

Tarsila Valera

Female human (Varisian) cleric (divine paragon) of Shelyn 18 - CR 17

Chaotic Good Humanoid (Human); Deity: **Shelyn**; Age: **28**; Height: **5' 8"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	10	0	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	10/12	0/+1	
WIS WISDOM	22/28	+6/+9	
CHA CHARISMA	16/22	+3/+6	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+18	=	+11	+3	+4		
	Pattern Seeker: +1 trait bonus vs. illusion effects						
REFLEX (DEXTERITY)	+10	=	+6		+4		
	Pattern Seeker: +1 trait bonus vs. illusion effects						
WILL (WISDOM)	+26	=	+11	+9	+4	+2	
	Pattern Seeker: +1 trait bonus vs. illusion effects						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 30	=	+11				+4	+5	
Touch AC 15								
Flat-Footed AC 30								
			BAB	Strength	Size	Misc		

CM Bonus +12	=	+13	-1	-	-
	See the Base Attack (below) for modifiers that may also apply to CMB				
		BAB	Strength	Dexterity	Size

CM Defense 27	=	10	+13	-1	+0	-
----------------------	---	-----------	------------	-----------	-----------	----------

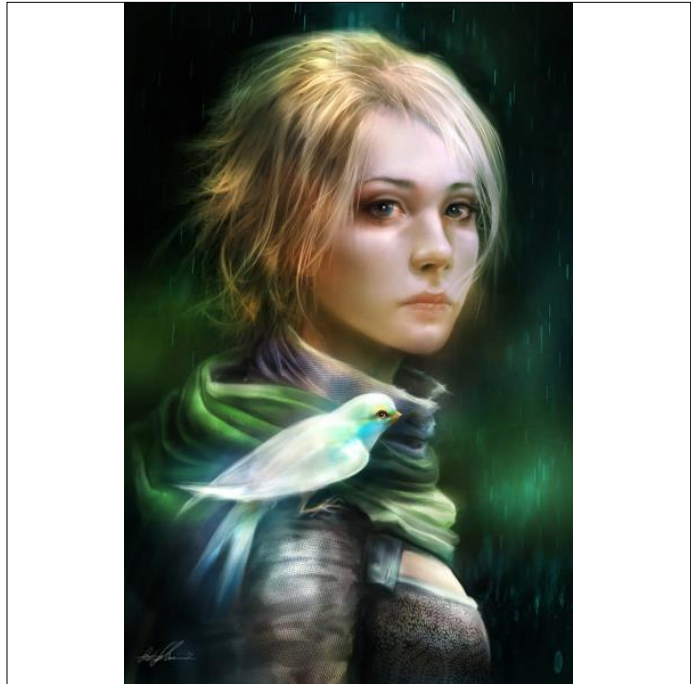
Base Attack +13		HP 165
Overprotective: -2 when further than 10 feet from a fallen ally		
Initiative +3		
Speed 30 / 20 ft		
		Damage / Current HP

+5 grayflame guided glaive

Both hands: **+28/+23/+18**, Crit: **x3**
1d10+14 2-hand, S, Reach
 Overprotective: -2 when further than 10 feet from a fallen ally

+5 righteous mithral breastplate

+11 Max Dex: +5, Armor Check: -1
 Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (0)	-	
Overprotective: -2 when further than 10 feet from a fallen ally, greater/less than 30 ft. : -4 to jump Speed				
Appraise	+1	INT (1)	-	
Overprotective: -2 when further than 10 feet from a fallen ally				
Bluff	+6	CHA (6)	-	
Overprotective: -2 when further than 10 feet from a fallen ally				
Climb	-4	STR (-1)	-	
Overprotective: -2 when further than 10 feet from a fallen ally				
Diplomacy	+15	CHA (6)	6	
Overprotective: -2 when further than 10 feet from a fallen ally				
Disguise	+6	CHA (6)	-	
Overprotective: -2 when further than 10 feet from a fallen ally				
Escape Artist	-3	DEX (0)	-	
Overprotective: -2 when further than 10 feet from a fallen ally				
Fly	-3	DEX (0)	-	
Overprotective: -2 when further than 10 feet from a fallen ally				
Heal	+15	WIS (9)	3	
Overprotective: -2 when further than 10 feet from a fallen ally				
Intimidate	+6	CHA (6)	-	
Overprotective: -2 when further than 10 feet from a fallen ally				
Knowledge (planes)	+22	INT (1)	18	
Overprotective: -2 when further than 10 feet from a fallen ally				
Knowledge (religion)	+18	INT (1)	14	
Overprotective: -2 when further than 10 feet from a fallen ally				
Linguistics	+6	INT (1)	2	
Overprotective: -2 when further than 10 feet from a fallen ally				
Perception	+25	WIS (9)	12	
Overprotective: -2 when further than 10 feet from a fallen ally				
Ride	-3	DEX (0)	-	
Overprotective: -2 when further than 10 feet from a fallen ally				
Sense Motive	+14	WIS (9)	1	
Overprotective: -2 when further than 10 feet from a fallen ally				
Spellcraft	+15	INT (1)	11	
Overprotective: -2 when further than 10 feet from a fallen ally				

Skills

Skill Name	Total	Ability	Ranks	Temp
Stealth	-1	DEX (0)	-	
<i>Overprotective: -2 when further than 10 feet from a fallen ally</i>				
Survival	+9	WIS (9)	-	
<i>Overprotective: -2 when further than 10 feet from a fallen ally</i>				
Swim	-4	STR (-1)	-	
<i>Overprotective: -2 when further than 10 feet from a fallen ally</i>				

Feats

Alignment Channel (Evil)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Blessed Striker
 Channel Smite
 Clarifying Channel +6 (1/day)
 Deific Obedience
 Extra Channel
 Familiar Bond
 Improved Familiar Bond
 Iron Will
 Shield Proficiency
 Simple Weapon Proficiency - All
 Warrior Priest
 Weapon Focus (Glaive)

Traits

Blessed Touch
 Pattern Seeker
 Reactionary

Drawbacks

Overprotective

Gear

Total Weight Carried: 34/80 lbs, Medium Load (Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)

+5 grayflame guided glaive	10 lbs
+5 righteous mithral breastplate	15 lbs
Amulet of natural armor +4	-
Artisan's outfit (Free)	-
Belt of mighty constitution +4	1 lb
Boots of the eternal rose	1 lb
Cloak of resistance +4	1 lb
Headband of mental prowess +6 (Wis, Cha)	1 lb
Holy Symbol	-
loun gauntlet (1 @ 0 lbs)	5 lbs
loun stone (crimson sphere, -Choose-) resonant power	-
loun stone (crimson sphere, Knowledge [planes])	<In: loun-
Money	-
Ring of protection +5	-
Wand of invisibility, greater	-

Special Abilities

+4 bonus on Craft and Perform checks (Su)
 Aura (Ex)
 Cleric (Divine Paragon) Domain (Air)
 Cleric (Divine Paragon) Domain (Good)
 Cleric Channel Positive Energy 9d6+1 (11/day, DC 25)
 Deliver Touch Spells Through Familiar (Su)
 Devoted Domain (Cleric [Divine Paragon] Domain [Good])
 Divine Brand (Ex)

Experience & Wealth

Experience Points: **180000**/2,550,000
 Current Cash: **892 gp**

Special Abilities

Empathic Link with Familiar (Su)
 Familiar Bonus: +3 bonus on Diplomacy
 Graceful Warrior (Sp)
 [N/A] Grayflame
 Holy Lance (9 rounds, 3/day) (Su)
 Joyous Ally (1/day) (Sp)
 Plumed Blade (5 rounds/day) (Su)
 Righteous (1/day)
 Scry on Familiar (1/day) (Sp)
 Share Spells with Familiar
 Speak with Animals (Ex)
 Speak with Familiar (Ex)
 Spontaneous Casting

Spell-Like Abilities

Haste (1/day)
 Touch of Good +9 (12/day) (Sp)

Tracked Resources

Clarifying Channel +6 (1/day)
 Cleric Channel Positive Energy 9d6+1 (11/day, DC 25) (Su)

Daze Monster (1/day)
 Detect Magic (1/day)
 Holy Lance (9 rounds, 3/day) (Su)
 loun stone (crimson sphere, Knowledge [planes])
 Joyous Ally (1/day) (Sp)
 Plumed Blade (5 rounds/day) (Su)
 Righteous (1/day)
 Scry on Familiar (1/day) (Sp)
 Wand of invisibility, greater

Languages

Abyssal
 Celestial
 Common
 Infernal
 Varisian

Alignment Channel (Evil) Feat

Choose chaos, evil, good, or law. You can channel divine energy to affect outsiders that possess this subtype.

Prerequisites: Ability to channel energy.

Benefit: Instead of its normal effect, you can choose to have your ability to channel energy heal or harm outsiders of the chosen alignment subtype. You must make this choice each time you channel energy. If you choose to heal or harm creatures of the chosen alignment subtype, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new alignment subtype. Whenever you channel energy, you must choose which type to effect.

Blessed Striker Feat

You attacks are augmented by the strength of your and your deity's shared alignment.

Prerequisites: Base attack bonus +11, ability to cast divine spells, alignment must be within one step of your deity's.

Benefit: All of your attacks are treated as having whatever alignment components you and your deity share for the purpose of overcoming damage reduction.

Special: If you grossly violate the code of conduct required by your deity or no longer worship your deity, you lose access to this feat. You can regain it once you atone for your misdeeds to your deity (see the *atonement* spell on page 245 of the *Core Rulebook*).

Appears In : Advanced Class Guide

Channel Smite Feat

You can channel your divine energy through a melee weapon you wield.

Prerequisite: Channel energy class feature.

Benefit: 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.

Clarifying Channel +6 (1/day) Feat

Your channeled energy heals the body and opens the mind to the possibility of true love.

Prerequisites: Channel energy class feature, worshiper of Shelyn.

Benefit: Once per day when you channel positive energy to heal living creatures, if any of the creatures you healed are currently affected by one or more charms or compulsions that allowed a saving throw, you grant each of those creatures an immediate save to prematurely end one of those effects. Creatures healed gain a sacred bonus on this save equal to your Charisma bonus (minimum +1).

Appears In : Inner Sea Gods

Deific Obedience Feat

Your reverence for a deity is so great that daily prayer and minor sacrifices grant you special boons.

Prerequisites: Knowledge (religion) 3 ranks, must worship a deity.

Benefit: Each deity requires a different daily obedience, but all obediences take no more than 1 hour per day to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the god to whom you performed the obedience.

If you have at least 12 Hit Dice, you also gain the first boon granted by your deity upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the deity's second boon. If you have 20 Hit Dice or more, you also gain the deity's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

Certain prestige classes gain access to these boons at lower levels as a benefit of their prestige class. If you have no levels in one of these prestige classes, you gain the boons marked as exalted boons. If you later take levels in sentinel or evangelist, you lose access to the exalted boons and gain access to the new boons appropriate to your class.

If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.

Note: To indicate that the obedience has been performed and gain the benefits associated, you must check the "Obedience Performed" box on the In-Play tab.

Obedience Paint a small picture, compose a short poem or song, dance a scene from a ballet, or create another work of art, whispering praise to Shelyn's beauty and grace as you do so. The art piece need be neither large nor complex, but heartfelt and made to the best of your ability. Gift the piece of art to a stranger and pay her a sincere compliment as you do so. If there are no suitable individuals around to receive the gift, leave it in an obvious place with a note praising Shelyn and asking whoever finds it to take it with your warmest wishes. Gain a +4 sacred bonus on Craft and Perform checks.

Appears In : Inner Sea Gods, Faiths of Golarion

Extra Channel Feat

You can channel divine energy more often.

Prerequisite: Channel energy class feature.

Benefit: You can channel energy two additional times per day.

Special: If a paladin with the ability to channel positive energy takes this feat, she can use lay on hands four additional times a day, but only to channel positive energy.

Tarsila Valera – Abilities & Gear

Familiar Bond

Feat

You have learned a ritual that allows you to gain a familiar.

Prerequisite: Iron Will.

Benefit: You gain a familiar, as the wizard arcane bond class feature. You do not gain the special ability the familiar normally grants its master, and the familiar does not gain the deliver touch spells, scry on familiar, share spells, speak with animals of its kind, or spell resistance special abilities. Otherwise, your total Hit Dice are used as your wizard level for determining the familiar's abilities.

Special: If you have (or later gain) levels in a class that grants a familiar, whenever you select a familiar, you can either base your familiar's abilities on your total Hit Dice per this feat (including the restrictions on its special abilities), or choose to apply only your levels in classes that grant a familiar (and thus gain all the special abilities that familiar would grant based on those class levels). You can never have more than one familiar.

Appears In : Familiar Folio

Improved Familiar Bond

Feat

Your familiar gains greater power.

Prerequisites: Familiar Bond, Iron Will.

Benefit: Your familiar gains all the normal abilities available to a familiar of a wizard with a level equal to your total Hit Dice. You also gain the special ability normally gained by a master of your type of familiar.

Appears In : Familiar Folio

Iron Will

Feat

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Warrior Priest

Feat

Your religion is both a shield and a weapon in battle.

Prerequisites: Ability to cast divine spells, domain or mystery class feature.

Benefit: You gain a +1 bonus on initiative checks and a +2 bonus on concentration checks made to cast a spell or use a spell-like ability when casting defensively or while grappled.

Appears In : Ultimate Magic

Weapon Focus (Glaiive)

Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

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

Blessed Touch

Trait

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

Appears In : Champions of Purity

Pattern Seeker

Trait

There are patterns in the world, both natural and artificial, that if only one can interpret them correctly, great secrets could be divined. You have long been fascinated by the idea of these hidden patterns, perhaps because a sibling or parent went to the grave obsessed with seeking a pattern, or maybe because you feel that you've uncovered a previously unknown pattern. Kintargo has a particularly unique pattern of its own; the belfry atop the Temple of Asmodeus rings at what seem to be random intervals. None know who or what rings the bells, and no true pattern by which the so-called Devil's Bells has yet accurately predicted the tolling. Many have tried, and extensive but always incomplete documents exist that track the dates and times of recorded ringings back to the end of the Chelish Civil War, when the church of Asmodeus first claimed the abandoned temple of Aroden as their own. Maybe you will be the one to solve the pattern of the Devil's Bells?

You gain a +1 trait bonus on all Perception checks, and Perception is always a class skill for you. In addition, you increase the save DC of any illusion (pattern) spell you cast by 1, and you gain a +1 trait bonus on all saving throws against illusion effects.

Appears In : Hell's Rebels

Reactionary

Trait

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

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

+4 bonus on Craft and Perform checks (Su) Unknown

Gain a +4 sacred bonus on Craft and Perform checks.

Tarsila Valera – Abilities & Gear

Cleric Channel Positive Energy 9d6+1 (11/d; Class Ability (Cleric)

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

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

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

Graceful Warrior (Sp) Unknown

animate rope 3/day, *cat's grace* 2/day, or *haste* 1/day

Appears In : Inner Sea Gods

Joyous Ally (1/day) (Sp) Racial Ability (Exalted,Shelyn)

Your sense of beauty and the loyalty you bear your goddess have attracted the notice of her celestial servants. Once per day as a standard action, you can summon a lillend azata from Shelyn's divine realm in Nirvana to aid you. You gain telepathy with the lillend to a range of 100 feet. The lillend follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home on Elysium. The lillend doesn't follow any commands that would cause it to commit evil acts or destroy works of art, and the creature could even attack you if the command is particularly egregious.

Appears In : Inner Sea Gods

Plumed Blade (5 rounds/day) (Su) Racial Ability (Exalted,Shelyn)

Even in battle, you partake of the beauty and joy with which Shelyn graces her devoted followers. As a free action, you can cause an illusion of brightly colored feathers to follow every swipe and motion of your weapon. When you do so, a single weapon you hold gains the *holy* and *shock* weapon special abilities. (You can use this ability on a ranged weapon, but can't apply it directly to a piece of ammunition.) If you drop the weapon or give it away, this ability's effects immediately end. You can grant weapons this ability for a number of rounds per day equal to 1 + 1 for every 4 Hit Dice you possess (maximum 6 rounds). The rounds don't need to be consecutive.

Appears In : Inner Sea Gods

Aura (Ex) Class Ability (Cleric)

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

Deliver Touch Spells Through Familiar (Su) Class Ability (Familiar Bond)

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

Devoted Domain (Cleric [Divine Paragon] D; Class Ability (Cleric)

A divine paragon is intensely devoted to a single deity, and her alignment must be identical to her deity's alignment. She gains Deific Obedience^{1SG} as a bonus feat, even if she doesn't meet the feat's prerequisites. She gains access to her boons at an accelerated rate (see below) rather than the standard HD-based rate granted by Deific Obedience (and as such cannot benefit from the accelerated rate granted by the Diverse Obedience feat).

When the divine paragon selects her domains, she must designate one of the two domains she gains as her devoted domain. She gains all of this domain's granted powers and domain spells normally. For her other domain, she gains only its domain spells—she does not gain any of the granted powers of that domain. Instead, she must choose from the evangelist, exalted, or sentinel boons granted by her deity (as detailed in *Pathfinder Campaign Setting: Inner Sea Gods*). At 5th level, she gains access to the first boon granted by her deity. At 11th level, she gains access to the second boon. At 14th level, she gains access to the third boon.

In order to retain access to her domain spells, the domain powers of her devoted domain, and the boons granted by Deific Obedience, the divine paragon must perform her obedience daily. If she fails to do so, she loses access to these abilities until she next performs her obedience (but she can still cast spells, channel energy, and perform other abilities granted by her cleric levels).

This ability alters domains.

Divine Brand (Ex) Class Ability (Cleric)

At 1st level, a mark appears somewhere on the divine paragon's body. The mark's location varies by individual and faith, but takes the form of the deity's holy symbol and generally appears in a location easy to display, such as on the hand, forearm, chest, or face. An uncovered divine brand functions as a holy (or unholy) symbol and as a divine focus for spellcasting. The divine paragon's aura is even more powerful than a typical cleric's as a result of her devotion, and her cleric level is treated as 1 higher for the purpose of determining the strength of her aura when it is viewed by spells like *detect good*.

This ability alters aura.

Empathic Link with Familiar (Su) Class Ability (Familiar Bond)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Familiar Bonus: +3 bonus on Diplomacy Class Ability (Familiar Bond)

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

If you are within 1 mile of your familiar, you may gain other benefits.

Tarsila Valera – Abilities & Gear

Holy Lance (9 rounds, 3/day) (Su) Class Ability (Cleric)

At 8th level, you can give a weapon you touch the *holy* special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Scry on Familiar (1/day) (Sp) Class Ability (Familiar Bond)

If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Share Spells with Familiar Class Ability (Familiar Bond)

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

Speak with Animals (Ex) Class Ability (Familiar Bond)

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

Speak with Familiar (Ex) Class Ability (Familiar Bond)

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

Spontaneous Casting Class Ability (Cleric)

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

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

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

Touch of Good +9 (12/day) (Sp) Class Ability (Cleric)

You can touch a creature as a standard action, granting a sacred bonus on attack rolls, skill checks, ability checks, and saving throws equal to half your cleric level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Grayflame (+5 grayflame guided glaive) Weapon Power

This weapon responds to channeled positive or negative energy. When the wielder spends a swift action to channel energy through the weapon, it ignites with a strange gray flame that sheds light as a torch, increases the weapon's enhancement bonus by +1, and deals +1d6 damage (as the divine power from *flame strike*) to creatures struck by the weapon. This flame lasts for 1 round for every d6 damage or healing the channeling normally provides. When charged with positive energy, the flame is a silvery gray, good creatures are immune to the weapon's extra damage, and the weapon counts as a good and silver weapon for the purpose of bypassing damage reduction. When charged with negative energy, the flame is an ashen gray, evil creatures are immune to the weapon's extra damage, and the weapon counts as an evil and cold iron weapon for the purpose of bypassing damage reduction.

Construction

Requirements: Craft Magic Arms and Armor, Channel Smite, *align weapon*; **Cost** +1 Bonus

Appears In : Advanced Player's Guide, Ultimate Equipment

Righteous (1/day) (+5 righteous mithral breastplate) Armor Power

Armor with this property is often engraved or enameled with religious symbols. On command once per day, the wearer can invoke an effect, as per the spell *righteous might*, lasting for 10 rounds. Righteous armor is always aligned toward good (positive energy), for the effects of *righteous might*. Righteous armor bestows one permanent negative level on any evil creature attempting to wear it. The negative level remains as long as the armor is worn and disappears when it is removed. This negative level cannot be overcome in any way (including by *restoration* spells) while the armor is worn.

Construction

Requirements: Craft Magic Arms and Armor, *righteous might*; **Cost** 13,500 gp

Appears In : Ultimate Equipment, Advanced Player's Guide

Ring of protection +5 Ring

This ring offers continual magical protection in the form of a deflection bonus of +5 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 25,000 gp

Amulet of natural armor +4 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +4.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 16,000 gp

Belt of mighty constitution +4 Wondrous Item (Belt)

This belt's golden buckle depicts a bear. The belt grants the wearer an enhancement bonus to Constitution of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*; **Cost** 8,000 gp

Tarsila Valera – Abilities & Gear

Boots of the eternal rose Wondrous Item (Feet)

These leather boots are found in a variety of styles but always have a prominent engraving of a rose. The wearer gains a +2 competence bonus on Perform (dance) and Stealth checks. The wearer may move through areas of flowers (whether wildgrowing or a garden) at normal speed and without suffering any impairment or taking damage from thorns, brambles, or similar hazards; areas of flowers that have been magically manipulated to impede motion still affect the wearer.

If Shelyn is the wearer's patron, the wearer may use *daze monster* once per day; if the wearer is dancing, singing, or using some other Perform skill as part of a performance lasting at least 1 minute, he may activate *daze monster* as a free action during his performance. As a free action once per round, the wearer may conjure a beautiful, nonmagical, common flower (such as a daisy, pansy, rose, sunflower, or the like) that lasts for 1 day before crumbling into perfume and dust.

Construction

Requirements Craft Wondrous Item, *daze monster*, *pass without trace*, creator must have at least 5 ranks in Stealth and Perform (dance); **Cost** 2,000 gp

Appears In : Gods & Magic, Inner Sea Gods

Cloak of resistance +4 Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +4 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 8,000 gp

Headband of mental prowess +6 (Wis, Ch) Wondrous Item (Headband)

This simple copper headband has a small yellow gem set so that when it rests upon the forehead of the wearer, the yellow gem sits perched on the wearer's brow as if it were a third eye in the middle of his forehead. Often, the headband contains additional designs to further accentuate the appearance of a third, crystal eye.

The headband grants the wearer an enhancement bonus to Wisdom and Charisma of +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. These bonuses are chosen when the headband is created and cannot be changed. If the headband grants a bonus to Intelligence, it also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*, *owl's wisdom*; **Cost** 45,000 gp

Holy Symbol Wondrous Item

This is for Ecclesitheurge who have chosen a Bonded Holy Symbol. This Holy Symbol has no capabilities or powers.

Appears In : Advanced Class Guide

Ioun gauntlet (1 @ 0 lbs) Wondrous Item (Hands)

Much like *wayfinders*, an *ioun gauntlet* grants enhanced or altogether new abilities depending on the type of *ioun stone* inserted into its matrix. In its base form, an *ioun gauntlet* grants its wearer the ability to cast *detect magic* as a spell-like ability once per day. When the *detect magic* effect is active, the gauntlet also sheds illumination as light in the 60-foot cone of the *detect magic* effect.

An *ioun gauntlet* features a single matrix in the back of the hand, suitable for one *ioun stone*. When an *ioun stone* is inserted into the matrix as a standard action, the wearer gains the associated bonus from the *ioun stone* as well an additional effect based on the shape of the *ioun stone* inserted, as listed below. While a creature can put on two *ioun gauntlets*, the wearer gains the additional benefit from only one inserted *ioun stone*.

Cabochon: +1 enhancement bonus on Acrobatics checks.

Disk: +1 enhancement bonus on Linguistics checks.

Ellipsoid: +1 enhancement bonus on Knowledge (arcana) checks.

Nodule: +1 enhancement bonus on Knowledge (geography) checks.

Pentacle: +1 enhancement bonus on Knowledge (religion) checks.

Prism: +1 enhancement bonus on Perception checks.

Pyramid: +1 enhancement bonus on Appraise checks.

Rhomboid: +1 enhancement bonus on Stealth checks.

Sphere: +1 enhancement bonus on Sense Motive checks.

Spindle: Bonus language (Aboleth).

Star: +1 enhancement bonus on Knowledge (nobility) checks.

Trillian: +1 enhancement bonus on Bluff checks.

Construction

Requirements Craft Wondrous Item, *detect magic*, *light*; **Cost** 800 gp

Appears In : Ruins of Azlant

Ioun stone (crimson sphere, -Choose-) resonant Wondrous Item

Resonant Power

+1 competence bonus on single Knowledge skill (chosen by the stone's creator).

Appears In : Seekers of Secrets

Ioun stone (crimson sphere, Knowledge [planes] Wondrous Item

This stone grants a +2 enhancement bonus to Intelligence. The bonuses from multiple *crimson spheres* stack, up to a maximum of a +6 enhancement bonus.

A Sphere is usually smooth and almost perfectly round in all dimensions. Ioun stones orbit the head within d3 feet and have AC 24, hardness 5, and 10 Hp.

Resonant Power:

+1 competence bonus on single Knowledge skill (chosen by the stone's creator).

Construction

Requirements Craft Wondrous Item, *fox's cunning*, creator must be 12th level; **Cost** 12,000 gp

Appears In : Rise of the Runelords Anniversary Edition, Seekers of Secrets

Spells & Powers

Cleric (Divine Paragon) spells memorized (CL 18th; concentration +27)

Melee Touch +12 Ranged Touch +13

9th—*elemental swarm (air only)*^D, *mass heal*, *miracle*, *true resurrection*

8th—*fire storm* (DC 27), *holy aura*^D, *greater spellcrash*^{ACG} (DC 27), *stormbolts*^{APG} (2, DC 27)

7th—*control weather*, *elemental body IV (air only)*^D, *jolting portent*^{UC}, *regenerate*, *greater restoration*

6th—*antilife shell*, *chain lightning*^D (DC 25), *dimensional blade*, *greater dispel magic*, *heal*, *spellcrash*^{ACG} (DC 25)

5th—*breath of life* (3, DC 24), *dispel evil*^D, *flame strike* (2, DC 24), *true seeing*

4th—*air walk*, *bit of luck*, *blessing of fervor*^{APG} (DC 23), *dismissal* (DC 23), *divine power*, *holy smite*^D (DC 23), *restoration*

3rd—*daylight*, *dispel magic*, *gaseous form*^D, *invisibility*, *purge*, *remove curse*, *searing light*, *wind wall*

2nd—*air step*^{ACG}, *align weapon*, *communal endure elements*^{UC}, *eroding ray*, *ironskin*, *lesser restoration*, *wind wall*^D

1st—*air bubble*^{UC}, *bless*, *deathwatch*, *divine favor*, *fallback strategy*, *obscuring mist*^D, *protection from evil*, *shield of faith*

0th (at will)—*detect magic*, *enhanced diplomacy*, *light*, *purify food and drink* (DC 19)

[D] Domain spell; **Domains** Air, Good

Companions

Arcane Familiar CR –

Male thrush (*Pathfinder RPG Ultimate Magic*)

NG Diminutive magical beast (animal)

Init +2; **Senses** low-light vision; Perception +20

Defense

AC 25, touch 16, flat-footed 23 (+2 Dex, +9 natural, +4 size)

hp 82 (1d8-2)

Fort +9, **Ref** +8, **Will** +13

Defensive Abilities improved evasion; **SR** 23

Offense

Speed 10 ft., fly 40 ft. (average)

Melee bite +12 (1d2-5)

Space 1 ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

Statistics

Str 1, **Dex** 15, **Con** 6, **Int** 14, **Wis** 15, **Cha** 6

Base Atk +13; **CMB** +11; **CMD** 16

Feats Skill Focus (Perception)^B

Skills Acrobatics +6 (-2 to jump), Diplomacy +4, Fly +12, Heal +5, Linguistics +4, Perception +20, Sense Motive +3, Spellcraft +13, Stealth +18, Survival +3

Languages Celestial, Infernal, Varisian; speak with animal (same kind only), speak with master

SQ empathic link

Background

You are Tarsila Valera, born to wandering Varisian pilgrims, constantly moving from place to place. Your early life was spent seeing the great cities, from Kaer Maga, Magnimar, and Korvosa in Varisia to Corentyn, Egorian, and Kintargo in Cheliax. Raised by devout Shelynites, once your family was in Cheliax you had to keep your faith secret, but deep down you always knew the Goddess was watching over you and your family.

As a teen your family settled in Kintargo, a much more spiritually free city in the North of Cheliax, and close to your native home of Varisia. You fell in love with the social scene there, and quickly began to mature and explore the various artistic outlets that Kintargo had to offer. You met a young man there, Lucifer Lestrag, and your blossoming romance began in earnest.

Just when things seemed like Shelyn was guiding you to a beautiful life, dark portents began coming true. The diabolical Thrune family came to Kintargo and violently overthrew the duly elected government, throwing things into chaos. You and Lucifer began becoming politically active, and although you were nervous for him, you approved of his more martial take on how to deal with the troubles.

Both of you became active in the resistance and quickly rose to prominence in the Silver Ravens. But while you devoted yourself to Shelyn and her guidance to help lead the people of Kintargo free, he chose a more violent and dangerous path. Ever one to quote the laws, he began letting his darker nature overcome his passions. With his weapon expertise and fighting abilities, you had hoped he would devote himself to the outlawed Hellknight Order of the Torrent, a lawful but courageous bunch who fought to free the captured and kidnapped. Instead, your heart broke when he announced his intention to join the Order of the Scourge, and while you lauded his devotion to ending corruption, his methodology was brutal and savage.

The end of your relationship was sealed when he also announced that all along he had been a worshipper of Zon-Kuthon. How could the man you loved have been so misguided, so violent and cruel?

Your dedication to Shelyn and her tenets meant you could not bear to be involved with Lucifer in any capacity other than the Silver Ravens, but despite your obvious distaste and dislike of his path in life, he remains hopelessly devoted to you. You bicker like an old married couple, and even if Shelyn would want you to try and redeem him, you cannot find it in your heart to do so. Not now. Not when the newly formed country of Ravounel needs guidance the most.

Sourcebooks Used

- **Advanced Class Guide** - Air Step (spell); Blessed Striker (feat); - Bonded Holy Symbol - (equipment); Spellcrash (spell); Spellcrash, Greater (spell)
- **Advanced Player's Guide** - Blessing of Fervor (spell); Stormbolts (spell)
- **Advanced Player's Guide / Ultimate Equipment** - Grayflame (item power); Righteous (item power)
- **Advanced Player's Guide Traits / Character Traits**
 - **Web Enhancement** - Reactionary (trait)
- **Blood of the Beast** - Bit of Luck (spell)
- **Champions of Purity** - Blessed Touch (trait)
- **Curse of the Crimson Throne** - Guided (item power)
- **Divine Anthology** - Divine Paragon (archetype)
- **Faiths of Golarion / Inner Sea Gods** - Deific Obedience (feat)
- **Familiar Folio** - Familiar Bond (feat); Improved Familiar Bond (feat)
- **Gods & Magic / Inner Sea Gods** - Boots of the eternal rose (equipment); Fallback Strategy (spell)
- **Hell's Rebels** - Pattern Seeker (trait)
- **Inner Sea Gods** - Clarifying Channel (feat); Graceful Warrior (equipment); Haste 1/day (race option); Joyous Ally (race option); Plumed Blade (race option)
- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)
- **Inner Sea World Guide** - Varisian (race option)
- **Melee Tactics Toolbox** - Dimensional Blade (spell)
- **Monster Codex** - Ironskin (spell)
- **Plane-Hopper's Handbook** - Eroding Ray (spell)
- **Quests & Campaigns** - Overprotective (???)
- **Rise of the Runelords Anniversary Edition / Seekers of Secrets** - Ioun stone (crimson sphere) (equipment)
- **Ruins of Azlant** - Ioun gauntlet (equipment)
- **Taldor, Echoes of Glory** - Enhanced Diplomacy (spell)
- **Ultimate Combat** - Air Bubble (spell); Endure Elements, Communal (spell); Jolting Portent (spell)
- **Ultimate Magic** - Warrior Priest (feat)

Title - Tarsila Valera (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2023/02/09

XP Reward : 0 XP; **Net Cash** :

- no notes -

Arcane Familiar



Male thrush - CL1 - CR 1/3

Neutral Good Magical Beast ((Animal)); Deity: **Shelyn**

Ability	Score	Modifier	Temporary
STR STRENGTH	1	-5	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	6	-2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	15	+2	
CHA CHARISMA	6	-2	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+9 =	+11	-2				
REFLEX (DEXTERITY)	+8 =	+6	+2				
WILL (WISDOM)	+13 =	+11	+2				

Spell Resistance (23)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	25 =			+2	+4	+9			

Touch AC	16	Flat-Footed AC	23
-----------------	----	-----------------------	----

CM Bonus	+11 =	+13	+2	-4	-
-----------------	-------	-----	----	----	---

CM Defense	16 = 10	+13	-5	+2	-4
-------------------	---------	-----	----	----	----

Base Attack	+13	HP	82
--------------------	-----	-----------	----

Initiative	+2	Damage / Current HP	
-------------------	----	---------------------	--

Speed	10 ft
--------------	-------

Bite (Thrush)

Main hand: **+12, 1d2-5** Crit: x2
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (2)	1	
Speed greater/less than 30 ft. : -8 to jump				
Appraise	+2	INT (2)	-	
Bluff	-2	CHA (-2)	-	
Climb	+2	DEX (2)	-	
Diplomacy	+4	CHA (-2)	(6)	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+12	DEX (2)	1	
Heal	+5	WIS (2)	(3)	
Intimidate	-2	CHA (-2)	-	
Linguistics	+4	INT (2)	(2)	
Perception	+20	WIS (2)	(12)	
Ride	+2	DEX (2)	-	
Sense Motive	+3	WIS (2)	(1)	
Spellcraft	+13	INT (2)	(11)	
Stealth	+18	DEX (2)	1	
Survival	+3	WIS (2)	1	
Swim	+2	DEX (2)	-	

Feats

Skill Focus (Perception)

Special Abilities

- Deliver Touch Spells (Su)
- Empathic Link (Su)
- Fly (40 feet, Average)
- Improved Evasion (Ex)
- Low-Light Vision
- Scry on Familiar (Sp)
- Share Spells
- Speak with Animals of its Kind (Ex)
- Speak with Master (Ex)

Gear

Total Weight Carried: 0/2.5 lbs, Light Load
(Light: 0.75 lbs, Medium: 1.5 lbs, Heavy: 2.5 lbs)
Money -

Languages

Celestial Varisian
Infernal

Sourcebooks Used

- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)
- **Ultimate Magic Familiars** - Thrush (race)

Experience & Wealth

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

Arcane Familiar – Abilities & Gear

Skill Focus (Perception)

Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

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

Appears In: Not Consolidated Skills

Speak with Master (Ex)

Class Ability (Familiar Benefits)

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

Fly (40 feet, Average)

Unknown

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

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Spell Resistance (23)

Unknown

You have Spell Resistance.

Deliver Touch Spells (Su)

Class Ability (Familiar Benefits)

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

Empathic Link (Su)

Class Ability (Familiar Benefits)

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

Improved Evasion (Ex)

Class Ability (Familiar Benefits)

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

Scry on Familiar (Sp)

Class Ability (Familiar Benefits)

If the master is 13th level or higher, he may scry on his familiar (as if casting the scrying spell) once per day.

Share Spells

Class Ability (Familiar Benefits)

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

Speak with Animals of its Kind (Ex)

Class Ability (Familiar Benefits)

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

Title - Arcane Familiar (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2023/02/09

XP Reward : 0 XP; **Net Cash** :

- no notes -