

NAME: _____ PLAYERNAME: _____ Lolth _____ Chaotic Evil
 DEITY: _____ ALIGNMENT: _____
 Ap/8 CLASS 51000 Drow Medium 5' 6" 106 lbs. Darkvision (120 ft.), Low-light
 EXPERIENCE RACE SIZE HEIGHT WEIGHT VISION
 8 CLASS 75000 137 Male Black, Pompadour 25
 Character Level NEXT LEVEL AGE GENDER EYES HAIR POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	13	+1	13	+1	13	+1
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	14	+2	14	+2	14	+2

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
hit points	104		3/-	Walk 20 ft.
AC armor class	28	26	13	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				DEFLEC-TION
				MISC
				MISS CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

INITIATIVE modifier	+1	=	+1	+	+0
TOTAL			DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+8/+3				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers				
FORTITUDE (constitution)	+11	=	+6	+	+2	+	+1	+	+2	+	+0	
REFLEX (dexterity)	+6	=	+2	+	+1	+	+1	+	+2	+	+0	
WILL (wisdom)	+9	=	+6	+	+0	+	+1	+	+2	+	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+12/+7	=	+8/+3	+	+4	+	+0
RANGED attack bonus	+9/+4	=	+8/+3	+	+1	+	+0
CMB attack bonus	+12/+7	=	+8/+3	+	+4	+	+0

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+12/+7	+12/+7	+12/+7	+12/+7	+12	+12
Defense	25	25	25	25	25	25

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d3+4	20/x2	5 ft.

*+1 Flaming Bastard Sword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+13/+8	1d10+5	2W-P-(OH)	+7/+2	1d10+5	
1H-O	+9/+4	1d10+3	2W-P-(OL)	+9/+4	1d10+5	
2H	+13/+8	1d10+7	2W-OH	+3	1d10+3	
Special Properties	+1d6 fire damage					

Masterwork Composite Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
		(+4 STR)				
TH	30 ft.	110 ft.	220 ft.	330 ft.	440 ft.	
	+10/+5	+10/+5	+8/+3	+6/+1	+4/-1	
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4	
Special Properties	Strength bonus to damage					

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+1 Adamantine Full Plate		Heavy	+10	+1	-5	35
		40 hp/inch, hardness 20				
*+1 Heavy Steel Shield		Heavy	+3		-1	15
*Amulet of Natural Armor +1			+1		+0	0
*Ring of Protection +1			+1		+0	0

LAY ON HANDS	
Uses per day	□□□□□□
cure 4d6 per use	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		8/8
			ABILITY MODIFIER	RANKS	
✓ Acrobatics	DEX	1	=	1 + 5.0	+ -5
✓ Acrobatics (Jump)	DEX	-3	=	1 + 5.0	+ -9
✓ Appraise	INT	1	=	1 +	+
✓ Bluff	CHA	6	=	2 + 1.0	+ 3
✓ Climb	STR	1	=	4 + 2.0	+ -5
✓ Craft (Untrained)	INT	1	=	1 +	+
✓ Diplomacy	CHA	2	=	2 +	+
✓ Disguise	CHA	6	=	2 + 1.0	+ 3
✓ Escape Artist	DEX	-4	=	1 +	+ -5
✓ Fly	DEX	-4	=	1 +	+ -5
✓ Heal	WIS	0	=	0 +	+
✓ Intimidate	CHA	8	=	2 + 2.0	+ 4
Knowledge (Religion)	INT	8	=	1 + 4.0	+ 3
✓ Perception	WIS	6	=	0 + 4.0	+ 2
✓ Perform (Untrained)	CHA	2	=	2 +	+
✓ Ride	DEX	-4	=	1 +	+ -5
✓ Sense Motive	WIS	5	=	0 + 2.0	+ 3
✓ Spellcraft	INT	5	=	1 + 1.0	+ 3
✓ Stealth	DEX	0	=	1 + 1.0	+ -2
✓ Survival	WIS	0	=	0 +	+
✓ Swim	STR	0	=	4 + 1.0	+ -5
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
+1 Adamantine Full Plate 40 hp/inch, hardness 20	Equipped	1	50.0	17500.0
+1 Flaming Bastard Sword +1d6 fire damage	Equipped	1	6.0	8335.0
+1 Heavy Steel Shield	Equipped	1	15.0	1170.0
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0
Arrows (20) □□□□ □□□□ □□□□ □□□□	Backpack, Masterwork	1	3.0	1.0
Arrows (20) □□□□ □□□□ □□□□ □□□□	Carried	1	3.0	1.0
Backpack, Masterwork 7 lbs., 1 Rope, Spider Silk (50 ft.), 1 Arrows (20)	Equipped	1	4.0	50.0
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Masterwork Composite Longbow (+4 STR) 0 lbs. Strength bonus to damage	Carried	1	3.0	800.0
Explorer's Outfit	Equipped	1	8.0	10.0
Drow Poison Injury: Fort DC 13; Freq 1 min (2); Effect unconsciousness for 1 min/unconsciousness for 2d4 hours; Cure 1 save □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Pouch (Belt)	50	0.0 (0.0)	75.0 (3750.0)
Potion of Cure Light Wounds Cures 1d8+1 points of damage □□□	Pouch (Belt)	3	0.0 (0.0)	50.0 (150.0)
Pouch (Belt) 0 lbs., 50 Drow Poison, 3 Potion of Cure Light Wounds	Equipped	1	0.5	1.0
Ring of Protection +1	Equipped	1	0.0	2000.0
Rope, Spider Silk (50 ft.)	Backpack, Masterwork	1	4.0	100.0
TOTAL WEIGHT CARRIED/VALUE			89.52 lbs.	36868.0 gp

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

Traits	
Armor Expert	[Paizo Publishing LLC - Advanced Player's Guide, p.327]
You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero.	
Bully	[Paizo Publishing LLC - Advanced Player's Guide, p.329]
You grew up in an environment where the meek were ignored and you often had to resort to threats or violence to be heard.	

Special Attacks	
Channel Negative Energy (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.121]
You can unleash a wave of negative energy. You must choose to deal 4d6 points of negative energy damage to living creatures or to heal undead creatures of 4d6 points of damage. Creatures that take damage from channeled energy receive a DC 16 Will save to halve the damage. Using this ability consumes two uses of your Touch of Corruption ability.	
Sickened (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.120]
Whenever you use Touch of Corruption to deal damage to one target, the target is also sickened for 8 rounds.	
Staggered (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.120]
Whenever you use Touch of Corruption to deal damage to one target, the target is also staggered for 4 rounds.	

Special Qualities	
Aura of Cowardice (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.120]
You radiate a palpably daunting aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of you. This ability functions only while you remain conscious, not if you are unconscious or dead.	
Aura of Despair (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.121]
Enemies within 10 feet of you take a -2 penalty on all saving throws. This penalty does not stack with the penalty from aura of cowardice. This ability functions only while you remain conscious, not if you are unconscious or dead.	
Aura of Evil (Ex)	[Paizo Publishing - Core Rulebook]
You project a strong evil aura.	
Detect Good (Sp)	[Paizo Publishing LLC - Advanced Player's Guide, p.120]
At will, you can use Detect Good, as the spell.	
Drow Immunities (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.	
Enhance Weapon	[Paizo Publishing LLC - Advanced Player's Guide, p.121]
Your fiendish boon allows you to enhance your weapon as a standard action by calling upon the aid of a fiendish spirit for 0 minutes. When called, the spirit causes the weapon to shed unholy light as a torch. This spirit grants the weapon a +0 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: flaming, keen, vicious (+1), anarchic, flaming burst, unholy, wounding (+2), speed (+3), and vorpal (+5). 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 fiendish spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 0 times per day. If a weapon bonded with a fiendish spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.	
Light Blindness (Ex)	[Paizo Publishing - Bestiary, p.301]
You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell.	
Plague Bringer (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.120]
The powers of darkness make you a beacon of corruption and disease. You do not take any damage or any penalty from diseases. You can still contract diseases and spread them to others, but you are otherwise immune to their effects.	
Poison Use (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are skilled in the use of poison and never risk accidentally poisoning themselves.	
Smite Good (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.120]
You can call out to the dark powers to crush the forces of good 3 times per day. As a swift action, choose one target within sight to smite. If this target is good, add +2 to your attack rolls and +8 on all damage rolls made against the target of your smite. If the target of Smite Good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to +16. Regardless of the target, Smite Good attacks automatically bypass any DR the creature might possess. In addition, while Smite Good is in effect, you gains a +2 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not good, the smite is wasted with no effect. The Smite Good effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.	
Touch of Corruption (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.120]
You surround your hand with a fiendish flame, causing terrible wounds to open on those you touch. You can use this ability 6 times per day. As a touch attack, you can cause 4d6 points of damage. Using this ability is a standard action that does not provoke attacks of opportunity. Alternatively, you can use this power to heal undead creatures, restoring 4d6 hit points. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature.	

Feats

Dodge	[Paizo Publishing - Core Rulebook, p.122]
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., You gain a +1 dodge bonus to your AC.	
Exotic Weapon Proficiency (Sword (Bastard))	[Paizo Publishing - Core Rulebook, p.123]
You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.	
Shield Focus	[Paizo Publishing - Core Rulebook, p.133]
You are skilled at deflecting blows with your shield., Increase the AC bonus granted by any shield you are using by 1.	
Vital Strike	[Paizo Publishing - Core Rulebook, p.136]
You make a single attack that deals significantly more damage than normal., When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.	
Armor Proficiency, Heavy	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing heavy armor.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing light armor.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing medium armor.	
Martial Weapon Proficiency Output	[Paizo Publishing - Core Rulebook, p.130]
You understand how to use your martial weapons in combat.	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in the use of basic weapons.	

PROFICIENCIES

Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Cestus, Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Pilum, Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Stake, Starknife, Sword (Bastard), Sword (Short), Sword Cane, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Drow Sign Language, Elven, Undercommon

TEMPLATES

Antipaladin Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	2	2	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bane	13	Will negates	1 standard action	1 minutes	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PFCR: p.246 Caster Level: 1
<i>Effect:</i> Bane fills your enemies with fear and doubt.					<i>Target:</i> 50-ft.-radius burst, centered on you				
□□□□□ Cause Fear	13	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (25 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.252 Caster Level: 1
<i>Effect:</i> The affected creature becomes frightened.					<i>Target:</i> One living creature with 5 or fewer HD				
□□□□□ Command	13	Will negates	1 standard action	1 round	Close (25 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PFCR: p.256 Caster Level: 1
<i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.					<i>Target:</i> One living creature				
□□□□□ Curse Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]	PFCR: p.263 Caster Level: 1
<i>Effect:</i> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water.					<i>Target:</i> Flask of water touched				
□□□□□ Death Knell	13	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]	PFCR: p.264 Caster Level: 1
<i>Effect:</i> You draw forth the ebbing life force of a creature and use it to fuel your own power.					<i>Target:</i> Living creature touched				
□□□□□ Detect Poison	None		1 standard action	Instantaneous	Close (25 ft.)	V, S	No	Divination	PFCR: p.268 Caster Level: 1
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube				
□□□□□ Disguise Self			1 standard action	10 minutes [D]	Personal	V, S		Illusion (Glamour)	PFCR: p.271 Caster Level: 1
<i>Effect:</i> You make yourself—including clothing, armor, weapons, and equipment—look different.					<i>Target:</i> You				
□□□□□ Doom	13	Will negates	1 standard action	1 minutes	Medium (110 ft.)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.274 Caster Level: 1
<i>Effect:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.					<i>Target:</i> One living creature				
□□□□□ Inflict Light Wounds	13	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	PFCR: p.300 Caster Level: 1
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 1d8+1 points of damage.					<i>Target:</i> Creature touched				
□□□□□ Magic Weapon	13	Will negates (harmless, object)	1 standard action	1 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310 Caster Level: 1
<i>Effect:</i> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.					<i>Target:</i> Weapon touched				
□□□□□ Protection from Good	13	Will negates (harmless)	1 standard action	1 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Evil]	PFCR: p.328 Caster Level: 1
<i>Effect:</i> This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures.					<i>Target:</i> Creature touched				
□□□□□ Protection from Law	13	Will negates (harmless)	1 standard action	1 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Chaotic]	PFCR: p.328 Caster Level: 1
<i>Effect:</i> This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures.					<i>Target:</i> Creature touched				
□□□□□ Read Magic			1 standard action	10 minutes	Personal	V, S, F		Divination	PFCR: p.330 Caster Level: 1
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					<i>Target:</i> You				
□□□□□ Summon Monster I	None		1 round	1 rounds [D]	Close (25 ft.)	V, S, F/DF No		Conjuration (Summoning)	PFCR: p.350 Caster Level: 1
<i>Effect:</i> This spell summons an extraplanar creature.					<i>Target:</i> One summoned creature				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Blindness/Deafness	14	Fortitude negates	1 standard action	Permanent [D]	Medium (110 ft.)	V	Yes	Necromancy	PFCR: p.250 Caster Level: 1
<i>Effect:</i> You call upon the powers of unlife to render the subject blinded or deafened, as you choose.					<i>Target:</i> One living creature				
□□□□□ Bull's Strength	14	Will negates (harmless)	1 standard action	1 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	PFCR: p.251 Caster Level: 1
<i>Effect:</i> The subject becomes stronger granting a +4 enhancement bonus to Strength.					<i>Target:</i> Creature touched				
□□□□□ Corruption Resistance	14	Fortitude negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	PFAPG: p.212 Caster Level: 1
<i>Effect:</i> Protects creature against damage from alignment-based attacks.					<i>Target:</i> Creature touched				
□□□□□ Darkness	None		1 standard action	1 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	PFCR: p.263 Caster Level: 1
<i>Effect:</i> This spell causes an object to radiate darkness out to a 20-foot radius.					<i>Target:</i> Object touched				
□□□□□ Darkvision	14	Will negates (harmless)	1 standard action	1 hours	Touch	V, S, M	Yes (harmless)	Transmutation	PFCR: p.264 Caster Level: 1
<i>Effect:</i> The subject gains the ability to see 60 feet even in total darkness.					<i>Target:</i> Creature touched				
□□□□□ Desecrate	None		1 standard action	2 hours	Close (25 ft.)	V, S, M, DF	Yes	Evocation [Evil]	PFCR: p.265 Caster Level: 1
<i>Effect:</i> This spell imbues an area with negative energy.					<i>Target:</i> 20-ft.-radius emanation				
□□□□□ Eagle's Splendor	14	Will negates (harmless)	1 standard action	1 minutes	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.275 Caster Level: 1
<i>Effect:</i> The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.					<i>Target:</i> Creature touched				
□□□□□ Hold Person	14	Will negates; see text	1 standard action	1 rounds [D]; see text	Medium (110 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.296 Caster Level: 1
<i>Effect:</i> The subject becomes paralyzed and freezes in place.					<i>Target:</i> One humanoid creature				
□□□□□ Scare	14	Will partial	1 standard action	1 rounds or 1 round; see text for cause fear	Medium (110 ft.)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.336 Caster Level: 1
<i>Effect:</i> This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened.					<i>Target:</i> 0 living creatures, no two of which can be more than 30 ft. apart				

* =Domain/Specialty Spell

Antipaladin Spells

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Silence	14	Will negates; see text or none (object)	1 round	1 rounds [D]	Long (440 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	PFCR: p.343
<i>Effect:</i> Upon the casting of this spell, complete silence prevails in the affected area.													<i>Target:</i> 20-ft.-radius emanation centered on a creature, object, or point in space <i>Caster Level:</i> 1	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Summon Monster II		None	1 round	1 rounds [D]	Close (25 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.352
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.													<i>Target:</i> One summoned creature <i>Caster Level:</i> 1	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Undetectable Alignment	14	Will negates (object)	1 standard action	24 hours	Close (25 ft.)	V, S	Yes (object)	Abjuration	PFCR: p.363
<i>Effect:</i> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.													<i>Target:</i> One creature or object <i>Caster Level:</i> 1	

* =Domain/Speciality Spell

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
<input type="checkbox"/>	Dancing Lights		None	1 standard action	1 minute [D]	Medium (180 ft.)	V, S	No	Evocation [Light]	PFCR: p.263	
<i>Effect:</i> You create up to four lights that resemble lanterns or torches.											<i>Target:</i> Up to four lights, all within a 10-ft.-radius area <i>Caster Level:</i> 8
<input type="checkbox"/>	Darkness		None	1 standard action	8 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	PFCR: p.263	
<i>Effect:</i> This spell causes an object to radiate darkness out to a 20-foot radius.											<i>Target:</i> Object touched <i>Caster Level:</i> 8
<input type="checkbox"/>	Faerie Fire		None	1 standard action	8 minutes [D]	Long (720 ft.)	V, S, DF	Yes	Evocation [Light]	PFCR: p.280	
<i>Effect:</i> A pale glow surrounds and outlines the subjects who shed light as candles.											<i>Target:</i> Creatures and objects within a 5-ft.-radius burst <i>Caster Level:</i> 8

* =Domain/Speciality Spell

Class Spell-like Abilities

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
At Will	Detect Good		None	1 standard action	Concentration, up to 80 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.267	
<i>Effect:</i> You can sense the presence of good.											<i>Target:</i> Cone-shaped emanation <i>Caster Level:</i> 8

* =Domain/Speciality Spell

NAME: _____ PLAYERNAME: _____ Lolth DEITY: _____ Chaotic Evil ALIGNMENT: _____
 Clr8 51000 Drow Noble Medium 5' 6" 116 lbs. Darkvision (120 ft.), Low-light VISION: _____
 CLASS EXPERIENCE RACE SIZE HEIGHT WEIGHT
 8 75000 139 Female Violet Silver, Long & Flowing 25
 Character Level NEXT LEVEL AGE GENDER EYES HAIR POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	18	+4	20	+5	20	+5
CHA Charisma	14	+2	14	+2	14	+2

HP hit points: 88

AC armor class: 26

WOUNDS/CURRENT HP: _____

SUBDUAL DAMAGE: _____

DAMAGE REDUCTION: 2/-

SPEED: Walk 20 ft.

INITIATIVE modifier: +3 = +3 + +0

BASE ATTACK bonus: +6/+1

TOTAL: 23

FLAT: 14

TOUCH: 10

BASE: 8

ARMOR BONUS: 3

SHIELD BONUS: 3

STAT: 0

SIZE: 1

NATURAL ARMOR: 1

DEFLECTION: 1

MISC: 0

MISS CHANCE: _____

ARCANE SPELL FAILURE: 30

ARMOR CHECK PENALTY: -2

SPELL RESIST: 19

SAVING THROWS

FORTITUDE (constitution): +9 = +6 + +2 + +1 + +0 + +0

REFLEX (dexterity): +6 = +2 + +3 + +1 + +0 + +0

WILL (wisdom): +12 = +6 + +5 + +1 + +0 + +0

TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP conditional modifiers

MELEE attack bonus: +8/+3 = +6/+1 + +2 + +0 + +0 + +0

RANGED attack bonus: +9/+4 = +6/+1 + +3 + +0 + +0 + +0

CMB attack bonus: +8/+3 = +6/+1 + +2 + +0 + +0 + +0

TOTAL BASE ATTACK BONUS STAT SIZE MISC EPIC TEMP

Offense: GRAPPLE +8/+3, TRIP +8/+3, DISARM +8/+3, SUNDER +8/+3, BULL RUSH +8, OVERRUN +8

Defense: 22, 22, 22, 22, 22, 22

UNARMED TOTAL ATTACK BONUS: +8/+3, DAMAGE: 1d3+2, CRITICAL: 20/x2, REACH: 5 ft.

***+1 Morningstar**

	HAND		TYPE	SIZE	CRITICAL	REACH
	Primary	BP				
1H-P	To Hit +9/+4	Dam 1d8+3	2W-P-(OH)	To Hit +3/-2	Dam 1d8+3	
1H-O	To Hit +5/+0	Dam 1d8+2	2W-P-(OL)	To Hit +5/+0	Dam 1d8+3	
2H	To Hit +9/+4	Dam 1d8+4	2W-OH	To Hit -1	Dam 1d8+2	

Special Properties: _____

Crossbow, Hand

	HAND		TYPE	SIZE	CRITICAL	REACH
	Carried	P				
TH	30 ft. +9/+4	60 ft. +7/+2	90 ft. +5/+0	120 ft. +3/-2	150 ft. +1/-4	
Dam	1d4	1d4	1d4	1d4	1d4	

Special Properties: _____

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR

	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+2 Adamantine Breastplate	Medium	+8	+3	-3	25
40 hp/inch, hardness 20					
*+2 Light Steel Shield	Light	+3	+0	+0	5
*Amulet of Natural Armor +1		+1	+0	+0	0
*Ring of Protection +1		+1	+0	+0	0

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	8/8
✓ Acrobatics	DEX	1	= 3	+	+	-2
✓ Acrobatics (Jump)	DEX	-3	= 3	+	+	-6
✓ Appraise	INT	2	= 2	+	+	
✓ Bluff	CHA	2	= 2	+	+	
✓ Climb	STR	4	= 2	+ 4.0	+	-2
✓ Craft (Untrained)	INT	2	= 2	+	+	
✓ Diplomacy	CHA	7	= 2	+ 2.0	+	3
✓ Disguise	CHA	2	= 2	+	+	
✓ Escape Artist	DEX	1	= 3	+	+	-2
✓ Fly	DEX	1	= 3	+	+	-2
✓ Heal	WIS	9	= 5	+ 1.0	+	3
✓ Intimidate	CHA	2	= 2	+	+	
Knowledge (Arcana)	INT	7	= 2	+ 2.0	+	3
Knowledge (Nobility)	INT	7	= 2	+ 1.0	+	4
Knowledge (Planes)	INT	9	= 2	+ 4.0	+	3
Knowledge (Religion)	INT	10	= 2	+ 4.0	+	4
✓ Perception	WIS	11	= 5	+ 4.0	+	2
✓ Perform (Untrained)	CHA	2	= 2	+	+	
✓ Ride	DEX	1	= 3	+	+	-2
✓ Sense Motive	WIS	9	= 5	+ 1.0	+	3
Spellcraft	INT	6	= 2	+ 1.0	+	3
✓ Stealth	DEX	4	= 3	+ 3.0	+	-2
✓ Survival	WIS	7	= 5	+ 2.0	+	
✓ Swim	STR	3	= 2	+ 3.0	+	-2
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

CHANNEL ENERGY

Uses per day:

You can unleash a wave of negative energy dealing 4d6 (DC 16 for half)

Feats

Channel Smite [Paizo Publishing - Core Rulebook, p.119]

Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action. If you channel positive energy and you hit an undead creature, that creature takes an amount of additional damage equal to the damage dealt by your channel positive energy ability. If you channel negative energy and you hit a living creature, that creature takes an amount of additional damage equal to the damage dealt by your channel negative energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the channel energy ability is still expended with no effect.

Command Undead [Paizo Publishing - Core Rulebook, p.120]

As a standard action, you can use one of your uses of channel negative energy to enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Undead that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of control undead. Intelligent undead receive a new saving throw each day to resist your command. You can control any number of undead, so long as their total Hit Dice do not exceed your cleric level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If an undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

Extra Channel [Paizo Publishing - Core Rulebook, p.123]

You can channel divine energy more often.

Spell Penetration [Paizo Publishing - Core Rulebook, p.134]

You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Armor Proficiency, Light [Paizo Publishing - Core Rulebook, p.118]

You are skilled at wearing light armor.

Armor Proficiency, Medium [Paizo Publishing - Core Rulebook, p.118]

You are skilled at wearing medium armor.

Blind-Fight [Paizo Publishing - Core Rulebook, p.118]

In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Shield Proficiency [Paizo Publishing - Core Rulebook, p.133]

You are trained in how to properly use a shield.

Simple Weapon Proficiency [Paizo Publishing - Core Rulebook, p.133]

You are trained in the use of basic weapons.

DOMAINS

Darkness
Destruction

PROFICIENCIES

Bayonet, Blowgun, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rock, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Sword (Short), Unarmed Strike

LANGUAGES

Abyssal, Drow Sign Language, Elven, Undercommon

TEMPLATES

Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will Dancing Lights		None	1 standard	1 minute [D] action	Medium (180 ft.)	V, S	No	Evocation [Light]	PFCR: p.263
<i>Effect:</i> You create up to four lights that resemble lanterns or torches.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area			<i>Caster Level:</i> 8	
At Will Darkness		None	1 standard	8 minutes [D] action	Touch	V, MDF	No	Evocation [Darkness]	PFCR: p.263
<i>Effect:</i> This spell causes an object to radiate darkness out to a 20-foot radius.					<i>Target:</i> Object touched			<i>Caster Level:</i> 8	
At Will Faerie Fire		None	1 standard	8 minutes [D] action	Long (720 ft.)	V, S, DF	Yes	Evocation [Light]	PFCR: p.280
<i>Effect:</i> A pale glow surrounds and outlines the subjects who shed light as candles.					<i>Target:</i> Creatures and objects within a 5-ft.-radius burst			<i>Caster Level:</i> 8	
<input type="checkbox"/> Divine Favor			1 standard	1 minute action	Personal	V, S, DF		Evocation	PFCR: p.273
<i>Effect:</i> Calling upon the strength and wisdom of a deity, you gain a +2 luck bonus on attack and weapon damage rolls.					<i>Target:</i> You			<i>Caster Level:</i> 8	
<input type="checkbox"/> Dispel Magic		None	1 standard	Instantaneous action	Medium (180 ft.)	V, S	No	Abjuration	PFCR: p.272
<i>Effect:</i> You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.					<i>Target:</i> One spellcaster, creature, or object			<i>Caster Level:</i> 8	
<input type="checkbox"/> Suggestion	15	Will negates	1 standard	8 hours or until completed action	Close (45 ft.)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PFCR: p.350
<i>Effect:</i> You influence the actions of the target creature by suggesting a course of activity.					<i>Target:</i> One living creature			<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Cleric Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	6+1	4+1	4+1	3+1	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Bleed	15	Will negates	1 standard	Instantaneous action	Close (45 ft.)	V, S	Yes	Necromancy	PFCR: p.249
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.					<i>Target:</i> One living creature			<i>Caster Level:</i> 8	
□□□□□Create Water		None	1 standard	Instantaneous action	Close (45 ft.)	V, S	No	Conjuration (Creation) [Water]	PFCR: p.262
<i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.					<i>Target:</i> Up to 16 gallons of water			<i>Caster Level:</i> 8	
□□□□□Detect Magic		None	1 standard	Concentration, up to 8 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 8	
□□□□□Detect Poison		None	1 standard	Instantaneous action	Close (45 ft.)	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 8	
□□□□□Guidance	15	Will negates (harmless)	1 standard	1 minute or until discharged action	Touch	V, S	Yes	Divination	PFCR: p.292
<i>Effect:</i> This spell imbues the subject with a touch of divine guidance.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Light		None	1 standard	80 minutes action	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304
<i>Effect:</i> This spell causes a touched object to glow like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 8	
□□□□□Mending	15	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFCR: p.312
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.					<i>Target:</i> One object of up to 8 lb.			<i>Caster Level:</i> 8	
□□□□□Purify Food and Drink	15	Will negates (object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (object)	Transmutation	PFCR: p.328
<i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.					<i>Target:</i> 8 cu. ft. of contaminated food and water			<i>Caster Level:</i> 8	
□□□□□Read Magic			1 standard	80 minutes action	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□Resistance	15	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Spark	15	Fortitude negates (object)	1 standard	Instantaneous action	Close (45 ft.)	V or S	Yes (object)	Evocation [Fire]	PFAPG: p.246
<i>Effect:</i> Ignites flammable objects.					<i>Target:</i> one Fine object			<i>Caster Level:</i> 8	
□□□□□Stabilize	15	Will negates (harmless)	1 standard	Instantaneous action	Close (45 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.348
<i>Effect:</i> Upon casting this spell, you target a living creature that has -1 or fewer hit points.					<i>Target:</i> One living creature			<i>Caster Level:</i> 8	
□□□□□Virtue		None	1 standard	1 min. action	Touch	V, S, DF	Yes (harmless)	Transmutation	PFCR: p.365
<i>Effect:</i> With a touch, you infuse a creature with a tiny surge of life, granting the subject 1 temporary hit point.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Ant Haul	16	Fortitude negates (harmless)	1 standard	16 hours action	Touch	V, S, M/DF (a small pulley)	Yes (harmless)	Transmutation	PFAPG: p.202
<i>Effect:</i> Triples carrying capacity of a creature.					<i>Target:</i> creature touched			<i>Caster Level:</i> 8	
□□□□□Bane	16	Will negates	1 standard	8 minutes action	50 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Fear, Mind-Affecting]	PFCR: p.246
<i>Effect:</i> Bane fills your enemies with fear and doubt.					<i>Target:</i> 50-ft.-radius burst, centered on you			<i>Caster Level:</i> 8	
□□□□□Bless		None	1 standard	8 minutes action	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.249
<i>Effect:</i> Bless fills your allies with courage.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 8	
□□□□□Cause Fear	16	Will partial	1 standard	1d4 rounds or 1 round; see text action	Close (45 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.252
<i>Effect:</i> The affected creature becomes frightened.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 8	
□□□□□Command	16	Will negates	1 standard	1 round action	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PFCR: p.256
<i>Effect:</i> You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity.					<i>Target:</i> One living creature			<i>Caster Level:</i> 8	
□□□□□Comprehend Languages			1 standard	80 minutes action	Personal	V, S, M/DF		Divination	PFCR: p.258
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□Cure Light Wounds	16	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Curse Water	16	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Necromancy [Evil]	PFCR: p.263
<i>Effect:</i> This spell imbues a flask [1 pint] of water with negative energy, turning it into unholy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 8	
□□□□□Dancing Lantern		None	1 standard	8 hours [D] action	Touch	V, S, F (a lantern)	No	Transmutation [Fire, Light]	PFAPG: p.214
<i>Effect:</i> Animates a lantern that follows you.					<i>Target:</i> Animates one lantern			<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Deathwatch	None		1 standard action	80 minutes	30 ft.	V, S	No	Necromancy	PFCR: p.265
<i>Effect:</i> Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range.										
☐☐☐☐☐	Detect Chaos	None		1 standard action	Concentration, up to 80 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.266
<i>Effect:</i> You can sense the auras of chaotic creatures.										
☐☐☐☐☐	Detect Evil	None		1 standard action	Concentration, up to 80 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.266
<i>Effect:</i> You can sense the presence of evil.										
☐☐☐☐☐	Detect Good	None		1 standard action	Concentration, up to 80 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.267
<i>Effect:</i> You can sense the presence of good.										
☐☐☐☐☐	Detect Law	None		1 standard action	Concentration, up to 80 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.267
<i>Effect:</i> You can sense the auras of lawful creatures.										
☐☐☐☐☐	Detect Undead	None		1 standard action	Concentration, up to 8 minutes [D]	60 ft.	V, S, M/DF	No	Divination	PFCR: p.269
<i>Effect:</i> You can detect the aura that surrounds undead creatures.										
☐☐☐☐☐	Divine Favor			1 standard action	1 minute	Personal	V, S, DF		Evocation	PFCR: p.273
<i>Effect:</i> Calling upon the strength and wisdom of a deity, you gain a +2 luck bonus on attack and weapon damage rolls.										
☐☐☐☐☐	Doom	16	Will negates	1 standard action	8 minutes	Medium (180 ft.)	V, S, DF	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.274
<i>Effect:</i> This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.										
☐☐☐☐☐	Endure Elements	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	PFCR: p.277
<i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.										
☐☐☐☐☐	Entropic Shield			1 standard action	8 minutes [D]	Personal	V, S		Abjuration	PFCR: p.278
<i>Effect:</i> A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.										
☐☐☐☐☐	Hide from Undead	16	Will negates (harmless); see text	1 standard action	80 minutes [D]	Touch	V, S, DF	Yes	Abjuration	PFCR: p.296
<i>Effect:</i> Undead cannot see, hear, or smell creatures warded by this spell.										
☐☐☐☐☐	Inflict Light Wounds	16	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	PFCR: p.300
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.										
☐☐☐☐☐	Magic Stone	16	Will negates (harmless, object)	1 standard action	30 minutes or until discharged	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310
<i>Effect:</i> You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung.										
☐☐☐☐☐	Magic Weapon	16	Will negates (harmless, object)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310
<i>Effect:</i> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.										
☐☐☐☐☐	**Obscuring Mist	None		1 standard action	8 minutes [D]	20 ft.	V, S	No	Conjuration (Creation)	PFCR: p.317
<i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.										
☐☐☐☐☐	Obscuring Mist	None		1 standard action	8 minutes [D]	20 ft.	V, S	No	Conjuration (Creation)	PFCR: p.317
<i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.										
☐☐☐☐☐	Protection from Good	16	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	PFCR: p.328
<i>Effect:</i> This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures.										
☐☐☐☐☐	Protection from Law	16	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	PFCR: p.328
<i>Effect:</i> This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures.										
☐☐☐☐☐	Remove Fear	16	Will negates (harmless)	1 standard action	10 minutes; see text	Close (45 ft.)	V, S	Yes (harmless)	Abjuration	PFCR: p.332
<i>Effect:</i> You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes.										
☐☐☐☐☐	Sanctuary	16	Will negates	1 standard action	8 rounds	Touch	V, S, DF	No	Abjuration	PFCR: p.336
<i>Effect:</i> Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.										
☐☐☐☐☐	Shield of Faith	16	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M	Yes (harmless)	Abjuration	PFCR: p.342
<i>Effect:</i> This spell creates a shimmering, magical field around the target that averts and deflects attacks.										
☐☐☐☐☐	Summon Monster I	None		1 round	8 rounds [D]	Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.350
<i>Effect:</i> This spell summons an extraplanar creature.										
☐☐☐☐☐	*True Strike			1 standard action	See text	Personal	V, F		Divination	PFCR: p.363
<i>Effect:</i> You gain temporary, intuitive insight into the immediate future during your next attack.										

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
☐☐☐☐☐	Aid	None		1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.239
<i>Effect:</i> Aid grants +1 morale bonus on attack rolls and saves vs fear effects, plus 1d8 + 8 temporary hit points.										
☐☐☐☐☐	Align Weapon	17	Will negates (harmless, object)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.240
<i>Effect:</i> Align weapon makes a weapon chaotic, evil, good, or lawful, as you choose.										
☐☐☐☐☐	Augury			1 minute	Instantaneous	Personal	V, S, M, F		Divination	PFCR: p.245
<i>Effect:</i> An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.										

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Bear's Endurance	17	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.246
<i>Effect:</i> The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.										
□□□□□	Blessing of Courage and Life	17	Will negates (harmless)	1 standard action	8 minutes [see below]	Close (45 ft.)	V, S, DF	Yes (harmless)	Conjuration (Healing)	PFAPG: p.205
<i>Effect:</i> Grants a +2 bonus on saves vs. fear and death.										
□□□□□	*Blindness/Deafness (Blindness Only)	17	Fortitude negates	1 standard action	Permanent [D]	Medium (180 ft.)	V	Yes	Necromancy	PFCR: p.204
<i>Effect:</i> Makes subject blinded.										
□□□□□	Bull's Strength	17	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	PFCR: p.251
<i>Effect:</i> The subject becomes stronger granting a +4 enhancement bonus to Strength.										
□□□□□	Calm Emotions	17	Will negates	1 standard action	Concentration, up to 8 rounds [D]	Medium (180 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.252
<i>Effect:</i> This spell calms agitated creatures.										
□□□□□	Cure Moderate Wounds	17	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless) or see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 2d8+8 points of damage.										
□□□□□	Darkness		None	1 standard action	8 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	PFCR: p.263
<i>Effect:</i> This spell causes an object to radiate darkness out to a 20-foot radius.										
□□□□□	Death Knell	17	Will negates	1 standard action	Instantaneous/10 minutes per HD of subject; see text	Touch	V, S	Yes	Necromancy [Death, Evil]	PFCR: p.264
<i>Effect:</i> You draw forth the ebbing life force of a creature and use it to fuel your own power.										
□□□□□	*Deeper Darkness		None	1 standard action	8 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	PFCR: p.265
<i>Effect:</i> This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps.										
□□□□□	Delay Poison	17	Fortitude negates (harmless)	1 standard action	8 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	PFCR: p.265
<i>Effect:</i> The subject becomes temporarily immune to poison.										
□□□□□	Desecrate		None	1 standard action	16 hours	Close (45 ft.)	V, S, M, DF	Yes	Evocation [Evil]	PFCR: p.265
<i>Effect:</i> This spell imbues an area with negative energy.										
□□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.275
<i>Effect:</i> The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.										
□□□□□	Enthral	17	Will negates; see text	1 round	1 hour or less	Medium (180 ft.)	V, S	Yes	Enchantment (Charm) [Language Dependent, Mind-Affecting, Sonic]	PFCR: p.278
<i>Effect:</i> If you have the attention of a group of creatures, you can use this spell to hold them enthralled.										
□□□□□	Find Traps			1 standard action	8 minutes	Personal	V, S		Divination	PFCR: p.281
<i>Effect:</i> You gain intuitive insight into the workings of traps.										
□□□□□	Ghostbane Dirge	17	Fortitude negates	1 standard action	8 rounds	Close (45 ft.)	V, S, M/DF	Yes (an old reed from a wind instrument)	Transmutation	PFAPG: p.225
<i>Effect:</i> Incorporeal creature takes half damage from nonmagical weapons.										
□□□□□	Grace			1 swift action	see text	Personal	V		Abjuration	PFAPG: p.226
<i>Effect:</i> Movement doesn't provoke attacks of opportunity.										
□□□□□	Heroic Fortune	17	Will negates (harmless)	1 standard action	8 rounds	Touch	V, S, DF, M	No	Evocation	PFAPG: p.324
<i>Effect:</i> Subject gains 1 temporary hero point.										
□□□□□	Hold Person	17	Will negates; see text	1 standard action	8 rounds [D]; see text	Medium (180 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.296
<i>Effect:</i> The subject becomes paralyzed and freezes in place.										
□□□□□	Inflict Moderate Wounds	17	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	PFCR: p.300
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 2d8+8 points of damage.										
□□□□□	Instant Armor			1 standard action	8 minutes [D]	Personal	V, S, DF		Conjuration (Creation) [Force]	PFAPG: p.229
<i>Effect:</i> Summon armor temporarily replacing your current attire.										
□□□□□	Make Whole	17	Will negates (harmless, object)	10 minutes	Instantaneous	Close (45 ft.)	V, S	Yes (harmless, object)	Transmutation	PFCR: p.311
<i>Effect:</i> This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.										
□□□□□	Owl's Wisdom	17	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.318
<i>Effect:</i> The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.										
□□□□□	Remove Paralysis	17	Will negates (harmless)	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.332
<i>Effect:</i> You can free one or more creatures from the effects of temporary paralysis or related magic.										
□□□□□	Resist Energy	17	Fortitude negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.										
□□□□□	Restoration (Lesser)	17	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.334
<i>Effect:</i> 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.										
□□□□□	Share Language	17	Will negates	1 standard action	24 hours	Touch	V, S, M (a	Yes (harmless)	Divination	PFAPG: p.243

* =Domain/Specialty Spell

Cleric Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Shatter <i>Effect:</i> Subject understands chosen language. Target: creature touched Caster Level: 8	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 ft.)	V, S, M/DF	Yes	Evocation [Sonic]	PFCR: p.341
Shatter <i>Effect:</i> Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline object or one crystalline creature. Target: Or Target 5-ft.-radius spread; or one solid object or one crystalline creature Caster Level: 8	17	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 ft.)	V, S, M/DF	Yes	Evocation [Sonic]	PFCR: p.341
Shield <i>Effect:</i> Shield creates an invisible shield of force that hovers in front of you. Target: You Caster Level: 8			1 standard action	8 minutes [D]	Personal	V, S		Abjuration [Force]	PFCR: p.342
Shield Other <i>Effect:</i> 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. Target: One creature Caster Level: 8	17	Will negates (harmless)	1 standard action	8 hours [D]	Close (45 ft.)	V, S, F	Yes (harmless)	Abjuration	PFCR: p.342
Silence <i>Effect:</i> Upon the casting of this spell, complete silence prevails in the affected area. Target: 20-ft.-radius emanation centered on a creature, object, or point in space Caster Level: 8	17	Will negates; see text or none (object)	1 round	8 rounds [D]	Long (720 ft.)	V, S	Yes; see text or no (object)	Illusion (Glamer)	PFCR: p.343
Sound Burst <i>Effect:</i> You blast an area with a tremendous cacophony. Target: 10-ft.-radius spread Caster Level: 8	17	Fortitude partial	1 standard action	Instantaneous	Close (45 ft.)	V, S, F/DF	Yes	Evocation [Sonic]	PFCR: p.346
Spiritual Weapon <i>Effect:</i> A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8+2 force damage per hit. Target: Magic weapon of force Caster Level: 8			1 standard action	8 rounds [D]	Medium (180 ft.)	V, S, DF	Yes	Evocation [Force]	PFCR: p.348
Status <i>Effect:</i> When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. Target: 2 living creatures Caster Level: 8	17	Will negates (harmless)	1 standard action	8 hours	Touch	V, S	Yes (harmless)	Divination	PFCR: p.349
Summon Monster II <i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. Target: One summoned creature Caster Level: 8			1 round	8 rounds [D]	Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.352
Undetectable Alignment <i>Effect:</i> An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. Target: One creature or object Caster Level: 8	17	Will negates (object)	1 standard action	24 hours	Close (45 ft.)	V, S	Yes (object)	Abjuration	PFCR: p.363
Weapon of Awe <i>Effect:</i> Weapon gets +2 on damage rolls. Target: weapon touched Caster Level: 8	17	Will negates (harmless, object)	1 standard action	8 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFAPG: p.256
Zone of Truth <i>Effect:</i> Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. Target: 20-ft.-radius emanation Caster Level: 8	17	Will negates	1 standard action	8 minutes	Close (45 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.371

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Animate Dead <i>Effect:</i> Turns corpses into undead skeletons or zombies that obey your spoken commands. Target: One or more corpses touched Caster Level: 8		None	1 standard action	Instantaneous	Touch	V, S, M	No	Necromancy [Evil]	PFCR: p.241
Bestow Curse <i>Effect:</i> You place a curse on the subject. Target: Creature touched Caster Level: 8	18	Will negates	1 standard action	Permanent	Touch	V, S	Yes	Necromancy	PFCR: p.247
Blindness/Deafness <i>Effect:</i> You call upon the powers of unlife to render the subject blinded or deafened, as you choose. Target: One living creature Caster Level: 8	18	Fortitude negates	1 standard action	Permanent [D]	Medium (180 ft.)	V	Yes	Necromancy	PFCR: p.250
Blood Biography <i>Effect:</i> Learn about a creature with its blood. Target: one creature's blood or one bloodstain Caster Level: 8	18	Will negates (see text)	1 minute	Instantaneous	Touch	V, S, M/DF	No (a scrap of parchment)	Divination	PFAPG: p.206
Contagion <i>Effect:</i> The subject contracts a disease. Target: Living creature touched Caster Level: 8	18	Fortitude negates	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy [Evil]	PFCR: p.259
Continual Flame <i>Effect:</i> A flame, equivalent in brightness to a torch, springs forth from an object that you touch. Target: Object touched Caster Level: 8		None	1 standard action	Permanent	Touch	V, S, M	No	Evocation [Light]	PFCR: p.260
Create Food and Water <i>Effect:</i> The food that this spell creates is simple fare of your choice—highly nourishing, if rather bland. Target: Food and water to sustain 24 humans or 8 horses for 24 hours Caster Level: 8		None	10 minutes	24 hours; see text	Close (45 ft.)	V, S	No	Conjuration (Creation)	PFCR: p.261
Cure Serious Wounds <i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 3d8+8 points of damage. Target: Creature touched Caster Level: 8	18	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes (harmless) or yes; see text	Conjuration (Healing)	PFCR: p.263
Daylight <i>Effect:</i> You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. Target: Object touched Caster Level: 8		None	1 standard action	80 minutes [D]	Touch	V, S	No	Evocation [Light]	PFCR: p.264
Deeper Darkness <i>Effect:</i> This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Target: 80 minutes [D] Caster Level: 8		None	1 standard action	8 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	PFCR: p.265
Deeper Darkness <i>Effect:</i> This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Target: 80 minutes [D] Caster Level: 8		None	1 standard action	8 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	PFCR: p.265

* = Domain/Specialty Spell

Cleric Spells

□□□□□	Dispel Magic	None	1 standard action	Instantaneous	Medium (180 ft.)	V, S	No	Abjuration	PFCR: p.272
<i>Effect:</i> You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.									
□□□□□	Elemental Speech		1 standard action	8 minutes	Personal	V, S, M (iron filings)		Divination [Air, Earth, Fire, Water]	PFAPG: p.218
<i>Effect:</i> Enables you to speak to elementals and some creatures.									
□□□□□	Enter Image	None	1 standard action	concentration	50 ft./level	V, S, M/DF (a drop of paint and a ball of clay)	No	Transmutation	PFAPG: p.219
<i>Effect:</i> Transfers your consciousness to an object bearing your likeness.									
□□□□□	Gentle Repose	18	Will negates (object)	1 standard action	8 days	Touch	V, S, M/DF Yes (object)	Necromancy	PFCR: p.289
<i>Effect:</i> You preserve the remains of a dead creature so that they do not decay.									
□□□□□	Glyph of Warding	18	See text	10 minutes	Permanent until discharged [D]	Touch	V, S, M No (object) and yes; see text	Abjuration	PFCR: p.290
<i>Effect:</i> This powerful inscription harms those who enter, pass, or open the warded area or object.									
□□□□□	Guiding Star		1 minute	8 days [D]	Personal	V, S, M (a spool of thread or string)		Divination	PFAPG: p.226
<i>Effect:</i> Know approximate distance from where you cast this spell.									
□□□□□	Helping Hand	None	1 standard action	8 hours	5 miles	V, S, DF	No	Evocation	PFCR: p.295
<i>Effect:</i> You create the ghostly image of a hand, which you can send to find a creature within 5 miles.									
□□□□□	Inflict Serious Wounds	18	Will half	1 standard action	Instantaneous	Touch	V, S Yes	Necromancy	PFCR: p.301
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 3d8+8 points of damage.									
□□□□□	Invisibility Purge		1 standard action	8 minutes [D]	Personal	V, S		Evocation	PFCR: p.302
<i>Effect:</i> You surround yourself with a sphere of power with a radius of 40 feet that negates all forms of invisibility.									
□□□□□	Locate Object	None	1 standard action	8 minutes	Long (720 ft.)	V, S, F/DF	No	Divination	PFCR: p.305
<i>Effect:</i> You sense the direction of a well-known or clearly visualized object.									
□□□□□	Magic Circle against Good	18	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF No; see text	Abjuration [Evil]	PFCR: p.308
<i>Effect:</i> All creatures within the area gain the effects of a protection from good spell, and good summoned creatures cannot enter the area either.									
□□□□□	Magic Circle against Law	18	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M/DF No; see text	Abjuration [Chaotic]	PFCR: p.308
<i>Effect:</i> All creatures within the area gain the effects of a protection from law spell, and lawful summoned creatures cannot enter the area either.									
□□□□□	Magic Vestment	18	Will negates (harmless, object)	1 standard action	8 hours	Touch	V, S, DF Yes (harmless, object)	Transmutation	PFCR: p.310
<i>Effect:</i> You imbue a suit of armor or a shield with an enhancement bonus of +2.									
□□□□□	Meld into Stone		1 standard action	80 minutes	Personal	V, S, DF		Transmutation [Earth]	PFCR: p.312
<i>Effect:</i> Meld into stone enables you to meld your body and possessions into a single block of stone.									
□□□□□	Nap Stack	18	Will negates (harmless)	1 minute	8 hours	30 ft.	V, S, M (a little silk pillow worth 100 gp)	Necromancy	PFAPG: p.233
<i>Effect:</i> Subjects only need 2 hours for a night's sleep, and can sleep even longer for more benefits.									
□□□□□	Obscure Object	18	Will negates (object)	1 standard action	8 hours [D]	Touch	V, S, M/DF Yes (object)	Abjuration	PFCR: p.317
<i>Effect:</i> This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball.									
□□□□□	Prayer	None	1 standard action	8 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.324
<i>Effect:</i> You bring special favor upon yourself and your allies while bringing disfavor to your enemies.									
□□□□□	Protection from Energy	18	Fortitude negates (harmless)	1 standard action	80 minutes or until discharged	Touch	V, S, DF Yes (harmless)	Abjuration	PFCR: p.327
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it.									
□□□□□	*Rage	None	1 standard action	Concentration + 8 rounds [D]	Medium (180 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.329
<i>Effect:</i> Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC.									
□□□□□	Remove Blindness/Deafness	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S Yes (harmless)	Conjuration (Healing)	PFCR: p.332
<i>Effect:</i> Remove blindness/deafness cures blindness or deafness.									
□□□□□	Remove Curse	18	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S Yes (harmless)	Abjuration	PFCR: p.332
<i>Effect:</i> Remove curse can remove all curses on an object or a creature.									
□□□□□	Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S Yes (harmless)	Conjuration (Healing)	PFCR: p.332
<i>Effect:</i> Remove disease can cure all diseases from which the subject is suffering.									
□□□□□	Sacred Bond	18	Will negates (harmless)	1 round	80 minutes [D]	Touch; see text	V, S, F (a pair of golden bracelets worth 100 gp each worn by both you and the target)	Conjuration (Healing)	PFAPG: p.240
<i>Effect:</i> Cast touch healing spells from a distance.									

* =Domain/Specialty Spell

Cleric Spells

□□□□□	Searing Light	None	1 standard	Instantaneous	Medium (180 ft.)	V, S	Yes	Evocation	PFCR: p.338	
<i>Effect:</i> Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 4d8 points of damage.										
□□□□□	Severed Fate	18	Will negates	1 standard	80 minutes	Close (45 ft.)	V, S	Yes	Enchantment	PFAPG: p.324
<i>Effect:</i> Target is shaken and cannot use hero points.										
□□□□□	Speak with Dead	18	Will negates; see text	10 minutes	8 minutes	10 ft.	V, S, DF	No	Necromancy [Language-Dependent]	PFCR: p.346
<i>Effect:</i> You grant the semblance of life to a corpse, allowing it to answer questions.										
□□□□□	Stone Shape	None	1 standard	Instantaneous	Touch	V, S, M/DF	No	Transmutation [Earth]	PFCR: p.349	
<i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.										
□□□□□	Summon Monster III	None	1 round	8 rounds [D]	Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.352	
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.										
□□□□□	Unravel Destiny	18	Will negates	1 standard	8 rounds	Close (45 ft.)	V, S, DF	Yes	Divination	PFAPG: p.325
<i>Effect:</i> Target gets -2 on ability checks, attack rolls, saving throws, and skill check per hero point it possesses and takes 2d6 damage when spending hero points.										
□□□□□	Water Breathing	18	Will negates (harmless)	1 standard	16 hours; see text	Touch	V, S, M/DF	Yes (harmless)	Transmutation	PFCR: p.368
<i>Effect:</i> The transmuted creatures can breathe water freely.										
□□□□□	Water Walk	18	Will negates (harmless)	1 standard	80 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	PFCR: p.368
<i>Effect:</i> The transmuted creatures can tread on any liquid as if it were firm ground.										
□□□□□	Wind Wall	18	None; see text	1 standard	8 rounds	Medium (180 ft.)	V, S, M/DF	Yes	Evocation [Air]	PFCR: p.370
<i>Effect:</i> An invisible vertical curtain of wind appears.										
□□□□□	Wrathful Mantle	18	Will negates (harmless)	1 standard	8 minutes	Touch or 5 ft.; see text	V, S, DF	Yes (harmless)	Evocation [Force, Light]	PFAPG: p.257
<i>Effect:</i> Subject shines and gets 2 on all saves.										

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Air Walk	None	1 standard	80 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation [Air]	PFCR: p.239	
<i>Effect:</i> The subject can tread on air as if walking on solid ground.										
□□□□□	Blessing of Fervor	19	Fortitude negates (harmless)	1 standard	8 rounds	Close (45 ft.)	V, S, DF	Yes (harmless)	Transmutation	PFAPG: p.205
<i>Effect:</i> Gives allies a choice of benefits.										
□□□□□	Chaos Hammer	19	Will partial; see text	1 standard	Instantaneous [1d6 rounds]; see text	Medium (180 ft.)	V, S	Yes	Evocation [Chaotic]	PFCR: p.254
<i>Effect:</i> You unleash chaotic power to smite your enemies in the form of a multicolored explosion of leaping, ricocheting energy.										
□□□□□	Control Water	19	None; see text	1 standard	80 minutes [D]	Long (720 ft.)	V, S, M/DF	No	Transmutation [Water]	PFCR: p.260
<i>Effect:</i> This spell has two different applications, both of which control water in different ways.										
□□□□□	Cure Critical Wounds	19	Will half (harmless); see text	1 standard	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFCR: p.262
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 4d8+8 points of damage.										
□□□□□	Death Ward	19	Will negates (harmless)	1 standard	8 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	PFCR: p.264
<i>Effect:</i> The subject gains a +4 morale bonus on saves against all death spells and magical death effects.										
□□□□□	Dimensional Anchor	None	1 standard	8 minutes	Medium (180 ft.)	V, S	Yes (object)	Abjuration	PFCR: p.270	
<i>Effect:</i> A green ray springs from your hand, any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel.										
□□□□□	Discern Lies	19	Will negates	1 standard	Concentration, up to 8 rounds	Close (45 ft.)	V, S, DF	No	Divination	PFCR: p.270
<i>Effect:</i> You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying.										
□□□□□	Dismissal	19	Will negates; see text	1 standard	Instantaneous	Close (45 ft.)	V, S, DF	Yes	Abjuration	PFCR: p.271
<i>Effect:</i> This spell forces an extraplanar creature back to its proper plane if it fails a Will save.										
□□□□□	Divination		10 minutes	Instantaneous	Personal	V, S, M		Divination	PFCR: p.273	
<i>Effect:</i> A divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week.										
□□□□□	Divine Power		1 standard	8 rounds	Personal	V, S, DF		Evocation	PFCR: p.273	
<i>Effect:</i> You imbue yourself with strength and skill in combat and gain a +2 luck bonus on attack rolls, weapon damage rolls, Strength checks, and Strength-based skill checks.										
□□□□□	Freedom of Movement	19	Will negates (harmless)	1 standard	80 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration	PFCR: p.287
<i>Effect:</i> 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.										
□□□□□	Giant Vermin	None	1 standard	8 minutes	Close (45 ft.)	V, S, DF	Yes	Transmutation	PFCR: p.290	
<i>Effect:</i> You turn a number of normal-sized centipedes, scorpions, or spiders into their giant counterparts.										
□□□□□	Imbue with Spell Ability	19	Will negates (harmless)	10 minutes	Permanent until discharged [D]	Touch	V, S, DF	Yes (harmless)	Evocation	PFCR: p.299
<i>Effect:</i> You transfer some of your currently prepared spells, and the ability to cast them, to another creature.										
□□□□□	**Inflict Critical Wounds	19	Will half	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy	PFCR: p.300
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 4d8+8 points of damage.										

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	Inflict Critical Wounds	19	Will half	1 standard	Instantaneous	Touch	V, S	Yes	Necromancy	PFCR: p.300
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 4d8+8 points of damage.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐	Magic Weapon (Greater)	19	Will negates (harmless, object)	1 standard	8 hours	Close (45 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	PFCR: p.310
<i>Effect:</i> This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +2.						<i>Target:</i> One weapon or 50 projectiles [all of which must be together at the time of casting]		<i>Caster Level:</i> 8		
☐☐☐☐☐	Neutralize Poison	19	Will negates (harmless, object)	1 standard	Instantaneous or 80 minutes; see text	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	PFCR: p.316
<i>Effect:</i> You detoxify any sort of venom in the creature or object touched.						<i>Target:</i> Creature or object of up to 8 cu. ft. touched		<i>Caster Level:</i> 8		
☐☐☐☐☐	Planar Adaptation			1 standard	8 hours [D]	Personal	V		Transmutation	PFAPG: p.236
<i>Effect:</i> Resist harmful effects of other plane.						<i>Target:</i> You		<i>Caster Level:</i> 8		
☐☐☐☐☐	Planar Ally (Lesser)		None	10 minutes	Instantaneous	Close (45 ft.)	V, S, M, DF	No	Conjuration (Calling)	PFCR: p.320
<i>Effect:</i> By casting this spell, you request your deity to send you an outsider [of 6 HD or less] of the deity's choice.						<i>Target:</i> One called outsider of 6 HD or less		<i>Caster Level:</i> 8		
☐☐☐☐☐	Poison	19	Fortitude negates; see text	1 standard	Instantaneous; see text	Touch	V, S, DF	Yes	Necromancy	PFCR: p.323
<i>Effect:</i> Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack.						<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐	Repel Vermin	19	None or Will negates; see text	1 standard	80 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	PFCR: p.333
<i>Effect:</i> An invisible barrier holds back vermin.						<i>Target:</i> 10-ft.-radius emanation centered on you		<i>Caster Level:</i> 8		
☐☐☐☐☐	Rest Eternal		None	1 round	permanent	Touch	V, S, M/DF	No (ashes and a vial of holy or unholy water)	Necromancy	PFAPG: p.238
<i>Effect:</i> Dead creature cannot be revived.						<i>Target:</i> one dead creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐	Restoration	19	Will negates (harmless)	1 minute	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	PFCR: p.334
<i>Effect:</i> This spell functions like lesser restoration, except that it also dispels temporary negative levels or one permanent negative level.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐	Sending		None	10 minutes	1 round; see text	See text	V, S, M/DF	No	Evocation	PFCR: p.339
<i>Effect:</i> You contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject.						<i>Target:</i> One creature		<i>Caster Level:</i> 8		
☐☐☐☐☐	*Shadow Conjuration	19	Will disbelief (if interacted with); varies; see text;	1 standard	See text	See text	V, S	Yes; see text	Illusion (Shadow)	PFCR: p.340
<i>Effect:</i> You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces.						<i>Target:</i> See text		<i>Caster Level:</i> 8		
☐☐☐☐☐	Spell Immunity	19	Will negates (harmless)	1 standard	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	PFCR: p.346
<i>Effect:</i> The warded creature is immune to the effects of one specified spell for every four levels you have.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐	Spiritual Ally		None	1 standard	8 rounds [D]	Medium (180 ft.)	V, S, DF	Yes	Evocation [Force]	PFAPG: p.246
<i>Effect:</i> Creates a divine ally to aid you.						<i>Target:</i> spiritual ally of force		<i>Caster Level:</i> 8		
☐☐☐☐☐	Summon Monster IV		None	1 round	8 rounds [D]	Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.352
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.						<i>Target:</i> One summoned creature		<i>Caster Level:</i> 8		
☐☐☐☐☐	Tongues	19	Will negates (harmless)	1 standard	80 minutes	Touch	V, M/DF	No	Divination	PFCR: p.360
<i>Effect:</i> 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.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
☐☐☐☐☐	Unholy Blight	19	Will partial	1 standard	Instantaneous [1d4 rounds]; see text	Medium (180 ft.)	V, S	Yes	Evocation [Evil]	PFCR: p.364
<i>Effect:</i> You call up unholy power to smite your enemies.						<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 8		

* =Domain/Specialty Spell

NAME: _____ PLAYERNAME: _____ Lolth Neutral Evil
 CLASS: Ftr8 51000 Drow Medium 6' 1" 127 lbs. Darkvision (120 ft.), Low-light
 EXPERIENCE: 8 75000 RACE: 138 Male White, Shag VISION
 AGE: 138 Male White, Shag 25 POINTS
 GENDER: EYES HAIR

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	11	+0	11	+0	11	+0
CHA Charisma	9	-1	9	-1	9	-1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
hit points: 112			3/-	Walk 20 ft.

AC	INITIATIVE	BASE ATTACK
armor class: 24	modifier: +3	bonus: +8/+3

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	8/8
✓ Acrobatics	DEX	4	= 1 + 7.0 + -4	
✓ Acrobatics (Jump)	DEX	0	= 1 + 7.0 + -8	
✓ Appraise	INT	1	= 1 + +	
✓ Bluff	CHA	-1	= -1 + +	
✓ Climb	STR	6	= 4 + 3.0 + -1	
✓ Craft (Untrained)	INT	1	= 1 + +	
✓ Diplomacy	CHA	-1	= -1 + +	
✓ Disguise	CHA	-1	= -1 + +	
✓ Escape Artist	DEX	-3	= 1 + + -4	
✓ Fly	DEX	-3	= 1 + + -4	
✓ Heal	WIS	0	= 0 + +	
✓ Intimidate	CHA	3	= -1 + 1.0 + 3	
✓ Knowledge (Dungeoneering)	INT	6	= 1 + 2.0 + 3	
✓ Knowledge (Engineering)	INT	5	= 1 + 1.0 + 3	
✓ Perception	WIS	8	= 0 + 6.0 + 2	
✓ Perform (Untrained)	CHA	-1	= -1 + +	
✓ Ride	DEX	-3	= 1 + + -4	
✓ Sense Motive	WIS	0	= 0 + +	
✓ Stealth	DEX	-3	= 1 + + -4	
✓ Survival	WIS	4	= 0 + 1.0 + 3	
✓ Swim	STR	6	= 4 + 3.0 + -1	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	= +6	+ +3	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+3	= +2	+ +1	+ +0	+ +0	+ +0		
WILL (wisdom)	+2	= +2	+ +0	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+12/+7	= +8/+3	+ +4	+ +0	+ +0	+ +0	
RANGED attack bonus	+9/+4	= +8/+3	+ +1	+ +0	+ +0	+ +0	
CMB attack bonus	+12/+7	= +8/+3	+ +4	+ +0	+ +0	+ +0	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
Offense	+12/+7	+12/+7	+12/+7	+14/+9	+12	+12
Defense	24	24	24	26	24	24

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d3+4	20/x2	5 ft.

*+1 Corrosive Greatsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	19-20/x2	5 ft.
2H	+16/+11	Dam	2d6+10	2W-OH	N/A
Special Properties					

Composite Longbow	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.
TH	30 ft.	110 ft.	220 ft.	330 ft.	440 ft.
Dam	+9/+4	+9/+4	+7/+2	+5/+0	+3/-2
	1d8	1d8	1d8	1d8	1d8
Special Properties					

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+2 Adamantine Full Plate	Heavy	+11	+1	-5	35
40 hp/inch, hardness 20					
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +1		+1		+0	0

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
+1 Corrosive Greatsword	Equipped	1	8.0	8350.0
+2 Adamantine Full Plate	Equipped	1	50.0	20500.0
<small>40 hp/inch, hardness 20</small>				
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0
Arrows (20)	Backpack, Masterwork	1	3.0	1.0
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Arrows (20)	Carried	1	3.0	1.0
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Backpack, Masterwork	Equipped	1	4.0	50.0
<small>7 lbs., 1 Arrows (20), 1 Rope, Spider Silk (50 ft.)</small>				
Composite Longbow	Carried	1	3.0	100.0
<small>0 lbs.</small>				
Explorer's Outfit	Equipped	1	8.0	10.0
Drow Poison	Pouch (Belt)	50	0.0	75.0
<small>Injury; Fort DC 13; Freq 1 min (2); Effect unconsciousness for 1 min/unconsciousness for 2d4 hours; Cure 1 save</small>				
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Pouch (Belt)	Equipped	1	0.5	1.0
<small>0 lbs., 50 Drow Poison</small>				
Ring of Protection +1	Equipped	1	0.0	2000.0
Rope, Spider Silk (50 ft.)	Backpack, Masterwork	1	4.0	100.0
TOTAL WEIGHT CARRIED/VALUE			75.52	36863.0
			lbs.	gp

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

Archetypes	
Two-Handed Fighter	[Paizo Publishing LLC - Advanced Player's Guide, p.108]
Some fighters focus their efforts on finding the biggest, heaviest, most imposing weapon they can find and training to manage and harness the weight of their massive weapons for maximum impact. These fighting school benefits only apply when using two-handed weapons.	

Traits	
Armor Expert	[Paizo Publishing LLC - Advanced Player's Guide, p.327]
You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero.	
Warrior of Old	[Paizo Publishing LLC - Advanced Player's Guide, p.331]
As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble.	

Special Qualities	
Backswing (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.108]
When you make a full attack with a two-handed weapon, you add an additional half your Strength bonus (+2) in addition to the normal one-and-a-half-times your Strength bonus on damage rolls for all attacks after the first.	
Drow Immunities (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.	
Light Blindness (Ex)	[Paizo Publishing - Bestiary, p.301]
You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell.	
Overhand Chop (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.108]
When you make a single attack (with the attack action or a charge) with a two-handed weapon, you add an additional half your Strength bonus (+2) in addition to the normal one-and-a-half-times your Strength bonus on damage rolls.	
Poison Use (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are skilled in the use of poison and never risk accidentally poisoning themselves.	
Shattering Strike (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.108]
You have a +0 bonus to CMB and CMD on sunder attempts and on damage rolls made against objects. (Sunder bonus already included above.)	
Weapon Training (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.108]
As the fighter class feature, but the bonuses only apply when wielding two-handed melee weapons.	
Weapon Training (Ex)	[Paizo Publishing - Core Rulebook, p.56]
Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks), Heavy Blades +1	

Feats	
Cleave	[Paizo Publishing - Core Rulebook, p.119]
You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.	
Furious Focus	[Paizo Publishing LLC - Advanced Player's Guide, p.161]
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.	
Great Cleave	[Paizo Publishing - Core Rulebook, p.124]
You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.	
Greater Weapon Focus (Greatsword)	[Paizo Publishing - Core Rulebook, p.126]
You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.	
Power Attack	[Paizo Publishing - Core Rulebook, p.131]
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 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. 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.	
Shield of Swings	[Paizo Publishing LLC - Advanced Player's Guide, p.169]
When you take a full-attack action while wielding a two-handed weapon, you can choose to reduce the damage by 1/2 to gain a +4 shield bonus to AC and CMD until the beginning of your next turn. The reduction in damage applies until the beginning of your next turn.	
Vital Strike	[Paizo Publishing - Core Rulebook, p.136]
You make a single attack that deals significantly more damage than normal. When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total.	
Weapon Focus (Greatsword)	[Paizo Publishing - Core Rulebook, p.136]
You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Weapon Specialization (Greatsword)	[Paizo Publishing - Core Rulebook, p.137]
You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon.	
Armor Proficiency, Heavy	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing heavy armor.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing light armor.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing medium armor.	
Martial Weapon Proficiency Output	[Paizo Publishing - Core Rulebook, p.130]
You understand how to use your martial weapons in combat.	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in the use of basic weapons.	

Tower Shield Proficiency	[Paizo Publishing - Core Rulebook, p.135]
You are trained in how to properly use a tower shield.	

PROFICIENCIES
Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Cestus, Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Pilum, Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Stake, Starknife, Sword (Bastard), Sword (Short), Sword Cane, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Drow Sign Language, Elven, Undercommon

TEMPLATES

Innate
<input type="checkbox"/> Dancing Lights
<input type="checkbox"/> Darkness
<input type="checkbox"/> Faerie Fire

NAME: _____ PLAYERNAME: _____ Lolth DEITY: _____ Neutral Evil ALIGNMENT: _____
 Ftr8 CLASS: _____ 51000 EXPERIENCE: _____ Drow RACE: _____ Medium SIZE: _____ 5' 9" HEIGHT: _____ 115 lbs. WEIGHT: _____ Darkvision (120 ft.), Low-light VISION: _____
 8 Character Level: _____ 75000 NEXT LEVEL: _____ 124 AGE: _____ Male GENDER: _____ White EYES: _____ Silver, Swept over the right eye HAIR: _____ 25 POINTS: _____

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	17	+3	17	+3	17	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	9	-1	9	-1	9	-1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
104			3/-	Walk 30 ft.

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
26	23	14	10	10	1	3	0	1	1	0					

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+5	+3	+2	

BASE ATTACK	bonus
+8/+3	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers +2 Will vs. fear
FORTITUDE (constitution)	+8	+6	+2	+0	+0	+0		
REFLEX (dexterity)	+5	+2	+3	+0	+0	+0		
WILL (wisdom)	+2	+2	+0	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+12/+7	+8/+3	+4	+0	+0	+0		
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+11/+6	+8/+3	+3	+0	+0	+0		
CMB	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+12/+7	+8/+3	+4	+0	+0	+0		

Offense	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
+12/+7	+12/+7	+12/+7	+12/+7	+12	+12	
Defense	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
26	26	26	26	26	26	26

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
+12/+7	1d3+4	20/x2	5 ft.	

*+1 Flaming, +1 Frost Two-Bladed Sword	HAND	TYPE	SIZE	CRITICAL	REACH
vo-Weapon	S/S	M	19-20/x2/2	5 ft.	
TOTAL ATTACK BONUS	DAMAGE				
+14/+9;+14/+9	1d8+8/+8				
Special Properties	Head1: +1d6 fire damage, Head2: +1d6 cold damage				

*+1 Flaming, +1 Frost Two-Bladed Sword (Head 1 only)	HAND	TYPE	SIZE	CRITICAL	REACH
vo-Weapon	S	M	19-20/x2	5 ft.	
To Hit	Dam		To Hit	Dam	
1H-P	N/A	1d8+8	2W-P-(OH)	N/A	1d8+8
1H-O	N/A	1d8+8	2W-P-(OL)	+14/+9	1d8+8
2H	+16/+11	1d8+10	2W-OH	+14/+9	1d8+8
Special Properties	+1d6 fire damage				

*+1 Flaming, +1 Frost Two-Bladed Sword (Head 2 only)	HAND	TYPE	SIZE	CRITICAL	REACH
vo-Weapon	S	M	19-20/x2	5 ft.	
To Hit	Dam		To Hit	Dam	
1H-P	N/A	1d8+8	2W-P-(OH)	N/A	1d8+8
1H-O	N/A	1d8+8	2W-P-(OL)	+14/+9	1d8+8
2H	+16/+11	1d8+10	2W-OH	+14/+9	1d8+8
Special Properties	+1d6 cold damage				

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+1 Adamantine Full Plate	Heavy	+10	+1	-5	35
40 hp/inch, hardness 20					
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +1		+1		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	MISC MODIFIER	8/8
✓ Acrobatics	DEX	8	= 3	+7.0	+2		
✓ Appraise	INT	1	= 1	+0			
✓ Bluff	CHA	-1	= -1	+0			
✓ Climb	STR	8	= 4	+3.0	+1		
✓ Craft (Untrained)	INT	1	= 1	+0			
✓ Diplomacy	CHA	-1	= -1	+0			
✓ Disguise	CHA	-1	= -1	+0			
✓ Escape Artist	DEX	1	= 3	+0	-2		
✓ Fly	DEX	1	= 3	+0	-2		
✓ Heal	WIS	0	= 0	+0			
✓ Intimidate	CHA	3	= -1	+1.0	+3		
✓ Knowledge (Dungeoneering)	INT	6	= 1	+2.0	+3		
✓ Knowledge (Engineering)	INT	5	= 1	+1.0	+3		
✓ Perception	WIS	8	= 0	+6.0	+2		
✓ Perform (Untrained)	CHA	-1	= -1	+0			
✓ Ride	DEX	1	= 3	+0	-2		
✓ Sense Motive	WIS	0	= 0	+0			
✓ Stealth	DEX	1	= 3	+0	-2		
✓ Survival	WIS	4	= 0	+1.0	+3		
✓ Swim	STR	8	= 4	+3.0	+1		
			=	+0			
			=	+0			

✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.

~Hand Crossbow		HAND TYPE SIZE CRITICAL REACH				
		Carried	P	M	19-20/x2	5 ft.
TH	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.	
Dam	+11/+6	+9/+4	+7/+2	+5/+0	+3/-2	
Special Properties	1d4	1d4	1d4	1d4	1d4	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
+1 Adamantine Full Plate 40 hp/inch, hardness 20	Equipped	1	50.0	17500.0	
+1 Flaming, +1 Frost Two-Bladed Sword Head1: +1d6 fire damage, Head2: +1d6 cold damage	Equipped	1	10.0	16700.0	
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0	
Backpack, Masterwork 5 lbs., 1 Rope, Spider Silk (50 ft.), 1 Bolts, Crossbow (10)	Equipped	1	4.0	50.0	
Bolts, Crossbow (10) □□□□ □□□□	Backpack, Masterwork	1	1.0	1.0	
Bolts, Crossbow (10) □□□□ □□□□	Carried	1	1.0	1.0	
Explorer's Outfit	Equipped	1	8.0	10.0	
Drow Poison Injury: Fort DC 13; Freq 1 min (2); Effect unconsciousness for 1 min/unconsciousness for 2d4 hours; Cure 1 save	Pouch (Belt)	50	0.0 (0.0)	75.0 (3750.0)	
Pouch (Belt) 0 lbs., 50 Drow Poison	Equipped	1	0.5	1.0	
Ring of Protection +1	Equipped	1	0.0	2000.0	
Rope, Spider Silk (50 ft.)	Backpack, Masterwork	1	4.0	100.0	
~Hand Crossbow 0 lbs.	Carried	1	2.0	100.0	
TOTAL WEIGHT CARRIED/VALUE			72.52	42213.0	
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

Traits	
Armor Expert	[Paizo Publishing LLC - Advanced Player's Guide, p.327]
You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero.	
Warrior of Old	[Paizo Publishing LLC - Advanced Player's Guide, p.331]
As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble.	

Special Qualities	
Armor Training (Ex)	[Paizo Publishing - Core Rulebook, p.55]
You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 2 and increase the maximum Dexterity bonus allowed by your armor by +2. In addition, you can move at your normal speed while wearing Medium armor. At 7th level, you can also move at your normal speed while wearing Heavy armor.	
Bravery (Ex)	[Paizo Publishing - Core Rulebook, p.55]
You gain a +2 bonus to Will saves against fear effects.	
Drow Immunities (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.	
Light Blindness (Ex)	[Paizo Publishing - Bestiary, p.301]
You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell.	
Poison Use (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are skilled in the use of poison and never risk accidentally poisoning themselves.	
Weapon Training (Ex)	[Paizo Publishing - Core Rulebook, p.56]
Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks), Heavy Blades +1	

Feats

Double Slice	[Paizo Publishing - Core Rulebook, p.122]
Your off-hand weapon while dual-wielding strikes with greater power., Add your Strength bonus to damage rolls made with your off-hand weapon.	
Exotic Weapon Proficiency (Sword (Two-Bladed))	[Paizo Publishing - Core Rulebook, p.123]
You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.	
Greater Weapon Focus (Sword (Two-Bladed))	[Paizo Publishing - Core Rulebook, p.126]
You are a master at your chosen weapon., You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.	
Improved Two-Weapon Fighting	[Paizo Publishing - Core Rulebook, p.128]
You are skilled at fighting with two weapons., In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.	
Lunge	[Paizo Publishing - Core Rulebook, p.130]
You can strike foes that would normally be out of reach., 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.	
Two-Weapon Defense	[Paizo Publishing - Core Rulebook, p.136]
You are skilled at defending yourself while fighting with two weapons., When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.	
Two-Weapon Fighting	[Paizo Publishing - Core Rulebook, p.136]
You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon., Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.	
Weapon Focus (Sword (Two-Bladed))	[Paizo Publishing - Core Rulebook, p.136]
You are especially good at using your chosen weapon., You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Weapon Specialization (Sword (Two-Bladed))	[Paizo Publishing - Core Rulebook, p.137]
You deal extra damage when using your chosen weapon., You gain a +2 bonus on all damage rolls you make using the selected weapon.	
Armor Proficiency, Heavy	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing heavy armor.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing light armor.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing medium armor.	
Martial Weapon Proficiency Output	[Paizo Publishing - Core Rulebook, p.130]
You understand how to use your martial weapons in combat.	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in the use of basic weapons.	
Tower Shield Proficiency	[Paizo Publishing - Core Rulebook, p.135]
You are trained in how to properly use a tower shield.	

PROFICIENCIES

Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Cestus, Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Piltum, Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Two-Bladed), Sword Cane, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Drow Sign Language, Elven, Undercommon

TEMPLATES

Innate

- Dancing Lights
- Darkness
- Faerie Fire

NAME: _____ PLAYERNAME: _____ Lolth Neutral Evil
 DEITY: _____ ALIGNMENT: _____
 Ftr8 51000 Drow Medium 6' 4" 136 lbs. Darkvision (120 ft.), Low-light
 CLASS EXPERIENCE RACE SIZE HEIGHT WEIGHT VISION
 8 75000 134 Male White Silver, Bowl cut 25
 Character Level NEXT LEVEL AGE GENDER EYES HAIR POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	18	+4	18	+4
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	13	+1	13	+1	13	+1
WIS Wisdom	11	+0	11	+0	11	+0
CHA Charisma	9	-1	9	-1	9	-1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
hit points: 112			2/-	Walk 20 ft.
AC armor class: 24	TOTAL: 20	FLAT: 15	TOUCH: 10	MISS CHANCE: 25
	BASE: 10	ARMOR BONUS: 8	SHIELD BONUS: 0	ARCANE SPELL FAILURE: -2
	DEX MODIFIER: +3	STAT: 3	SIZE: 0	ARMOR CHECK PENALTY: 14
	MISC MODIFIER: +2	NATURAL ARMOR: 1	DEFLECTION: 1	SPELL RESIST: 14
		MISC: 0		

INITIATIVE modifier: +5 = +3 +2
 TOTAL: +5, DEX MODIFIER: +3, MISC MODIFIER: +2

BASE ATTACK bonus: +8/+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	+6	+3	+1	+0	+0		
REFLEX (dexterity)	+6	+2	+3	+1	+0	+0		
WILL (wisdom)	+3	+2	+0	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+12/+7	+8/+3	+4	+0	+0	+0	
RANGED attack bonus	+11/+6	+8/+3	+3	+0	+0	+0	
CMB attack bonus	+12/+7	+8/+3	+4	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+12/+7	+16/+11	+12/+7	+12/+7	+12	+12
Defense	27	29	27	27	27	27

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d3+4	20/x2	5 ft.

*+1 Corrosive Guisarme		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	20/x3	10 ft.
To Hit	Dam	To Hit		Dam		
2H: +14/+9	2d4+8	N/A		N/A		
Special Properties: May be used to make trip attacks (pg.145)						

Masterwork Composite Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
(+4 STR)						
30 ft.	110 ft.	220 ft.	330 ft.	440 ft.		
TH: +12/+7	+12/+7	+10/+5	+8/+3	+6/+1		
Dam: 1d8+4	1d8+4	1d8+4	1d8+4	1d8+4		
Special Properties: Strength bonus to damage						

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+2 Adamantine Breastplate		Medium	+8	+3	-3	25
40 hp/inch, hardness 20						
*Amulet of Natural Armor +1			+1	+0	0	
*Ring of Protection +1			+1	+0	0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		8/8
			ABILITY MODIFIER	RANKS	
✓ Acrobatics	DEX	7	= 3	+ 6.0	+ -2
✓ Acrobatics (Jump)	DEX	3	= 3	+ 6.0	+ -6
✓ Appraise	INT	1	= 1	+	+
✓ Bluff	CHA	-1	= -1	+	+
✓ Climb	STR	8	= 4	+ 3.0	+ 1
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	-1	= -1	+	+
✓ Disguise	CHA	-1	= -1	+	+
✓ Escape Artist	DEX	1	= 3	+	+ -2
✓ Fly	DEX	1	= 3	+	+ -2
✓ Heal	WIS	0	= 0	+	+
✓ Intimidate	CHA	3	= -1	+ 1.0	+ 3
✓ Knowledge (Dungeoneering)	INT	6	= 1	+ 2.0	+ 3
✓ Knowledge (Engineering)	INT	5	= 1	+ 1.0	+ 3
✓ Perception	WIS	9	= 0	+ 7.0	+ 2
✓ Perform (Untrained)	CHA	-1	= -1	+	+
✓ Ride	DEX	1	= 3	+	+ -2
✓ Sense Motive	WIS	0	= 0	+	+
✓ Stealth	DEX	1	= 3	+	+ -2
✓ Survival	WIS	4	= 0	+ 1.0	+ 3
✓ Swim	STR	8	= 4	+ 3.0	+ 1
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
+1 Corrosive Guisarme <small>May be used to make trip attacks (pg.145)</small>	Equipped	1	12.0	8309.0
+2 Adamantine Breastplate <small>40 hp/inch, hardness 20</small>	Equipped	1	30.0	14200.0
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0
Arrows (20) □□□□ □□□□ □□□□ □□□□	Backpack, Masterwork	1	3.0	1.0
Arrows (20) □□□□ □□□□ □□□□ □□□□	Carried	1	3.0	1.0
Backpack, Masterwork <small>7 lbs., 1 Arrows (20), 1 Rope, Spider Silk (50 ft.)</small>	Equipped	1	4.0	50.0
Belt of Giant Strength +2	Equipped	1	1.0	4000.0
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Masterwork Composite Longbow (+4 STR) <small>0 lbs.</small>	Carried	1	3.0	800.0
<small>Strength bonus to damage</small>				
Explorer's Outfit	Equipped	1	8.0	10.0
Drow Poison <small>Injury; Fort DC 13; Freq 1 min (2); Effect unconsciousness for 1 min/unconsciousness for 2d4 hours; Cure 1 save</small>	Pouch (Belt)	50	0.0 (0.0)	75.0 (3750.0)
□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□				
Pouch (Belt) <small>0 lbs., 50 Drow Poison</small>	Equipped	1	0.5	1.0
Ring of Protection +1	Equipped	1	0.0	2000.0
Rope, Spider Silk (50 ft.)	Backpack, Masterwork	1	4.0	100.0
TOTAL WEIGHT CARRIED/VALUE			61.52 lbs.	36222.0 gp

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

Archetypes	
Polearm Master	[Paizo Publishing LLC - Advanced Player's Guide, p.106]
The polearm master is schooled in the ancient wisdom that enemies are best faced at the end of long striking pole, lashing like a serpent before clumsy swords and axes can even be brought to bear.	

Traits	
Armor Expert	[Paizo Publishing LLC - Advanced Player's Guide, p.327]
You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero.	
Warrior of Old	[Paizo Publishing LLC - Advanced Player's Guide, p.331]
As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble.	

Special Qualities	
Drow Immunities (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.	
Light Blindness (Ex)	[Paizo Publishing - Bestiary, p.301]
You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell.	
Poison Use (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are skilled in the use of poison and never risk accidentally poisoning themselves.	
Polearm Training (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.106]
You gain a +0 bonus on attack and damage rolls with spears and polearms.	
Pole Fighting (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.106]
As an immediate action, you can shorten the grip on your spear or polearm with reach and use it against adjacent targets. This action results in a -4 penalty on attack rolls with that weapon until you spend another immediate action to return to the normal grip.	
Steadfast Pike (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.106]
You gain a +0 bonus on attack rolls with readied attacks and attacks of opportunity made with a spear or polearm.	

Feats	
Combat Expertise	[Paizo Publishing - Core Rulebook, p.119]
You can increase your defense at the expense of your accuracy. You can choose to take a -3 penalty on melee attack rolls and combat maneuver checks to gain a +3 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.	
Combat Reflexes	[Paizo Publishing - Core Rulebook, p.119]
You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.	
Dodge	[Paizo Publishing - Core Rulebook, p.122]
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. You gain a +1 dodge bonus to your AC.	
Greater Trip	[Paizo Publishing - Core Rulebook, p.126]
You can make free attacks on foes that you knock down. You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.	
Improved Trip	[Paizo Publishing - Core Rulebook, p.128]
You are skilled at sending your opponents to the ground. You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.	
Lunge	[Paizo Publishing - Core Rulebook, p.130]
You can strike foes that would normally be out of reach. 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.	
Mobility	[Paizo Publishing - Core Rulebook, p.130]
You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.	
Spring Attack	[Paizo Publishing - Core Rulebook, p.134]
You can deftly move up to a foe, strike, and withdraw before he can react. As a full round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.	
Whirlwind Attack	[Paizo Publishing - Core Rulebook, p.137]
You can strike out at every foe within reach. When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.	
Armor Proficiency, Heavy	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing heavy armor.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing light armor.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing medium armor.	
Martial Weapon Proficiency Output	[Paizo Publishing - Core Rulebook, p.130]
You understand how to use your martial weapons in combat.	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in the use of basic weapons.	
Tower Shield Proficiency	[Paizo Publishing - Core Rulebook, p.135]
You are trained in how to properly use a tower shield.	

PROFICIENCIES
Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Cestus, Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Pilum, Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Stake, Starknife, Sword (Bastard), Sword (Short), Sword Cane, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Drow Sign Language, Elven, Undercommon

TEMPLATES

Innate

- Dancing Lights
- Darkness
- Faerie Fire

Character:
Player:

NAME: _____ PLAYERNAME: _____ Lolth Neutral Evil
 DEITY: _____ ALIGNMENT: _____
 Ftr8 51000 Drow Medium 6' 2" 130 lbs. Darkvision (120 ft.), Low-light
 CLASS EXPERIENCE RACE SIZE HEIGHT WEIGHT VISION
 8 75000 134 Male Silver White, Long & Straight 25
 Character Level NEXT LEVEL AGE GENDER EYES HAIR POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED			
STR Strength	18	+4	18	+4	18	+4	104											3/-			Walk 20 ft.			
DEX Dexterity	15	+2	15	+2	15	+2	AC armor class	28	26	13	10	10	4	1	0	1	1	0				40	-4	14
CON Constitution	14	+2	14	+2	14	+2	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		

INITIATIVE modifier	+4	+2	+2	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+8/+3					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers +2 Will vs. fear
FORTITUDE (constitution)	+8	+6	+2	+0	+0	+0		
REFLEX (dexterity)	+4	+2	+2	+0	+0	+0		
WILL (wisdom)	+2	+2	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+12/+7	+8/+3	+4	+0	+0	+0	
RANGED attack bonus	+10/+5	+8/+3	+2	+0	+0	+0	
CMB attack bonus	+12/+7	+8/+3	+4	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
Offense	+12/+7	+12/+7	+12/+7	+12/+7	+12	+12
Defense	26	26	26	26	26	26

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d3+4	20/x2	5 ft.

*+1 Shocking Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+13/+8	1d8+5	2W-P-(OH)	+9/+4	1d8+5	
1H-O	+13/+8	1d8+5	2W-P-(OL)	+11/+6	1d8+5	
2H	+13/+8	1d8+7	2W-OH	+9	1d8+5	
Special Properties +1d6 electricity damage						

*Shieldbash (+1 Light Steel Spiked Shield of Bashing)		HAND	TYPE	SIZE	CRITICAL	REACH
		Equipped	BP	M	20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+14/+9	1d8+6	2W-P-(OH)	+10/+5	1d8+6	
1H-O	+14/+9	1d8+6	2W-P-(OL)	+12/+7	1d8+6	
2H	+14/+9	1d8+6	2W-OH	+12	1d8+6	
Special Properties Shieldbash attacks are considered to be offhanded attacks, Spiked						

~Hand Crossbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
30 ft.	60 ft.	90 ft.	120 ft.	150 ft.		
TH	+10/+5	+8/+3	+6/+1	+4/-1	+2/-3	
Dam	1d4	1d4	1d4	1d4	1d4	
Special Properties						

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+1 Adamantine Full Plate		Heavy	+10	+1	-5	35
40 hp/inch, hardness 20						
*+1 Light Steel Spiked Shield of Bashing		Light	+2		+0	5
Spiked, damage dice increases to 1d6						
*Amulet of Natural Armor +1			+1		+0	0
*Ring of Protection +1			+1		+0	0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	MISC MODIFIER	8/8
✓ Acrobatics		DEX	5	=	2	+7.0	+ -4	
✓ Acrobatics (Jump)		DEX	1	=	2	+7.0	+ -8	
✓ Appraise		INT	1	=	1	+	+	
✓ Bluff		CHA	0	=	0	+	+	
✓ Climb		STR	6	=	4	+3.0	+ -1	
✓ Craft (Untrained)		INT	1	=	1	+	+	
✓ Diplomacy		CHA	0	=	0	+	+	
✓ Disguise		CHA	0	=	0	+	+	
✓ Escape Artist		DEX	-2	=	2	+	+ -4	
✓ Fly		DEX	-2	=	2	+	+ -4	
✓ Heal		WIS	0	=	0	+	+	
✓ Intimidate		CHA	4	=	0	+1.0	+ 3	
✓ Knowledge (Dungeoneering)		INT	6	=	1	+2.0	+ 3	
✓ Knowledge (Engineering)		INT	5	=	1	+1.0	+ 3	
✓ Perception		WIS	8	=	0	+6.0	+ 2	
✓ Perform (Untrained)		CHA	0	=	0	+	+	
✓ Ride		DEX	-2	=	2	+	+ -4	
✓ Sense Motive		WIS	0	=	0	+	+	
✓ Stealth		DEX	-2	=	2	+	+ -4	
✓ Survival		WIS	4	=	0	+1.0	+ 3	
✓ Swim		STR	6	=	4	+3.0	+ -1	
				=	+	+		
				=	+	+		

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Feats	
Combat Expertise	[Paizo Publishing - Core Rulebook, p.119]
You can increase your defense at the expense of your accuracy., You can choose to take a -3 penalty on melee attack rolls and combat maneuver checks to gain a +3 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.	
Dodge	[Paizo Publishing - Core Rulebook, p.122]
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., You gain a +1 dodge bonus to your AC.	
Double Slice	[Paizo Publishing - Core Rulebook, p.122]
Your off-hand weapon while dual-wielding strikes with greater power., Add your Strength bonus to damage rolls made with your off-hand weapon.	
Greater Shield Focus	[Paizo Publishing - Core Rulebook, p.125]
You are skilled at deflecting blows with your shield., Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.	
Improved Shield Bash	[Paizo Publishing - Core Rulebook, p.128]
You can protect yourself with your shield, even if you use it to attack., When you perform a shield bash, you may still apply the shield's shield bonus to your AC.	
Saving Shield	[Paizo Publishing LLC - Advanced Player's Guide, p.168]
Whenever an adjacent ally is the target of an attack, you can, as an immediate action, grant that adjacent ally a +2 shield bonus to AC. You must be wielding a shield to use this feat.	
Shield Focus	[Paizo Publishing - Core Rulebook, p.133]
You are skilled at deflecting blows with your shield., Increase the AC bonus granted by any shield you are using by 1.	
Shield Slam	[Paizo Publishing - Core Rulebook, p.133]
In the right position, your shield can be used to send opponents flying., Any opponents hit by your shield bash are also hit with a free bull rush attack, substituting your attack roll for the combat maneuver check (see Chapter 8). This bull rush does not provoke an attack of opportunity. Opponents who cannot move back due to a wall or other surface are knocked prone after moving the maximum possible distance. You may choose to move with your target if you are able to take a 5-foot step or to spend an action to move this turn.	
Two-Weapon Fighting	[Paizo Publishing - Core Rulebook, p.136]
You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon., Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.	
Armor Proficiency, Heavy	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing heavy armor.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing light armor.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing medium armor.	
Martial Weapon Proficiency Output	[Paizo Publishing - Core Rulebook, p.130]
You understand how to use your martial weapons in combat.	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in the use of basic weapons.	
Tower Shield Proficiency	[Paizo Publishing - Core Rulebook, p.135]
You are trained in how to properly use a tower shield.	

Innate

- Dancing Lights
- Darkness
- Faerie Fire

PROFICIENCIES
Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Cestus, Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Pilum, Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Stake, Starknife, Sword (Bastard), Sword (Short), Sword Cane, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Drow Sign Language, Elven, Undercommon

TEMPLATES

NAME: _____ PLAYERNAME: _____ Lolth
 CLASS: Mnk8 51000 Drow Medium 5' 11" 124 lbs. Lawful Evil
 EXPERIENCE: _____ RACE: _____ SIZE: _____ HEIGHT: _____ WEIGHT: _____ ALIGNMENT: _____
 8 75000 142 Male White Shaved Bald, Low-light
 Character Level: _____ NEXT LEVEL: _____ AGE: _____ GENDER: _____ HAIR: _____ VISION: _____
 POINTS: _____

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	14	+2	16	+3	16	+3
CHA Charisma	10	+0	10	+0	10	+0

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
88				Walk 50 ft.

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
24	19	21	10	2	0	4	0	1	1	5		0	+0	14	

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+6	+6	+4	+2

BASE ATTACK	bonus
+6/+1	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	+6	+2	+0	+0	+0		
REFLEX (dexterity)	+10	+6	+4	+0	+0	+0		
WILL (wisdom)	+9	+6	+3	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+8/+3	+8/+3	+6/+1	+2	+0	+0	+0	
RANGED attack bonus	+10/+5	+6/+1	+4	+0	+0	+0	
CMB attack bonus	+10/+5	+6/+1	+2	+0	+2		

Offense	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
+10/+5	+10/+5	+12/+7	+10/+5	+10	+10	
Defense	29	29	31	29	29	29

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
+8/+3	+8/+3	1d10+2	20/x2	5 ft.

*+1 Aberration Bane Brass Knuckles	HAND	TYPE	SIZE	CRITICAL	REACH
Equipped	B	M	20/x2	5 ft.	
TOTAL ATTACK BONUS	+9/+4				
DAMAGE	1d10+3				
Special Properties	+2 enhancement bonus and does +2d6 bonus damage against Aberrations				

*+1 Shocking Brass Knuckles	HAND	TYPE	SIZE	CRITICAL	REACH
Equipped	B	M	20/x2	5 ft.	
TOTAL ATTACK BONUS	+9/+4				
DAMAGE	1d10+3				
Special Properties	+1d6 electricity damage				

+2 Returning Corrosive Shuriken of Distance	HAND	TYPE	SIZE	CRITICAL	REACH
Carried	P	M	20/x2	5 ft.	
20 ft.	30 ft.	40 ft.	60 ft.	80 ft.	
TH	+12/+7	+10/+5	+10/+5	+8/+3	+6/+1
Dam	1d2+4	1d2+4	1d2+4	1d2+4	1d2+4
Special Properties	range increment doubled, when thrown will return just before thrower's next turn, May be used to perform a flurry of blows (pg. 145)				

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Amulet of Natural Armor +1		+1	+0	0	
*Bracers of Armor +2		+2	+0	0	
*Ring of Protection +1		+1	+0	0	

ki Pool
Uses per day <input type="checkbox"/>

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	8/8	MISC MODIFIER
✓ Acrobatics	DEX	13	= 4	+ 6.0	+ 3		
✓ Acrobatics (Jump)	DEX	29	= 4	+ 6.0	+ 19		
✓ Appraise	INT	1	= 1	+ 0			
✓ Bluff	CHA	0	= 0	+ 0			
✓ Climb	STR	10	= 2	+ 5.0	+ 3		
✓ Craft (Untrained)	INT	1	= 1	+ 0			
✓ Diplomacy	CHA	0	= 0	+ 0			
✓ Disguise	CHA	0	= 0	+ 0			
✓ Escape Artist	DEX	11	= 4	+ 4.0	+ 3		
✓ Fly	DEX	4	= 4	+ 0			
✓ Heal	WIS	3	= 3	+ 0			
✓ Intimidate	CHA	4	= 0	+ 1.0	+ 3		
Knowledge (History)	INT	5	= 1	+ 1.0	+ 3		
Knowledge (Religion)	INT	5	= 1	+ 1.0	+ 3		
✓ Perception	WIS	15	= 3	+ 7.0	+ 5		
✓ Perform (Untrained)	CHA	0	= 0	+ 0			
✓ Ride	DEX	4	= 4	+ 0			
✓ Sense Motive	WIS	10	= 3	+ 4.0	+ 3		
✓ Stealth	DEX	13	= 4	+ 6.0	+ 3		
✓ Survival	WIS	3	= 3	+ 0			
✓ Swim	STR	10	= 2	+ 5.0	+ 3		
			=	+ 0			
			=	+ 0			

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

+2 Returning Flaming Shuriken of Distance					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x2	5 ft.
	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.
TH	+12/+7	+10/+5	+10/+5	+8/+3	+6/+1
Dam	1d2+4	1d2+4	1d2+4	1d2+4	1d2+4
Special Properties	range increment doubled, when thrown will return just before thrower's next turn, May be used to perform a flurry of blows (pg. 145), +1d6 fire damage				

+2 Returning Frost Shuriken of Distance					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x2	5 ft.
	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.
TH	+12/+7	+10/+5	+10/+5	+8/+3	+6/+1
Dam	1d2+4	1d2+4	1d2+4	1d2+4	1d2+4
Special Properties	range increment doubled, when thrown will return just before thrower's next turn, May be used to perform a flurry of blows (pg. 145), +1d6 cold damage				

+2 Returning Shocking Shuriken of Distance					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x2	5 ft.
	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.
TH	+12/+7	+10/+5	+10/+5	+8/+3	+6/+1
Dam	1d2+4	1d2+4	1d2+4	1d2+4	1d2+4
Special Properties	range increment doubled, when thrown will return just before thrower's next turn, May be used to perform a flurry of blows (pg. 145), +1d6 electricity damage				

*Flurry of Blows					
	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+8/+8/+8/+3	1d10+2				
Special Properties					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
+1 Aberration Bane Brass Knuckles +2 enhancement bonus and does +2d6 bonus damage against Aberrations	Equipped	1	1.0	8301.0	
+1 Shocking Brass Knuckles +1d6 electricity damage	Equipped	1	1.0	8301.0	
+2 Returning Corrosive Shuriken of Distance range increment doubled, when thrown will return just before thrower's next turn, May be used to perform a flurry of blows (pg. 145)	Carried	1	0.1	1006.2	
<input type="checkbox"/>					
+2 Returning Flaming Shuriken of Distance range increment doubled, when thrown will return just before thrower's next turn, May be used to perform a flurry of blows (pg. 145), +1d6 fire damage	Carried	1	0.1	1006.2	
<input type="checkbox"/>					
+2 Returning Frost Shuriken of Distance range increment doubled, when thrown will return just before thrower's next turn, May be used to perform a flurry of blows (pg. 145), +1d6 cold damage	Carried	1	0.1	1006.2	
<input type="checkbox"/>					
+2 Returning Shocking Shuriken of Distance range increment doubled, when thrown will return just before thrower's next turn, May be used to perform a flurry of blows (pg. 145), +1d6 electricity damage	Carried	1	0.1	1006.2	
<input type="checkbox"/>					
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0	
Backpack, Masterwork 4 lbs., 1 Rope, Spider Silk (50 ft.)	Equipped	1	4.0	50.0	
Bracers of Armor +2	Equipped	1	1.0	4000.0	
Everfull Tankard 0 lbs. With a command word, this nice-looking tankard fills with a pint of water, ale, or wine (user's choice).	Carried	1	1.0	2000.0	
Headband of Inspired Wisdom +2	Equipped	1	1.0	4000.0	
Monk's Outfit	Equipped	1	2.0	5.0	
Drow Poison Injury: Fort DC 13; Freq 1 min (2); Effect unconsciousness for 1 min/unconsciousness for 2d4 hours; Cure 1 save	Pouch (Belt)	50	0.0	75.0	(0.0) (3750.0)
<input type="checkbox"/>					
Pouch (Belt) 0 lbs., 50 Drow Poison	Equipped	1	0.5	1.0	
Ring of Protection +1	Equipped	1	0.0	2000.0	
TOTAL WEIGHT CARRIED/VALUE			13.92	38532.8	lbs. gp

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Rope, Spider Silk (50 ft.)	Backpack, Masterwork	1	4.0	100.0	
Flurry of Blows	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			13.92	38532.8	lbs. gp

WEIGHT ALLOWANCE					
	Light	Medium	Heavy		
Lift over head	66	133	200		
Lift off ground	200	400	1000		
			Push / Drag		

Archetypes	
Drunken Master	[Paizo Publishing LLC - Advanced Player's Guide, p.110]
Most monks lead lives of moderation and quiet contemplation. But the drunken master finds perfection through excess. Powered by strong wine, he uses his intoxication to reach a state where his ki is more potent, if somewhat fleeting. A drunken master has the following class features.	
Monk of the Four Winds	[Paizo Publishing LLC - Advanced Player's Guide, p.112]
The monk of the four winds is connected to the natural world in a way few other creatures-even other monks- can hope to match. He can call upon the elements and the spirits of the world in times of need, and as he nears his goal of perfection, he gains the ability to slow down time and even defeat death itself. A monk of the four winds has the following class features.	

Traits	
Bullied	[Paizo Publishing LLC - Advanced Player's Guide, p.328]
You were bullied often as a child, and you are now constantly ready to defend yourself with your fists when an enemy comes near.	
Warrior of Old	[Paizo Publishing LLC - Advanced Player's Guide, p.331]
As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble.	

Special Attacks	
Flurry of Blows (Ex)	[Paizo Publishing - Core Rulebook, p.57]
You can make a flurry of blows as a full-attack action.	
Ki Pool (Su)	[Paizo Publishing - Core Rulebook, p.59]
You have a pool of 11 ki points, supernatural energy you can spend to accomplish amazing feats. As long as you have Ki, all your unarmed strikes count as magic weapons. Spend 1 Ki to add an extra attack at your highest bonus to a flurry of blows. Spend 1 Ki to increase your speed by +20 ft. for 1 round. Spend 1 Ki for a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action.	

Special Qualities	
AC Bonus (Ex)	[Paizo Publishing - Core Rulebook, p.57]
When unarmored and unencumbered, you add +5 to your AC and your CMD. (Included above.)	
Drow Immunities (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.	
Drunken Ki (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.110]
A drunken master can drink a tankard of ale or strong alcohol and gain one temporary ki point. Drinking is a standard action that does not provoke attacks of opportunity. The monk can have a maximum of 14 drunken ki points. These drunken ki points last for 1 hour or until spent. As long as he has at least 1 drunken ki point, the monk can spend 1 ki point as a swift action to move 5 feet without provoking attacks of opportunity. This ability replaces still mind.	
Drunken Strength (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.110]
A drunken master can drink a tankard of ale or strong alcohol and gain one temporary ki point. Drinking is a standard action that does not provoke attacks of opportunity. The monk can have a maximum of 14 drunken ki points. These drunken ki points last for 1 hour or until spent. As long as he has at least 1 drunken ki point, the monk can spend 1 ki point as a swift action to move 5 feet without provoking attacks of opportunity. This ability replaces still mind.	
Elemental Fist (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.112]
A monk of the four winds gains Elemental Fist as a bonus feat, even if he does not meet the prerequisites. This ability replaces Stunning Fist.	
Evasion (Ex)	[Paizo Publishing - Core Rulebook]
You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage.	
Fast Movement (Ex)	[Paizo Publishing - Core Rulebook, p.59]
Your gain an enhancement bonus to your land speed.	
High Jump (Ex)	[Paizo Publishing - Core Rulebook, p.59]
You can add +8 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.	
Light Blindness (Ex)	[Paizo Publishing - Bestiary, p.301]
You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell.	
Maneuver Training (Ex)	[Paizo Publishing - Core Rulebook, p.59]
You use your monk level in place of your base attack bonus when calculating your combat maneuver bonus. (Included above.)	
Poison Use (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are skilled in the use of poison and never risk accidentally poisoning themselves.	
Slow Fall (Ex)	[Paizo Publishing - Core Rulebook, p.59]
If you are within arm's reach of a wall while falling, you can use it to slow your descent. You take damage as if the fall were 40 ft. shorter than it actually is.	
Wholeness of Body (Su)	[Paizo Publishing - Core Rulebook, p.59]
You can heal your own wounds as a standard action. You can heal 8 hit points of damage by using 2 points from your ki pool.	

Feats	
Dodge	[Paizo Publishing - Core Rulebook, p.122]
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., You gain a +1 dodge bonus to your AC.	
Extra Ki (2x)	[Paizo Publishing - Core Rulebook, p.124]
You can use your ki pool more times per day than most.	
Step Up	[Paizo Publishing - Core Rulebook, p.135]
You can close the distance when a foe tries to move away., Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.	
Improved Unarmed Strike	[Paizo Publishing - Core Rulebook, p.128]
You are skilled while fighting unarmed., 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.	
Deflect Arrows	[Paizo Publishing - Core Rulebook, p.121]
You can know arrows and other projectiles off course, preventing them from hitting you., You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.	
Elemental Fist	[Paizo Publishing LLC - Advanced Player's Guide, p.158]
When you use Elemental Strike pick one of the following energy types: acid, cold, electricity, or fire. On a successful hit, the attack deals damage normally plus 2d6 points of damage of the chosen type. You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). You may attempt an elemental fist attack 8 times per day, and no more than once per round.	
Improved Disarm	[Paizo Publishing - Core Rulebook, p.127]
You are skilled at knocking weapons from a foe's grasp., You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to disarm you.	
Scorpion Style	[Paizo Publishing - Core Rulebook, p.132]
You can perform an unarmed strike that greatly hampers your target's movement., To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier).	

PROFICIENCIES

Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Flurry of Blows, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Rapier, Sai, Shortspear, Shuriken, Siangham, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Short), Sword (Temple), Unarmed Strike

LANGUAGES

Drow Sign Language, Elven, Undercommon

TEMPLATES

Innate

- Dancing Lights
- Darkness
- Faerie Fire

Ki & Drunken Ki Summary.txt

Ki & Drunken Ki Summary

10 Ki Start/Maximum
+3 Drunken Ki Maximum

As long as he has Ki, all his unarmed strikes count as magic weapons.

1 Ki to add extra attack at highest bonus to a flurry. (Swift action)

1 Ki to increase speed by 20ft. for 1 round. (Swift action)

1 Ki for +4 dodge AC for 1 round. (Swift action)

1 Ki for +20 Acrobatics to jump for 1 round. (Swift action)

2 Ki to heal up to 8 HP. (Std. action)

Drink alcohol for +1 Drunken Ki. (Std. action)

1 Ki to move 5 ft. without provoking. (Swift action, must have at least 1 Drunken Ki)

1 Ki to add +1d6 dmg. to a successful melee attack, after the attack. (Swift action, must have at least 1 Drunken Ki)

Maximum 5 drinks to avoid being Sickened (Drunkenness) for 1 hour per drink over this limit. Total drinks consumed drops by 1 drink per hour.

Sickened: The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Drunkenness (from the Game Mastery Guide, p. 237): Just like drugs, alcohol can be abused and have significant negative effects. In general, a character can consume a number of alcoholic beverages equal to 1 plus double his Constitution modifier before being sickened for a number of hours equal to the number of drinks above this maximum.

NAME: Ocl8 CLASS: 8 Character Level
 PLAYERNAME: Drow Noble RACE: Medium SIZE: 4' 10" HEIGHT: 103 lbs. WEIGHT: Lavender, Waist Length HAIR: Pink EYES: Neutral Evil ALIGNMENT: Darkvision (120 ft.), Low-light VISION: 25 POINTS
 EXPERIENCE: 51000 NEXT LEVEL: 75000 AGE: 108 GENDER: Female

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	14	+2	16	+3	16	+3
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	13	+1	13	+1	13	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	22	+6	24	+7	24	+7

HP hit points	80	WOUNDS/CURRENT HP		SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED				
AC armor class	21	17	16	10	0	4	3	0	1	2	0	5	0	19
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY

INITIATIVE modifier	+5	+3	+2
	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+6/+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	+2	+1	+1	+0	+0		
REFLEX (dexterity)	+6	+2	+3	+1	+0	+0		
WILL (wisdom)	+9	+6	+1	+1	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7/+2	+6/+1	+1	+0	+0	+0	
RANGED attack bonus	+9/+4	+6/+1	+3	+0	+0	+0	
CMB attack bonus	+7/+2	+6/+1	+1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
Offense	+7/+2	+7/+2	+7/+2	+7/+2	+7	+7
Defense	23	23	23	23	23	23

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d3+1	20/x2	5 ft.

	Masterwork Hand Crossbow		HAND		TYPE	SIZE	CRITICAL	REACH
	30 ft.	60 ft.	Carried	P M				
TH	+10/+5	+8/+3	90 ft.	120 ft.	19-20/x2		5 ft.	
Dam	1d4	1d4						

	*Masterwork Morningstar		HAND		TYPE	SIZE	CRITICAL	REACH
	To Hit	Dam	Primary	BP M				
1H-P	+8/+3	1d8+1	2W-P-(OH)				20/x2	5 ft.
1H-O	+4/-1	1d8	2W-P-(OL)					
2H	+8/+3	1d8+1	2W-OH					

Special Properties: *: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+3 Buckler	Shield	+4		+0	5
*Amulet of Natural Armor +1		+1		+0	0
*Ring of Protection +2		+2		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	8/8
✓ Acrobatics	DEX	6	= 3	+ 3.0 +
✓ Appraise	INT	1	= 1	+ +
✓ Bluff	CHA	11	= 7	+ 1.0 + 3
✓ Climb	STR	1	= 1	+ +
✓ Craft (Untrained)	INT	1	= 1	+ +
✓ Diplomacy	CHA	11	= 7	+ 1.0 + 3
✓ Disguise	CHA	11	= 7	+ 1.0 + 3
✓ Escape Artist	DEX	3	= 3	+ +
✓ Fly	DEX	3	= 3	+ +
✓ Heal	WIS	10	= 1	+ 6.0 + 3
✓ Intimidate	CHA	11	= 7	+ 1.0 + 3
✓ Knowledge (History)	INT	5	= 1	+ 1.0 + 3
✓ Knowledge (Planes)	INT	10	= 1	+ 6.0 + 3
✓ Knowledge (Religion)	INT	10	= 1	+ 6.0 + 3
✓ Perception	WIS	10	= 1	+ 7.0 + 2
✓ Perform (Untrained)	CHA	7	= 7	+ +
✓ Ride	DEX	3	= 3	+ +
✓ Sense Motive	WIS	5	= 1	+ 1.0 + 3
✓ Spellcraft	INT	9	= 1	+ 5.0 + 3
✓ Stealth	DEX	7	= 3	+ 1.0 + 3
✓ Survival	WIS	1	= 1	+ +
✓ Swim	STR	1	= 1	+ +

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
+3 Buckler	Equipped	1	5.0	9165.0
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0
Backpack, Masterwork	Equipped	1	4.0	50.0
<small>11 lbs., 1 Rope, Spider Silk (50 ft.), 1 Bolts, Crossbow (10), 1 Cleric's Vestments</small>				
Belt of Incredible Dexterity +2	Equipped	1	1.0	4000.0
Bolts, Crossbow (10)	Backpack, Masterwork	1	1.0	1.0
□□□□□ □□□□□				
Bolts, Crossbow (10)	Carried	1	1.0	1.0
□□□□□ □□□□□				
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Headband of Alluring Charisma +2	Equipped	1	1.0	4000.0
Incense of Meditation	Pouch (Belt)	1	1.0	4900.0
□				
Masterwork Hand Crossbow	Carried	1	2.0	400.0
<small>0 lbs.</small>				
Masterwork Morningstar	Equipped	1	6.0	308.0
Explorer's Outfit	Equipped	1	8.0	10.0
Drow Poison	Pouch (Belt)	50	0.0	75.0
<small>Injury; Fort DC 13; Freq 1 min (2); Effect unconsciousness for 1 min/unconsciousness for 2d4 hours; Cure 1 save</small>				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
Pouch (Belt)	Equipped	1	0.5	1.0
<small>1 lbs., 50 Drow Poison, 1 Incense of Meditation</small>				
Ring of Protection +2	Equipped	1	0.0	8000.0
Rope, Spider Silk (50 ft.)	Backpack, Masterwork	1	4.0	100.0
Spell Component Pouch	Equipped	1	2.0	5.0
<small>0 lbs.</small>				
Unholy Symbol (Silver)	Equipped	1	1.0	25.0
Cleric's Vestments	Backpack, Masterwork	1	6.0	5.0
TOTAL WEIGHT CARRIED/VALUE			36.52	37721.0
			lbs.	gp

WEIGHT ALLOWANCE			
Light	50	Medium	100
Lift over head	150	Lift off ground	300
		Heavy	150
		Push / Drag	750

Traits	
Indomitable Faith	[Paizo Publishing LLC - Advanced Player's Guide, p.328]
You were born in a region where your faith was not popular, yet you never abandoned it.	
Reactionary	[Paizo Publishing LLC - Advanced Player's Guide, p.328]
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.	

Special Attacks	
Death's Touch (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.46]
You can cause terrible wounds to appear on a creature with a melee touch attack. This attack deals 1d6+8 points of negative energy damage. If used against an undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability 10 times per day.	

Special Qualities	
Armor of Bones (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.46]
You can conjure armor made of bones that grants you a +6 armor bonus., This armor lasts for 8 hour(s) per day and does not need to be consecutive.	
Bleeding Wounds (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.46]
Whenever a creature takes damage from one of your spells or effects that causes negative energy damage, it taks 2 point(s) of bleeding damage each round. The bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.	
Bone Mysteries	[Paizo Publishing LLC - Advanced Player's Guide, p.46]
You draw upon the divine mystery of Bone to grant your spells and powers.	
Drow Immunities (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.	
Light Blindness (Ex)	[Paizo Publishing - Bestiary, p.301]
You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell.	
Orisons	[Paizo Publishing LLC - Advanced Player's Guide, p.45]
You can prepare a number of orisons, or 0-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.	
Poison Use (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are skilled in the use of poison and never risk accidentally poisoning themselves.	
Raise the Dead (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.46]
As a standard action, you can summon a single skeleton or zombie to serve you. The undead creature has 8 Hit Dice. It remains for 7 rounds., You can summon a bloody skeleton or fast zombie., You can use this ability 1/day.	
Soul Siphon (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.46]
As a ranged touch attack, you can unleash a ray that causes a target to gain one negative level. The ray has a range of 30 feet. This negative level lasts for 7 minutes. Whenever this ability gives a target a negative level, you heal 8 hit points. You can use this ability 1/day.	
Tongues	[Paizo Publishing LLC - Advanced Player's Guide, p.44]
In times of stress or unease, you speak in tongues. Pick one of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You gain the selected language as a bonus language., At 5th level, pick an additional language to speak in combat and add it to your list of known languages.	

Feats	
Combat Casting	[Paizo Publishing - Core Rulebook, p.119]
You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	
Dodge	[Paizo Publishing - Core Rulebook, p.122]
You gain a +1 dodge bonus to your AC.	
Extra Revelation ()	[Paizo Publishing LLC - Advanced Player's Guide, p.160]
You have discovered a new aspect of your mystery.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing light armor.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing medium armor.	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in the use of basic weapons.	

PROFICIENCIES

Bayonet, Blowgun, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rock, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Sword (Short), Unarmed Strike

LANGUAGES

Drow Sign Language, Elven, Undercommon

TEMPLATES

Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will Dancing Lights		None	1 standard	1 minute [D] action	Medium (180 ft.)	V, S	No	Evocation [Light]	PFCR: p.263
<i>Effect:</i> You create up to four lights that resemble lanterns or torches.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area			<i>Caster Level:</i> 8	
At Will Darkness		None	1 standard	8 minutes [D] action	Touch	V, MDF	No	Evocation [Darkness]	PFCR: p.263
<i>Effect:</i> This spell causes an object to radiate darkness out to a 20-foot radius.					<i>Target:</i> Object touched			<i>Caster Level:</i> 8	
At Will Faerie Fire		None	1 standard	8 minutes [D] action	Long (720 ft.)	V, S, DF	Yes	Evocation [Light]	PFCR: p.280
<i>Effect:</i> A pale glow surrounds and outlines the subjects who shed light as candles.					<i>Target:</i> Creatures and objects within a 5-ft.-radius burst			<i>Caster Level:</i> 8	
<input type="checkbox"/> Divine Favor			1 standard	1 minute action	Personal	V, S, DF		Evocation	PFCR: p.273
<i>Effect:</i> Calling upon the strength and wisdom of a deity, you gain a +2 luck bonus on attack and weapon damage rolls.					<i>Target:</i> You			<i>Caster Level:</i> 8	
<input type="checkbox"/> Dispel Magic		None	1 standard	Instantaneous action	Medium (180 ft.)	V, S	No	Abjuration	PFCR: p.272
<i>Effect:</i> You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.					<i>Target:</i> One spellcaster, creature, or object			<i>Caster Level:</i> 8	
<input type="checkbox"/> Suggestion	20	Will negates	1 standard	8 hours or until completed action	Close (45 ft.)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PFCR: p.350
<i>Effect:</i> You influence the actions of the target creature by suggesting a course of activity.					<i>Target:</i> One living creature			<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Oracle Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	8	8	4	4	3	0	0	0	0	0
PER DAY	0	8	8	7	4	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Bleed	17	Will negates	1 standard	Instantaneous action	Close (45 ft.)	V, S	Yes	Necromancy	PFCR: p.249
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.					<i>Target:</i> One living creature			<i>Caster Level:</i> 8	
□□□□□Create Water		None	1 standard	Instantaneous action	Close (45 ft.)	V, S	No	Conjuration (Creation) [Water]	PFCR: p.262
<i>Effect:</i> This spell generates wholesome, drinkable water, just like clean rain water.					<i>Target:</i> Up to 16 gallons of water			<i>Caster Level:</i> 8	
□□□□□Detect Magic		None	1 standard	Concentration, up to 8 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 8	
□□□□□Guidance	17	Will negates (harmless)	1 standard	1 minute or until discharged action	Touch	V, S	Yes	Divination	PFCR: p.292
<i>Effect:</i> This spell imbues the subject with a touch of divine guidance.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Mending	17	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFCR: p.312
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.					<i>Target:</i> One object of up to 8 lb.			<i>Caster Level:</i> 8	
□□□□□Purify Food and Drink	17	Will negates (object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (object)	Transmutation	PFCR: p.328
<i>Effect:</i> This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking.					<i>Target:</i> 8 cu. ft. of contaminated food and water			<i>Caster Level:</i> 8	
□□□□□Resistance	17	Will negates (harmless)	1 standard	1 minute	Touch	V, S, MDF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Spark	17	Fortitude negates (object)	1 standard	Instantaneous action	Close (45 ft.)	V or S	Yes (object)	Evocation [Fire]	PFAPG: p.246
<i>Effect:</i> Ignites flammable objects.					<i>Target:</i> one Fine object			<i>Caster Level:</i> 8	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Cause Fear	18	Will partial	1 standard	1d4 rounds or 1 round; see text action	Close (45 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.252
<i>Effect:</i> The affected creature becomes frightened.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 8	
□□□□□Cure Light Wounds	18	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 1d8+5 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Divine Favor			1 standard	1 minute action	Personal	V, S, DF		Evocation	PFCR: p.273
<i>Effect:</i> Calling upon the strength and wisdom of a deity, you gain a +2 luck bonus on attack and weapon damage rolls.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□Entropic Shield			1 standard	8 minutes [D] action	Personal	V, S		Abjuration	PFCR: p.278
<i>Effect:</i> A magical field appears around you, glowing with a chaotic blast of multicolored hues deflecting incoming arrows, rays, and other ranged attacks.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□False Life			1 standard	8 hours or until discharged; see text action	Personal	V, S, M		Necromancy	PFCR: p.280
<i>Effect:</i> You harness the power of unlife to grant yourself a limited ability to avoid death.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□Inflict Light Wounds	18	Will half	1 standard	Instantaneous action	Touch	V, S	Yes	Necromancy	PFCR: p.300
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 1d8+5 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Obscuring Mist		None	1 standard	8 minutes [D] action	20 ft.	V, S	No	Conjuration (Creation)	PFCR: p.317
<i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 8	
□□□□□Sanctuary	18	Will negates	1 standard	8 rounds action	Touch	V, S, DF	No	Abjuration	PFCR: p.336
<i>Effect:</i> Any opponent attempting to directly attack the warded creature, even with a targeted spell, must attempt a Will save.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Cure Moderate Wounds	19	Will half (harmless) or Will half; see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless) or yes; see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 2d8+8 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Death Knell	19	Will negates	1 standard	Instantaneous/10 minutes per HD of subject; see text action	Touch	V, S	Yes	Necromancy [Death, Evil]	PFCR: p.264
<i>Effect:</i> You draw forth the ebbing life force of a creature and use it to fuel your own power.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 8	
□□□□□Inflict Moderate Wounds	19	Will half	1 standard	Instantaneous action	Touch	V, S	Yes	Necromancy	PFCR: p.300
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 2d8+8 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Restoration (Lesser)	19	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	PFCR: p.334
<i>Effect:</i> 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.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Animate Dead		None	1 standard	Instantaneous action	Touch	V, S, M	No	Necromancy [Evil]	PFCR: p.241
<i>Effect:</i> Turns corpses into undead skeletons or zombies that obey your spoken commands.					<i>Target:</i> One or more corpses touched			<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Oracle Spells

□□□□□ Cure Serious Wounds	20	Will half (harmless) or Will half; see text	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes (harmless) or yes; see text	Conjuration (Healing)	PFCR: p.263
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 3d8+8 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□ Inflict Serious Wounds	20	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	PFCR: p.301
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 3d8+8 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□ Searing Light		None	1 standard action	Instantaneous	Medium (180 ft.)	V, S	Yes	Evocation	PFCR: p.338
<i>Effect:</i> Focusing divine power like a ray of the sun, you project a blast of light from your open palm dealing 4d8 points of damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 8	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Cure Critical Wounds	21	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	PFCR: p.262
<i>Effect:</i> When laying your hand upon a living creature, you channel positive energy that cures 4d8+8 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□ Fear	21	Will partial	1 standard action	8 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.281
<i>Effect:</i> An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 8	
□□□□□ Inflict Critical Wounds	21	Will half	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	PFCR: p.300
<i>Effect:</i> When laying your hand upon a creature, you channel negative energy that deals 4d8+8 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

NAME: _____ PLAYERNAME: _____ Lolth Neutral Evil
 CLASS: Rgr8 51000 Drow Medium 5' 9" 115 lbs. Darkvision (120 ft.), Low-light VISION
 8 75000 RACE: Drow SIZE: Medium HEIGHT: 5' 9" WEIGHT: 115 lbs. VISION: Darkvision (120 ft.), Low-light
 Character Level: 8 NEXT LEVEL: 75000 AGE: 127 Male Red Eyes: Red Black, Mohawk HAIR: Black, Mohawk POINTS: 25

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	18	+4	18	+4
DEX Dexterity	20	+5	22	+6	22	+6
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	10	+0	10	+0	10	+0

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
96				Walk 30 ft.

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
25	20	16	10	8	0	5	0	1	1	0		15	0	14	

INITIATIVE modifier: +8 = +6 (DEX MODIFIER) +2 (MISC MODIFIER)

BASE ATTACK bonus: +8/+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	+6	+1	+1	+0	+0		
REFLEX (dexterity)	+13	+6	+6	+1	+0	+0		
WILL (wisdom)	+3	+2	+0	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+12/+7	+8/+3	+4	+0	+0	+0	
RANGED attack bonus	+14/+9	+8/+3	+6	+0	+0	+0	
CMB attack bonus	+12/+7	+8/+3	+4	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+12/+7	+12/+7	+12/+7	+12/+7	+12	+12
Defense	29	29	29	29	29	29

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+12/+7	1d3+4	20/x2	5 ft.

*+1 Corrosive Composite Longbow (+4 STR)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	M	20/x3	5 ft.
30 ft.	110 ft.	220 ft.	330 ft.	440 ft.		
TH	+16/+11	+15/+10	+13/+8	+11/+6	+9/+4	
Dam	1d8+6	1d8+5	1d8+5	1d8+5	1d8+5	
Special Properties	Strength bonus to damage					

Masterwork Short Sword		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
		To Hit	Dam		To Hit	Dam
1H-P	+13/+8	1d6+4	2W-P-(OH)		+7/+2	1d6+4
1H-O	+9/+4	1d6+2	2W-P-(OL)		+9/+4	1d6+4
2H	+13/+8	1d6+4	2W-OH		+5	1d6+2
Special Properties						

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+2 Mithral Breastplate		Light	+8	+5	-1	15
30 hp/inch, hardness 15						
*Amulet of Natural Armor +1			+1	+0		0
*Ring of Protection +1			+1	+0		0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		8/8
			ABILITY MODIFIER	RANKS	
✓ Acrobatics	DEX	11	=	6 + 5.0	+
✓ Appraise	INT	1	=	1 +	+
✓ Bluff	CHA	0	=	0 +	+
✓ Climb	STR	12	=	4 + 5.0	+ 3
✓ Craft (Untrained)	INT	1	=	1 +	+
✓ Diplomacy	CHA	0	=	0 +	+
✓ Disguise	CHA	0	=	0 +	+
✓ Escape Artist	DEX	6	=	6 +	+
✓ Fly	DEX	6	=	6 +	+
✓ Handle Animal	CHA	4	=	0 + 1.0	+ 3
✓ Heal	WIS	4	=	0 + 1.0	+ 3
✓ Intimidate	CHA	4	=	0 + 1.0	+ 3
✓ Knowledge (Dungeoneering)	INT	10	=	1 + 6.0	+ 3
✓ Knowledge (Geography)	INT	5	=	1 + 1.0	+ 3
✓ Knowledge (Nature)	INT	10	=	1 + 6.0	+ 3
✓ Perception	WIS	13	=	0 + 8.0	+ 5
✓ Perform (Untrained)	CHA	0	=	0 +	+
✓ Ride	DEX	6	=	6 +	+
✓ Sense Motive	WIS	4	=	0 + 4.0	+
✓ Stealth	DEX	17	=	6 + 8.0	+ 3
✓ Survival	WIS	11	=	0 + 8.0	+ 3
✓ Survival (Follow or identify tracks)	WIS	15	=	0 + 8.0	+ 7
✓ Swim	STR	9	=	4 + 2.0	+ 3
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Special Qualities	
Aiding Attack (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.128]
(Hunter's Trick) The ranger can use this trick as a free action when he hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the ranger's next turn gains a +2 circumstance bonus on that attack roll.	
Drow Immunities (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.	
Favored Terrain (Underground) (Ex)	[Paizo Publishing - Core Rulebook, p.65]
You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks, Initiative checks and cannot be tracked in underground terrain	
Favored Terrain (Urban) (Ex)	[Paizo Publishing - Core Rulebook, p.65]
You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks, Initiative checks and cannot be tracked in urban terrain	
Hunter's Tricks	[Paizo Publishing LLC - Advanced Player's Guide, p.128]
A ranger can use his Hunter's Tricks a total of 4 times per day. Tricks are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action.	
Light Blindness (Ex)	[Paizo Publishing - Bestiary, p.301]
You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell.	
Poison Use (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are skilled in the use of poison and never risk accidentally poisoning themselves.	
Ranger's Focus (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.125]
The ranger can focus on a single enemy within line of sight as a swift action. That creature remains the ranger's focus until it is reduced to 0 or fewer hit points or surrenders, or until the ranger designates a new focus, whichever occurs first. The ranger gains a +4 bonus on attack and damage rolls against the target of his focus. The ranger can use this ability 3 times per day. This ability replaces favored enemy.	
Surprise Shift (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.129]
(Hunter's Trick) The ranger can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.	
Swift Tracker (Ex)	[Paizo Publishing - Core Rulebook, p.67]
You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty.	
Terrain Bond (Ex)	[Paizo Publishing LLC - Advanced Player's Guide, p.125]
When in your favored terrain, you grant all allies within line of sight and that can hear you a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks. Also, as long as they travel with you, your allies leave no trail and can't be tracked. You can choose for the group to leave a trail, or even specific members of the group to leave a trail. This ability replaces hunter's bond.	
Track (Ex)	[Paizo Publishing - Core Rulebook, p.64]
You gain +4 to Survival checks made to follow or identify tracks.	
Wild Empathy (Ex)	[Paizo Publishing - Core Rulebook, p.50/64]
You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+8 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.	
Woodland Stride (Ex)	[Paizo Publishing - Core Rulebook]
You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.	

Feats	
Manyshot	[Paizo Publishing - Core Rulebook, p.130]
You can fire multiple arrows at a single target., When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.	
Point-Blank Shot	[Paizo Publishing - Core Rulebook, p.131]
You are especially accurate when making ranged attacks against close target., You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Precise Shot	[Paizo Publishing - Core Rulebook, p.131]
You are adept at firing ranged attacks into melee., You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
Stabbing Shot	[Paizo Publishing LLC - Advanced Player's Guide, p.170]
When adjacent to an opponent and making a full-attack action with a longbow or shortbow (including composite bows), you may choose to make a melee attack against that opponent with a drawn arrow rather than firing it. If the attack hits-whether or not it does damage-your target is pushed back 5 feet away from you. You can then fire arrows from your bow normally, at the original target, or at another target within range. This melee attack replaces the extra attack from Rapid Shot, and all of your attack rolls for the round (the melee attack and the ranged attacks) take a -2 penalty. If your initial attack leaves you with no enemies threatening you, you can make the subsequent ranged attack or attacks without provoking attacks of opportunity.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing light armor.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing medium armor.	
Endurance	[Paizo Publishing - Core Rulebook, p.112]
Harsh conditions or long exertions do not easily tire you., You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.	
Martial Weapon Proficiency Output	[Paizo Publishing - Core Rulebook, p.130]
You understand how to use your martial weapons in combat.	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in how to properly use a shield.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in the use of basic weapons.	
Improved Precise Shot	[Paizo Publishing - Core Rulebook, p.128]
Your ranged attacks ignore anything but total concealment and cover., Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.	
Rapid Shot	[Paizo Publishing - Core Rulebook, p.132]
You can make an additional ranged attack., When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.	

PROFICIENCIES

Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Cestus, Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Lucern Hammer, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Pilum, Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Stake, Starknife, Sword (Bastard), Sword (Short), Sword Cane, Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES

Drow Sign Language, Elven, Undercommon

Innate

- Dancing Lights
- Darkness
- Faerie Fire

Player:

NAME: Rog8 CLASS: 8 Character Level: 8
 PLAYERNAME: Drow RACE: 123 AGE: Male GENDER: White EYES: White HAIR: White
 Lolth DEITY: Chaotic Evil ALIGNMENT: Darkvision (120 ft.), Low-light VISION: 25 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	20	+5	20	+5	20	+5
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	10	+0	10	+0	10	+0

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
72				Walk 45 ft.

AC armor class	24	18	17	10	6	0	5	0	1	1	0
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE

INITIATIVE modifier	+7	+5	+2
TOTAL	DEX MODIFIER	MISC MODIFIER	

BASE ATTACK bonus	+6/+1
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers +2 Reflex to avoid traps
FORTITUDE (constitution)	+4	+2	+1	+1	+0	+0		
REFLEX (dexterity)	+12	+6	+5	+1	+0	+0		
WILL (wisdom)	+4	+2	+1	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8/+3	+6/+1	+2	+0	+0	+0	
RANGED attack bonus	+11/+6	+6/+1	+5	+0	+0	+0	
CMB attack bonus	+8/+3	+6/+1	+2	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+8/+3	+8/+3	+8/+3	+8/+3	+8	+8
Defense	25	25	25	25	25	25

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+6	1d3+2	20/x2	5 ft.

*+1 Shocking Elven Curve Blade		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	18-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
2H +13/+8	1d10+4	2W-OH N/A	N/A			
Special Properties: +1d6 electricity damage						

Masterwork Composite Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
(+2 STR)						
30 ft.	70 ft.	140 ft.	210 ft.	280 ft.		
TH +12/+7	+12/+7	+10/+5	+8/+3	+6/+1		
Dam 1d6+2	1d6+2	1d6+2	1d6+2	1d6+2		
Special Properties: Strength bonus to damage						

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+2 Mithral Chain Shirt		Light	+6	+6	+0	10
30 hp/inch, hardness 15						
*Amulet of Natural Armor +1			+1		+0	0
*Ring of Protection +1			+1		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		8/8
			ABILITY MODIFIER	RANKS	
✓ Acrobatics	DEX	16	= 5 + 8.0 + 3		
✓ Acrobatics (Jump)	DEX	25	= 5 + 8.0 + 12		
✓ Appraise	INT	7	= 2 + 2.0 + 3		
✓ Bluff	CHA	11	= 0 + 8.0 + 3		
✓ Climb	STR	11	= 2 + 6.0 + 3		
✓ Craft (Untrained)	INT	2	= 2 + +		
✓ Diplomacy	CHA	5	= 0 + 2.0 + 3		
✓ Disable Device	DEX	26	= 5 + 8.0 + 13		
✓ Disguise	CHA	5	= 0 + 2.0 + 3		
✓ Escape Artist	DEX	10	= 5 + 2.0 + 3		
✓ Fly	DEX	5	= 5 + +		
✓ Heal	WIS	1	= 1 + +		
✓ Intimidate	CHA	5	= 0 + 2.0 + 3		
✓ Knowledge (Dungeoneering)	INT	9	= 2 + 4.0 + 3		
✓ Knowledge (Local)	INT	10	= 2 + 5.0 + 3		
✓ Perception	WIS	14	= 1 + 8.0 + 5		
✓ Perception (Trapfinding)	WIS	18	= 1 + 8.0 + 9		
✓ Perform (Untrained)	CHA	0	= 0 + +		
✓ Ride	DEX	5	= 5 + +		
✓ Sense Motive	WIS	12	= 1 + 8.0 + 3		
✓ Sleight of Hand	DEX	10	= 5 + 2.0 + 3		
✓ Stealth	DEX	16	= 5 + 8.0 + 3		
✓ Survival	WIS	1	= 1 + +		
✓ Swim	STR	10	= 2 + 5.0 + 3		
✓ Use Magic Device	CHA	11	= 0 + 8.0 + 3		
			= + +		
			= + +		

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Special Attacks

Bleeding Attack (Ex) [Paizo Publishing - Core Rulebook, p.68]

You can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 4 additional points of damage each round. Bleeding creatures take that amount of damage every round at the start of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Scout's Charge (Ex) [Paizo Publishing LLC - Advanced Player's Guide, p.134]

Whenever you make a charge, your attack deals sneak attack damage as if the target were flat-footed. Foes with uncanny dodge are immune to this ability.

Skirmisher (Ex) [Paizo Publishing LLC - Advanced Player's Guide, p.134]

Whenever you move more than 10 feet in a round and make an attack action, the attack deals sneak attack damage as if the target was flat-footed. If you make more than one attack this turn, this ability only applies to the first attack.

Sneak Attack (Ex) [Paizo Publishing - Core Rulebook, p.68]

If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your Sneak Attack deals 4d6 points of extra damage.

Special Qualities

Drow Immunities (Ex) [Paizo Publishing - Pathfinder Roleplaying Game Bestiary]

Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.

Evasion (Ex) [Paizo Publishing - Core Rulebook]

You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage.

Light Blindness (Ex) [Paizo Publishing - Bestiary, p.301]

You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell.

Poison Use (Ex) [Paizo Publishing - Pathfinder Roleplaying Game Bestiary]

Drow are skilled in the use of poison and never risk accidentally poisoning themselves.

Trapfinding (Ex) [Paizo Publishing - Core Rulebook, p.68]

You add +4 to Perception skill checks made to locate traps and to Disable Device skill checks. (Included in skill block.) You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) [Paizo Publishing - Core Rulebook]

You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Innate

- Dancing Lights
- Darkness
- Faerie Fire

Feats

Dodge [Paizo Publishing - Core Rulebook, p.122]

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., You gain a +1 dodge bonus to your AC.

Exotic Weapon Proficiency (Curve Blade (Elven)) [Paizo Publishing - Core Rulebook, p.123]

You understand how to use your chosen exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Fleet [Paizo Publishing - Core Rulebook, p.124]

You are faster than most., While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Martial Weapon Proficiency (Longbow) [Paizo Publishing - Core Rulebook, p.130]

You understand how to use your chosen martial weapon in combat.

Mobility [Paizo Publishing - Core Rulebook, p.130]

You can easily move through a dangerous melee., You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Spring Attack [Paizo Publishing - Core Rulebook, p.134]

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

Weapon Focus (Curve Blade (Elven)) [Paizo Publishing - Core Rulebook, p.136]

You are especially good at using your chosen weapon., You gain a +1 bonus on all attack rolls you make using the selected weapon.

Armor Proficiency, Light [Paizo Publishing - Core Rulebook, p.118]

You are skilled at wearing light armor.

Simple Weapon Proficiency [Paizo Publishing - Core Rulebook, p.133]

You are trained in the use of basic weapons.

Weapon Finesse [Paizo Publishing - Core Rulebook, p.136]

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

PROFICIENCIES

Bayonet, Blowgun, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Curve Blade (Elven), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Sword (Short), Unarmed Strike

LANGUAGES

Common, Drow Sign Language, Elven, Undercommon

TEMPLATES

NAME: Sor8 CLASS: 8 Character Level: 8
 PLAYERNAME: Drow RACE: 128 AGE: 75000
 DEITY: Medium SIZE: Male GENDER: 5' 10" HEIGHT: 118 lbs. WEIGHT: Black EYES: Silver, Topknot HAIR: Neutral Evil ALIGNMENT: Darkvision (120 ft.), Low-light VISION: 25 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	16	+3	18	+4	18	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	18	+4	20	+5	20	+5

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
72				Walk 30 ft.

AC armor class	28	23	16	10	7	4	4	0	1	1	0	MISS CHANCE	10	+0	14
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	MISC		ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE modifier	+10	+4	+6
	TOTAL	DEX MODIFIER	MISC MODIFIER

BASE ATTACK bonus	+4
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+5	+2	+2	+1	+0	+0		
REFLEX (dexterity)	+7	+2	+4	+1	+0	+0		
WILL (wisdom)	+8	+6	+1	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	+4	+1	+0	+0	+0	
RANGED attack bonus	+8	+4	+4	+0	+0	+0	
CMB attack bonus	+5	+4	+1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+5	+5	+5	+5	+5	+5
Defense	21	21	21	21	21	21

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d3+1	20/x2	5 ft.

Masterwork Hand Crossbow		HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.	
30 ft.	60 ft.	90 ft.	120 ft.	150 ft.		
TH	+9	+7	+5	+3	+1	
Dam	1d4	1d4	1d4	1d4	1d4	

*Masterwork Short Sword		HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	19-20/x2	5 ft.	
	To Hit	Dam	To Hit	Dam		
1H-P	+6	1d6+1	2W-P-(OH)	+0	1d6+1	
1H-O	+2	1d6	2W-P-(OL)	+2	1d6+1	
2H	+6	1d6+1	2W-OH	-2	1d6	

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+3 Mithral Chain Shirt	Light	+7	+6	+0	10
30 hp/inch, hardness 15					
*+3 Mithral Buckler	Shield	+4	+0	0	
30 hp/inch, hardness 15					
*Amulet of Natural Armor +1		+1	+0	0	
*Ring of Protection +1		+1	+0	0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	8/8
Acrobatics	DEX	6	= 4 + 2.0 +	
Appraise	INT	1	= 1 + +	
Bluff	CHA	9	= 5 + 1.0 + 3	
Climb	STR	2	= 1 + 1.0 +	
Craft (Untrained)	INT	1	= 1 + +	
Diplomacy	CHA	5	= 5 + +	
Disguise	CHA	5	= 5 + +	
Escape Artist	DEX	4	= 4 + +	
Fly	DEX	4	= 4 + +	
Heal	WIS	1	= 1 + +	
Intimidate	CHA	9	= 5 + 1.0 + 3	
Knowledge (Arcana)	INT	8	= 1 + 4.0 + 3	
Knowledge (Dungeoneering)	INT	8	= 1 + 4.0 + 3	
Perception	WIS	6	= 1 + 3.0 + 2	
Perform (Untrained)	CHA	5	= 5 + +	
Ride	DEX	4	= 4 + +	
Sense Motive	WIS	2	= 1 + 1.0 +	
Spellcraft	INT	7	= 1 + 3.0 + 3	
Stealth	DEX	5	= 4 + 1.0 +	
Survival	WIS	1	= 1 + +	
Swim	STR	2	= 1 + 1.0 +	
Use Magic Device	CHA	10	= 5 + 2.0 + 3	
			= + +	
			= + +	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
+3 Mithral Buckler 30 hp/inch, hardness 15	Equipped	1	2.5	10015.0
+3 Mithral Chain Shirt 30 hp/inch, hardness 15	Equipped	1	12.5	10100.0
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0
Backpack, Masterwork	Equipped	1	4.0	50.0
5 lbs., 1 Rope, Spider Silk (50 ft.), 1 Bolts, Crossbow (10)				
Belt of Incredible Dexterity +2	Equipped	1	1.0	4000.0
Bolts, Crossbow (10)	Backpack, Masterwork	1	1.0	1.0
□□□□□ □□□□□				
Bolts, Crossbow (10)	Carried	1	1.0	1.0
□□□□□ □□□□□				
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Headband of Alluring Charisma +2	Equipped	1	1.0	4000.0
Masterwork Hand Crossbow	Carried	1	2.0	400.0
0 lbs.				
Masterwork Short Sword	Equipped	1	2.0	310.0
Explorer's Outfit	Equipped	1	8.0	10.0
Drow Poison	Pouch (Belt)	50	0.0	75.0
Injury; Fort DC 13; Freq 1 min (2); Effect unconsciousness for 1 min/unconsciousness for 2d4 hours; Cure 1 save			(0.0)	(3750.0)
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
Pouch (Belt)	Equipped	1	0.5	1.0
0 lbs., 50 Drow Poison				
Ring of Protection +1	Equipped	1	0.0	2000.0
Rope, Spider Silk (50 ft.)	Backpack, Masterwork	1	4.0	100.0
Spell Component Pouch	Equipped	1	2.0	5.0
0 lbs.				
TOTAL WEIGHT CARRIED/VALUE			34.52 lbs.	37743.0 gp

WEIGHT ALLOWANCE					
Light	50	Medium	100	Heavy	150
Lift over head	150	Lift off ground	300	Push / Drag	750

Traits	
Focused Mind	[Paizo Publishing LLC - Advanced Player's Guide, p.329]
Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.	
Warrior of Old	[Paizo Publishing LLC - Advanced Player's Guide, p.331]
As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble.	

Special Attacks	
Acidic Ray (Su)	[Paizo Publishing - Core Rulebook, p.72]
You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+4 points of acid damage. You can use this ability 8 times per day.	
Long Limbs (Ex)	[Paizo Publishing - Core Rulebook, p.72]
Your reach increases to 10 feet whenever you make a melee touch attack. This ability does not increase your threatened area.	

Special Qualities	
Aberrant Bloodline	[Paizo Publishing - Core Rulebook, p.72]
There is a taint in your blood, one that is alien and bizarre.	
Bloodline Arcana	[Paizo Publishing - Core Rulebook, p.72]
Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.	
Cantrips	[Paizo Publishing - Core Rulebook, p.71]
You learn a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.	
Drow Immunities (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.	
Light Blindness (Ex)	[Paizo Publishing - Bestiary, p.301]
You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell.	
Poison Use (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are skilled in the use of poison and never risk accidentally poisoning themselves.	

Feats	
Arcane Armor Training	[Paizo Publishing - Core Rulebook, p.118]
As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
You are skilled at wearing light armor.	
Dodge	[Paizo Publishing - Core Rulebook, p.122]
You gain a +1 dodge bonus to your AC.	
Improved Initiative	[Paizo Publishing - Core Rulebook, p.127]
You get a +4 bonus on initiative checks.	
Spell Focus (Evocation)	[Paizo Publishing - Core Rulebook, p.134]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You are trained in the use of basic weapons.	
Eschew Materials	[Paizo Publishing - Core Rulebook, p.123]
You can cast many spells without needing to utilize minor material components.	

PROFICIENCIES
Bayonet, Blowgun, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Sword (Short), Unarmed Strike

LANGUAGES
Drow Sign Language, Elven, Undercommon

TEMPLATES

Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/> Dancing Lights		None	1 standard action	1 minute [D]	Medium (180 ft.)	V, S	No	Evocation [Light]	PFCR: p.263
<i>Effect:</i> You create up to four lights that resemble lanterns or torches.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area			<i>Caster Level:</i> 8	
<input type="checkbox"/> Darkness		None	1 standard action	8 minutes [D]	Touch	V, MDF	No	Evocation [Darkness]	PFCR: p.263
<i>Effect:</i> This spell causes an object to radiate darkness out to a 20-foot radius.					<i>Target:</i> Object touched			<i>Caster Level:</i> 8	
<input type="checkbox"/> Faerie Fire		None	1 standard action	8 minutes [D]	Long (720 ft.)	V, S, DF	Yes	Evocation [Light]	PFCR: p.280
<i>Effect:</i> A pale glow surrounds and outlines the subjects who shed light as candles.					<i>Target:</i> Creatures and objects within a 5-ft.-radius burst			<i>Caster Level:</i> 8	

* =Domain/Speciality Spell

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	8	6	4	3	1	0	0	0	0	0
PER DAY	0	8	7	6	4	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash		None	1 standard	Instantaneous action	Close (45 ft.)	V, S	No	Conjuration (Creation) [Acid]	PFCR: p.239
<i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.					<i>Target:</i> One missile of acid				
□□□□□ Bleed	15	Will negates	1 standard	Instantaneous action	Close (45 ft.)	V, S	Yes	Necromancy	PFCR: p.249
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.					<i>Target:</i> One living creature				
□□□□□ Detect Magic		None	1 standard	Concentration, up to 8 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Disrupt Undead		None	1 standard	Instantaneous action	Close (45 ft.)	V, S	Yes	Necromancy	PFCR: p.273
<i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.					<i>Target:</i> Ray				
□□□□□ Mage Hand		None	1 standard	Concentration action	Close (45 ft.)	V, S	No	Transmutation	PFCR: p.306
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lbs.				
□□□□□ Prestidigitation	15	See text	1 standard	1 hour action	10 ft.	V, S	No	Universal	PFCR: p.325
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.					<i>Target:</i> See text				
□□□□□ Ray of Frost		None	1 standard	Instantaneous action	Close (45 ft.)	V, S	Yes	Evocation [Cold]	PFCR: p.330
<i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage.					<i>Target:</i> Ray				
□□□□□ Resistance	15	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Burning Hands	17	Reflex half	1 standard	Instantaneous action	15 ft.	V, S	Yes	Evocation [Fire]	PFCR: p.251
<i>Effect:</i> A cone of searing flame shoots from your fingertips dealing 5d4 points of fire damage to any creature in the effect area.					<i>Target:</i> Cone-shaped burst				
□□□□□ Enlarge Person	16	Fortitude negates	1 round	8 minutes [D]	Close (45 ft.)	V, S, M	Yes	Transmutation	PFCR: p.277
<i>Effect:</i> This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8.					<i>Target:</i> One humanoid creature				
□□□□□ Expeditious Retreat			1 standard	8 minutes [D] action	Personal	V, S		Transmutation	PFCR: p.279
<i>Effect:</i> This spell increases your base land speed by 30 feet.					<i>Target:</i> You				
□□□□□ Feather Fall	16	Will negates (harmless) or Will negates (object);	1 immediate	Until landing or 8 rounds action	Close (45 ft.)	V	Yes (object)	Transmutation	PFCR: p.281
<i>Effect:</i> The affected creatures or objects fall slowly.					<i>Target:</i> 8 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				
□□□□□ Magic Missile		None	1 standard	Instantaneous action	Medium (180 ft.)	V, S	Yes	Evocation [Force]	PFCR: p.309
<i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
□□□□□ Shocking Grasp		None	1 standard	Instantaneous action	Touch	V, S	Yes	Evocation [Electricity]	PFCR: p.343
<i>Effect:</i> Your successful melee touch attack deals 5d6 points of electricity damage per caster level [maximum 5d6].					<i>Target:</i> Creature or object touched				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Blur	17	Will negates (harmless)	1 standard	8 minutes [D] action	Touch	V	Yes (harmless)	Illusion (Glamour)	PFCR: p.251
<i>Effect:</i> The subject's outline appears blurred, shifting, and wavering granting the subject concealment [20% miss chance].					<i>Target:</i> Creature touched				
□□□□□ Fire Breath	18	Reflex half; see text	1 standard	8 rounds or until discharged; see text action	15 ft.	V, S, M (a chili pepper)	Yes	Evocation [Fire]	PFAPG: p.221
<i>Effect:</i> Exhale a cone of flame at will.					<i>Target:</i> cone-shaped burst				
□□□□□ Scorching Ray		None	1 standard	Instantaneous action	Close (45 ft.)	V, S	Yes	Evocation [Fire]	PFCR: p.337
<i>Effect:</i> You blast your enemies with up to 3 searing beams of fire dealing 4d6 points of fire damage.					<i>Target:</i> One or more rays				
□□□□□ See Invisibility			1 standard	80 minutes [D] action	Personal	V, S, M		Divination	PFCR: p.339
<i>Effect:</i> You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible.					<i>Target:</i> You				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Fireball	19	Reflex half	1 standard	Instantaneous action	Long (720 ft.)	V, S, M	Yes	Evocation [Fire]	PFCR: p.283
<i>Effect:</i> A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 8d6 points of fire damage to every creature within the area.					<i>Target:</i> 20-ft.-radius spread				
□□□□□ Lightning Bolt	19	Reflex half	1 standard	Instantaneous action	120 ft.	V, S, M	Yes	Evocation [Electricity]	PFCR: p.304
<i>Effect:</i> You release a powerful stroke of electrical energy that deals 8d6 points of electricity damage to each creature within its area.					<i>Target:</i> 120-ft. line				
□□□□□ Tongues	18	Will negates (harmless)	1 standard	80 minutes action	Touch	V, M/DF	No	Divination	PFCR: p.360
<i>Effect:</i> 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.					<i>Target:</i> Creature touched				

* =Domain/Specialty Spell

Sorcerer Spells

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Dragon's Breath	20	Reflex half	1 standard action	Instantaneous	30 ft. or 60 ft.	V, S, M (a dragon scale)	Yes	Evocation [Acid, Cold, Electricity, Fire]	PFAPG: p.217
<i>Effect:</i> Gives you a dragon's breath weapon.						<i>Target:</i> cone-shaped burst or line		<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

NAME: Fir8 PLAYERNAME: Drow DEITY: ALIGNMENT: Neutral Evil
 CLASS: 51000 EXPERIENCE: RACE: Medium SIZE: 6' 1" WEIGHT: 127 lbs. VISION: Darkvision (120 ft.), Low-light
 8 75000 AGE: 163 GENDER: Male EYES: Silver HAIR: White, Neat POINTS: 25

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	18	+4	20	+5	20	+5
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	12	+1	12	+1	12	+1

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
72				Walk 30 ft.

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
20	16	16	10	0	3	3	0	1	1	1		0	+0	14	

INITIATIVE modifier: +5 = +3 (DEX MODIFIER) + 2 (MISC MODIFIER)

BASE ATTACK bonus: +4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	+2	+1	+1	+0	+0		
REFLEX (dexterity)	+6	+2	+3	+1	+0	+0		
WILL (wisdom)	+8	+6	+1	+1	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+5	+4	+1	+0	+0	+0		
RANGED	+7	+4	+3	+0	+0	+0	
CMB	+5	+4	+1	+0	+0		

Offense	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
+5	+5	+5	+5	+5	+5	+5
Defense	21	21	21	21	21	21

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
+5	1d3+1	20/x2	5 ft.	

Masterwork Hand Crossbow	HAND	TYPE	SIZE	CRITICAL	REACH
30 ft.	60 ft.	90 ft.	120 ft.	150 ft.	
TH +8	+6	+4	+2	+0	
Dam 1d4	1d4	1d4	1d4	1d4	

*Masterwork Short Sword	HAND	TYPE	SIZE	CRITICAL	REACH
Primary	P	M	19-20/x2	5 ft.	
To Hit	Dam	To Hit	Dam		
1H-P +6	1d6+1	2W-P-(OH) +0	1d6+1		
1H-O +2	1d6	2W-P-(OL) +2	1d6+1		
2H +6	1d6+1	2W-OH -2	1d6		

Special Properties: * weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+2 Mithral Buckler	Shield	+3	+0	0	
30 hp/inch, hardness 15					
*Amulet of Natural Armor +1		+1	+0	0	
*Ioun Stone, Dusty rose Prism		+1	+0	0	
*Ring of Protection +1		+1	+0	0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	8/8
✓ Acrobatics	DEX	4	= 3 + 1.0 +	
✓ Appraise	INT	9	= 5 + 1.0 + 3	
✓ Bluff	CHA	1	= 1 + +	
✓ Climb	STR	3	= 1 + 2.0 +	
✓ Craft (Untrained)	INT	5	= 5 + +	
✓ Diplomacy	CHA	1	= 1 + +	
✓ Disguise	CHA	1	= 1 + +	
✓ Escape Artist	DEX	3	= 3 + +	
✓ Fly	DEX	3	= 3 + +	
✓ Heal	WIS	1	= 1 + +	
✓ Intimidate	CHA	1	= 1 + +	
Knowledge (Arcana)	INT	15	= 5 + 7.0 + 3	
Knowledge (Dungeoneering)	INT	10	= 5 + 2.0 + 3	
Knowledge (Engineering)	INT	10	= 5 + 2.0 + 3	
Knowledge (Geography)	INT	10	= 5 + 2.0 + 3	
Knowledge (History)	INT	10	= 5 + 2.0 + 3	
Knowledge (Local)	INT	10	= 5 + 2.0 + 3	
Knowledge (Nature)	INT	10	= 5 + 2.0 + 3	
Knowledge (Nobility)	INT	10	= 5 + 2.0 + 3	
Knowledge (Planes)	INT	11	= 5 + 3.0 + 3	
Knowledge (Religion)	INT	10	= 5 + 2.0 + 3	
Linguistics(Ignan)	INT	9	= 5 + 1.0 + 3	
✓ Perception	WIS	8	= 1 + 5.0 + 2	
✓ Perform (Untrained)	CHA	1	= 1 + +	
✓ Ride	DEX	3	= 3 + +	
✓ Sense Motive	WIS	1	= 1 + +	
Spellcraft	INT	15	= 5 + 7.0 + 3	
✓ Stealth	DEX	3	= 3 + +	
✓ Survival	WIS	1	= 1 + +	
✓ Swim	STR	3	= 1 + 2.0 +	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
+2 Mithral Buckler <small>30 hp/inch, hardness 15</small>	Equipped	1	2.5	5015.0
Amulet of Natural Armor +1	Equipped	1	0.02	2000.0
Backpack, Masterwork <small>5 lbs., 1 Rope, Spider Silk (50 ft.), 1 Bolts, Crossbow (10)</small>	Equipped	1	4.0	50.0
Blessed Book	Carried	1	1.0	12500.0
Bolts, Crossbow (10) □□□□ □□□□	Backpack, Masterwork	1	1.0	1.0
Bolts, Crossbow (10) □□□□ □□□□	Carried	1	1.0	1.0
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Headband of Vast Intelligence +2	Equipped	1	1.0	4000.0
Ioun Stone, Dusty rose Prism	Equipped	1	0.02	5000.0
Masterwork Hand Crossbow <small>0 lbs.</small>	Carried	1	2.0	400.0
Masterwork Short Sword	Equipped	1	2.0	310.0
Explorer's Outfit	Equipped	1	8.0	10.0
Pearl of Power (1st Level) □	Pouch (Belt)	1	0.02	1000.0
Drow Poison <small>Injury: Fort DC 13; Freq 1 min (2); Effect unconsciousness for 1 min/unconsciousness for 2d4 hours; Cure 1 save</small> □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Pouch (Belt)	50	0.0 (0.0)	75.0 (3750.0)
Pouch (Belt) <small>0.02 lbs., 50 Drow Poison, 1 Pearl of Power (1st Level)</small>	Equipped	1	0.5	1.0
Ring of Arcane Signets (Bonded Object)	Equipped	1	0.0	1000.0
Ring of Protection +1	Equipped	1	0.0	2000.0
Rope, Spider Silk (50 ft.)	Backpack, Masterwork	1	4.0	100.0
Spell Component Pouch <small>0 lbs.</small>	Equipped	1	2.0	5.0
TOTAL WEIGHT CARRIED/VALUE			22.06 lbs.	38143.0 gp

WEIGHT ALLOWANCE			
Light	50	Medium	100
Lift over head	150	Lift off ground	300
		Heavy	150
		Push / Drag	750

Traits	
Focused Mind	[Paizo Publishing LLC - Advanced Player's Guide, p.329]
Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.	
Reactionary	[Paizo Publishing LLC - Advanced Player's Guide, p.328]
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.	

Special Qualities	
Arcane Bond (Su)	[Paizo Publishing - Core Rulebook, p.78]
You have selected to establish a powerful arcane bond with an object.	
Bonded Object	[Paizo Publishing - Core Rulebook, p.78]
Objects that are the subject of an arcane bond must be an amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be wielded. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC: 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly. A bonded object can be used 1/day to cast any one spell the wizard knows and is capable of casting, even if it is not prepared.	
Cantrips	[Paizo Publishing - Core Rulebook, p.79]
You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.	
Dancing Flame (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.143]
As a standard action, you can sculpt fire to suit your desires. With one use of this ability you can move any nonmagical fire up to 30 feet. Alternatively you can use this ability to alter any fire spell that you cast with a duration of instantaneous by removing any number of squares from its area of affect. If the fire spell has a duration, you can use this ability to reposition the spell, within its original range (treat this as if you had just cast the spell, even though the duration is unchanged). You cannot use this ability on a fire spell that you did not cast. If you move a nonmagical flame, it must have a new source of fuel. If it does not, it is extinguished in one round. You can use this ability 4/day.	
Drow Immunities (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.	
Fire Jet (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.143]
As a standard action, you can send forth a 20-foot line of fire. Anyone in this line takes 1d6 + 4 points of fire damage. A successful DC 19 Reflex save halves this damage. Creatures that fail their saving throw catch fire and take 1d6 points of fire damage on the following round. Creatures that catch fire can avoid this damage by taking a full-round action to extinguish the flames by making a DC 15 Reflex save. Rolling on the ground gives a +2 circumstance bonus on the save. Dousing the creature with water automatically extinguishes the flame. You can use this ability 8/day.	
Fire School	[Paizo Publishing LLC - Advanced Player's Guide, p.142]
The fire elemental sees a world around him that is made to burn, and he can bring that fire to consume his foes. He has also learned that fire can purify and protect, if properly controlled. A Fire specialist gains a bonus spell slot of each level he can cast, starting at 1st. He must use these bonus slots to prepare Fire school spells. He must expend 2 spell slots to prepare a Water school spell. See APG p.194 for Elemental Spell Lists.	
Fire Supremacy (Su)	[Paizo Publishing LLC - Advanced Player's Guide, p.143]
You gain resistance 5 to fire. At 10th level, this resistance increases to 10. At 20th level, you gain immunity to fire damage. In addition, whenever you are within 5 feet of a source of flame at least as large as a campfire, you can draw the fire around you for 1 round as a swift action. Anyone striking you with a melee weapon or unarmed strike takes 4 fire damage. Weapons with reach avoid this damage.	
Light Blindness (Ex)	[Paizo Publishing - Bestiary, p.301]
You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell.	
Poison Use (Ex)	[Paizo Publishing - Pathfinder Roleplaying Game Bestiary]
Drow are skilled in the use of poison and never risk accidentally poisoning themselves.	

Feats

Dodge	[Paizo Publishing - Core Rulebook, p.122]
You gain a +1 dodge bonus to your AC.	
Elemental Focus (Fire)	[Paizo Publishing LLC - Advanced Player's Guide, p.158]
Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.	
Elemental Spell (Fire)	[Paizo Publishing LLC - Advanced Player's Guide, p.158]
Choose one energy type (acid, cold, electricity, or fire). You may replace a spell's normal damage with that energy type or split the spell's damage, so that half is of that energy type and half is of its normal type. An elemental spell uses up a spell slot one level higher than the spell's actual level.	
Spell Focus (Evocation)	[Paizo Publishing - Core Rulebook, p.134]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Toughness	[Paizo Publishing - Core Rulebook, p.135]
You have enhanced physical stamina.	
Scribe Scroll	[Paizo Publishing - Core Rulebook, p.132]
You can create magic scrolls.	

PROFICIENCIES

Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff, Rapier, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike

LANGUAGES

Abyssal, Aklo, Common, Draconic, Drow Sign Language, Elven, Ignan, Undercommon

TEMPLATES

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/>	Dancing Lights		None	1 standard action	1 minute [D]	Medium (180 ft.)	V, S	No	Evocation [Light]	PFCR: p.263
<i>Effect:</i>						<i>Target:</i> Up to four lights, all within a 10-ft.-radius area <i>Caster Level:</i> 8				
You create up to four lights that resemble lanterns or torches.										
<input type="checkbox"/>	Darkness		None	1 standard action	8 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	PFCR: p.263
<i>Effect:</i>						<i>Target:</i> Object touched <i>Caster Level:</i> 8				
This spell causes an object to radiate darkness out to a 20-foot radius.										
<input type="checkbox"/>	Faerie Fire		None	1 standard action	8 minutes [D]	Long (720 ft.)	V, S, DF	Yes	Evocation [Light]	PFCR: p.280
<i>Effect:</i>						<i>Target:</i> Creatures and objects within a 5-ft.-radius burst <i>Caster Level:</i> 8				
A pale glow surrounds and outlines the subjects who shed light as candles.										

* =Domain/Specialty Spell

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4+1	6+1	4+1	4+1	3+1	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Splash		None	1 standard	Instantaneous action	Close (45 ft.)	V, S	No	Conjuration (Creation) [Acid]	PFCR: p.239
<i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.					<i>Target:</i> One missile of acid				
□□□□ Arcane Mark		None	1 standard	Permanent action	Touch	V, S	No	Universal	PFCR: p.244
<i>Effect:</i> This spell allows you to inscribe your personal rune or mark.					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.				
□□□□ Bleed	15	Will negates	1 standard	Instantaneous action	Close (45 ft.)	V, S	Yes	Necromancy	PFCR: p.249
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.					<i>Target:</i> One living creature				
□□□□ Dancing Lights		None	1 standard	1 minute [D] action	Medium (180 ft.)	V, S	No	Evocation [Light]	PFCR: p.263
<i>Effect:</i> You create up to four lights that resemble lanterns or torches.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area				
□□□□ Daze	15	Will negates	1 standard	1 round action	Close (45 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.264
<i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.					<i>Target:</i> One humanoid creature of 4 HD or less				
□□□□ Detect Magic		None	1 standard	Concentration, up to 8 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation				
□□□□ Detect Poison		None	1 standard	Instantaneous action	Close (45 ft.)	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube				
□□□□ Disrupt Undead		None	1 standard	Instantaneous action	Close (45 ft.)	V, S	Yes	Necromancy	PFCR: p.273
<i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.					<i>Target:</i> Ray				
□□□□ Flare	16	Fortitude negates	1 standard	Instantaneous action	Close (45 ft.)	V	Yes	Evocation [Light]	PFCR: p.284
<i>Effect:</i> This cantrip creates a burst of light.					<i>Target:</i> Burst of light				
□□□□ Ghost Sound	15	Will disbelief	1 standard	8 rounds [D] action	Close (45 ft.)	V, S, M	No	Illusion (Figment)	PFCR: p.289
<i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.					<i>Target:</i> Illusory sounds				
□□□□ Light		None	1 standard	80 minutes action	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304
<i>Effect:</i> This spell causes a touched object to glow like a torch.					<i>Target:</i> Object touched				
□□□□ Mage Hand		None	1 standard	Concentration action	Close (45 ft.)	V, S	No	Transmutation	PFCR: p.306
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lbs.				
□□□□ Mending	15	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFCR: p.312
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.					<i>Target:</i> One object of up to 8 lb.				
□□□□ Message		None	1 standard	80 minutes action	Medium (180 ft.)	V, S, F	No	Transmutation [Language-Dependent]	PFCR: p.313
<i>Effect:</i> You can whisper messages and receive whispered replies.					<i>Target:</i> 8 creatures				
□□□□ Open/Close	15	Will negates (object)	1 standard	Instantaneous action	Close (45 ft.)	V, S, F	Yes (object)	Transmutation	PFCR: p.317
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container.					<i>Target:</i> Object weighing up to 30 lbs. or portal that can be opened or closed				
□□□□ Prestidigitation	15	See text	1 standard	1 hour action	10 ft.	V, S	No	Universal	PFCR: p.325
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.					<i>Target:</i> See text				
□□□□ Ray of Frost		None	1 standard	Instantaneous action	Close (45 ft.)	V, S	Yes	Evocation [Cold]	PFCR: p.330
<i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage.					<i>Target:</i> Ray				
□□□□ Read Magic		None	1 standard	80 minutes action	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					<i>Target:</i> You				
□□□□ Resistance	15	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched				
□□□□ *Spark	16	Fortitude negates (object)	1 standard	Instantaneous action	Close (45 ft.)	V or S	Yes (object)	Evocation [Fire]	PFAPG: p.246
<i>Effect:</i> Iginites flammable objects.					<i>Target:</i> one Fine object				
□□□□ Touch of Fatigue	15	Fortitude negates	1 standard	8 rounds action	Touch	V, S, M	Yes	Necromancy	PFCR: p.360
<i>Effect:</i> You channel negative energy through your touch, fatiguing the target.					<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Alarm		None	1 standard	16 hours [D] action	Close (45 ft.)	V, S, F/DF	No	Abjuration	PFCR: p.240
<i>Effect:</i> Alarm creates a subtle ward on an area you select.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
□□□□ Alter Winds	16	Will negates	1 minute	8 hours	Touch	V, S	Yes	Transmutation [Air]PFAPG: p.201	
<i>Effect:</i> Increase/decrease strength of natural winds.					<i>Target:</i> immobile 10-ft.-radius emanation				
□□□□ Animate Rope		None	1 standard	8 rounds action	Medium (180 ft.)	V, S	No	Transmutation	PFCR: p.242
<i>Effect:</i> You can animate a nonliving rope-like object.					<i>Target:</i> One rope-like object, length up to 90ft.; see text				

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Ant Haul	16	Fortitude negates (harmless)	1 standard 16 hours action	Touch	V, S, M/DF Yes (harmless) (a small pulley)	Transmutation	PFAPG: p.202
<i>Effect:</i> Triples carrying capacity of a creature.					<i>Target:</i> creature touched		<i>Caster Level:</i> 8	
□□□□□	Break	16	Fortitude negates (object)	1 standard Instantaneous action	Close (45 ft.)	V, S, M (a Yes (object) twig)	Transmutation	PFAPG: p.207
<i>Effect:</i> Gives an object the broken condition.					<i>Target:</i> one Medium or smaller object		<i>Caster Level:</i> 8	
□□□□□	*Burning Hands	17	Reflex half	1 standard Instantaneous action	15 ft.	V, S Yes	Evocation [Fire]	PFCR: p.251
<i>Effect:</i> A cone of searing flame shoots from your fingertips dealing 5d4 points of fire damage to any creature in the effect area.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 8	
□□□□□	Cause Fear	16	Will partial	1 standard 1d4 rounds or 1 round; see text action	Close (45 ft.)	V, S Yes	Necromancy [Fear, Mind-Affecting]	PFPCR: p.252
<i>Effect:</i> The affected creature becomes frightened.					<i>Target:</i> One living creature with 5 or fewer HD		<i>Caster Level:</i> 8	
□□□□□	Charm Person	16	Will negates	1 standard 8 hours action	Close (45 ft.)	V, S Yes	Enchantment (Charm) [Mind-Affecting]	PFPCR: p.254
<i>Effect:</i> This charm makes a humanoid creature regard you as its trusted friend and ally.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 8	
□□□□□	Chill Touch	16	Fortitude partial or negates; see text	Will 1 standard Instantaneous action	Touch	V, S Yes	Necromancy	PFPCR: p.255
<i>Effect:</i> A touch from your hand, which glows with blue energy, disrupts the life force of living creatures dealing 1d6 points of damage.					<i>Target:</i> Up to 8 creatures touched		<i>Caster Level:</i> 8	
□□□□□	Color Spray	16	Will negates	1 standard Instantaneous; see text action	15 ft.	V, S, M Yes	Illusion (Pattern) [Mind-Affecting]	PFPCR: p.256
<i>Effect:</i> A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 8	
□□□□□	Comprehend Languages			1 standard 80 minutes action	Personal	V, S, M/DF	Divination	PFPCR: p.258
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					<i>Target:</i> You		<i>Caster Level:</i> 8	
□□□□□	Crafter's Curse	16	Will negates	1 standard 8 days [D] action	Close (45 ft.)	V, S, M (a Yes broken tool)	Transmutation	PFAPG: p.213
<i>Effect:</i> Subject takes -5 on Craft skill checks.					<i>Target:</i> one creature		<i>Caster Level:</i> 8	
□□□□□	Crafter's Fortune	16	Will negates (harmless)	1 standard 8 days or until discharged [D] action	Close (45 ft.)	V, S, F (a Yes (harmless) tool)	Transmutation	PFAPG: p.213
<i>Effect:</i> Subject gains +5 on next Craft check.					<i>Target:</i> one creature		<i>Caster Level:</i> 8	
□□□□□	*Dancing Lantern			1 standard 8 hours [D] action	Touch	V, S, F (a No lantern)	Transmutation [Fire, Light]	PFAPG: p.214
<i>Effect:</i> Animates a lantern that follows you.					<i>Target:</i> Animates one lantern		<i>Caster Level:</i> 8	
□□□□□	Detect Secret Doors			1 standard Concentration, up to 8 minutes [D] action	60 ft.	V, S No	Divination	PFPCR: p.268
<i>Effect:</i> You can detect secret doors, compartments, caches, and so forth.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 8	
□□□□□	Detect Undead			1 standard Concentration, up to 8 minutes [D] action	60 ft.	V, S, M/DF No	Divination	PFPCR: p.269
<i>Effect:</i> You can detect the aura that surrounds undead creatures.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 8	
□□□□□	Disguise Self			1 standard 80 minutes [D] action	Personal	V, S	Illusion (Glamer)	PFPCR: p.271
<i>Effect:</i> You make yourself—including clothing, armor, weapons, and equipment—look different.					<i>Target:</i> You		<i>Caster Level:</i> 8	
□□□□□	Endure Elements	16	Will negates (harmless)	1 standard 24 hours action	Touch	V, S Yes (harmless)	Abjuration	PFPCR: p.277
<i>Effect:</i> A creature protected by endure elements suffers no harm from being in a hot or cold environment.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8	
□□□□□	Enlarge Person	16	Fortitude negates	1 round 8 minutes [D]	Close (45 ft.)	V, S, M Yes	Transmutation	PFPCR: p.277
<i>Effect:</i> This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8.					<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 8	
□□□□□	Erase	16	See text	1 standard Instantaneous action	Close (45 ft.)	V, S No	Transmutation	PFPCR: p.279
<i>Effect:</i> Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces.					<i>Target:</i> One scroll or two pages		<i>Caster Level:</i> 8	
□□□□□	Expeditious Excavation	16	see text	1 standard Instantaneous action	Close (45 ft.)	V, S, M No (tiny shovel)	Transmutation [Earth]	PFAPG: p.220
<i>Effect:</i> Moves 5-ft. cubes of earth.					<i>Target:</i> dirt in a 5-ft. cube		<i>Caster Level:</i> 8	
□□□□□	Expeditious Retreat			1 standard 8 minutes [D] action	Personal	V, S	Transmutation	PFPCR: p.279
<i>Effect:</i> This spell increases your base land speed by 30 feet.					<i>Target:</i> You		<i>Caster Level:</i> 8	
□□□□□	Feather Fall	16	Will negates (harmless) or Will negates (object);	1 immediate action	Close (45 ft.)	V Yes (object)	Transmutation	PFPCR: p.281
<i>Effect:</i> The affected creatures or objects fall slowly.					<i>Target:</i> 8 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart		<i>Caster Level:</i> 8	
□□□□□	Flare Burst	17	Fortitude negates	1 standard Instantaneous action	Close (45 ft.)	V Yes	Evocation (Light)	PFAPG: p.223
<i>Effect:</i> This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point.					<i>Target:</i> 10-ft.-radius burst of light		<i>Caster Level:</i> 8	
□□□□□	Floating Disk			1 standard 8 hours action	Close (45 ft.)	V, S, M No	Evocation [Force]	PFPCR: p.284
<i>Effect:</i> You create a slightly concave, circular plane of force that follows you about and carries loads for you.					<i>Target:</i> 3-ft.-diameter disk of force		<i>Caster Level:</i> 8	
□□□□□	Gravity Bow			1 standard 8 minutes [D] action	Personal	V, S	Transmutation	PFAPG: p.226
<i>Effect:</i> Arrows do damage as though one size category bigger.					<i>Target:</i> You		<i>Caster Level:</i> 8	
□□□□□	Grease	16	See text	1 standard 8 minutes [D] action	Close (45 ft.)	V, S, M No	Conjuration (Creation)	PFPCR: p.291
<i>Effect:</i> A grease spell covers a solid surface with a layer of slippery grease.					<i>Target:</i> One object or 10-ft. square		<i>Caster Level:</i> 8	
□□□□□	Hold Portal			1 standard 8 minutes [D] action	Medium (180 ft.)	V No	Abjuration	PFPCR: p.297
<i>Effect:</i> This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone.					<i>Target:</i> One portal, up to 160 sq. ft.		<i>Caster Level:</i> 8	
□□□□□	Hydraulic Push			1 standard Instantaneous action	Close (45 ft.)	V, S Yes	Evocation [Water]	PFAPG: p.228
<i>Effect:</i> Wave of water bull rushes an enemy.					<i>Target:</i> one creature or object		<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Wizard Spells

□□□□ Hypnotism	16	Will negates	1 round	2d4 rounds [D]	Close (45 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.298
<i>Effect:</i> Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you.					<i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart			<i>Caster Level:</i> 8	
□□□□ Identify		None	1 standard action	24 rounds [D]	60 ft.	V, S, M	No	Divination	PFCR: p.299
<i>Effect:</i> This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 8	
□□□□ Jump	16	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M	Yes	Transmutation	PFCR: p.303
<i>Effect:</i> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□ Mage Armor	16	Will negates (harmless)	1 standard action	8 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	PFCR: p.306
<i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□ Magic Aura	16	None; see text	1 standard action	8 days [D]	Touch	V, S, F	No	Illusion (Glamour)	PFCR: p.307
<i>Effect:</i> You alter an item's aura so that it registers to detect spells as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify.					<i>Target:</i> One touched object weighing up to 40 lbs.			<i>Caster Level:</i> 8	
□□□□ Magic Missile		None	1 standard action	Instantaneous	Medium (180 ft.)	V, S	Yes	Evocation [Force]	PFCR: p.309
<i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			<i>Caster Level:</i> 8	
□□□□ Magic Weapon	16	Will negates (harmless, object)	1 standard action	8 minutes [D]	Touch	V, S, DF	Yes (harmless, object)	Transmutation	PFCR: p.310
<i>Effect:</i> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 8	
□□□□ Memory Lapse	16	Will negates	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes	Enchantment [Mind-Affecting]	PFAPG: p.232
<i>Effect:</i> Subject forgets events back to last turn.					<i>Target:</i> one living creature			<i>Caster Level:</i> 8	
□□□□ Mount		None	1 round	16 hours [D]	Close (45 ft.)	V, S, M	No	Conjuration (Summoning)	PFCR: p.315
<i>Effect:</i> You summon a light horse or a pony [your choice] to serve you as a mount.					<i>Target:</i> One mount			<i>Caster Level:</i> 8	
□□□□ Obscuring Mist		None	1 standard action	8 minutes [D]	20 ft.	V, S	No	Conjuration (Creation)	PFCR: p.317
<i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 8	
□□□□ Protection from Chaos	16	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	PFCR: p.327
<i>Effect:</i> This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□ Protection from Evil	16	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	PFCR: p.327
<i>Effect:</i> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□ Protection from Good	16	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	PFCR: p.328
<i>Effect:</i> This spell wards a creature from attacks by good creatures, from mental control, and from summoned creatures.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□ Protection from Law	16	Will negates (harmless)	1 standard action	8 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	PFCR: p.328
<i>Effect:</i> This spell wards a creature from attacks by lawful creatures, from mental control, and from summoned creatures.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□ Ray of Enfeeblement	16	Fortitude half	1 standard action	8 rounds	Close (45 ft.)	V, S	Yes	Necromancy	PFCR: p.329
<i>Effect:</i> A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+4.					<i>Target:</i> Ray			<i>Caster Level:</i> 8	
□□□□ Reduce Person	16	Fortitude negates	1 round	8 minutes [D]	Close (45 ft.)	V, S, M	Yes	Transmutation	PFCR: p.330
<i>Effect:</i> This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 8	
□□□□ Sculpt Corpse	16	Will partial; see text	1 standard action	Instantaneous	Touch	V, S, M (lump of wax)	No	Necromancy	PFAPG: p.241
<i>Effect:</i> Makes corpse look like another creature.					<i>Target:</i> one dead creature touched			<i>Caster Level:</i> 8	
□□□□ Shield			1 standard action	8 minutes [D]	Personal	V, S		Abjuration [Force]	PFCR: p.342
<i>Effect:</i> Shield creates an invisible shield of force that hovers in front of you.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□ Shocking Grasp		None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	PFCR: p.343
<i>Effect:</i> Your successful melee touch attack deals 5d6 points of electricity damage per caster level [maximum 5d6].					<i>Target:</i> Creature or object touched			<i>Caster Level:</i> 8	
□□□□ Silent Image	16	Will disbelief (if interacted with)	1 standard action	Concentration	Long (720 ft.)	V, S, F	No	Illusion (Figment)	PFCR: p.343
<i>Effect:</i> This spell creates the visual illusion of an object, creature, or force, as visualized by you.					<i>Target:</i> Visual figment that cannot extend beyond 13 10-ft. cubes [S]			<i>Caster Level:</i> 8	
□□□□ Sleep	16	Will negates	1 round	8 minutes	Medium (180 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.344
<i>Effect:</i> A sleep spell causes a magical slumber to come upon 4 HD of creatures.					<i>Target:</i> One or more living creatures within a 10-ft.-radius burst			<i>Caster Level:</i> 8	
□□□□ Stone Fist			1 standard action	8 minutes [D]	Personal	V, S, M (a chip of granite)		Transmutation [Earth]	PFAPG: p.247
<i>Effect:</i> Your unarmed strikes are lethal.					<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□ Stumble Gap	16	Reflex partial	1 standard action	9 rounds	Close (45 ft.)	V, S, F (miniature shovel costing 10 gp)	No	Conjuration (Creation)	PFAPG: p.247
<i>Effect:</i> Small hole trips creatures					<i>Target:</i> see text			<i>Caster Level:</i> 8	
□□□□ Summon Monster I		None	1 round	8 rounds [D]	Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.350
<i>Effect:</i> This spell summons an extraplanar creature.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 8	
□□□□ Touch of Gracelessness	16	Fortitude partial	1 standard action	8 rounds	Touch	V, S	Yes	Transmutation	PFAPG: p.249
<i>Effect:</i> Subject loses 1d6 + 4 Dex and is prone to falling down.					<i>Target:</i> creature touched			<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Touch of the Sea	16	Fortitude negates (harmless)	1 standard 8 minutes action	Touch	V, S, M (a fish scale)	Yes (harmless)	Transmutation	PFAPG: p.250
<i>Effect:</i> Swim speed becomes 30 ft.									
□□□□□	True Strike			1 standard See text action	Personal	V, F		Divination	PFCR: p.363
<i>Effect:</i> You gain temporary, intuitive insight into the immediate future during your next attack.									
□□□□□	Unseen Servant		None	1 standard 8 hours action	Close (45 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.364
<i>Effect:</i> An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command.									
□□□□□	Vanish	16	Will negates (harmless)	1 standard 8 rounds [up to 5 rounds] [D] action	Touch	V, S	Yes (harmless)	Illusion (Glamer)	PFAPG: p.253
<i>Effect:</i> This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature.									
□□□□□	Ventriloquism	16	Will disbelief (if interacted with)	1 standard 8 minutes [D] action	Close (45 ft.)	V, F	No	Illusion (Figment)	PFCR: p.365
<i>Effect:</i> You can make your voice seem to issue from someplace else.									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Accelerate Poison	17	Fortitude negates	1 standard Instantaneous action	Touch	V, S, M (a thorn)	Yes	Transmutation	PFAPG: p.201
<i>Effect:</i> Hastens targeted poison's onset									
□□□□□	Acid Arrow		None	1 standard 3 rounds action	Long (720 ft.)	V, S, M, F	No	Conjuration (Creation) [Acid]	PFCR: p.239
<i>Effect:</i> An arrow of acid springs from your hand and speeds to its target dealing 2d4 points of acid damage.									
□□□□□	Alter Self			1 standard 8 minutes [D] action	Personal	V, S, M		Transmutation (Polymorph)	PFCR: p.240
<i>Effect:</i> You can assume the form of any Small or Medium creature of the humanoid type.									
□□□□□	Arcane Lock		None	1 standard Permanent action	Touch	V, S, M	No	Abjuration	PFCR: p.243
<i>Effect:</i> An arcane lock spell cast upon a door, chest, or portal magically locks it.									
□□□□□	Arrow Eruption		None	1 standard Instantaneous action	Long (720 ft.)	V, S, M (arrow or crossbow bolt)	Yes	Conjuration (Creation)	PFAPG: p.202
<i>Effect:</i> Creates duplicates of killing arrow.									
□□□□□	Bear's Endurance	17	Will negates (harmless)	1 standard 8 minutes action	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.246
<i>Effect:</i> The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution.									
□□□□□	Blindness/Deafness	17	Fortitude negates	1 standard Permanent [D] action	Medium (180 ft.)	V	Yes	Necromancy	PFCR: p.250
<i>Effect:</i> You call upon the powers of unlife to render the subject blinded or deafened, as you choose.									
□□□□□	Blur	17	Will negates (harmless)	1 standard 8 minutes [D] action	Touch	V	Yes (harmless)	Illusion (Glamer)	PFCR: p.251
<i>Effect:</i> The subject's outline appears blurred, shifting, and wavering granting the subject concealment [20% miss chance].									
□□□□□	Bull's Strength	17	Will negates (harmless)	1 standard 8 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	PFCR: p.251
<i>Effect:</i> The subject becomes stronger granting a +4 enhancement bonus to Strength.									
□□□□□	*Burning Gaze	18	Fortitude negates (see text)	1 standard 8 rounds action	Personal	V, S, M/DF (eye of a mundane salamander)	Yes	Evocation [Fire]	PFAPG: p.208
<i>Effect:</i> Inflict 1d6 fire damage to creature.									
□□□□□	Cat's Grace	17	Will negates (harmless)	1 standard 8 minutes action	Touch	V, S, M	Yes	Transmutation	PFCR: p.252
<i>Effect:</i> The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity.									
□□□□□	Command Undead	17	Will negates; see text	1 standard 8 days action	Close (45 ft.)	V, S, M	Yes	Necromancy	PFCR: p.257
<i>Effect:</i> This spell allows you a degree of control over an undead creature.									
□□□□□	Continual Flame		None	1 standard Permanent action	Touch	V, S, M	No	Evocation [Light]	PFCR: p.260
<i>Effect:</i> A flame, equivalent in brightness to a torch, springs forth from an object that you touch.									
□□□□□	Create Pit	17	Reflex negates	1 standard 9 rounds action	Medium (180 ft.)	V, S, F (miniature shovel costing 10 gp)	No	Conjuration (Creation)	PFAPG: p.213
<i>Effect:</i> Creates an extradimensional pit									
□□□□□	Create Treasure Map		None	1 hour Instantaneous	Touch	V, S, M (powdered metal and rare inks worth 100 gp)	No	Divination	PFAPG: p.214
<i>Effect:</i> Creates treasure map out of a creature's corpse.									
□□□□□	Darkness		None	1 standard 8 minutes [D] action	Touch	V, M/DF	No	Evocation [Darkness]	PFCR: p.263
<i>Effect:</i> This spell causes an object to radiate darkness out to a 20-foot radius.									
□□□□□	Darkvision	17	Will negates (harmless)	1 standard 8 hours action	Touch	V, S, M	Yes (harmless)	Transmutation	PFCR: p.264
<i>Effect:</i> The subject gains the ability to see 60 feet even in total darkness.									
□□□□□	Daze Monster	17	Will negates	1 standard 1 round action	Medium (180 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.264
<i>Effect:</i> This spell functions like daze, but it can affect any one living creature of any type.									
□□□□□	Detect Thoughts	17	Will negates; see text	1 standard Concentration, up to 8 minutes [D] action	60 ft.	V, S, F/DF	No	Divination [Mind-Affecting]	PFCR: p.268
<i>Effect:</i> You detect surface thoughts.									

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Dust of Twilight	17	Fortitude negates (fatigue only)	1 standard Instantaneous action	Medium (180 ft.)	V, S, M (coal dust)	No	Conjuration [Darkness]	PFAPG: p.217
<i>Effect:</i> Black particles extinguish light sources within area.									
□□□□□	Eagle's Splendor	17	Will negates (harmless)	1 standard 8 minutes action	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.275
<i>Effect:</i> The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma.									
□□□□□	*Elemental Speech			1 standard 8 minutes action	Personal	V, S, M (iron filings)		Divination [Air, Earth, Fire, Water]	PFAPG: p.218
<i>Effect:</i> Enables you to speak to elementals and some creatures.									
□□□□□	*Elemental Touch	18	see text	1 standard 8 rounds [D] action	Personal	V, S, M (a bit of the chosen element: earth, water, air, or fire)	No	Evocation [Acid, Cold, Electricity, Fire]	PFAPG: p.218
<i>Effect:</i> Gain energy damage touch attack.									
□□□□□	False Life			1 standard 8 hours or until discharged; see text action	Personal	V, S, M		Necromancy	PFCR: p.280
<i>Effect:</i> You harness the power of unlives to grant yourself a limited ability to avoid death.									
□□□□□	*Fire Breath	18	Reflex half; see text	1 standard 8 rounds or until discharged; see text action	15 ft.	V, S, M (a chili pepper)	Yes	Evocation [Fire]	PFAPG: p.221
<i>Effect:</i> Exhale a cone of flame at will.									
□□□□□	*Flaming Sphere	18	Reflex negates	1 standard 8 rounds action	Medium (180 ft.)	V, S, M/DF	Yes	Evocation [Fire]	PFCR: p.283
<i>Effect:</i> A burning globe of fire rolls in whichever direction you point and burns those it strikes.									
□□□□□	Fog Cloud		None	1 standard 80 minutes action	Medium [100 ft. + 10 ft. level]	V, S	No	Conjuration (Creation)	PFCR: p.284
<i>Effect:</i> A bank of fog billows out from the point you designate.									
□□□□□	Fox's Cunning	17	Will negates (harmless)	1 standard 8 minutes action	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.286
<i>Effect:</i> The target becomes smarter granting a +4 enhancement bonus to Intelligence.									
□□□□□	Ghoul Touch	17	Fortitude negates	1 standard 1d6+2 rounds action	Touch	V, S, M	Yes	Necromancy	PFCR: p.289
<i>Effect:</i> Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.									
□□□□□	Glide			1 standard until landing or 8 minutes [D] action	Personal	V, S, M/DF (a leaf)		Transmutation	PFAPG: p.225
<i>Effect:</i> You take no falling damage, move 60 ft./round while falling.									
□□□□□	Glitterdust	17	Will negates (blinding only)	1 standard 8 rounds action	Medium (180 ft.)	V, S, M (ground mica)	No	Conjuration (Creation)	PFCR: p.290
<i>Effect:</i> A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell.									
□□□□□	Gust of Wind	18	Fortitude negates	1 standard 1 round action	60 ft.	V, S	Yes	Evocation [Air]	PFCR: p.293
<i>Effect:</i> This spell creates a severe blast of air [approximately 50 mph] that originates from you, affecting all creatures in its path.									
□□□□□	Hideous Laughter	17	Will negates	1 standard 8 rounds action	Close (45 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.296
<i>Effect:</i> This spell afflicts the subject with uncontrollable laughter.									
□□□□□	Hypnotic Pattern	17	Will negates	1 standard Concentration + 2 rounds action	Medium (180 ft.)	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]	PFCR: p.298
<i>Effect:</i> A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it.									
□□□□□	Knock		None	1 standard Instantaneous; see text action	Medium (180 ft.)	V	No	Transmutation	PFCR: p.303
<i>Effect:</i> Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock.									
□□□□□	Levitate		None	1 standard 8 minutes [D] action	Personal or Close	V, S, F	No	Transmutation	PFCR: p.304
<i>Effect:</i> Levitate allows you to move yourself, another creature, or an object up and down as you wish.									
□□□□□	Locate Object		None	1 standard 8 minutes action	Long (720 ft.)	V, S, F/DF	No	Divination	PFCR: p.305
<i>Effect:</i> You sense the direction of a well-known or clearly visualized object.									
□□□□□	Magic Mouth	17	Will negates (object)	1 standard Permanent until discharged action	Close (45 ft.)	V, S, M	Yes (object)	Illusion (Glamer)	PFCR: p.310
<i>Effect:</i> This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs.									
□□□□□	Make Whole	17	Will negates (harmless, object)	10 minutes Instantaneous	Close (45 ft.)	V, S	Yes (harmless, object)	Transmutation	PFCR: p.311
<i>Effect:</i> This spell functions as mending, except that it repairs 5d6 points of damage when cast on a construct creature.									
□□□□□	Minor Image	17	Will disbelief (if interacted with)	1 standard Concentration + 2 rounds action	Long (720 ft.)	V, S, F	No	Illusion (Figment)	PFCR: p.314
<i>Effect:</i> This spell functions like silent image, except that minor image includes some minor sounds but not understandable speech.									
□□□□□	Mirror Image			1 standard 8 minutes action	Personal	V, S		Illusion (Figment)	PFCR: p.314
<i>Effect:</i> This spell creates a number of illusory doubles of you that inhabit your square.									
□□□□□	Misdirection	17	None or Will negates; see text	1 standard 8 hours action	Close (45 ft.)	V, S	No	Illusion (Glamer)	PFCR: p.314
<i>Effect:</i> By means of this spell, you misdirect the information from divination spells that reveal auras [detect evil, detect magic, discern lies, and the like].									
□□□□□	Obscure Object	17	Will negates (object)	1 standard 8 hours [D] action	Touch	V, S, M/DF	Yes (object)	Abjuration	PFCR: p.317
<i>Effect:</i> This spell hides an object from location by divination [scrying] effects, such as the scrying spell or a crystal ball.									

* =Domain/Specialty Spell

Wizard Spells

□□□□ Owl's Wisdom	17	Will negates (harmless)	1 standard action	8 minutes	Touch	V, S, M/DF	Yes	Transmutation	PFCR: p.318
<i>Effect:</i> The transmuted creature becomes wiser gaining a +4 enhancement bonus to Wisdom.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□ Phantom Trap		None	1 standard action	Permanent [D]	Touch	V, S, M	No	Illusion (Glamer)	PFCR: p.320
<i>Effect:</i> This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps.					<i>Target:</i> Object touched		<i>Caster Level:</i> 8		
□□□□ Protection from Arrows	17	Will negates (harmless)	1 standard action	8 hours or until discharged	Touch	V, S, F	Yes (harmless)	Abjuration	PFCR: p.327
<i>Effect:</i> The warded creature gains resistance to ranged weapons.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□ Pyrotechnics	17	Will negates or Fortitude negates; see text; Spell	1 standard action	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text	Long (720 ft.)	V, S, M	Yes or No; see text	Transmutation	PFCR: p.328
<i>Effect:</i> Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice.					<i>Target:</i> One fire source, up to a 20-ft. cube		<i>Caster Level:</i> 8		
□□□□ Resist Energy	17	Fortitude negates (harmless)	1 standard action	80 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□ Rope Trick		None	1 standard action	8 hours [D]	Touch	V, S, M	No	Transmutation	PFCR: p.335
<i>Effect:</i> When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end.					<i>Target:</i> One touched piece of rope from 5 ft. to 30 ft. long		<i>Caster Level:</i> 8		
□□□□ Scare	17	Will partial	1 standard action	8 rounds or 1 round; see text for cause fear	Medium (180 ft.)	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.336
<i>Effect:</i> This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened.					<i>Target:</i> 2 living creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
□□□□ Scorching Ray		None	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes	Evocation [Fire]	PFCR: p.337
<i>Effect:</i> You blast your enemies with up to 3 searing beams of fire dealing 4d6 points of fire damage.					<i>Target:</i> One or more rays		<i>Caster Level:</i> 8		
□□□□ See Invisibility			1 standard action	80 minutes [D]	Personal	V, S, M		Divination	PFCR: p.339
<i>Effect:</i> You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible.					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□ Share Language	17	Will negates (harmless)	1 standard action	24 hours	Touch	V, S, M (a page from a dictionary)	Yes (harmless)	Divination	PFAPG: p.243
<i>Effect:</i> Subject understands chosen language.					<i>Target:</i> creature touched		<i>Caster Level:</i> 8		
□□□□ Shatter	18	Will negates (object); Will negates (object) or Fortitude half; see text	1 standard action	Instantaneous	Close (45 ft.)	V, S, M/DF	Yes	Evocation [Sonic]	PFCR: p.341
<i>Effect:</i> Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline object or one crystalline creature.					<i>Target:</i> Or Target 5-ft.-radius spread; or one solid creature		<i>Caster Level:</i> 8		
□□□□ Slipstream	17	Reflex negates (harmless)	1 standard action	80 minutes [D]	Touch	V, S, M/DF	No (a few drops of oil and water)	Conjuration (Creation) [Water]	PFAPG: p.244
<i>Effect:</i> Wave boosts creature's speed.					<i>Target:</i> creature touched		<i>Caster Level:</i> 8		
□□□□ Spectral Hand		None	1 standard action	8 minutes [D]	Medium (180 ft.)	V, S	No	Necromancy	PFCR: p.346
<i>Effect:</i> A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance.					<i>Target:</i> One spectral hand		<i>Caster Level:</i> 8		
□□□□ Spider Climb	17	Will negates (harmless)	1 standard action	80 minutes	Touch	V, S, M	Yes (harmless)	Transmutation	PFCR: p.347
<i>Effect:</i> The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 8		
□□□□ Stone Call		None	1 standard action	8 rounds	Medium (180 ft.)	V, S, DF	No	Conjuration (Creation) [Earth]	PFAPG: p.247
<i>Effect:</i> 2d6 damage to all creatures in area.					<i>Target:</i> cylinder 40		<i>Caster Level:</i> 8		
□□□□ Summon Monster II		None	1 round	8 rounds [D]	Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.352
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 8		
□□□□ Summon Swarm		None	1 round	Concentration + 2 rounds	Close (45 ft.)	V, S, M/DF	No	Conjuration (Summoning)	PFCR: p.354
<i>Effect:</i> You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area.					<i>Target:</i> One swarm of bats, rats, or spiders		<i>Caster Level:</i> 8		
□□□□ Touch of Idiocy		No	1 standard action	80 minutes	Touch	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.360
<i>Effect:</i> With a touch, you reduce the target's mental faculties.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 8		
□□□□ Web	17	Reflex negates; see text	1 standard action	80 minutes [D]	Medium (180 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.368
<i>Effect:</i> Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them.					<i>Target:</i> Webs in a 20-ft.-radius spread		<i>Caster Level:</i> 8		
□□□□ Whispering Wind		None	1 standard action	No more than 8 hours or until discharged	1 mile/level	V, S	No	Transmutation [Air]	PFCR: p.369
<i>Effect:</i> You send a message or sound on the wind to a designated spot.					<i>Target:</i> 10-ft.-radius spread		<i>Caster Level:</i> 8		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Aqueous Orb	18	Reflex negates	1 standard action	8 rounds	Medium (180 ft.)	V, S, M (a drop of water and a glass bead)	No	Conjuration (Creation) [Water]	PFAPG: p.202
<i>Effect:</i> Creates rolling sphere of water.					<i>Target:</i> 10-ft.-diameter sphere		<i>Caster Level:</i> 8		
□□□□ Arcane Sight			1 standard action	8 minutes [D]	Personal	V, S		Divination	PFCR: p.244
<i>Effect:</i> This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you.					<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□ Beast Shape I			1 standard action	8 minutes [D]	Personal	V, S, M		Transmutation (Polymorph)	PFCR: p.247
<i>Effect:</i> When you cast this spell, you can assume the form of any Small or Medium creature of the animal type.					<i>Target:</i> You		<i>Caster Level:</i> 8		

* =Domain/Specialty Spell

Wizard Spells

□□□□□Blink			1 standard 8 rounds [D] action	Personal	V, S		Transmutation	PFCR: p.250
<i>Effect:</i> You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random.				<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□Blood Biography	18	Will negates (see text)	1 minute Instantaneous	Touch	V, S, M/DF No (a scrap of parchment)		Divination	PFAPG: p.206
<i>Effect:</i> Learn about a creature with its blood.				<i>Target:</i> one creature's blood or one bloodstain			<i>Caster Level:</i> 8	
□□□□□*Campfire Wall		None	1 standard 16 hours; see below [D] action	Close (45 ft.)	V, S, M/DF Yes (ash made from burnt thorns)		Evocation [Fire, Light]	PFAPG: p.210
<i>Effect:</i> Creates a shelter around a campfire.				<i>Target:</i> 20-ft.-radius sphere centered on fire source			<i>Caster Level:</i> 8	
□□□□□Clairaudience/Clairvoyance		None	10 minutes 8 minutes [D]	Long (720 ft.)	V, S, F/DF No		Divination (Screying)	PFCR: p.255
<i>Effect:</i> Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see almost as if you were there.				<i>Target:</i> Magical sensor			<i>Caster Level:</i> 8	
□□□□□Cloak of Winds	18	Fortitude negates (harmless)	1 standard 8 minutes action	Close (45 ft.)	V, S	Yes (harmless)	Abjuration [Air]	PFAPG: p.211
<i>Effect:</i> Creates screen of strong wind around you.				<i>Target:</i> one living creature			<i>Caster Level:</i> 8	
□□□□□Daylight		None	1 standard 80 minutes [D] action	Touch	V, S	No	Evocation [Light]	PFCR: p.264
<i>Effect:</i> You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius.				<i>Target:</i> Object touched			<i>Caster Level:</i> 8	
□□□□□Deep Slumber	18	Will negates	1 round 8 minutes	Close (45 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.265
<i>Effect:</i> This spell functions like sleep, except that it affects 10 HD of targets.				<i>Target:</i> One or more living creatures within a 10-ft.-radius burst			<i>Caster Level:</i> 8	
□□□□□Devolution	18	Will negates	1 standard 8 rounds action	Close (45 ft.)	V, S, M (a Yes chameleon scale)		Transmutation	PFAPG: p.216
<i>Effect:</i> Target eidolon temporarily loses 2 evolutions				<i>Target:</i> one eidolon			<i>Caster Level:</i> 8	
□□□□□Dispel Magic		None	1 standard Instantaneous action	Medium (180 ft.)	V, S	No	Abjuration	PFCR: p.272
<i>Effect:</i> You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell.				<i>Target:</i> One spellcaster, creature, or object			<i>Caster Level:</i> 8	
□□□□□Displacement	18	Will negates (harmless)	1 standard 8 rounds [D] action	Touch	V, M	Yes (harmless)	Illusion (Glamer)	PFCR: p.273
<i>Effect:</i> The subject of this spell appears to be about 2 feet away from its true location granting a 50% miss chance as if it had total concealment.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□*Draconic Reservoir	19	Fortitude negates (harmless)	1 standard 80 minutes or until discharged; see text action	Touch	V, S, M (a Yes dragon that produces the energy you seek to absorb)	Yes (harmless)	Evocation [Acid, Cold, Electricity, Fire]	PFAPG: p.217
<i>Effect:</i> Subject can absorb energy damage and enhance melee attacks with it.				<i>Target:</i> creature touched			<i>Caster Level:</i> 8	
□□□□□*Elemental Aura	19	Reflex half; see text	1 standard 8 rounds [D] action	Personal	V, S	Yes	Evocation [Acid, Cold, Electricity, Fire]	PFAPG: p.218
<i>Effect:</i> Creates an aura of energy around you.				<i>Target:</i> You			<i>Caster Level:</i> 8	
□□□□□Enter Image		None	1 standard concentration action	50 ft./level	V, S, M/DF No (a drop of paint and a ball of clay)		Transmutation	PFAPG: p.219
<i>Effect:</i> Transfers your consciousness to an object bearing your likeness.				<i>Target:</i> transfer consciousness to any object bearing your likeness			<i>Caster Level:</i> 8	
□□□□□Explosive Runes	18	See text	1 standard Permanent until discharged [D] action	Touch	V, S	Yes	Abjuration [Force]	PFCR: p.279
<i>Effect:</i> You trace mystic runes upon a book, map, scroll, or similar object bearing written information which detonate when read, dealing 6d6 points of force damage.				<i>Target:</i> One touched object weighing no more than 10 lbs.			<i>Caster Level:</i> 8	
□□□□□*Fireball	19	Reflex half	1 standard Instantaneous action	Long (720 ft.)	V, S, M	Yes	Evocation [Fire]	PFCR: p.283
<i>Effect:</i> A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 8d6 points of fire damage to every creature within the area.				<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 8	
□□□□□*Flame Arrow		None	1 standard 80 minutes action	Close (45 ft.)	V, S, M	No	Transmutation [Fire]	PFCR: p.283
<i>Effect:</i> This spell allows you to turn ammunition [such as arrows, crossbow bolts, shuriken, and sling stones] into fiery projectiles.				<i>Target:</i> Fifty projectiles, all of which must be together at the time of casting			<i>Caster Level:</i> 8	
□□□□□Fly	18	Will negates (harmless)	1 standard 8 minutes action	Touch	V, S, F	Yes (harmless)	Transmutation	PFCR: p.284
<i>Effect:</i> The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load].				<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Gaseous Form		None	1 standard 16 minutes [D] action	Touch	S, M/DF	No	Transmutation	PFCR: p.287
<i>Effect:</i> The subject and all its gear become insubstantial, misty, and translucent.				<i>Target:</i> Willing corporeal creature touched			<i>Caster Level:</i> 8	
□□□□□Gentle Repose	18	Will negates (object)	1 standard 8 days action	Touch	V, S, M/DF Yes (object)		Necromancy	PFCR: p.289
<i>Effect:</i> You preserve the remains of a dead creature so that they do not decay.				<i>Target:</i> Corpse touched			<i>Caster Level:</i> 8	
□□□□□Halt Undead	18	Will negates (see text)	1 standard 8 rounds action	Medium (180 ft.)	V, S, M	Yes	Necromancy	PFCR: p.294
<i>Effect:</i> This spell renders as many as three undead creatures immobile.				<i>Target:</i> Up to three undead creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	
□□□□□Haste	18	Fortitude negates (harmless)	1 standard 8 rounds action	Close (45 ft.)	V, S, M	Yes (harmless)	Transmutation	PFCR: p.293
<i>Effect:</i> The transmuted creatures move and act more quickly than normal.				<i>Target:</i> 8 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 8	
□□□□□Heroism	18	Will negates (harmless)	1 standard 80 minutes action	Touch	V, S	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.295
<i>Effect:</i> This spell imbues a single creature with great bravery and morale in battle.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 8	
□□□□□Hold Person	18	Will negates; see text	1 standard 8 rounds [D]; see text action	Medium (180 ft.)	V, S, F/DF Yes		Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.296
<i>Effect:</i> The subject becomes paralyzed and freezes in place.				<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 8	

* =Domain/Specialty Spell

Wizard Spells

□□□□	Hydraulic Torrent	None	1 standard	Instantaneous	action	60 ft.	V, S	Yes	Evocation [Water]	PFAPG: p.229	
<i>Effect:</i> Creates torrent of water that bull rushes any creature in its path.											
						Target: 60-ft. line	Caster Level: 8				
□□□□	Illusory Script	18	Will negates; see text	1 minute	8 days [D]	Touch	V, S, M	Yes	Illusion (Phantasm) [Mind-Affecting]	PFCR: p.299	
<i>Effect:</i> You write instructions or other information on parchment, paper, or any suitable writing material. Only the person [or people] designated by you at the time of the casting can read the writing; it's unintelligible to any other character.											
						Target: One touched object weighing no more than 10 lbs.	Caster Level: 8				
□□□□	Keen Edge	18	Will negates (harmless, object)	1 standard	80 minutes	Close (45 ft.)	V, S	Yes (harmless, object)	Transmutation	PFCR: p.303	
<i>Effect:</i> This spell makes a weapon magically keen, improving its ability to deal telling blows.											
						Target: One weapon or 50 projectiles, all of which must be together at the time of casting	Caster Level: 8				
□□□□	Lightning Bolt	19	Reflex half	1 standard	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	PFCR: p.304	
<i>Effect:</i> You release a powerful stroke of electrical energy that deals 8d6 points of electricity damage to each creature within its area.											
						Target: 120-ft. line	Caster Level: 8				
□□□□	Magic Circle against Chaos	18	Will negates (harmless)	1 standard	80 minutes	Touch	V, S, M/DF No; see text		Abjuration [Lawful]	PFCR: p.308	
<i>Effect:</i> All creatures within the area gain the effects of a protection from chaos spell, and chaotic summoned creatures cannot enter the area either.											
						Target: 10-ft.-radius emanation from touched creature	Caster Level: 8				
□□□□	Magic Circle against Evil	18	Will negates (harmless)	1 standard	80 minutes	Touch	V, S, M/DF No; see text		Abjuration [Good]	PFCR: p.308	
<i>Effect:</i> All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either.											
						Target: 10-ft.-radius emanation from touched creature	Caster Level: 8				
□□□□	Magic Circle against Good	18	Will negates (harmless)	1 standard	80 minutes	Touch	V, S, M/DF No; see text		Abjuration [Evil]	PFCR: p.308	
<i>Effect:</i> All creatures within the area gain the effects of a protection from good spell, and good summoned creatures cannot enter the area either.											
						Target: 10-ft.-radius emanation from touched creature	Caster Level: 8				
□□□□	Magic Circle against Law	18	Will negates (harmless)	1 standard	80 minutes	Touch	V, S, M/DF No; see text		Abjuration [Chaotic]	PFCR: p.308	
<i>Effect:</i> All creatures within the area gain the effects of a protection from law spell, and lawful summoned creatures cannot enter the area either.											
						Target: 10-ft.-radius emanation from touched creature	Caster Level: 8				
□□□□	Magic Weapon (Greater)	18	Will negates (harmless, object)	1 standard	8 hours	Close (45 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	PFCR: p.310	
<i>Effect:</i> This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +2.											
						Target: One weapon or 50 projectiles [all of which must be together at the time of casting]	Caster Level: 8				
□□□□	Major Image	18	Will disbelief (if interacted with)	1 standard	Concentration + 3 rounds	Long (720 ft.)	V, S, F	No	Illusion (Figment)	PFCR: p.311	
<i>Effect:</i> This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect.											
						Target: Visual figment that cannot extend beyond 13 10-ft. cubes [S]	Caster Level: 8				
□□□□	Malediction	18	Will negates	1 standard	Instantaneous/1 minute per HD of the action	Touch	V, S, F	Yes	Necromancy [Death, Evil]	PFAPG: p.324	
<i>Effect:</i> Gain temporary hero points by killing a dying creature.											
						Target: Living creature touched	Caster Level: 8				
□□□□	Nondetection	18	Will negates (harmless, object)	1 standard	8 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration	PFCR: p.317	
<i>Effect:</i> The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells.											
						Target: Creature or object touched	Caster Level: 8				
□□□□	Pain Strike	19	Fortitude negates	1 standard	8 rounds [D]	Close (45 ft.)	V, S	Yes	Evocation [Evil]	PFAPG: p.234	
<i>Effect:</i> Inflicts 1d6 nonlethal damage 8 rounds.											
						Target: one living creature	Caster Level: 8				
□□□□	Phantom Steed	None		10 minutes	8 hours [D]	0 ft.	V, S	No	Conjuration (Creation)	PFCR: p.319	
<i>Effect:</i> You conjure a Large, quasi-real, horselike creature.											
						Target: One quasi-real, horselike creature	Caster Level: 8				
□□□□	Protection from Energy	18	Fortitude negates (harmless)	1 standard	80 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	PFCR: p.327	
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it.											
						Target: Creature touched	Caster Level: 8				
□□□□	Rage	None		1 standard	Concentration + 8 rounds [D]	Medium (180 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.329	
<i>Effect:</i> Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC.											
						Target: 2 willing living creatures, no two of which may be more than 30 ft. apart	Caster Level: 8				
□□□□	Ray of Exhaustion	18	Fortitude partial; see text	1 standard	8 minutes	Close (45 ft.)	V, S, M	Yes	Necromancy	PFCR: p.330	
<i>Effect:</i> A black ray projects from your pointing finger. The subject is immediately exhausted for the spell's duration.											
						Target: Ray	Caster Level: 8				
□□□□	Secret Page	None		10 minutes	Permanent	Touch	V, S, M	No	Transmutation	PFCR: p.338	
<i>Effect:</i> Secret page alters the contents of a page so that it appears to be something entirely different.											
						Target: Page touched, up to 3 sq. ft. in size	Caster Level: 8				
□□□□	Seek Thoughts	18	Will negates	1 standard	concentration, up to 8 minutes	40 ft.	V, S, M (a No handful of copper coins)		Divination [Mind-Affecting]	PFAPG: p.242	
<i>Effect:</i> Detects thinking creatures' thoughts											
						Target: 40-ft.-radius emanation centered on you	Caster Level: 8				
□□□□	Sepia Snake Sigil	18	Reflex negates	10 minutes	Permanent or until discharged; until released or 1d4+8 days; see text	Touch	V, S, M	No	Conjuration (Creation) [Force]	PFCR: p.339	
<i>Effect:</i> You cause a small symbol to appear in the text of a written work.											
						Target: One touched book or written work	Caster Level: 8				
□□□□	Shifting Sand	18	Reflex negates; see text	1 standard	8 rounds [D]	Medium (180 ft.)	V, S, M (a No handful of sand)		Transmutation [Earth]	PFAPG: p.243	
<i>Effect:</i> Creates difficult terrain and erases tracks; can carry creatures or objects along.											
						Target: 20-ft. spread	Caster Level: 8				
□□□□	Shrink Item	18	Will negates (object)	1 standard	8 days; see text	Touch	V, S	Yes (object)	Transmutation	PFCR: p.342	
<i>Effect:</i> You are able to shrink one nonmagical item to 1/16 of its normal size in each dimension.											
						Target: One touched object of up to 16 cu. ft.	Caster Level: 8				
□□□□	Sleet Storm	None		1 standard	8 rounds	Long (720 ft.)	V, S, M/DF	No	Conjuration (Creation) [Cold]	PFCR: p.344	
<i>Effect:</i> Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy.											
						Target: Cylinder 40	Caster Level: 8				
□□□□	Slow	18	Will negates	1 standard	8 rounds	Close (45 ft.)	V, S, M	Yes	Transmutation	PFCR: p.344	
<i>Effect:</i> An affected creature moves and attacks at a drastically slowed rate.											
						Target: 8 creatures, no two of which can be more than 30 ft. apart	Caster Level: 8				
□□□□	Spiked Pit	18	Reflex negates	1 standard	9 rounds	Medium (180 ft.)	V, S, F (miniature shovel costing 10 gp)	No	Conjuration (Creation)	PFAPG: p.246	
<i>Effect:</i> This spell functions as create pit, except that the pit is lined with wickedly sharp spikes along its bottom and walls. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20.											
						Target: 10-ft.-by-10-ft. hole, 40 ft. deep	Caster Level: 8				

* =Domain/Specialty Spell

Wizard Spells

□□□□□	Stinking Cloud	18	Fortitude negates; see text	1 standard 8 rounds action	Medium (180 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.349
<i>Effect:</i>		Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating.			Target: Cloud spreads in 20-ft. radius, 20 ft. high		Caster Level: 8		
□□□□□	Suggestion	18	Will negates	1 standard 8 hours or until completed action	Close (45 ft.)	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PFCR: p.350
<i>Effect:</i>		You influence the actions of the target creature by suggesting a course of activity.			Target: One living creature		Caster Level: 8		
□□□□□	Summon Monster III	None		1 round 8 rounds [D]	Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.352
<i>Effect:</i>		This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.			Target: One summoned creature		Caster Level: 8		
□□□□□	Tiny Hut	None		1 standard 16 hours [D] action	20 ft.	V, S, M	No	Evocation [Force]	PFCR: p.360
<i>Effect:</i>		You create an unmovable, opaque sphere of force of any color you desire around yourself.			Target: 20-ft.-radius sphere centered on your location		Caster Level: 8		
□□□□□	Tongues	18	Will negates (harmless)	1 standard 80 minutes action	Touch	V, M/DF	No	Divination	PFCR: p.360
<i>Effect:</i>		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.			Target: Creature touched		Caster Level: 8		
□□□□□	Twilight Knife	None		1 standard 8 rounds [D] action	Close (45 ft.)	V, S, F (a small knife)	Yes	Evocation [Force]	PFAPG: p.252
<i>Effect:</i>		Floating knife attacks with you.			Target: floating knife of force		Caster Level: 8		
□□□□□	Unravel Destiny	18	Will negates	1 standard 8 rounds action	Close (45 ft.)	V, S, DF	Yes	Divination	PFAPG: p.325
<i>Effect:</i>		Target gets -2 on ability checks, attack rolls, saving throws, and skill check per hero point it possesses and takes 2d6 damage when spending hero points.			Target: One creature		Caster Level: 8		
□□□□□	Vampiric Touch	None		1 standard Instantaneous/1 hour; see text action	Touch	V, S	Yes	Necromancy	PFCR: p.364
<i>Effect:</i>		Your touch deals 4d6 points of damage.			Target: Living creature touched		Caster Level: 8		
□□□□□	Versatile Weapon	18	Will negates (harmless, object)	1 standard 8 minutes action	Close (45 ft.)	V, S, M (iron filings)	Yes (harmless, object)	Transmutation	PFAPG: p.254
<i>Effect:</i>		Weapon bypasses some DR.			Target: one weapon or 50 projectiles, all of which must be together at the time of casting		Caster Level: 8		
□□□□□	Water Breathing	18	Will negates (harmless)	1 standard 16 hours; see text action	Touch	V, S, M/DF	Yes (harmless)	Transmutation	PFCR: p.368
<i>Effect:</i>		The transmuted creatures can breathe water freely.			Target: Living creatures touched		Caster Level: 8		
□□□□□	Wind Wall	19	None; see text	1 standard 8 rounds action	Medium (180 ft.)	V, S, M/DF	Yes	Evocation [Air]	PFCR: p.370
<i>Effect:</i>		An invisible vertical curtain of wind appears.			Target: Wall up to 80 ft. long and 40 ft. high [S]		Caster Level: 8		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□	Acid Pit	19	Reflex negates; see text	1 standard 9 rounds action	Medium (180 ft.)	V, S, M (drop of acid), F (Fine shovel worth 10 gp)	No	Conjuration (Creation) [Acid]	PFAPG: p.201
<i>Effect:</i>		Creates a pit with a layer of acid on the bottom.			Target: 10-ft.-by-10-ft. hole, 40 ft. deep		Caster Level: 8		
□□□□□	Animate Dead	None		1 standard Instantaneous action	Touch	V, S, M	No	Necromancy [Evil]	PFCR: p.241
<i>Effect:</i>		Turns corpses into undead skeletons or zombies that obey your spoken commands.			Target: One or more corpses touched		Caster Level: 8		
□□□□□	Arcane Eye	None		10 minutes 8 minutes [D]	Unlimited	V, S, M	No	Divination (Scrying)	PFCR: p.243
<i>Effect:</i>		You create an invisible magical sensor that sends you visual information.			Target: Magical sensor		Caster Level: 8		
□□□□□	Ball Lightning	20	Reflex negates	1 standard 8 rounds action	Medium (180 ft.)	V, S, M/DF (a small iron ring)	Yes	Evocation [Air, Electricity]	PFAPG: p.204
<i>Effect:</i>		Flying balls of lightning deal 3d6 electricity damage each.			Target: two or more 5-ft.-diameter spheres		Caster Level: 8		
□□□□□	Beast Shape II			1 standard 8 minutes [D] action	Personal	V, S, M		Transmutation (Polymorph)	PFCR: p.247
<i>Effect:</i>		This spell functions as beast shape I, except that it also allows you to assume the form of a Tiny or Large creature of the animal type.			Target: You		Caster Level: 8		
□□□□□	Bestow Curse	19	Will negates	1 standard Permanent action	Touch	V, S	Yes	Necromancy	PFCR: p.247
<i>Effect:</i>		You place a curse on the subject.			Target: Creature touched		Caster Level: 8		
□□□□□	Black Tentacles	None		1 standard 8 rounds [D] action	Medium (180 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.248
<i>Effect:</i>		This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.			Target: 20-ft.-radius spread		Caster Level: 8		
□□□□□	Calcific Touch	19	Fortitude partial	1 standard 8 rounds action	Touch	V, S	Yes	Transmutation [Earth]	PFAPG: p.208
<i>Effect:</i>		Touch attack slows target, 1d4 Dex damage.			Target: up to 8 creatures touched		Caster Level: 8		
□□□□□	Charm Monster	19	Will negates	1 standard 8 days action	Close (45 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	PFCR: p.254
<i>Effect:</i>		This spell functions like charm person, except that the effect is not restricted by creature type or size.			Target: One living creature		Caster Level: 8		
□□□□□	Confusion	19	Will negates	1 standard 8 rounds action	Medium (180 ft.)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.258
<i>Effect:</i>		This spell causes confusion in the targets, making them unable to determine their actions.			Target: All creatures in a 15-ft.-radius burst		Caster Level: 8		
□□□□□	Contagion	19	Fortitude negates	1 standard Instantaneous action	Touch	V, S	Yes	Necromancy [Evil]	PFCR: p.259
<i>Effect:</i>		The subject contracts a disease.			Target: Living creature touched		Caster Level: 8		
□□□□□	Crushing Despair	19	Will negates	1 standard 8 minutes action	30 ft.	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.262
<i>Effect:</i>		An invisible cone of despair causes great sadness in the subjects.			Target: Cone-shaped burst		Caster Level: 8		

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Detect Scrying	None	1 standard action	24 hours	40 ft.	V, S, M	No	Divination	PFCR: p.268
<i>Effect:</i> You immediately become aware of any attempt to observe you by means of a divination [scrying] spell or effect.				<i>Target:</i> 40-ft.-radius emanation centered on you		<i>Caster Level:</i> 8		
□□□□□ *Detonate	20	Reflex half	1 standard 1 round, then instantaneous action	30 ft.	V, S, M (two vials; one containing acid and one containing an alkaline solution worth a total of 50 gp)	Yes	Evocation [Acid, Cold, Electricity, Fire]	PFAPG: p.215
<i>Effect:</i> Inflicts 8d8 energy damage to all creatures within 15 ft.				<i>Target:</i> 30-ft.-radius spread centered on you		<i>Caster Level:</i> 8		
□□□□□ Dimensional Anchor	None	1 standard action	8 minutes	Medium (180 ft.)	V, S	Yes (object)	Abjuration	PFCR: p.270
<i>Effect:</i> A green ray springs from your hand, any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel.				<i>Target:</i> Ray		<i>Caster Level:</i> 8		
□□□□□ Dimension Door	19	None and Will negates (object)	1 standard Instantaneous action	Long (720 ft.)	V	No and yes (object)	Conjuration (Teleportation)	PFCR: p.269
<i>Effect:</i> You instantly transfer yourself from your current location to any other spot within range.				<i>Target:</i> You and touched objects or other touched willing creatures		<i>Caster Level:</i> 8		
□□□□□ *Dragon's Breath	20	Reflex half	1 standard Instantaneous action	30 ft. or 60 ft.	V, S, M (a dragon scale)	Yes	Evocation [Acid, Cold, Electricity, Fire]	PFAPG: p.217
<i>Effect:</i> Gives you a dragon's breath weapon.				<i>Target:</i> cone-shaped burst or line		<i>Caster Level:</i> 8		
□□□□□ Elemental Body I			1 standard 8 minutes [D] action	Personal	V, S, M		Transmutation (Polymorph)	PFCR: p.275
<i>Effect:</i> When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental.				<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Enervation	None	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes	Necromancy	PFCR: p.277
<i>Effect:</i> You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes dealing 1d4 temporary negative levels if you hit.				<i>Target:</i> Ray of negative energy		<i>Caster Level:</i> 8		
□□□□□ Enlarge Person (Mass)	19	Fortitude negates	1 round 8 minutes [D]	Close (45 ft.)	V, S, M	Yes	Transmutation	PFCR: p.278
<i>Effect:</i> This spell functions like enlarge person, except that it affects multiple creatures.				<i>Target:</i> 8 humanoid creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 8		
□□□□□ Fear	19	Will partial	1 standard 8 rounds or 1 round; see text action	30 ft.	V, S, M	Yes	Necromancy [Fear, Mind-Affecting]	PFAPG: p.281
<i>Effect:</i> An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save.				<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 8		
□□□□□ *Firefall	19	Will negates and Reflex negates; see text	1 standard Instantaneous action	Long (720 ft.)	V, S, M (one fire source)	No	Transmutation [Fire]	PFAPG: p.222
<i>Effect:</i> Causes fire to burst up, dealing 2d6 fire damage.				<i>Target:</i> one fire source, up to a 20-foot cube		<i>Caster Level:</i> 8		
□□□□□ *Fire Shield			1 standard 8 rounds [D] action	Personal	V, S, M		Evocation (Fire, Cold)	PFCR: p.282
<i>Effect:</i> This spell wreathes you in flame and causes damage to each creature that attacks you in melee protecting you from either cold-based or fire-based attacks.				<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ *Fire Trap	19	Reflex half; see text	10 minutes Permanent until discharged [D]	Touch	V, S, M	Yes	Abjuration [Fire]	PFCR: p.282
<i>Effect:</i> Fire trap creates a fiery explosion when an intruder opens the item that the trap protects.				<i>Target:</i> Object touched		<i>Caster Level:</i> 8		
□□□□□ Geas (Lesser)	19	Will negates	1 round 8 days or until discharged [D]	Close (45 ft.)	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	PFCR: p.288
<i>Effect:</i> A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you.				<i>Target:</i> One living creature with 7 HD or less		<i>Caster Level:</i> 8		
□□□□□ Globe of Invulnerability (Lesser)	None	1 standard action	8 rounds [D]	10 ft.	V, S, M	No	Abjuration	PFCR: p.290
<i>Effect:</i> An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower.				<i>Target:</i> 10-ft.-radius spherical emanation, centered on you		<i>Caster Level:</i> 8		
□□□□□ Hallucinatory Terrain	19	Will disbelief (if interacted with)	10 minutes 16 hours [D]	Long (720 ft.)	V, S, M	No	Illusion (Glamour)	PFCR: p.293
<i>Effect:</i> You make natural terrain look, sound, and smell like some other sort of natural terrain.				<i>Target:</i> One 240-ft. cube [S]		<i>Caster Level:</i> 8		
□□□□□ Ice Storm	None	1 standard action	8 rounds [D]	Long (720 ft.)	V, S, M/DF	Yes	Evocation [Cold]	PFCR: p.298
<i>Effect:</i> Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area.				<i>Target:</i> Cylinder 20		<i>Caster Level:</i> 8		
□□□□□ Illusory Wall	19	Will disbelief (if interacted with)	1 standard Permanent action	Close (45 ft.)	V, S	No	Illusion (Figment)	PFCR: p.299
<i>Effect:</i> This spell creates the illusion of a wall, floor, ceiling, or similar surface.				<i>Target:</i> Image 1 ft. by 10 ft. by 10 ft.		<i>Caster Level:</i> 8		
□□□□□ Locate Creature	None	1 standard action	8 minutes	Long (720 ft.)	V, S, M	No	Divination	PFCR: p.305
<i>Effect:</i> This spell functions like locate object, except this spell locates a known creature.				<i>Target:</i> 80 minutes		<i>Caster Level:</i> 8		
□□□□□ Minor Creation	None	1 minute	8 hours [D]	0 ft.	V, S, M	No	Conjuration (Creation)	PFCR: p.313
<i>Effect:</i> You create a nonmagical, unattended object of nonliving vegetable matter.				<i>Target:</i> Unattended, nonmagical object of nonliving plant matter, up to 8 cu. ft.		<i>Caster Level:</i> 8		
□□□□□ Mnemonic Enhancer			10 minutes Instantaneous	Personal	V, S, M		Transmutation	PFCR: p.315
<i>Effect:</i> Casting this spell allows you to prepare additional spells or retain spells recently cast.				<i>Target:</i> You		<i>Caster Level:</i> 8		
□□□□□ Moonstruck	19	Will negates	1 standard 8 rounds action	Medium (180 ft.)	V, S, M (a pinch of powdered moonstone)	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFAPG: p.232
<i>Effect:</i> Subject is enraged and confused.				<i>Target:</i> one humanoid creature		<i>Caster Level:</i> 8		
□□□□□ Phantasmal Killer	19	Will disbelief, then Fortitude partial; see text	1 standard Instantaneous action	Medium (180 ft.)	V, S	Yes	Illusion (Phantasm) [Fear, Mind-Affecting]	PFCR: p.319
<i>Effect:</i> You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast.				<i>Target:</i> One living creature		<i>Caster Level:</i> 8		
□□□□□ Rainbow Pattern	19	Will negates	1 standard Concentration +8 rounds [D] action	Medium (180 ft.)	V (bard only), S, M.	Yes	Illusion (Pattern) [Mind-Affecting]	PFCR: p.329

* =Domain/Specialty Spell

Wizard Spells

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<i>Effect:</i> A glowing, rainbow-hued pattern of interweaving colors fascinates those within it.						Target: Colorful lights with a 20-ft.-radius spread		Caster Level: 8	
□□□□□	Reduce Person (Mass)	19	Fortitude negates	1 round	8 minutes [D]	Close (45 ft.)	V, S, M	Yes	Transmutation PFCR: p.331
<i>Effect:</i> This spell functions like reduce person, except that it affects multiple creatures.						Target: 8 humanoid creatures, no two of which can be more than 30 ft. apart		Caster Level: 8	
□□□□□	Remove Curse	19	Will negates (harmless)	1 standard action	Instantaneous action	Touch	V, S	Yes (harmless)	Abjuration PFCR: p.332
<i>Effect:</i> Remove curse can remove all curses on an object or a creature.						Target: Creature or object touched		Caster Level: 8	
□□□□□	Resilient Sphere	20	Reflex negates	1 standard action	8 minutes [D]	Close (45 ft.)	V, S, F	Yes	Evocation [Force] PFCR: p.333
<i>Effect:</i> A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere.						Target: 8-ft.-diameter sphere, centered around a creature		Caster Level: 8	
□□□□□	River of Wind	20	Fortitude partial	1 standard action	8 rounds	120 ft.	V, S	Yes	Evocation [Air] PFAPG: p.240
<i>Effect:</i> Creates wind that causes nonlethal damage and can knock down or push creatures.						Target: 120-ft. line		Caster Level: 8	
□□□□□	Scrying	19	Will negates	1 hour	8 minutes	See text	V, S, M/DF, F	Yes	Divination (Scrying) PFCR: p.337
<i>Effect:</i> You can observe a creature at any distance.						Target: Magical sensor		Caster Level: 8	
□□□□□	Secure Shelter		None	10 minutes	16 hours [D]	Close (45 ft.)	V, S, M	No	Conjuration (Creation) PFCR: p.338
<i>Effect:</i> You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast.						Target: 20-ft.-square structure		Caster Level: 8	
□□□□□	Shadow Conjunction	19	Will disbelief (if interacted with); varies; see text;	1 standard action	See text	See text	V, S	Yes; see text	Illusion (Shadow) PFCR: p.340
<i>Effect:</i> You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces.						Target: See text		Caster Level: 8	
□□□□□	Shadow Projection			1 minute	8 hours [D]	Personal	S		Necromancy [Evil] PFAPG: p.243
<i>Effect:</i> Temporarily become a shadow.						Target: You		Caster Level: 8	
□□□□□	Share Senses	19	Will negates (harmless)	1 full round	8 minutes [D]	Long (720 ft.)	V, S, M (a hair, scale, or feather from your familiar)	Yes (harmless)	Divination (Scrying) PFAPG: p.243
<i>Effect:</i> Perceive the world around your familiar.						Target: Your familiar		Caster Level: 8	
□□□□□	Shout	20	Fortitude partial or Reflex negates (object); see text;	1 standard action	Instantaneous action	30 ft.	V	Yes (object)	Evocation [Sonic] PFCR: p.343
<i>Effect:</i> You emit an ear-splitting yell that deafens and damages creatures in its path.						Target: Cone-shaped burst		Caster Level: 8	
□□□□□	Solid Fog		None	1 standard action	8 minutes	Medium [100 ft. + 10 ft. level]	V, S, M	No	Conjuration (Creation) PFCR: p.345
<i>Effect:</i> This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that it impedes movement.						Target: Fog spreads in 20-ft. radius, 20 ft. high		Caster Level: 8	
□□□□□	Stone Shape		None	1 standard action	Instantaneous action	Touch	V, S, M/DF	No	Transmutation [Earth] PFCR: p.349
<i>Effect:</i> You can form an existing piece of stone into any shape that suits your purpose.						Target: Stone or stone object touched, up to 18 cu. ft.		Caster Level: 8	
□□□□□	Stoneskin	19	Will negates (harmless)	1 standard action	80 minutes or until discharged	Touch	V, S, M	Yes (harmless)	Abjuration PFCR: p.349
<i>Effect:</i> The warded creature gains resistance to blows, cuts, stabs, and slashes.						Target: Creature touched		Caster Level: 8	
□□□□□	Summon Monster IV		None	1 round	8 rounds [D]	Close (45 ft.)	V, S, F/DF	No	Conjuration (Summoning) PFCR: p.352
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.						Target: One summoned creature		Caster Level: 8	
□□□□□	True Form	19	Will negates	1 standard action	8 rounds	Medium (180 ft.)	V, S	Yes	Abjuration PFAPG: p.251
<i>Effect:</i> Removes polymorph effects.						Target: up to 2 creatures, no two of which can be more than 30 ft. apart		Caster Level: 8	
□□□□□	*Wall of Fire		None	1 standard action	Concentration + 8 rounds	Medium (180 ft.)	V, S, M/DF	Yes	Evocation [Fire] PFCR: p.365
<i>Effect:</i> An immobile, blazing curtain of shimmering violet fire springs into existence.						Target: Opaque sheet of flame up to 160 ft. long or a ring of fire with a radius of up to 20 ft.; either form 20 ft. high		Caster Level: 8	
□□□□□	Wall of Ice	20	Reflex negates; see text	1 standard action	8 minutes	Medium (180 ft.)	V, S, M	Yes	Evocation [Cold] PFCR: p.366
<i>Effect:</i> This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected.						Target: Anchored plane of ice, up to 8 10-ft. squares, or hemisphere of ice with a radius of up to 11 ft.		Caster Level: 8	
□□□□□	Wandering Star Motes	19	Will negates; see text	1 standard action	8 rounds	Close (45 ft.)	V, S, M (a sprinkle of flash powder)	Yes	Illusion (Pattern) [Light, Mind-Affecting] PFAPG: p.255
<i>Effect:</i> Outlines subject, produces light.						Target: one living creature and special; see text		Caster Level: 8	

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