

Masayoshi

NAME Clr1 Wiz1	2000 EXPERIENCE	PLAYERNAME Elf	Medium SIZE	Raedastan DEITY	5' 7" HEIGHT	109 lbs. WEIGHT	Lawful Good ALIGNMENT
CLASS 2	5000 NEXT LEVEL	151 AGE	Female GENDER	Elven EYES	Elfy, Elfish HAIR		Low-light VISION
Character Level		NEXT LEVEL		EYES		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	16	+3	16	+3
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	14	+2	14	+2	14	+2

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED			
15				Walk 30 ft.			
AC armor class	13	10	13	10	0	0	0
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE

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

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	+0	+1	+0	+0	+0	
RANGED attack bonus	+3	+0	+3	+0	+0	+0	
CMB attack bonus	+1	+0	+1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH/OVERRUN
Offense	+1	+1	+1	+1	+1
Defense	14	14	14	14	14

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

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+1	1d8+1	2W-P-(OH)	-5	1d8+1	
1H-O	-3	1d8	2W-P-(OL)	-3	1d8+1	
2H	+1	1d8+1	2W-OH	-9	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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS	2/2	
				ABILITY MODIFIER	MISC MODIFIER
✓ Acrobatics	DEX	3	= 3	+	+
✓ Appraise	INT	3	= 3	+	+
✓ Bluff	CHA	2	= 2	+	+
✓ Climb	STR	1	= 1	+	+
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Diplomacy	CHA	2	= 2	+	+
✓ Disguise	CHA	2	= 2	+	+
✓ Escape Artist	DEX	3	= 3	+	+
✓ Fly	DEX	8	= 3 + 2.0	+	3
✓ Heal	WIS	7	= 2 + 2.0	+	3
✓ Intimidate	CHA	2	= 2	+	+
Knowledge (Arcana)	INT	8	= 3 + 2.0	+	3
Knowledge (Religion)	INT	8	= 3 + 2.0	+	3
✓ Perception	WIS	4	= 2	+	2
✓ Perform (Untrained)	CHA	2	= 2	+	+
✓ Ride	DEX	3	= 3	+	+
✓ Sense Motive	WIS	2	= 2	+	+
Spellcraft	INT	11	= 3 + 2.0	+	6
Spellcraft (Identify magic item)	INT	13	= 3 + 2.0	+	8
✓ Stealth	DEX	3	= 3	+	+
✓ Survival	WIS	2	= 2	+	+
✓ Swim	STR	1	= 1	+	+
			=	+	+
			=	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Raedastan (Bonded) <small>(Amulet (Bonded)). Can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared.</small>	Equipped	1	0.0	200.0
Backpack <small>19 lbs., 1 Bedroll, 1 Flint and Steel, 1 Healer's Kit, 10 Sunrod, 1 Waterskin, 1 Spellbook (Wizard's/Notebook)</small>		1	2.0	2.0
Bedroll	Backpack	1	5.0	0.1
Flint and Steel	Backpack	1	0.0	1.0
Healer's Kit	Backpack	1	1.0	50.0
□□□□□ □□□□□				
Longsword	Equipped	1	4.0	15.0
Pouch (Belt) <small>0.76 lbs., 29 Coin (Gold Piece), 9 Coin (Silver Piece)</small>	Carried	1	0.5	1.0
Spell Component Pouch <small>0 lbs.</small>	Equipped	1	2.0	5.0
Spellbook (Wizard's/Notebook) <small>(Spellbook (Wizard's/Blank))</small>	Backpack	1	3.0	15.0
Sunrod <small>□□□□□ □□□□□</small>	Backpack	10	1.0 (10.0)	2.0 (20.0)
Vestments (Cleric's)	Equipped	1	6.0	0.0
Waterskin <small>0 lbs.</small>	Backpack	1	0.0	1.0
TOTAL WEIGHT CARRIED/VALUE			7.26	310.1 gp lbs.

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY	
Coin (Gold Piece): 29[Pouch (Belt)]	
Coin (Silver Piece): 9[Pouch (Belt)]	
Total = 29.9 gp	

Special Attacks	
Fire Bolt (Sp)	[Paizo Publishing - Core Rulebook, p.44]
As a standard action, you can unleash a scorching bolt of divine fire from your hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6 points of fire damage. You can use this ability 5 times per day.	

Special Qualities	
Arcane Bond (Su)	[Paizo Publishing - Core Rulebook, p.78]
At 1st level, wizards form a powerful bond with an object, as a bonded object, or a creature, as a familiar. Once a wizard makes this choice, it is permanent and cannot be changed.	
Aura of Good (Ex)	[Paizo Publishing - Core Rulebook]
You project a faint good aura.	
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.	
Elven Immunities (Ex)	[Paizo Publishing - Core Rulebook, p.22]
Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
Elven Magic (Ex)	[Paizo Publishing - Core Rulebook, p.22]
Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.	
Keen Senses (Ex)	[Paizo Publishing - Core Rulebook, p.22]
Elves receive a +2 bonus on Perception skill checks.	
Orisons	[Paizo Publishing - Core Rulebook, p.41]
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.	
Rebuke Death (Sp)	[Paizo Publishing - Core Rulebook, p.44]
You can touch a living creature as a standard action, healing it of 1d4 points of damage. You can only use this ability on a creature that is below 0 hit points. You can use this ability 5 times per day.	
Spontaneous Casting	[Paizo Publishing - Core Rulebook, p.41]
Weapon Familiarity (Ex)	[Paizo Publishing - Core Rulebook, p.22]
Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.	

Feats	
Skill Focus (Spellcraft)	[Paizo Publishing - Core Rulebook, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
Armor Proficiency, Light	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Armor Proficiency, Medium	[Paizo Publishing - Core Rulebook, p.118]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	
Scribe Scroll	[Paizo Publishing - Core Rulebook, p.132]
You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.	
Shield Proficiency	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	

DOMAINS
Fire
Healing

PROFICIENCIES
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rock, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Bastard), Unarmed Strike

LANGUAGES
Arduyrian, Celestial, Common, Draconic, Sundastian (Elven)

TEMPLATES

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	3	2	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bleed	12	Will negates	1 standard action	Instantaneous	Close (25 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> 1	
□□□□□ Create Water		None	1 standard action	Instantaneous	Close (25 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 2 gallons of water			<i>Caster Level:</i> 1	
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 1 minutes [D]	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> 1	
□□□□□ Detect Poison		None	1 standard action	Instantaneous	Close (25 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> 1	
□□□□□ Guidance	12	Will negates (harmless)	1 standard action	1 minute or until discharged	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> 1	
□□□□□ Light		None	1 standard action	10 minutes	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> 1	
□□□□□ Mending	12	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 1 lb.			<i>Caster Level:</i> 1	
□□□□□ Purify Food and Drink	12	Will negates (object)	1 standard action	Instantaneous	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> 1 cu. ft. of contaminated food and water			<i>Caster Level:</i> 1	
□□□□□ Read Magic			1 standard action	10 minutes	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> 1	
□□□□□ Resistance	12	Will negates (harmless)	1 standard action	1 minute	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> 1	
□□□□□ Stabilize	12	Will negates (harmless)	1 standard action	Instantaneous	Close (25 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> 1	
□□□□□ Virtue		None	1 standard action	1 min.	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> 1	

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
<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> 1	
□□□□□ Bless		None	1 standard action	1 minutes	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> 1	
□□□□□ Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	PFCR: p.249
<i>Effect:</i> This transmutation imbues a flask of water with positive energy, turning it into holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 1	
□□□□□ 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
<i>Effect:</i> The affected creature becomes frightened.					<i>Target:</i> One living creature with 5 or fewer HD			<i>Caster Level:</i> 1	
□□□□□ Command	13	Will negates	1 standard action	1 round	Close (25 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> 1	
□□□□□ Comprehend Languages			1 standard action	10 minutes	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> 1	
□□□□□ Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	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+1 points of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Deathwatch		None	1 standard action	10 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.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□ Detect Chaos		None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.266
<i>Effect:</i> You can sense the auras of chaotic creatures.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□ Detect Evil		None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.266
<i>Effect:</i> You can sense the presence of evil.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□ Detect Good		None	1 standard action	Concentration, up to 10 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> 1	
□□□□□ Detect Law		None	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	V, S, DF	No	Divination	PFCR: p.267
<i>Effect:</i> You can sense the auras of lawful creatures.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□ Detect Undead		None	1 standard action	Concentration, up to 1 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.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	

* =Domain/Specialty Spell

Cleric Spells

☐☐☐☐☐	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 +1 luck bonus on attack and weapon damage rolls.										
☐☐☐☐☐	Doom	13	Will negates	1 standard action	1 minutes	Medium (110 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	13	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	1 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	13	Will negates (harmless); see text	1 standard action	10 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	13	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+1 points of damage.										
☐☐☐☐☐	Magic Stone	13	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	13	Will negates (harmless, object)	1 standard action	1 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	1 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 Chaos	13	Will negates (harmless)	1 standard action	1 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.										
☐☐☐☐☐	Protection from Evil	13	Will negates (harmless)	1 standard action	1 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.										
☐☐☐☐☐	Remove Fear	13	Will negates (harmless)	1 standard action	10 minutes; see text	Close (25 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	13	Will negates	1 standard action	1 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	13	Will negates (harmless)	1 standard action	1 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 action	1 rounds [D]	Close (25 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.350
<i>Effect:</i> This spell summons an extraplanar creature.										

* =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	3	2	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash		None	1 standard action	Instantaneous	Close (25 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		<i>Caster Level:</i> 1		
□□□□□ Arcane Mark		None	1 standard action	Permanent	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.		<i>Caster Level:</i> 1		
□□□□□ Bleed	13	Will negates	1 standard action	Instantaneous	Close (25 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> 1		
□□□□□ Dancing Lights		None	1 standard action	1 minute [D]	Medium (110 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> 1		
□□□□□ Daze	13	Will negates	1 standard action	1 round	Close (25 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		<i>Caster Level:</i> 1		
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 1 minutes [D]	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> 1		
□□□□□ Detect Poison		None	1 standard action	Instantaneous	Close (25 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> 1		
□□□□□ Disrupt Undead		None	1 standard action	Instantaneous	Close (25 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		<i>Caster Level:</i> 1		
□□□□□ Flare	13	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light]	PFCR: p.284
<i>Effect:</i> This cantrip creates a burst of light.					<i>Target:</i> Burst of light		<i>Caster Level:</i> 1		
□□□□□ Ghost Sound	13	Will disbelief	1 standard action	1 rounds [D]	Close (25 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		<i>Caster Level:</i> 1		
□□□□□ Light		None	1 standard action	10 minutes	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> 1		
□□□□□ Mage Hand		None	1 standard action	Concentration	Close (25 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.		<i>Caster Level:</i> 1		
□□□□□ Mending	13	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 1 lb.		<i>Caster Level:</i> 1		
□□□□□ Message		None	1 standard action	10 minutes	Medium (110 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> 1 creatures		<i>Caster Level:</i> 1		
□□□□□ Open/Close	13	Will negates (object)	1 standard action	Instantaneous	Close (25 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		<i>Caster Level:</i> 1		
□□□□□ Prestidigitation	13	See text	1 standard action	1 hour	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		<i>Caster Level:</i> 1		
□□□□□ Ray of Frost		None	1 standard action	Instantaneous	Close (25 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		<i>Caster Level:</i> 1		
□□□□□ Read Magic			1 standard action	10 minutes	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> 1		
□□□□□ Resistance	13	Will negates (harmless)	1 standard action	1 minute	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> 1		
□□□□□ Touch of Fatigue	13	Fortitude negates	1 standard action	1 rounds	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		<i>Caster Level:</i> 1		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ *Burning Hands	14	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	PFCR: p.251
<i>Effect:</i> A cone of searing flame shoots from your fingertips dealing 1d4 points of fire damage to any creature in the effect area.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 1		
□□□□□ *Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	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+1 points of damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Feather Fall	14	Will negates (harmless) or Will negates (object);	1	Until landing or 1 rounds immediate action	Close (25 ft.)	V	Yes (object)	Transmutation	PFCR: p.281
<i>Effect:</i> The affected creatures or objects fall slowly.					<i>Target:</i> 1 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Hold Portal		None	1 standard action	1 minutes [D]	Medium (110 ft.)	V	No	Abjuration	PFCR: 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 20 sq. ft.		<i>Caster Level:</i> 1		
□□□□□ Mage Armor	14	Will negates (harmless)	1 standard action	1 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> 1		

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Magic Missile	None	1 standard Instantaneous action	Medium (110 ft.)	V, S	Yes	Evocation [Force]	PFCR: p.309
<i>Effect:</i>				<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 1	
A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.							
□□□□□ Shocking Grasp	None	1 standard Instantaneous action	Touch	V, S	Yes	Evocation [Electricity]	PFCR: p.343
<i>Effect:</i>				<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 1	
Your successful melee touch attack deals 1d6 points of electricity damage per caster level [maximum 5d6].							
□□□□□ Sleep	14 Will negates	1 round 1 minutes	Medium (110 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.344
<i>Effect:</i>				<i>Target:</i> One or more living creatures within a 10-ft.-radius burst		<i>Caster Level:</i> 1	
A sleep spell causes a magical slumber to come upon 4 HD of creatures.							

* =Domain/Speciality Spell

Spellbook: Prepared Spells

Cleric

Level 0

- Create Water (DC:)
- Purify Food and Drink (DC:12)
- Read Magic (DC:)

Level 1

- Bless (DC:)
- Summon Monster I (DC:)

Wizard

Level 0

- Detect Magic (DC:)
- Mage Hand (DC:)
- Prestidigitation (DC:13)

Level 1

- *Burning Hands (DC:14)
- Mage Armor (DC:14)
- Sleep (DC:14)

Spellbook: Spellbook (Wizard's/Notebook)

Wizard

Level 0

- Acid Splash (DC:)
- Arcane Mark (DC:)
- Bleed (DC:13)
- Dancing Lights (DC:)
- Daze (DC:13)
- Detect Magic (DC:)
- Detect Poison (DC:)
- Disrupt Undead (DC:)
- Flare (DC:13)
- Ghost Sound (DC:13)
- Light (DC:)
- Mage Hand (DC:)
- Mending (DC:13)
- Message (DC:)
- Open/Close (DC:13)
- Prestidigitation (DC:13)
- Ray of Frost (DC:)
- Read Magic (DC:)
- Resistance (DC:13)
- Touch of Fatigue (DC:13)

Level 1

- Feather Fall (DC:14)
- Hold Portal (DC:)
- Mage Armor (DC:14)
- Magic Missile (DC:)
- Shocking Grasp (DC:)
- Sleep (DC:14)