

Lawful Good

ALIGNMENT
Darkvision (60')
VISION
-3
POINTS

INITIATIVE
modifier

+7 = +3 + +4
TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK
bonus

+9/+4

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+17/+12	=	+9/+4	+8	+0	+0	+0	
RANGED attack bonus	+12/+7	=	+9/+4	+3	+0	+0	+0	
GRAPPLE attack bonus	+17/+12	=	+9/+4	+8	+0	+0	+0	

*Clangeddin's Fury			CURRENT HAND	TYPE	SIZE	CRITICAL
			Both	S	M	17-20/x3
	To Hit	Dam		To Hit		Dam
1H-P	N/A	N/A	2W-P-(OH)	N/A		N/A
1H-O	N/A	N/A	2W-P-(OL)	N/A		N/A
2H	+24+19	3d6+20	2W-OH	N/A		N/A
Special Properties	Artifact - Once per day increase STR, DEX, or CON for 10 minutes. (Ability damage equal to bonus recovers 1 point per hour) See Invisible and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 1 mile (extended range within Dwarven Keep), Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness					

Dagger +2				Current Hand	Type	Size	Critical
				Carried	PS	M	19-20/x2
	To Hit	Dam		To Hit			Dam
1H-P	+19/+14	1d4+10	2W-P-(OH)	+13/+8			1d4+10
1H-O	+15/+10	1d4+6	2W-P-(OL)	+15/+10			1d4+10
2H	+19/+14	1d4+10	2W-OH	+11			1d4+6
	10 ft.	20 ft.	30 ft.	40 ft.			50 ft.
To Hit	+14/+9	+12/+7	+10/+5	+8/+3			+6/+1
Dam	1d4+10	1d4+10	1d4+10	1d4+10			1d4+10
Special Properties							

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +2 (Mithral/Armor Spikes) Spiked, 30hp/inch and 15 hardness	Medium	+10	+3	-3	25
*Blessed Boots of One Step		+1		+0	0
*Ring of Protection +1		+1		+0	0

Skill Name		SKILLS				Max Ranks		12/6
		Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier		
✓	Appraise	INT	4	= 1	+ 3.0	+		
✓	Balance	DEX	0	= 3	+	+	-3	
✓	Bluff	CHA	0	= 0	+	+		
✓	Climb	STR	7	= 8	+ 2.0	+	-3	
✓	Concentration	CON	7	= 7	+	+		
	Craft (Gemcutting)	INT	4	= 1	+ 3.0	+		
✓	Craft (Untrained)	INT	1	= 1	+	+		
✓	Diplomacy	CHA	0	= 0	+	+		
✓	Disguise	CHA	0	= 0	+	+		
✓	Escape Artist	DEX	0	= 3	+	+	-3	
✓	Forgery	INT	1	= 1	+	+		
✓	Gather Information	CHA	0	= 0	+	+		
✓	Heal	WIS	1	= 1	+	+		
✓	Intimidate	CHA	21	= 0	+ 6.0	+	15	
✓	Jump	STR	17	= 8	+	+	9	
	Knowledge (Giants)	INT	27	= 1	+ 6.0	+	20	
	Knowledge (Religion)	INT	4	= 1	+ 3.0	+		
✓	Listen	WIS	1	= 1	+	+		
✗	Psychic (Blink Teleport)		5	= 0	+ 5.0	+		
✓	Ride	DEX	3	= 3	+	+		
✓	Search	INT	1	= 1	+	+		
✓	Sense Motive	WIS	1	= 1	+	+		
✓	Sneak	DEX	8	= 3	+	+	5	
✓	Sneak (Hide)	DEX	0	= 3	+	+	-3	
✓	Spot	WIS	9	= 1	+ 8.0	+		
✓	Survival	WIS	1	= 1	+	+		
✓	Swim	STR	2	= 8	+	+	-6	
✓	Use Rope	DEX	3	= 3	+	+		
				=	+	+		
					+	+		

✓: can be used untrained. ✗: exclusive skills

*Armor Spikes			CURRENT HAND	TYPE	SIZE	CRITICAL
			Equipped	P	M	20/x2
	To Hit	Dam		To Hit		Dam
1H-P	+17/+12	1d6+8	2W-P-(OH)	+11/+6		1d6+8
1H-O	+13/+8	1d6+4	2W-P-(OL)	+13/+8		1d6+8
2H	+17/+12	1d6+8	2W-OH	+9		1d6+4
Special Properties		deals extra piercing damage on a successful grapple attack				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Proof against Detection and Location	Equipped	1	0.0	35000.0	
Full Plate +2 (Mithral/Armor Spikes)	Equipped	1	35.0	14550.0	
Spiked, 30hp/inch and 15 hardness					
Backpack		1	2.0	2.0	
28 lbs., 3 Paper (Sheet), 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Sealing Wax, 1 Signet Ring, 1 Dagger (SILVER/Alchemical Silver), 9 Potion of Cure Moderate Wounds, 1 Bedroll, 1 Blanket (Winter), 1 Flint and Steel, 1 Grappling Hook, 1 Holy Symbol (Silver), 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Oil (1 Pt. Flask)					
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Blessed Boots of One Step	Equipped	1	1.0	112500.0	
Clangeddin's Fury	Equipped	1	10.0	372000.0	
Artifact - Once per day increase STR, DEX, or CON for 10 minutes. (Ability damage equal to bonus recooperates 1 point per hour) See Invisible and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 1 mile (extended range within Dwarven Keep), Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness					
Dagger (SILVER/Alchemical Silver)	Backpack	1	1.0	62.0	
10hp/inch and 8 hardness					
Dagger +2	Carried	1	1.0	8302.0	
Flask of Wine	Carried	1	1.5	5000.0	
Flask of Wine (Neverending), 25hp/inch and 8 hardness					
Flint and Steel	Backpack	1	0.0	1.0	
Gloves of Arrow Snaring	Equipped	1	0.0	4000.0	
Grappling Hook	Backpack	1	4.0	1.0	
Holy Symbol (Silver)	Backpack	1	1.0	25.0	
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Oil (1 Pt. Flask)	Backpack	1	1.0	0.1	
☐					
Artisan's Outfit	Equipped	1	4.0	0.0	
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)	
Potion of Cure Moderate Wounds	Backpack	9	0.0 (0.0)	300.0 (2700.0)	
☐☐☐☐☐ ☐☐☐☐☐					
Pouch (Belt)	Carried	1	0.5	1.0	
0 lbs.					
Pouch (Belt)	Carried	1	0.5	1.0	
0 lbs.					
Rations (Trail/Per Day)	Backpack	7	1.0 (7.0)	0.5 (3.5)	
☐☐☐☐☐☐ ☐☐					
Ring of Protection +1	Equipped	1	0.0	2000.0	
Ring of Readiness	Equipped	1	0.0	81000.0	
(Ring of Readyness)					
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Sealing Wax	Backpack	1	1.0	1.0	
Signet Ring	Backpack	1	0.0	5.0	
Armor Spikes	Equipped	1	0.0	0.0	
deals extra piercing damage on a successful grapple attack					
TOTAL WEIGHT CARRIED/VALUE			49.5 lbs.	637174.5 gp	

WEIGHT ALLOWANCE					
Light	306	Medium	613	Heavy	920
Lift over head	920	Lift off ground	1840	Push / Drag	4600

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Aura of Courage (Su)
Aura of Good (Ex)
Blindsight 60 ft. (Ex)
Bonded Weapon (ex):+2 to hit & damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken.
Change Size (Sp)
Defensive Stance 3/day
Dimension Door - triple non-enhanced move limited to LoS - 3/day.
Divine Grace (Su)
Divine Health (Ex)
Greater Teleport 1/day - 600lbs and may only take one person with you.
Immune to all mind-influencing effects (charms/ compulsions/ phantasms/ patterns/ and morale effects)
Literacy: Character is able to read & write in any language he can speak.
Remove Disease (Sp) -1/week
Reroll once a day any one die.
Stability
Stonecunning
Trap Sense (Ex) +1
Uncanny Dodge (Dex bonus to AC)

FEATS	
Fleet of Foot - Malhavoc	+10 feet bonus to ground speed
Improved Critical (Greataxe)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Sword Wind	Gain one extra attack at full attack bonus; all attacks are at -3.
Weapon Focus (Greataxe, Longsword)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Greataxe)	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Wild Talent (Psychic (Blink Teleport))	
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
Leadership	Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.
Snatch Arrows	When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free to use this feat.

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer

LANGUAGES

Common, Dwarven, Literacy, Orc

TEMPLATES

Truename

Paladin Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Axiomatic Water	12	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SPELL CO: Pg.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 5	
■■■■■Bless	12	None	1 standard action	5 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster			<i>Caster Level:</i> 5	
■■■■■Blessed Aim	12	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SPELL CO: Pg.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 5	
■■■■■Bless Water	12	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 5	
■■■■■Bless Weapon	12	None	1 standard action	5 minutes	Touch	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Weapon strikes true against evil foes.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 5	
■■■■■Bless Weapon, Swift	12	None	1 swift action	1 round	Touch	V	No	Transmutation	SPELL CO: Pg.31
<i>Effect:</i> As bless weapon.					<i>Target:</i> Touched weapon			<i>Caster Level:</i> 5	
■■■■■Clear Mind	12	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	SPELL CO: Pg.47
<i>Effect:</i> Gain +4 sacred bonus on saving throws against mind-affecting spells and effects.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■Create Water	12	None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 10 gallons of pure water.					<i>Target:</i> Up to 10 gallons of water			<i>Caster Level:</i> 5	
■■■■■Cure Light Wounds	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■Deafening Clang	12	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	SPELL CO: Pg.59
<i>Effect:</i> Deal an extra 1d6 of sonic damage with each successful hit and causes deafness for 1 minute unless creature saves.					<i>Target:</i> Your weapon			<i>Caster Level:</i> 5	
■■■■■Detect Poison	12	None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 5	
■■■■■Detect Undead	12	None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
■■■■■Divine Favor	12	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +1 on attack and damage rolls.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■Divine Sacrifice	12	None	1 standard action	1 round/level	Personal	V,S	N/A	Evocation	SPELL CO: Pg.70
<i>Effect:</i> First attack of the round deals an extra 5d6 of damage, and you take 10 points of damage each time you make such an attack, whether or not you hit.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■Endure Elements	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
■■■■■Energized Shield, Lesser	12	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gain 5 resistance; see text					<i>Target:</i> Touch			<i>Caster Level:</i> 5	
■■■■■Faith Healing	12	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 5	
■■■■■Find Temple	12	None	1 standard action	1 hour/level	10 miles + mile/levelV,S,DF	No	No	Divination	SPELL CO: Pg.91
<i>Effect:</i> Sense nearest sanctuary of your deity.					<i>Target:</i> Circle centered on you, out to range			<i>Caster Level:</i> 5	
■■■■■Golden Barding	12	None	1 standard action	1 hour/level	Touch	V,DF	No	Conjuration (Creation)	SPELL CO: Pg.106
<i>Effect:</i> Create Magical Barding type depends on level; see text.					<i>Target:</i> Special mount touched			<i>Caster Level:</i> 5	
■■■■■Grave Strike	12	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SPELL CO: Pg.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.					<i>Target:</i> You			<i>Caster Level:</i> 5	
■■■■■Holy Spurs	12	Will negates [harmless]	1 swift action	1 round	Close (35 ft.)	V	Yes [harmless]	Transmutation	SPELL CO: Pg.115
<i>Effect:</i> Mount's base land speed increase by 40 feet.					<i>Target:</i> Your special mount			<i>Caster Level:</i> 5	
■■■■■Know Greatest Enemy	12	None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	SPELL CO: Pg.129
<i>Effect:</i> Determine the relative power levels of tagets; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
■■■■■Lionheart	12	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration [Mind-Affecting]	SPELL CO: Pg.132
<i>Effect:</i> Gain immunity to fear effects.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
* =Domain/Speciality Spell									

Paladin Spells

☐☐☐☐☐ Magic Weapon	12	Will negates (harmless, object)	1 standard action	5 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Mantle of Good	12	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Good]	SPELL CO: Pg.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the evil descriptor.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Moment of Clarity	12	None	1 standard action	Instantaneous	Touch	V,S,DF	No	Abjuration	SPELL CO: Pg.142
<i>Effect:</i> Creature gains a second save against a mind-affecting spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ One Mind, Lesser	12	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.149
<i>Effect:</i> +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Protection from Chaos	12	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Lawful]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Protection from Evil	12	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF No; see text		Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Read Magic	12	None	1 standard action	50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resistance	12	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF Yes (harmless)		Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resist Planar Alignment	12	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Restoration, Lesser	12	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resurgence	12	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Rhino's Rush	12	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.176
<i>Effect:</i> Subject's charge attack deals double damage of first attack.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Second Wind	12	Will negates [harmless]	1 standard action	Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.182
<i>Effect:</i> Removes fatigue and provides +4 bonus on Con checks; see text					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Sense Heretic	12	None	1 standard action	10 minutes/level	Touch	V,S,DF	No	Divination	SPELL CO: Pg.182
<i>Effect:</i> Any evil creature with the ability to cast divine spells causes the object to glow a soft blue radiance; see text.					<i>Target:</i> Object touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Silverbeard	12	N/A	1 standard action	1 minute/level	Personal	V,DF	N/A	Transmutation	SPELL CO: Pg.190
<i>Effect:</i> Grown beard that bestows +2 bonus to AC & +2 bonus to Diplomacy checks with dwarves.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Sticky Saddle	12	N/A	1 immediate action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.206
<i>Effect:</i> It becomes impossible for you to fall or be thrown off your mount.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Strategic Charge	12	N/A	1 swift action	1 round/level	Personal	V,DF	N/A	Abjuration	SPELL CO: Pg.210
<i>Effect:</i> Gain benefit of the Mobility feat.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Traveler's Mount	12	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					<i>Target:</i> Animal or magical beast touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Virtue	12	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Vision of Glory	12	None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SPELL CO: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Warning Shout	12	None	1 immediate action	Instantaneous	30 ft.	V	No	Transmutation [Sonic]	SPELL CO: Pg.236
<i>Effect:</i> Removes flat-footed condition from all allies.					<i>Target:</i> All allies within 30 ft.		<i>Caster Level:</i> 5		
* =Domain/Specialty Spell									

Notes:

Character Sheet Notes: