

Vasile Rusu

Player: Scott David Gray

Male human (Ulfen) brawler 1/oracle (seeker) 4/paladin (warrior of the holy light) 10/ulfen guard 1, Silver Crusade faction - CL16 - CR 15

Lawful Good Humanoid (Human); Deity: **Kurgess**; Age: **18**; Height: **5' 9"**; Weight: **175 lb.**; Eyes: **Blue**; Hair: **Blond**; Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	20/26	+5/+8	
DEX DEXTERITY	12/14	+1/+2	
CON CONSTITUTION	16/22	+3/+6	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	14/18	+2/+4	

Circlet of persuasion : +3 competence bonus on ability checks

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+26 =	+11	+6	+5	+4		
		Snakeskin tunic : +2 resistance bonus vs. poison, Trapspringer's gloves : +1 Luck bonus vs. traps					
REFLEX (DEXTERITY)	+17 =	+6	+2	+5	+4		
		Snakeskin tunic : +2 resistance bonus vs. poison, Trapspringer's gloves : +1 Luck bonus vs. traps					
WILL (WISDOM)	+20 =	+12	-1	+5	+4		
		Snakeskin tunic : +2 resistance bonus vs. poison, Trapspringer's gloves : +1 Luck bonus vs. traps					

Immunity to Charm	Immunity to Fear (Ex)
Immunity to Disease	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 30 =	+11		+2		+3	+3		+1

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
16	28				

CM Bonus	BAB	Strength	Dexterity	Size
+24 =	+15	+8		

CM Defense	BAB	Strength	Dexterity	Size
39 = 10	+15	+8	+2	

Base Attack	HP
+15	218

Initiative	Damage / Current HP
+4	

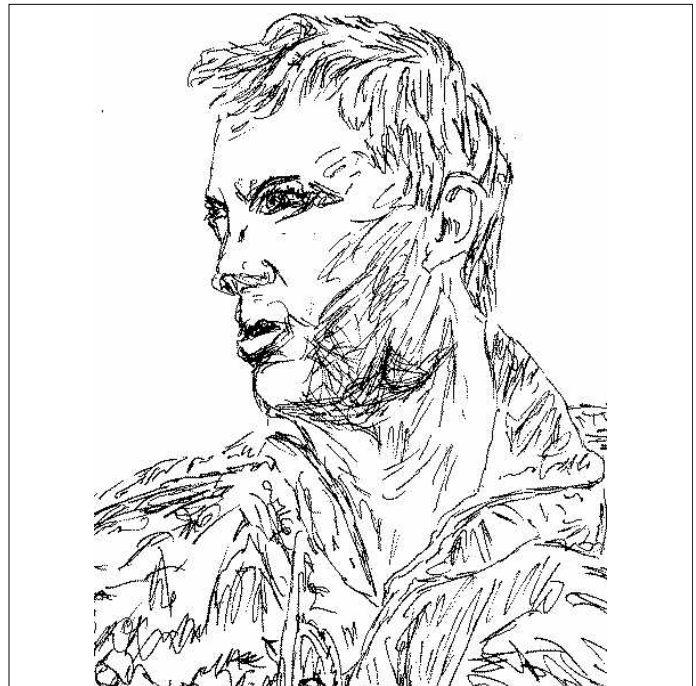
Speed
30 ft

+3 keen transformative adamantine bardiche

Both hands: **+26/+21/+16**,
1d10+15

Crit: **17-20/x2**
2-hand, S, Brace,

Character Number: 14034 - 57



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+7	CHA (4)	-	
Climb	+8	STR (8)	-	
Diplomacy	+26	CHA (4)	16	
Disable Device	+24	DEX (2)	16	
		Trapspringer's gloves : +5 Competence bonus to disarm traps		
Disguise	+7	CHA (4)	-	
Escape Artist	+1	DEX (2)	-	
Fly	+1	DEX (2)	-	
Handle Animal	+11	CHA (4)	1	
Heal	+3	WIS (-1)	1	
Intimidate	+11	CHA (4)	1	
Knowledge (dungeoneering)	+4	INT (0)	1	
Knowledge (nobility)	+5	INT (0)	2	
Knowledge (religion)	+4	INT (0)	1	
Perception	+20	WIS (-1)	16	
		Trapfinding : +2 to locate traps		
Perform (acts of viking barbarity and raiding)	+8	CHA (4)	1	
Ride	+1	DEX (2)	-	
Sense Motive	+5	WIS (-1)	3	
Spellcraft	+4	INT (0)	1	
		Seeker Lore : +4 to checks related to bonus spells		
Stealth	+1	DEX (2)	-	
Survival	+1	WIS (-1)	-	
		Wayfinder : +2 circumstance bonus to avoid becoming lost		
Swim	+7	STR (8)	-	

Activated Abilities & Adjustments

Furious Focus

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.

Combat Reflexes (3 AoO/round)

You can make extra attacks of opportunity.

Dirty Fighting

Forgo flanking bonus to make combat maneuver not provoke attack of op.

Extra Lay on Hands

+2 Lay on Hands uses/day.

Extra Rage

+6 rounds/day of Rage.

Extra Rage Power

Choose an additional Rage Power

Furious Focus

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

Improved Unarmed Strike

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

Lunge

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

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -4/+8

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

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Toughness

You gain +3 hit points.

Traits

Blessed Touch

Heal +1 damage when using *lay on hands*, channeling energy, or casting a *cure* spell.

Reactionary

+2 Initiative

Bardiche

Both hands: **+23/+18/+13**,
1d10+12

Crit: 19-20/x2
2-hand, S, Brace,

Gauntlet

Main hand: **+23/+18/+13**, **1d3+8**
Main w/ offhand: **+17/+12/+7**, **1d3+8**
Main w/ light off: **+19/+14/+9**, **1d3+8**
Offhand: **+15**, **1d3+4**

Crit: x2
Light, B

Guisarme

Both hands: **+23/+18/+13**,
2d4+12

Crit: x3
2-hand, S, Reach,

Experience & Wealth

Experience Points: **45/48**

Current Cash: **997 pp**

Silver Crusade: **Fame: 71, PP: 71**

Masterwork cold iron heavy flail

Both hands: **+24/+19/+14**,
1d10+12

Crit: 19-20/x2
2-hand, B,

Unarmed strike

Main hand: **+23/+18/+13**, **1d6+8**

Crit: x2
Light, B

Main w/ offhand: **+17/+12/+7**, **1d6+8**

Main w/ light off: **+19/+14/+9**, **1d6+8**

Offhand: **+15**, **1d6+4**

+5 mithral agile breastplate

+11

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

Gear

Total Weight Carried: 93/920 lbs,
Encumbrance Ignored

(Light: 306 lbs, Medium: 613 lbs, Heavy: 920 lbs)

+3 keen transformative adamantite bardiche	14 lbs
+5 mithral agile breastplate	12.5 lbs
Acid x2 <In: Handy haversack (35 @ 52.5 lbs)>	1 lb
Alchemist's fire x4 <In: Handy haversack (35 @ 52.5 lbs)>	1 lb
Amulet of natural armor +3	-
Applejack (per gallon) <In: Handy haversack (35 @ 8 lbs)>	8 lbs
Bardiche	14 lbs
Belt of physical might +6 (Str, Con)	1 lb
Belt pouch (4 @ 2 lbs)	0.5 lbs
Blanket <In: Handy haversack (35 @ 52.5 lbs)>	1 lb
Boots of the earth	5 lbs
Bracers of the merciful knight (1/day)	1 lb
Candle x2 <In: Handy haversack (35 @ 52.5 lbs)>	-
Candlestick x2 <In: Handy haversack (35 @ 52.5 lbs)>	0.5 lbs
Circlet of persuasion	-
Cloak of resistance +5	1 lb
Courtier's outfit <In: Handy haversack (35 @ 52.5 lbs)>	6 lbs
Deadeye's spotter ring	-
Deathwatch eyes	-
Earplugs <In: Belt pouch (4 @ 2 lbs)>	-
Flint and steel <In: Belt pouch (4 @ 2 lbs)>	-
Gauntlet	1 lb
Golden chain with emeralds, suggestiq station	-
Guisarme	12 lbs
Handy haversack (35 @ 52.5 lbs)	5 lbs
Headband of alluring charisma +4	1 lb
Holy symbol, wooden (Kurgess)	-
Ioun stone (dusty rose prism) <In: Wayfinder (1 @ 0)>	-
Jeweled Shoes Boon 001	-
Masterwork cold iron heavy flail	10 lbs
Mess kit <In: Handy haversack (35 @ 52.5 lbs)>	1 lb
Money <In: Belt pouch (4 @ 2 lbs)>	-
Noble's outfit <In: Handy haversack (35 @ 52.5 lbs)>	10 lbs
Pot <In: Handy haversack (35 @ 52.5 lbs)>	4 lbs

Gear

Total Weight Carried: 93/920 lbs, Encumbrance Ignored
(Light: 306 lbs, Medium: 613 lbs, Heavy: 920 lbs)

Ring of protection +3	-
Rope <In: Handy haversack (35 @ 52.5 lbs)>	10 lbs
Scroll of breath of life <In: Wrist sheath, spring loaded (1	-
Scroll of breath of life <In: Wrist sheath, spring loaded (1	-
Scroll of lesser restoration x2 <In: Handy haversack (35	-
Snakeskin tunic	2 lbs
Soap <In: Handy haversack (35 @ 52.5 lbs)>	0.5 lbs
Special bread, 4 trail rations each adventure Boon 001	-
Spell component pouch	2 lbs
Thieves' tools, masterwork <In: Belt pouch (4 @ 2	2 lbs
Trail rations x4 <In: Handy haversack (35 @ 52.5	1 lb
Trapspringer's gloves	1 lb
Traveler's outfit (Free)	-
Vestments of war	-
Wand of bless weapon (7 charges) <In: Handy haversack-	-
Wand of cure light wounds (50 charges) <In: Handy	-
Wand of cure light wounds (8 charges) <In: Handy	-
Wand of cure moderate wounds (5 charges) <In: Handy	-
Wand of find traps (50 charges) <In: Handy haversack	-
Wand of freedom of movement (4 charges)	-
Wand of stone shape (4 charges) <In: Handy haversack	-
Waterskin	4 lbs
Wayfinder (1 @ 0 lbs)	1 lb
Whetstone <In: Handy haversack (35 @ 52.5 lbs)>	1 lb
Winged boots (3/day)	1 lb
Wrist sheath, spring loaded (1 @ 0 lbs)	1 lb
Wrist sheath, spring loaded (1 @ 0 lbs)	1 lb

Special Abilities

Aura of Courage +4 (10 ft.) (Su)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is

Aura of Good (Ex)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Aura of Resolve +4 (10 ft.) (Su)

At 8th level, a paladin is immune to charm spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects.

Blindsense (30 feet) (Ex)

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to attempt Perception checks to pinpoint the location of a creature within range of

Chosen Ally -1/+1 (Ex)

At 1st level, when entering a rage, an Ulfen Guard can choose an ally to protect as a free action. The Ulfen Guard must make this choice when beginning her rage and cannot change her designated ally while raging. Whenever the Ulfen

Clouded Vision

Your eyes are obscured, making it difficult for you to see. You cannot see anything beyond 30 feet, but you can see as if you had darkvision. At 5th level, this distance increases to 60 feet. At 10th level, you gain blindsense out to a

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

Divine Bond (Weapon +2, 10 mins, 2/day) (Sp)

This bond allows a paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this

Special Abilities

Knockback (1/round) (Ex)

Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does

Lay on Hands (7d6+1 hit points, 17/day) (Su)

As a standard action, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin

Life Link (4 max bonds, 140 feet) (Su)

Beginning at 2nd level, you may create a bond between yourself and another creature. Each round at the start of your turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and

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

Mercy (Fatigued) (Su)

When you use your lay on hands ability, it also removes the fatigued condition.

Mercy (Poisoned) (Su)

When you use your lay on hands ability, it also neutralizes poisons, as per the *neutralize poison* spell at a caster level of your Paladin level.

Mercy (Staggered) (Su)

When you use your lay on hands ability, it also removes the staggered condition. This does not help if the target is at 0 HP.

Paladin Channel Positive Energy 5d6+1 (8/day, DC 19)

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

Power of Faith (30', +1, restore 1d4) (Su)

At 4th level, a warrior of the holy light learns to use the power of her faith to bolster her defenses and aid her allies. This class feature replaces the paladin's spells class feature. A warrior of the holy light does not gain any spells or

Rage (16 rounds/day) (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level

Seeker Lore (Ex)

By 3rd level, a seeker has already learned much about his mystery or bloodline, and is more comfortable using the bonus spells gained by that mystery or bloodline. He gains a +4 bonus on all concentration checks, on caster level

Smasher (1/rage) (Ex)

Once per rage, whenever the barbarian makes an attack against an unattended object or a sunder combat maneuver, she can ignore the object's hardness. This ability must be used before the attack roll or sunder check is made.

Smite Evil (4/day) (Su)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any)

Transformative

This ability can only be placed on a melee weapon. A transformative weapon alters its shape at its wielder's command, becoming any other melee weapon of the same general shape and handedness; the weapon's categorization as

Trapfinding +2

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Unarmed Strike (1d6)

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

Spell-Like Abilities

Detect Evil (At will) (Sp)

Tracked Resources

Acid

Alchemist's fire

Animal Messenger (1/day)

Sourcebooks Used

- **Advanced Class Guide** - Brawler (class)
- **Advanced Player's Guide** - Extra Rage Power (feat); Furious Focus (feat); Grace (spell); Oracle (class); Smasher (special ability); Warrior of the Holy Light (archetype)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Bardiche (weapon); Bardiche (weapon); Earplugs (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Transformative (item power); Agile breastplate (armor)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Adventurer's Armory** - Wrist sheath, spring loaded (equipment)
- **Champions of Purity** - Blessed Touch (trait)
- **Dirty Tactics Toolbox** - Dirty Fighting (feat)
- **Inner Sea Combat** - Rage Power (special ability); Ulfen Guard (class)
- **Inner Sea Gods** - Boots of the earth (equipment); Deadeye's spotter ring (equipment)
- **Inner Sea Races / Inner Sea World Guide** - Skald (language)
- **Inner Sea Races / Inner Sea World Guide / People of the North** - Ulfen (race option)
- **Melee Tactics Toolbox** - Vestments of war (equipment)
- **Pathfinder Society Field Guide** - Seeker (archetype)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Trapspringer's gloves (equipment)
- **Rise of the Runelords Anniversary Edition / Ultimate Equipment** - Snakeskin tunic (equipment)
- **Ultimate Equipment** - Applejack (per gallon) (equipment); Bracers of the merciful knight (equipment); Candlestick (equipment); Deathwatch eyes (equipment); Mess kit (equipment)

Vasile Rusu – Abilities & Gear

Combat Reflexes (3 AoO/round) **Feat**

You can make additional attacks of opportunity.

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

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

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

Dirty Fighting **Feat**

You can take advantage of a distracted foe.

Benefit: When you attempt a combat maneuver check against a foe you are flanking, you can forgo the +2 bonus on your attack roll for flanking to instead have the combat maneuver not provoke an attack of opportunity. If you have a feat or ability that allows you to attempt the combat maneuver without provoking an attack of opportunity, you can instead increase the bonus on your attack roll for flanking to +4 for the combat maneuver check.

Special: This feat counts as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of the various improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

Appears In : Dirty Tactics Toolbox

Extra Lay on Hands **Feat**

You can use your lay on hands ability more often.

Prerequisite: Lay on hands class feature.

Benefit: You can use your lay on hands ability two additional times per day.

Special: You can gain Extra Lay On Hands multiple times. Its effects stack.

Extra Rage **Feat**

You can use your rage ability more than normal.

Prerequisite: Rage class feature.

Benefit: You can rage for 6 additional rounds per day.

Special: You can gain Extra Rage multiple times. Its effects stack.

Extra Rage Power **Feat**

You have unlocked a new ability to use while raging.

Prerequisites: Rage power class feature.

Benefit: You gain one additional rage power. You must meet all of the prerequisites for this rage power.

Special: You can gain Extra Rage Power multiple times.

Appears In : Advanced Player's Guide

Furious Focus **Feat**

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

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

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

Appears In : Advanced Player's Guide

Improved Unarmed Strike **Feat**

You are skilled at fighting while unarmed.

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

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

Lunge **Feat**

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

Prerequisites: Base attack bonus +6.

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

Power Attack -4/+8 **Feat**

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

Prerequisites: Str 13, base attack bonus +1.

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

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

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).

Vasile Rusu – Abilities & Gear

Blessed Touch

Trait

You may have been raised in a devout family, studied the divine in a formal church environment, or even learned how to combine traditional healing techniques with those of divine casters. In so doing, you have focused yourself into being the perfect vessel for your deity. Divine power flows through you like a mountain stream, making your healing touch more potent than that of others. You heal 1 additional point of damage when using *lay on hands*, channeling energy, or casting a *cure* spell.

Appears In : Champions of Purity

Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

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

Blindsight (30 feet) (Ex)

Racial Ability

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to attempt Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Darkvision (60 feet)

Racial Ability, Senses (Oracle)

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.

Immunity to Charm

Unknown

You are immune to charm effects.

Immunity to Disease

Unknown

You are immune to diseases.

Immunity to Fear (Ex)

Unknown

You are immune to all fear effects.

Paladin Channel Positive Energy 5d6+1 (8/ Class Ability (Paladin)

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.

Unarmed Strike (1d6)

Unknown

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

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

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

Aura of Courage +4 (10 ft.) (Su) Class Ability (Paladin)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Aura of Good (Ex)

Class Ability (Paladin)

The power of a paladin's aura of good (see the *detect good* spell) is equal to her paladin level.

Aura of Resolve +4 (10 ft.) (Su) Class Ability (Paladin)

At 8th level, a paladin is immune to charm spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects.

This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Vasile Rusu – Abilities & Gear

Chosen Ally -1/+1 (Ex) Class Ability (Ulifen Guard)

At 1st level, when entering a rage, an Ulifen Guard can choose an ally to protect as a free action. The Ulifen Guard must make this choice when beginning her rage and cannot change her designated ally while raging. Whenever the Ulifen Guard is adjacent to her chosen ally, she can choose to take a -1 penalty to her AC to grant her ally a +1 dodge bonus to AC and Reflex saves. This bonus increases by 1 at 5th and 10th level.

Clouded Vision Class Ability (Oracle)

Your eyes are obscured, making it difficult for you to see. You cannot see anything beyond 30 feet, but you can see as if you had darkvision. At 5th level, this distance increases to 60 feet. At 10th level, you gain blindsense out to a range of 30 feet. At 15th level, you gain blindsight out to a range of 15 feet.

Detect Evil (At will) (Sp) Class Ability (Paladin)

At will, a paladin can use *detect evil*, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not *detect evil* in any other object or individual within range.

Divine Bond (Weapon +2, 10 mins, 2/day) (Class Ability (Paladin)

This bond allows a paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, holy, keen, merciful*, and *speed*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table 15-9). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than the paladin but resumes giving bonuses if returned to the paladin. These bonuses apply to only one end of a double weapon. A paladin can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon bonded with a celestial spirit is destroyed, the paladin loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

Knockback (1/round) (Ex) Class Ability (Barbarian)

Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

Lay on Hands (7d6+1 hit points, 17/day) (S Class Ability (Paladin)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Life Link (4 max bonds, 140 feet) (Su) Class Ability (Oracle,Oracle)

As a standard action, you may create a bond between yourself and another creature. Each round at the start of your turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and you take 5 hit points of damage. You may have one bond active per oracle level. This bond continues until the bonded creature dies, you die, the distance between you and the other creature exceeds medium range, or you end it as an immediate action (if you have multiple bonds active, you may end as many as you want as part of the same immediate action).

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

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.

Mercy (Fatigued) (Su) Class Ability (Paladin)

When you use your lay on hands ability, it also removes the fatigued condition.

Mercy (Poisoned) (Su) Class Ability (Paladin)

When you use your lay on hands ability, it also neutralizes poisons, as per the *neutralize poison* spell at a caster level of your Paladin level.

Mercy (Staggered) (Su) Class Ability (Paladin)

When you use your lay on hands ability, it also removes the staggered condition. This does not help if the target is at 0 HP.

Power of Faith (30', +1, restore 1d4) (Su) Class Ability (Paladin)

At 4th level, a warrior of the holy light learns to use the power of her faith to bolster her defenses and aid her allies. This class feature replaces the paladin's spells class feature. A warrior of the holy light does not gain any spells or spellcasting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items.

At 4th level, the warrior of the holy light gains one additional use of her lay on hands ability per day. She gains one additional use of lay on hands per day for every four levels she attains beyond 4th. She can spend a use of her lay on hands ability to call upon the power of her faith as a standard action. This causes a nimbus of *light* to emanate from the warrior of the holy light in a 30-foot radius. All allies in this area (including the warrior of the holy light) receive a +1 morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear as long as they remain in the area of light. This power lasts for 1 minute.

At 8th level, the nimbus of light heals the paladin and her allies, curing of them of 1d4 points of ability damage, as per the spell *lesser restoration*. A creature can only be healed in this way once per day.

At 12th level, the nimbus of light is treated as daylight for the purposes of affecting creatures with sensitivity to light. In addition, the nimbus grants allies in the area resistance 10 to one type of energy, selected by the warrior of the holy light when this power is activated.

At 16th level, the nimbus of light grants the warrior of the holy light and her allies protection from critical hits. There is a 25% chance that critical hits made against the warrior of the holy light and her allies in the area are instead treated as normal hits. This does not stack with other abilities that grant similar protection (such as *light fortification*).

At 20th level, the nimbus of light increases in size out to a range of 60 feet. In addition, all of its bonuses increase. The morale bonus to AC and on attack rolls, damage rolls, and saving throws against fear increases to +2. The amount of ability damage healed increases to 2d4. The energy resistance increases to 20 against one energy type. Finally, protection against critical hits increases to 50%.

Rage (16 rounds/day) (Ex) Class Ability (Ulfen Guard)

Fly into a rage, giving you +4 Str, +4 Con, +2 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for a number of rounds equal to twice the number of rounds spent raging.

Seeker Lore (Ex) Class Ability (Oracle)

By 3rd level, a seeker has already learned much about his mystery or bloodline, and is more comfortable using the bonus spells gained by that mystery or bloodline. He gains a +4 bonus on all concentration checks, on caster level checks made to overcome spell resistance, and on all Knowledge (arcana) and Spellcraft checks made on topics associated with his bonus spells. For an oracle, this ability replaces the revelation gained at 3rd level. For a sorcerer, this ability replaces the bloodline power gained at 3rd level.

Smasher (1/rage) (Ex) Class Ability (Barbarian)

Once per rage, whenever the barbarian makes an attack against an unattended object or a sunder combat maneuver, she can ignore the object's hardness. This ability must be used before the attack roll or sunder check is made.

Appears In : Advanced Player's Guide

Smite Evil (4/day) (Su) Class Ability (Paladin)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

Note: Either activation checkbox on the in-play tab will apply the to-hit and AC modifiers, select "Activated" for x1 damage or "Double Damage" for x2.

Trapfinding +2 Class Ability (Oracle)

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Transformative (+3 keen transformative adamantir Weapon Power)

This ability can only be placed on a melee weapon. A transformative weapon alters its shape at its wielder's command, becoming any other melee weapon of the same general shape and handedness; the weapon's categorization as simple, martial, or exotic is irrelevant. For example, a Medium transformative longsword can take the shape of any other Medium one-handed melee weapon, such as a scimitar, flail, or trident, but not a Medium light or two-handed melee weapon (such as a Medium short sword or a Medium greatsword). It can even take the shape of comparable weapons of different size categories. For example, a Small greatsword is a two-handed slashing weapon for a Small character, but is a one-handed slashing weapon for a Medium character, which is very similar to a Medium longsword; a Small transformative greatsword can become an actual Medium longsword, usable by a Medium creature without the -2 penalty for using a weapon of the wrong size. The weapon retains all of its abilities, including enhancement bonuses and weapon properties, except those prohibited by its current shape. For example, a keen transformative weapon functions normally in the form of a piercing or slashing weapon, but cannot use the keen property when in the shape of a bludgeoning weapon. When unattended, the weapon reverts to its true shape.

Construction Requirements: Craft Magic Arms and Armor, *major creation*; **Cost** 5,000 gp

Appears In : Advanced Player's Guide, Ultimate Equipment

Earplugs

Gear

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

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

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 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.

Deadeye's spotter ring

Ring

This ring is carved from a single, thick antler and fashioned into the shape of a regal elk's head. The wearer gains a +2 competence bonus on Perception and Survival checks. Once per day, the wearer can use *animal messenger*.

Construction

Requirements Forge Ring, *animal messenger*, creator must have 2 ranks in Perception and Survival; **Cost** 750 gp

Appears In : Inner Sea Gods

Ring of protection +3

Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 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** 9,000 gp

Wand of bless weapon (7 charges)

Wand

Bless Weapon

This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the DR of evil creatures or striking evil incorporeal creatures (though the spell doesn't grant an actual enhancement bonus). The weapon also becomes good-aligned, which means it can bypass the DR of certain creatures. (This effect overrides and suppresses any other alignment the weapon might have.) Individual arrows or bolts can be transmuted, but affected projectile weapons (such as bows) don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword.

Wand of cure light wounds (50 charges)

Wand

Cure Light Wounds

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

Wand of 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 cure moderate wounds (5 charges)

Wand

Cure Moderate Wounds

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Wand of find traps (50 charges)

Wand

Find Traps

You gain intuitive insight into the workings of traps. You gain an insight bonus equal to 1/2 your caster level (maximum +10) on Perception checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that find traps grants no ability to disable the traps that you may find.

Wand of freedom of movement (4 charges)

Wand

Freedom of Movement

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.

Wand of stone shape (4 charges)

Wand

Stone Shape

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Vasile Rusu – Abilities & Gear

Amulet of natural armor +3 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 +3.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 9,000 gp

Belt of physical might +6 (Str, Con) Wondrous Item (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Strength and Constitution of +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction

Requirements: Craft Wondrous Item, *bull's strength*, *bear's endurance*; **Cost** 45,000 gp

Boots of the earth Wondrous Item (Feet)

These sturdy leather dwarven boots have soles made of thick gray marble. As a move action, the wearer can plant her feet and draw strength from the earth, gaining fast healing 1 and a +4 bonus to CMD to resist bull rush, reposition, and trip combat maneuver attempts. These effects end if the wearer moves or is moved, knocked prone, or rendered unconscious.

Construction

Requirements: Craft Wondrous Item, *bull's strength*, *cure light wounds*; **Cost** 2,500 gp

Appears In : Inner Sea Gods

Bracers of the merciful knight (1/day) Wondrous Item (Wrist)

These golden bracers are engraved with images of celestial creatures. When worn by a paladin, he is considered four levels higher for the purposes of determining the uses per day and healing provided by his lay on hands class feature. Additionally, once per day, the wearer can infuse a use of lay on hands with additional power, providing relief as a *lesser restoration* spell.

Construction

Requirements: Craft Wondrous Item, *cure serious wounds*, *lesser restoration*; **Cost** 7,800 gp

Appears In : Ultimate Equipment

Cirklet of persuasion Wondrous Item (Head)

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

Construction

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

Cloak of resistance +5 Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 12,500 gp

Deathwatch eyes Wondrous Item (Eyes)

These blood red crystal lenses fit snugly over the wearer's eyes. The wearer gains the constant effects of the *deathwatch* spell.

Construction

Requirements: Craft Wondrous Item, *deathwatch*; **Cost** 1,000 gp

Appears In : Ultimate Equipment

Handy haversack (35 @ 52.5 lbs) Wondrous Item

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

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

Construction

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

Headband of alluring charisma +4 Wondrous Item (Headband)

This attractive silver headband is decorated with a number of small red and orange gemstones. The headband grants the wearer an enhancement bonus to Charisma of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*; **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

Vasile Rusu – Abilities & Gear

Snakeskin tunic

Wondrous Item (Chest)

A *snakeskin tunic* is a tight, form-fitting shirt crafted from the scales of a giant snake. When worn, it grants a +1 armor bonus to your AC, a +2 enhancement bonus to your Dexterity, and a +2 resistance bonus on saving throws against poison.

Construction

Requirements Craft Wondrous Item, *cat's grace*, *delay poison*, cost: 4,000 gp

Appears In : Ultimate Equipment, Rise of the Runelords Anniversary Edition

Trapspringer's gloves

Wondrous Item (Hands)

These studded leather gloves are reinforced with numerous metal strips that the user can extend or retract as she wills, turning the tip of each finger into a customizable tool useful in examining and disarming traps. While worn, these gloves grant a +5 competence bonus on all Disable Device checks made to disarm traps. In addition, the gloves grant the user a +1 luck bonus on all saving throws made against traps.

Construction

Requirements Craft Wondrous Item, *find traps*; **Cost** 2,000 gp

Appears In : Pathfinder Society Field Guide, Ultimate Equipment

Vestments of war

Wondrous Item (Body)

These sturdy leather robes are edged in fine linen embroidered with runes and holy symbols. If worn by a creature capable of casting divination spells who worships a specific deity, the embroidery shifts to depict symbols and icons appropriate to the wearer's faith. The robes act as a divine focus for such wearers, allowing spells requiring a divine focus to be cast without the need to hold any other holy symbol. Additionally, if the wearer can channel energy, she can do so one additional time per day. If the wearer can lay on hands, she instead gains two additional uses of that ability per day. If the wearer has the fervor class feature, she instead gains two additional uses of fervor per day.

Construction

Requirements Craft Wondrous Item, *divine favor*, *righteous might*; **Cost** 7,000 gp.

Appears In : Melee Tactics Toolbox

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

Winged boots (3/day)

Wondrous Item (Feet)

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

Construction

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

Vasile Rusu, Oracle (Seeker) 4 / Paladin (Warrior of the Holy Light) 10 – Spells

Create Water

Oracle 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

Oracle 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.

Guidance

Oracle 0

School divination / void elemental
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes

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

Light

Oracle 0

School evocation / wood elemental [light]
Casting Time 1 action
Components V, M/DF (a firefly)
Range touch
Target object touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

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

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

Read Magic

Oracle 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

Oracle 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.

Vasile Rusu, Oracle (Seeker) 4 / Paladin (Warrior of the Holy Light) 10 – Spells

Bless Oracle 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.

Cure Light Wounds Oracle 1

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

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.

Detect Undead Oracle 1

School divination
Casting Time 1 action
Components V, S, M/DF (earth from a grave)
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead 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, as given on the table below.

HD- Strength - Lingering Aura Duration
1 or lower - Faint - 1d6 rounds
2-4 - Moderate - 1d6 minutes
5-10 - Strong - 1d6 x 10 minutes
11 or higher - Overwhelming - 1d6 days

Each round, you can turn to detect undead 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.

Endure Elements Oracle 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.

Protection from Evil Oracle 1

School abjuration [good]
Casting Time 1 action
Components V, S, M/DF
Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no; see text

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

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures.

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

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

Cure Moderate Wounds Oracle 2

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 2d8 points of damage + 1 point per caster level (maximum +10).

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.

Grace Oracle 2

School abjuration
Casting Time 1 swift action
Components V
Range personal
Target you
Duration see text

Until the end of your turn, your movement does not provoke attacks of opportunity.

Appears in : Advanced Player's Guide

Restoration, Lesser Oracle 2

School conjuration (healing)
Casting Time 3 rounds
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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.