution-based.

Spell Resistance (16) **Unknown**

You have Spell Resistance.

Deliver Touch Spells (Su) **Class Ability (Familiar Benefits)**

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su) **Class Ability (Familiar Benefits)**

The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Improved Evasion (Ex) **Class Ability (Familiar Benefits)**

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Sage's Knowledge +5 (Ex) **Class Ability (Familiar Benefits)**

A sage stores information on every topic and is happy to lecture its master on the finer points. A sage can attempt all Knowledge checks untrained and receives a bonus on all Knowledge checks equal to 1/2 its level. Additionally, a sage gains 2 skill ranks at each level. Its maximum number of ranks in any given skill is equal to its level.

This replaces alertness and the familiar's ability to share its master's skill ranks.

Share Spells **Class Ability (Familiar Benefits)**

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak with Animals of its Kind (Ex) **Class Ability (Familiar Benefits)**

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, monkeys with other simians, rats with rodents, toads with amphibians, and weasels with ermines and minks. Such communication is limited by the Intelligence of the conversing creatures.

Speak with Master (Ex) **Class Ability (Familiar Benefits)**

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.