

Eteleon

LE Elf guard cleric 6

Elf, Evil, Humanoid, Lawful

Deity: **Achaek**; Age: 100

Speed: 35 ft., Languages: Common, Elven, Osiriani

Hit Points	Focus Points	Hero Points
60	1	3
		1

Str	Dex	Con	Int	Wis	Cha
+2	+3	+1	+1	+4	+2

14 Str
16 Dex
12 Con
12 Int
18 Wis
14 Cha

PERCEPTION +14_E = +10_{Base} +4_{Wis} +0_{Misc}

FORTITUDE +11_E = +10_{Base} +1_{Con} +0_{Misc}

REFLEX +11_T = +8_{Base} +3_{Dex} +0_{Misc}

WILL +14_E = +10_{Base} +4_{Wis} +0_{Misc}

AC 23_T = +18_{Base} +3_{Dex} +2_{Misc}

+1 leather armor (Trained)

AC: +2, Max Dex: +4, Armor Check: -, Speed: -

+1 striking sawtooth saber (Trained)

Melee: +12/+8/+4 (2d6+2 S, Crit 2d6x2+4 S / x2 / x2)

Traits: agile, finesse, twin

Sling (Trained)

Ranged (50 ft.) : +11/+6/+1 (1d6+1 B, Crit 1d6x2 B / x2 / x2)

Traits: propulsive

Special Abilities

Anathema

kill a rightful ruler, become fixated on petty matters such as others' gender or ancestry, abandon an assassination contract you agreed to pursue

Divine Font (Harm)

You can cast the *harm* spell.

Low-Light Vision

See in dim light as if it were normal light.

Woodland Elf

Can always Take Cover in forest or jungle. Move at 1/2 Spd when Climbing foliage, full Speed on crit success.

Feats

Ancestral Longevity [Ancestry Feats Selection]

During your daily preparations you become trained in one skill.

Nimble Elf [Ancestry Feats Selection]

Speed increases by 5 feet.

Channel Smite [Class Feats Selection]

Channel energy into a melee Strike causing single target damage to a creature.

Divine Weapon (1/round) [Class Feats Selection]

If you cast a divine spell from spell slots, a wielded weapon adds +1d4 Force damage or +1d6 damage of an alignment matching one of your deity's alignment components until the end of your turn.

Harming Hands [Class Feats Selection]

When you cast *harm*, you roll d10s instead of d8s.

Armor Proficiency [General Feats Selection]

Become trained in light, medium, or heavy armor.

Combat Climber [Skill Feats Selection]

Not flat-footed while Climbing and can Climb with one hand.



Skills

<input type="checkbox"/>	+11 _T	Acrobatics _{Dex}
<input type="checkbox"/>	+1 _U	Arcana _{Int}
<input type="checkbox"/>	+10 _T	Athletics _{Str}
<input type="checkbox"/>	+1 _U	Crafting _{Int}
<input type="checkbox"/>	+11 _T	Deception _{Cha}
<input type="checkbox"/>	+2 _U	Diplomacy _{Cha}
<input type="checkbox"/>	+13 _E	Intimidation _{Cha}
<input type="checkbox"/>	+9 _T	Legal Lore _{Int}
<input type="checkbox"/>	+4 _U	Medicine _{Wis}
<input type="checkbox"/>	+4 _U	Nature _{Wis}
<input type="checkbox"/>	+1 _U	Occultism _{Int}
<input type="checkbox"/>	+2 _U	Performance _{Cha}
<input type="checkbox"/>	+12 _T	Religion _{Wis}
<input type="checkbox"/>	+1 _U	Society _{Int}
<input type="checkbox"/>	+13 _E	Stealth _{Dex}
<input type="checkbox"/>	+4 _U	Survival _{Wis}
<input type="checkbox"/>	+3 _U	Thievery _{Dex}

Feats

Group Coercion [Skill Feats Selection]

When you use the Coerce activity you can affect 2 targets Will DCs.

Intimidating Glare [Skill Feats Selection]

You can use Demoralize with no penalty when a creature doesn't understand your language.

Domain Initiate

Choose a domain and gain its initial domain spell.

Quick Coercion

Coerce a creature after 1r of conversation instead of 1m but not in combat.

Spells

Cleric Divine spells prepared (DC 22, attack +12)

3rd—*blindness*, *harm* (3), *heal*, *heroism*

2nd—*heal*, *invisibility*, *spiritual weapon*

1st—*command*, *ray of enfeeblement* (enfeebled 1 +) (Enfeebled 1 +), *true strike*

Cantrip (at will)—*chill touch*, *detect magic*, *guidance*, *message*, *shield*

Divine Font spells prepared (DC 14, attack +4)

Focus Spells

Weapon Surge (3rd*)

Innate Spells

Fear (1/day) (1st)

Ventriloquism (1/day) (1st)

Weapon Proficiencies

Trained: All Simple Weapons, All Unarmed Attacks, Sawtooth saber

Armor Proficiencies

Trained: All Light Armor, Unarmored defense

Tracked Resources

Antidote, lesser	<input type="checkbox"/>
Divine Weapon (1/round)	<input type="checkbox"/>
Hunting spider venom (DC 21)	<input type="checkbox"/>
Sling bullets	□□□□□ □□□□□

Experience & Wealth

Career Experience Points: **5,000** (0/1,000 to 7th)
Current Cash: **5 gp**

Gear (Encum: 7 bulk, Over: 12 bulk)

Total Bulk Carried: 2.4, Unencumbered

+1 leather armor	1
+1 striking sawtooth saber	L
Antidote, lesser	L
Backpack	L
Demon mask	L
Disguise kit	L
Feather step stone	-
Hourglass	L
Hunting spider venom (DC 21)	L
Money	-
Religious text of Achaek (Religious text of Achaek)	L
Scroll of faerie fire	L
Scroll of heal (2nd level)	L
Scroll of remove fear	L
Scroll of resist energy	L
Sling	L
Sling bullets x10	L
Ventriloquist's ring	-

Eteleon – Abilities & Gear

Channel Smite

(Class, Class Feats Selection, Cleric, Feat)

Traits: Cleric, Divine, Necromancy

[2 actions]

Prerequisites harmful font or healing font

Cost Expend a harm or heal spell.

You siphon the destructive energies of positive or negative energy through a melee attack and into your foe. Make a melee Strike and add the spell's damage to the Strike's damage. This is negative damage if you expended a *harm* spell or positive damage if you expended a *heal* spell. The spell is expended with no effect if your Strike fails or hits a creature that isn't damaged by that energy type (such as if you hit a non-undead creature with a *heal* spell).

Combat Climber

(Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Athletics

Your techniques allow you to fight as you climb. You're not flat-footed while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

Divine Weapon (1/round)

(Class, Class Feats Selection, Cleric, Feat)

Traits: Cleric

[free]

Frequency once per turn

Cost You finish Casting a Spell using one of your divine spell slots on your turn.

You siphon residual spell energy into a weapon you're wielding. Until the end of your turn, the weapon deals an additional 1d4 force damage. You can instead deal an additional 1d6 damage of an alignment type that matches one of your deity's alignment components. As usual for aligned damage, this can damage only creatures of the opposite alignment.

Group Coercion

(Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Intimidation

When you Coerce, you can compare your Intimidation check result to the Will DCs of two targets instead of one. It's possible to get a different degree of success for each target. The number of targets you can Coerce in a single action increases to four if you're an expert, 10 if you're a master, and 25 if you're legendary.

Harming Hands

(Class, Class Feats Selection, Cleric, Feat)

Traits: Cleric

Prerequisites harmful font

The mordant power of your negative energy grows. When you cast *harm*, you roll d10s instead of d8s.

Intimidating Glare

(Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Intimidation

You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Anathema

(Class, Cleric)

Acts fundamentally opposed to your deity's alignment or ideals are anathema to your faith. Learning or casting spells, committing acts, and using items that are anathema to your deity remove you from your deity's good graces.

Casting spells with the evil trait is almost always anathema to good deities, and casting good spells is likewise anathema to evil deities; similarly, casting chaotic spells is anathema to lawful deities, and casting lawful spells is anathema to chaotic deities. A neutral cleric who worships a neutral deity isn't limited this way, but their alignment might change over time if they frequently cast spells or use abilities with a certain alignment. Similarly, casting spells that are anathema to the tenets or goals of your faith could interfere with your connection to your deity. For example, casting a spell to create undead would be anathema to Pharasma, the goddess of death. For borderline cases, you and your GM determine which acts are anathema.

If you perform enough acts that are anathema to your deity, or if your alignment changes to one not allowed by your deity, you lose the magical abilities that come from your connection to your deity. The class features that you lose are determined by the GM, but they likely include your divine font and all divine spellcasting. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual (found on page 409).

Achaekek's Anathema: kill a rightful ruler, become fixated on petty matters such as others' gender or ancestry, abandon an assassination contract you agreed to pursue

Divine Font (Harm)

(Class, Cleric)

Through your deity's blessing, you gain additional spells that channel either the life force called positive energy or its counterforce, negative energy. When you prepare your spells each day, you can prepare additional *heal* or *harm* spells, depending on your deity. The divine font spell your deity provides is listed in the Divine Font entry for your deity on pages 437–440; if both are listed, you can choose between *heal* or *harm*. Once you choose, you can't change your choice short of an ethical shift or divine intervention.

Healing Font: You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *heal* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

Harmful Font: You gain additional spell slots each day at your highest level of cleric spell slots. You can prepare only *harm* spells (page 343) in these slots, and the number of slots is equal to 1 plus your Charisma modifier.

Low-Light Vision

(Elf, Race)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Woodland Elf

(Ancestry Heritage Selection)

Traits: Elf

You're adapted to life in the forest or the deep jungle, and you know how to climb trees and use foliage to your advantage. When Climbing trees, vines, and other foliage, you move at half your Speed on a success and at full Speed on a critical success (and you move at full Speed on a success if you have Quick Climb). This doesn't affect you if you're using a climb Speed.

You can always use the Take Cover action when you are within forest terrain to gain cover, even if you're not next to an obstacle you can Take Cover behind.

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Propulsive

You add half your Strength modifier (if positive) to damage rolls with a propulsive ranged weapon. If you have a negative Strength modifier, you add your full Strength modifier instead.

Twin

These weapons are used as a pair, complementing each other. When you attack with a twin weapon, you add a circumstance bonus to the damage roll equal to the weapon's number of damage dice if you have previously attacked with a different weapon of the same type this turn. The weapons must be of the same type to benefit from this trait, but they don't need to have the same runes.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

Gear

Antidote, lesser

Traits: Alchemical, Consumable, Elixir
[1 action]

An antidote protects you against toxins. Upon drinking an antidote, you gain an item bonus to Fortitude saving throws against poisons for 6 hours.

Lesser

You gain a +2 item bonus.

Demon mask

Traits: Enchantment, Invested, Magical
[2 actions]

This terrifying mask is crafted in the visage of a leering demon and grants a +1 item bonus to Intimidation checks.

Activate [2 actions] Interact; **Frequency** once per day; **Effect** The mask casts a *fear* spell with a DC of 20.

Gear

Feather step stone

Traits: Consumable, Magical, Talisman, Transmutation
[free]
Trigger You Stride or Step
Requirements You are an expert in Acrobatics

This stone, usually shaped as a cabochon, is a small chunk of amber with a bit of feather or a flying insect caught within it. When you activate the stone, you ignore the effects of any difficult terrain and greater difficult terrain you move through until the end of your turn.

Hunting spider venom (DC 21)

Traits: Alchemical, Consumable, Injury, Poison
[2 actions]

This venom erodes its target's defenses, aiding the spider in securing prey.

Saving Throw DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and flat-footed (1 round); **Stage 2** 1d12 poison damage, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison damage, clumsy 2, and flat-footed (1 round)

Scroll of resist energy

Traits: Abjuration, Consumable, Magical, Scroll

A scroll contains a single spell that you can cast without having to expend a spell slot. A scroll can be Crafted to contain nearly any spell, so the types of scrolls available are limited only by the number of spells in the game. The exceptions are cantrips, focus spells, and rituals, none of which can be put on scrolls. The spell on a scroll can be cast only once, and the scroll is destroyed as part of the casting. The spell on the scroll is cast at a particular spell level, as determined by the scroll. For instance, a scroll of *magic missile* (1st level) can be used to cast the 1st-level version of *magic missile*, but not a *magic missile* heightened to 2nd level. If no level is listed, the scroll can be used to cast the spell at its lowest level.

If you find a scroll, you can try to figure out what spell it contains. If the spell is a common spell from your spell list or a spell you know, you can spend a single Recall Knowledge action and automatically succeed at identifying the scroll's spell. If it's not, you must use Identify Magic (page 238) to learn what spell the scroll holds.

Ventriloquist's ring

Traits: Illusion, Invested, Magical
[2 actions]

This elegant copper ring has miniature images of songbirds engraved around its circumference. You gain a +1 item bonus to Deception checks.

Activate [2 actions] Interact; **Frequency** once per day; **Effect** Twisting the ring around your finger allows you to magically throw your voice, with the effects of a *ventriloquism* spell (DC 19).

Fear (1/day) Spell 1 Weapon Surge Focus 1

Emotion, Enchantment, Fear, Mental
Traditions Arcane
Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 creature
Duration varies
Saving Throw Will

In-Play Information

Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 creature
Duration varies
Saving Throw DC 20 Will

Critical Success The target is unaffected.
Success The target is frightened 1.
Failure The target is frightened 2.
Critical Failure The target is frightened 3 and fleeing for 1 round.

Calculation Breakdown:
Proficiency Level (Trained)
•Ability Bonus (+2): Charisma 14 (+2)
•Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)

You plant fear in the target; it must attempt a Will save.

Heightened (3rd) You can target up to five creatures.

Critical Success The target is unaffected.
Success The target is frightened 1.
Failure The target is frightened 2.
Critical Failure The target is frightened 3 and fleeing for 1 round.

Ventriloquism (1/day) Spell 1

Auditory, Illusion
Traditions Arcane, Divine, Occult, Primal
Cast [2 actions] somatic, verbal
Duration 10 minutes

In-Play Information

Cast [2 actions] somatic, verbal
Duration 10 minutes

Calculation Breakdown:
Proficiency Level (Trained)
•Ability Bonus (+2): Charisma 14 (+2)
•Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)

Whenever you speak or make any other sound vocally, you can make your vocalization seem to originate from somewhere else within 60 feet, and you can change that apparent location freely as you vocalize. Any creature that hears the sound can attempt to disbelieve your illusion.

Heightened (2nd) The spell's duration increases to 1 hour, and you can also change the tone, quality, and other aspects of your voice. Before a creature can attempt to disbelieve your illusion, it must actively attempt a Perception check or otherwise use actions to interact with the sound.

Uncommon, Cleric, Evocation
Traditions Divine
Cast [1 action] somatic
Range touch
Targets 1 weapon you're wielding

In-Play Information

Heightened to 3rd Level
Cast [1 action] somatic
Range touch
Targets 1 weapon you're wielding

Calculation Breakdown:
Proficiency Level (Trained)
•Ability Bonus (+4): Wisdom 18 (+4)
•Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)

Holding your weapon aloft, you fill it with divine energy. On your next Strike with that weapon before the start of your next turn, you gain a +1 status bonus to the attack roll and the weapon deals an additional die of damage. If the weapon has a *striking* rune, this instead increases the number of dice from the *striking* rune by 1 (to a maximum of 3 extra weapon dice).

If the target weapon leaves your possession, *weapon surge* immediately ends.

Chill Touch Cantrip 1

Cantrip, Divine, Necromancy, Negative
Traditions Divine
Cast [2 actions] somatic, verbal
Range touch
Targets 1 living or undead creature
Saving Throw Fortitude

In-Play Information

Heightened to 3rd Level
Cast [2 actions] somatic, verbal
Range touch
Targets 1 living or undead creature
Damage 3d4+4 Neg
Saving Throw DC 22 Fortitude

Calculation Breakdown:
Proficiency Level (Trained)
•Ability Bonus (+4): Wisdom 18 (+4)
•Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)

Siphoning negative energy into yourself, your hand radiates a pale darkness. Your touch weakens the living and disorients undead, possibly even causing them to flee. The effect depends on whether the target is living or undead.

• Living Creature The spell deals negative damage equal to 1d4 plus your spellcasting modifier. The target attempts a basic Fortitude save, but is also enfeebled 1 for 1 round on a critical failure.

• Undead Creature The target is flat-footed for 1 round on a failed Fortitude save. On a critical failure, the target is also fleeing for 1 round unless it succeeds at a Will save.

Heightened (+1) The negative damage to living creatures increases by 1d4.

Detect Magic**Cantrip 1****Cantrip, Detection, Divination, Divine Traditions** Divine**Cast** [2 actions] somatic, verbal**Area** 30-foot emanation**In-Play Information****Heightened to 3rd Level****Cast** [2 actions] somatic, verbal**Area** 30-foot emanation

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (+4): Wisdom 18 (+4)•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

Heightened (3rd) You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

Guidance**Cantrip 1****Cantrip, Divination, Divine****Traditions** Divine**Cast** [1 action] verbal**Range** 30 feet**Targets** 1 creature**Duration** until the start of your next turn**In-Play Information****Heightened to 3rd Level****Cast** [1 action] verbal**Range** 30 feet**Targets** 1 creature**Duration** until the start of your next turn

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (+4): Wisdom 18 (+4)•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

You ask for divine guidance, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Message**Cantrip 1****Auditory, Cantrip, Divine, Illusion, Linguistic, Mental****Traditions** Divine**Cast** [1 action] verbal**Range** 120 feet**Targets** 1 creature**Duration** see below**In-Play Information****Heightened to 3rd Level****Cast** [1 action] verbal**Range** 120 feet**Targets** 1 creature**Duration** see below

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (+4): Wisdom 18 (+4)•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

Your mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of the target. While others can't hear your words any better than if you normally mouthed them, the target can hear your words as if they were standing next to you. The target can give a brief response as a reaction, or as a free action on their next turn if they wish, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear, just like the original message.

Heightened (3rd) The spell's range increases to 500 feet.

Eteleon – Spells

Shield	Cantrip 1	Command	Spell 1
<p>Abjuration, Cantrip, Divine, Force Traditions Divine Cast [1 action] verbal Duration until the start of your next turn</p> <p>In-Play Information</p> <p>Heightened to 3rd Level Cast [1 action] verbal Duration until the start of your next turn</p> <p>Calculation Breakdown: Proficiency Level (Trained) •Ability Bonus (+4): Wisdom 18 (+4) •Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)</p> <p>You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.</p> <p>While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the <i>magic missile</i> spell.</p> <p>Heightening the spell increases the shield's Hardness.</p> <p>Heightened (3rd) The shield has Hardness 10. Heightened (5th) The shield has Hardness 15. Heightened (7th) The shield has Hardness 20. Heightened (9th) The shield has Hardness 25.</p> <p>Shield Actions The <i>shield</i> spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.</p> <p>Shield Block [reaction] Trigger While you have your shield raised, you take damage from a physical attack. You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.</p>		<p>Auditory, Divine, Enchantment, Linguistic, Mental Traditions Divine Cast [2 actions] somatic, verbal Range 30 feet Targets 1 creature Duration until the end of the target's next turn Saving Throw Will</p> <p>In-Play Information</p> <p>Cast [2 actions] somatic, verbal Range 30 feet Targets 1 creature Duration until the end of the target's next turn Saving Throw DC 22 Will</p> <p>Success The creature is unaffected. Failure For the first action on its next turn, the creature must use a single action to do as you command. Critical Failure The target must use all its actions on its next turn to obey your command.</p> <p>Calculation Breakdown: Proficiency Level (Trained) •Ability Bonus (+4): Wisdom 18 (+4) •Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)</p> <p>You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.</p> <p>Heightened (5th) You can target up to 10 creatures.</p> <p>Success The creature is unaffected. Failure For the first action on its next turn, the creature must use a single action to do as you command. Critical Failure The target must use all its actions on its next turn to obey your command.</p>	

Eteleon – Spells

Ray of Enfeeblement (Enfeebled 1 +)

Spell 1

Attack, Divine, Necromancy
Traditions Divine
Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 creature
Duration 1 minute
Saving Throw Fortitude

In-Play Information

Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 creature
Duration 1 minute
Ranged Strikes +12 / +7 / +2
Ranged Damage Enfeebled 1 +
Saving Throw DC 22 Fortitude

Critical Success The target is unaffected.
Success The target becomes enfeebled 1.
Failure The target becomes enfeebled 2.
Critical Failure The target becomes enfeebled 3.

Calculation Breakdown:

Proficiency Level (Trained)
•Ability Bonus (+4): Wisdom 18 (+4)
•Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)

Ranged Attack

•Proficiency Bonus (+8): Character Level (+6), Trained (+2)
•Ability Bonus (4): Wisdom 18 (+4)

A ray with the power to sap a foe's strength flashes from your hand. Attempt a ranged spell attack against the target. If you succeed, that creature attempts a Fortitude save in order to determine the spell's effect. If you critically succeed on your attack roll, use the outcome for one degree of success worse than the result of its save.

If you critically succeed at your attack roll, the target treats the result of its Fortitude save as one degree worse.

Critical Success The target is unaffected.
Success The target becomes enfeebled 1.
Failure The target becomes enfeebled 2.
Critical Failure The target becomes enfeebled 3.

True Strike

Spell 1

Divination, Divine, Fortune
Traditions Divine
Cast [1 action] verbal
Duration until the end of your turn

In-Play Information

Cast [1 action] verbal
Duration until the end of your turn

Calculation Breakdown:

Proficiency Level (Trained)
•Ability Bonus (+4): Wisdom 18 (+4)
•Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)

A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

Faerie Fire

Spell 2

Evocation, Light
Traditions Divine, Occult, Primal
Cast [2 actions] somatic, verbal
Range 120 feet
Area 10-foot burst
Duration 5 minutes

In-Play Information

Cast [2 actions] somatic, verbal
Range 120 feet
Area 10-foot burst
Duration 5 minutes

Calculation Breakdown:

Proficiency Level (Trained)
•Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)

All creatures in the area when you cast the spell are limned in colorful, heatless fire of a color of your choice for the duration. Visible creatures can't be concealed while affected by *faerie fire*. If the creatures are invisible, they are concealed while affected by *faerie fire*, rather than being undetected.

Heal

Spell 2

Divine, Healing, Necromancy, Positive
Traditions Divine
Cast [1 action] to [3 actions]
Range varies
Targets 1 willing living creature or 1 undead creature

In-Play Information

Heightened to 2nd Level
Cast [1 action] to [3 actions]
Range varies
Targets 1 willing living creature or 1 undead creature
Healing 2d10+16

Calculation Breakdown:

Proficiency Level (Trained)
•Ability Bonus (+4): Wisdom 18 (+4)
•Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[1 action] (**somatic**) The spell has a range of touch.

[2 actions] (**verbal, somatic**) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

[3 actions] (**material, somatic, verbal**) You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

Eteleon – Spells

Heal

Spell 2

Healing, Necromancy, Positive

Traditions Divine, Primal

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

In-Play Information

Heightened to 2nd Level

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

Healing 2d10+16

Calculation Breakdown:

Proficiency Level (Trained)

•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[1 action] **(somatic)** The spell has a range of touch.

[2 actions] **(verbal, somatic)** The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

[3 actions] **(material, somatic, verbal)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

Invisibility

Spell 2

Divine, Illusion

Traditions Divine

Cast [2 actions] material, somatic

Range touch

Targets one creature

Duration 10 minute

In-Play Information

Cast [2 actions] material, somatic

Range touch

Targets one creature

Duration 10 minute

Calculation Breakdown:

Proficiency Level (Trained)

•**Ability Bonus** (+4): Wisdom 18 (+4)

•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

Cloaked in illusion, the target becomes invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead (page 466). If the target uses a hostile action, the spell ends after that hostile action is completed.

Heightened (4th) The spell lasts 1 minute, but it doesn't end if the target uses a hostile action.

Remove Fear

Spell 2

Enchantment

Traditions Divine, Occult, Primal

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

Calculation Breakdown:

Proficiency Level (Trained)

•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

With a touch, you ease a creature's fears. You can attempt to counteract a single fear effect that the target suffers from. This frees only the target, not any other creatures under the fear effect.

Heightened (6th) The spell's range increases to 30 feet, and you can target up to 10 creatures.

Resist Energy

Spell 2

Abjuration

Traditions Arcane, Divine, Occult, Primal

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

Duration 10 minutes

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 creature

Duration 10 minutes

Calculation Breakdown:

Proficiency Level (Trained)

•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

Heightened (4th) The resistance increases to 10, and you can target up to two creatures.

Heightened (7th) The resistance increases to 15, and you can target up to five creatures.

Spiritual Weapon

Spell 2

Blindness

Spell 3

Attack, Divine, Evocation, Force Traditions Divine
Cast [2 actions] somatic, verbal
Requirements You have a deity.
Range 120 feet
Duration sustained up to 1 minute

In-Play Information

Cast [2 actions] somatic, verbal
Range 120 feet
Duration sustained up to 1 minute
Melee Strikes +12 / +7 / +2
Melee Damage 1d8+4 Frc
Melee Crit Damage 1d8x2+8 Frc

Calculation Breakdown:

Proficiency Level (Trained)
•Ability Bonus (+4): Wisdom 18 (+4)
•Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)

Melee Attack

•Proficiency Bonus (+8): Character Level (+6), Trained (+2)
•Ability Bonus (4): Wisdom 18 (+4)

Melee Damage

•Untyped Bonuses and Penalties (+4): Key Ability Score (+4)

A weapon made of pure magical force materializes and attacks foes you designate within range. This weapon has a ghostly appearance and manifests as your deity’s favored weapon.

When you cast the spell, the weapon appears next to a foe you choose within range and makes a Strike against it. Each time you Sustain the Spell, you can move the weapon to a new target within range (if needed) and Strike with it. The spiritual weapon uses and contributes to your multiple attack penalty.

The weapon’s Strikes are melee spell attacks. Regardless of its appearance, the weapon deals force damage equal to 1d8 plus your spellcasting ability modifier. You can deal damage of the type normally dealt by the weapon instead of force damage (or any of the available damage types for a versatile weapon). No other statistics or traits of the weapon apply, and even a ranged weapon attacks adjacent creatures only. Despite making a spell attack, the spiritual weapon is a weapon for purposes of triggers, resistances, and so forth.

The weapon doesn’t take up space, grant flanking, or have any other attributes a creature would. The weapon can’t make any attack other than its Strike, and feats or spells that affect weapons do not apply to it.

Heightened (+2) The weapon’s damage increases by 1d8.

Divine, Incapacitation, Necromancy Traditions Divine
Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 creature
Saving Throw Fortitude

In-Play Information

Cast [2 actions] somatic, verbal
Range 30 feet
Targets 1 creature
Saving Throw DC 22 Fortitude

Critical Success The target is unaffected.
Success The target is blinded until its next turn begins.
Failure The target is blinded for 1 minute.
Critical Failure The target is blinded permanently.

Calculation Breakdown:

Proficiency Level (Trained)
•Ability Bonus (+4): Wisdom 18 (+4)
•Base Bonus (+8): Character Level (+6), Trained Proficiency Modifier (+2)

You blind the target. The effect is determined by the target’s Fortitude save. The target then becomes temporarily immune for 1 minute.

Critical Success The target is unaffected.
Success The target is blinded until its next turn begins.
Failure The target is blinded for 1 minute.
Critical Failure The target is blinded permanently.

Eteleon – Spells

Harm (x3)

Spell 3

Necromancy, Negative

Traditions Divine

Cast [1 action] to [3 actions]

Range varies

Targets 1 living creature or 1 willing undead creature

Saving Throw basic Fortitude

In-Play Information

Heightened to 3rd Level

Cast [1 action] to [3 actions]

Range varies

Targets 1 living creature or 1 willing undead creature

Damage 3d8 Neg

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Calculation Breakdown:

Proficiency Level (Trained)

•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

You channel negative energy to harm the living or heal the undead. If the target is a living creature, you deal 1d8 negative damage to it, and it gets a basic Fortitude save. If the target is a willing undead creature, you restore that amount of Hit Points. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[1 action] **(somatic)** The spell has a range of touch.

[2 actions] **(verbal, somatic)** The spell has a range of 30 feet. If you're healing an undead creature, increase the Hit Points restored by 8.

[3 actions] **(material, verbal, somatic)** You disperse negative energy in a 30-foot emanation. This targets all living and undead creatures in the area.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Heal

Spell 3

Divine, Healing, Necromancy, Positive

Traditions Divine

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

In-Play Information

Heightened to 3rd Level

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

Healing 3d10+24

Calculation Breakdown:

Proficiency Level (Trained)

•**Ability Bonus** (+4): Wisdom 18 (+4)

•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[1 action] **(somatic)** The spell has a range of touch.

[2 actions] **(verbal, somatic)** The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

[3 actions] **(material, somatic, verbal)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

Heroism

Spell 3

Divine, Enchantment, Mental

Traditions Divine

Cast [2 actions] somatic, verbal

Range touch

Targets 1 humanoid creature

Duration 10 minutes

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 humanoid creature

Duration 10 minutes

Calculation Breakdown:

Proficiency Level (Trained)

•**Ability Bonus** (+4): Wisdom 18 (+4)

•**Base Bonus** (+8): Character Level (+6), Trained Proficiency Modifier (+2)

You tap into the target's inner heroism, granting it a +1 status bonus to attack rolls, Perception checks, saving throws, and skill checks.

Heightened (6th) The status bonus increases to +2.

Heightened (9th) The status bonus increases to +3.