

Jason of Hulberg

NAME

CoM10 Sor

45000

CLASS

EXPERIENCE

10

55000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	23	+6	23	+6	23	+6
DEX	16	+3	18	+4	18	+4
CON	16	+3	16	+3	16	+3
INT	16	+3	16	+3	16	+3
WIS	15	+2	15	+2	15	+2
CHA	18	+4	22	+6	22	+6

SAVING THROWS

FORTITUDE

REFLEX

WILL

TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
+19	= +7	+ +3	+ +3	+ +6	+ +0		
+16	= +3	+ +4	+ +3	+ +6	+ +0		
+18	= +7	+ +2	+ +3	+ +6	+ +0		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+16/+11	= +10/+5	+ +6	+ +0	+ +0	+ +0	
+14/+9	= +10/+5	+ +4	+ +0	+ +0	+ +0	
+16/+11	= +10/+5	+ +6	+ +0	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+16/+11	1d3+6	20/x2	5 ft.

Auric 'Farandol		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	17-20/x2	5 ft.
1H-P	To Hit	Dam	2W-P-(OH)		To Hit	Dam
	+23/+18	1d10+14			+17/+12	1d10+14
1H-O	+19/+14	1d10+11	2W-P-(OL)		+19/+14	1d10+14
2H	+23/+18	1d10+17	2W-OH		+13	1d10+11
Special Properties	(Sword +4 (Bastard/Adamantine/Bonded/Dispelling/Holy/Icy Burst)), Ignore 20 hardness, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., Targeted Dispel Magic 3/day upon successful hit, good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder, +1d6 cold damage. On a critical hit deals +1d10 additional cold damage					

Crossbow +2 (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
TH	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.	
	+16/+11	+16/+11	+14/+9	+12/+7	+10/+5	
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2	
Special Properties	*: weapon is equipped					

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Full Plate +2	Light	+10	+3	-3	25
(Light Full Plate +2), 30hp/inch and 15 hardness					
*Mystic Shield	Heavy	+4		-1	15
(Shield +2 (Heavy/Metal))					
*Ring of Protection +3		+3		+0	0

LAY ON HANDS

HP per day

Tim

PLAYERNAME

Human

Medium

6' 4"

242 lbs.

RACE

SIZE

HEIGHT

WEIGHT

VISION

29

Male

AGE

GENDER

EYES

HAIR

POINTS

VP	100	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		WP	16	DAMAGE REDUCTION		SPEED																			
Vitality						Wound Points				Walk 40 ft.																			
AC	30	:	27	:	16	=	10	+	10	+	4	+	3	+	0	+	0	+	3			40	-4	0					
armor class		TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST	
INITIATIVE	+8	=	+4	+	+4		TOTAL		DEX MODIFIER		MISC MODIFIER																		
BASE ATTACK	+10/+5																												
bonus																													

Mystra

DEITY

6' 4"

242 lbs.

HEIGHT

WEIGHT

VISION

-1

POINTS

Lawful Good

ALIGNMENT

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5
					RANKS	MISC MODIFIER
✓ Appraise	INT	3	=	3	+	+
✓ Balance	DEX	0	=	4	+	+ -4
✓ Bluff	CHA	11	=	6	+	+ 5.0 +
✓ Climb	STR	2	=	6	+	+ -4
✓ Concentration	CON	3	=	3	+	+
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Diplomacy	CHA	22	=	6	+	+ 12.0 + 4
✓ Disguise	CHA	6	=	6	+	+
✓ Escape Artist	DEX	0	=	4	+	+ -4
✓ Forgery	INT	3	=	3	+	+
✓ Gather Information	CHA	6	=	6	+	+
✓ Handle Animal	CHA	11	=	6	+	+ 5.0 +
✓ Heal	WIS	2	=	2	+	+
✓ Hide	DEX	0	=	4	+	+ -4
✓ Intimidate	CHA	8	=	6	+	+ 2
✓ Jump	STR	6	=	6	+	+
✓ Knowledge (Religion)	INT	18	=	3	+	+ 5.0 + 10
✓ Listen	WIS	8	=	2	+	+ 6.0 +
✓ Move Silently	DEX	0	=	4	+	+ -4
✓ Profession (Hunter)	WIS	7	=	2	+	+ 5.0 +
✓ Ride	DEX	18	=	4	+	+ 12.0 + 2
✓ Search	INT	9	=	3	+	+ 6.0 +
✓ Sense Motive	WIS	13	=	2	+	+ 11.0 +
✓ Spellcraft	INT	9	=	3	+	+ 6.0 +
✓ Spot	WIS	8	=	2	+	+ 6.0 +
✓ Survival	WIS	2	=	2	+	+
✓ Swim	STR	-2	=	6	+	+ -8
✓ Use Rope	DEX	9	=	4	+	+ 5.0 +
			=		+	+
			=		+	+
✓: can be used untrained. X: exclusive skills						

TURN UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+8
Up to 0	3	Turn level	7
1 - 3	4	Turn damage	2d6 +13
4 - 6	5		
7 - 9	6	You destroy Undead creatures with total hit dice up to 3.	
10 - 12	7		
13 - 15	8		
16 - 18	9		
19 - 21	10		
22+	11		
TURN/DAY	□□□□□ □□□□		

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Auric 'Farandol (Sword +4 (Bastard/Adamantine/Bonded/Dispelling/Holy/Icy Burst)), Ignore 20 hardness, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., Targeted Dispel Magic 3/day upon successful hit, good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder, +1d6 cold damage. On a critical hit deals +1d10 additional cold damage	Carried	1	6.0	165035.0
Bag of Holding (Type 4) 0 lbs.	Equipped	1	60.0	10000.0
Boots of Swiftmess and Blinking	Equipped	1	1.0	240000.0
Cloak of Charisma +4	Equipped	1	2.0	16000.0
Crossbow +2 (Light) 0 lbs.	Carried	1	4.0	8335.0
Mithral Full Plate +2 (Light Full Plate +2), 30hp/inch and 15 hardness	Equipped	1	25.0	14500.0
Mystic Shield (Shield +2 (Heavy/Metal))	Equipped	1	15.0	4170.0
Mystra's Blessed Amulet of Life (Amulet Save Bonus (Sacred) (+3/Skill Bonus (Competence) (Knowledge (Religion) +10)/Crystal (Deep)/Raise Dead//Cleric/20th)), 30hp/inch and 10 hardness, Sacred bonus to all saving throws of +3, Competence bonus to selected skillof Knowledge (Religion)+10 □□□□□□	Equipped	1	0.0	104000.0
Traveler's Outfit	Equipped	1	5.0	0.0
Ring of Protection +3	Equipped	1	0.0	18000.0
Ring of Fire and Ice When worn, the ring offers a limited immunity to Fire or Cold energy attacks by absorbing up to 10 spell levels (10d6) of Fire and Cold energy. It can then discharge that same energy as a beam (range touch) upon command as a standard action as either Fire or Cold., 30hp/inch and 10 hardness	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			113 lbs.	580040.0 gp

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

SPECIAL ABILITIES
Aura of Courage (Su): Immune to fear (magical or otherwise). Allies within 10' gain +4 morale bonus on saves against fear effects.
Aura of Good (Ex): Strong
Blink for 10 rounds 3 times/day
Detect Evil (Sp): At will, detect evil as the spell.
Divine Grace (Su): Charisma bonus to all saving throws.
Divine Health (Ex): Immunity to all diseases, including supernatural and magical.
Lay on Hands (Su) 60 hp/day
Literacy: Character is able to read & write in any language he can speak.
MYSTIC SHIELD (Su): At will, as a move equivalent action that does not provoke an attack of opportunity you may summon a Heavy Shield of +2 Enhancement [AC +4]. 1/day the Shield's protection may be increased by 3 [+1 point per 3 character levels] for 1 round/level. At the end of this duration you lose 3 [+1 point per 3 character levels] CON damage, it takes 8 hours to recover the loss. [This may not be recovered by any magic means, like restoration]. This shield cannot be disarmed, removed or put down, it's attached to the arm. [Cost Permanent Loss of 9 Spell Points and 9 Health Points]
Remove Disease (Sp) 2/week
Smite Evil (Su): 3/day - One attack adds +6 (Charisma bonus) to hit and deals +10 (1 point of damage for each level)
Special Mount (Sp)
Turn Undead (Su) 9/day (turn level 7) (turn damage 2d6+13)

FEATS	
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Exotic Weapon Proficiency (Sword (Bastard))	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Improved Critical (Sword (Bastard))	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 up to 10 from all melee attack rolls and add the same number to all melee damage rolls.
Speed Burst	Extra move action once per day per two levels
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Weapon Focus (Sword (Bastard))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Sword (Bastard))	You gain a +2 bonus on all damage rolls you make using the selected weapon.
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.
Mounted Combat	Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.
Ride-By Attack	When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again.

PROFICIENCIES

LANGUAGES
Common, Draconic, Dwarven, Elven

TEMPLATES
Truename

Paladin Innate Spells

Name		DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Evil	13	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: pg.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 10	
* =Domain/Specialty Spell										

Champion of Mystra Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Axiomatic Water	13	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: 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	13	None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.205
<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	13	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: 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	
□□□□□ Blessings of Insight	13		1 standard action	1 round/level	Personal	V,S		Enchantment	F.H.P: pg.35
<i>Effect:</i> Gain Wisdom bonus to AC against Evil opponents.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□ Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 5	
□□□□□ Bless Weapon	13	None	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	PHB: pg.205
<i>Effect:</i> Weapon strikes true against evil foes.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 5	
□□□□□ Bless Weapon, Swift	13	None	1 swift action	1 round	Touch	V	No	Transmutation	SC: Pg.31
<i>Effect:</i> As bless weapon.					<i>Target:</i> Touched weapon			<i>Caster Level:</i> 5	
□□□□□ Clear Mind	13	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	SC: 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	13	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 5	
□□□□□ Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Deafening Clang	13	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	SC: 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	13	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Divination	PHB: pg.219
<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	13	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Divine Favor	13	None	1 standard action	1 minute	Personal	V,S, DF	No	Evocation	PHB: pg.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□ Divine Sacrifice	13	None	1 standard action	1 round/level	Personal	V,S	N/A	Evocation	SC: 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	13	Will negates (harmless)	1 standard action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Energized Shield, Lesser	13	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: 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	
□□□□□ Exorcise the Damned	13		1 standard action	5 rounds/level	Self	V,S,DF		Enchantment	F.H.P: pg.36
<i>Effect:</i> Turn undead is bolstered as if the paladin was 1d4 character levels higher.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□ Faith Healing	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: 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	13	None	1 standard action	1 hour/level	10 miles + mile/level	V,S,DF	No	Divination	SC: 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	13	None	1 standard action	1 hour/level	Touch	V,DF	No	Conjuration (Creation)	SC: 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	13	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SC: 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	13	Will negates [harmless]	1 swift action	1 round	Close (35 ft.)	V	Yes [harmless]	Transmutation	SC: 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	
□□□□□ Inspirational Charge	13	None	1 swift action	2 hours	20-ft.-radius centered on caster	V	No	Enchantment	F.H.P: pg.36
<i>Effect:</i> If you succeed at hitting on a charge action your allies gain a +2 morale bonus to attack and damage on any attacks they make until your action in the next round.					<i>Target:</i> All allies within a 20-ft.-radius, centered on you			<i>Caster Level:</i> 5	
□□□□□ Know Greatest Enemy	13	None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	SC: Pg.129
<i>Effect:</i> Determine the relative power levels of targets; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Lionheart	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.132
<i>Effect:</i> Gain immunity to fear effects.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	

* =Domain/Specialty Spell

Champion of Mystra Spells

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<div> <div>Effect:</div> <div>Weapon gains +1 bonus.</div> </div>									
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<div> <div>Effect:</div> <div>Gain SR 12 + your caster level against spells with the evil descriptor.</div> </div>									
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<div> <div>Effect:</div> <div>Creature gains a second save against a mind-affecting spell.</div> </div>									
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<div> <div>Effect:</div> <div>+4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.</div> </div>									
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<div> <div>Effect:</div> <div>Used in conjunction of healing check, if successful double the creatures normal healing rate and add the paladin's Charisma ability modicior to any attempts to resist disease for the duration of the spell.</div> </div>									
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<div> <div>Effect:</div> <div>+2 to AC and saves, counter mind control, hedge out elementals and outsiders.</div> </div>									
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<div> <div>Effect:</div> <div>+2 to AC and saves, counter mind control, hedge out elementals and outsiders.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Purifying Flame</div>	13	Will negates	1 standard	1 round/level [max 10 rounds] action	Touch	V,S	No	Conjuration	FH.P: pg.37
<div> <div>Effect:</div> <div>Flames deal 1d4 points of damage to evil creatures; will not consume inanimate object; see text.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Read Magic</div>	13	None	1 standard	10 minutes/level action	Personal	V,S,F	No	Divination	PHB: pg.269
<div> <div>Effect:</div> <div>Read scrolls and spellbooks.</div> </div>									
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<div> <div>Effect:</div> <div>Subject gains +1 on saving throws.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Resist Planar Alignment</div>	13	Will negates [harmless]	1 standard	1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<div> <div>Effect:</div> <div>Grants limited protection from a plane's alignment traits; see text.</div> </div>									
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<div> <div>Effect:</div> <div>Dispels magical ability penalty or repairs 1d4 ability damage.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Resurgence</div>	13	Will negates [harmless]	1 standard	Instantaneous action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
<div> <div>Effect:</div> <div>Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.</div> </div>									
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<div> <div>Effect:</div> <div>Subject's charge attack deals double damage of first attack.</div> </div>									
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<div> <div>Effect:</div> <div>Removes fatigue and provides +4 bonus on Con checks; see text</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Sense Heretic</div>	13	None	1 standard	10 minutes/level action	Touch	V,S,DF	No	Divination	SC: Pg.182
<div> <div>Effect:</div> <div>Any evil creature with the ability to cast divine spells causes the object to glow a soft blue radiance; see text.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Speed Mount</div>	13	Will negates (harmless)	1 standard	1 minute/level [D] action	Touch	V,S,DF	Yes (harmless)	Transmutation	CoD.P: pg.58
<div> <div>Effect:</div> <div>Your mount's speed is doubled. If a paladin's mount it also gains +30 to Jump checks.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Sticky Saddle</div>	13	N/A	1 immediate	1 round/level [D] action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.206
<div> <div>Effect:</div> <div>It becomes impossible for you to fall or be thrown off your mount.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Strategic Charge</div>	13	N/A	1 swift	1 round/level action	Personal	V,DF	N/A	Abjuration	SC: Pg.210
<div> <div>Effect:</div> <div>Gain benefit of the Mobility feat.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Traveler's Mount</div>	13	Will negates	1 standard	1 hour/level action	Touch	V,S	Yes	Transmutation	SC: Pg.223
<div> <div>Effect:</div> <div>+10 feet enhancement bonus to speed but cannot attack during the duration of the spell.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Vigilant Sleep</div>	13	Will negates (harmless)	1 standard	8 hours [D] action	Touch	V,S,DF	Yes (harmless)	Abjuration	CoD.P: pg.58
<div> <div>Effect:</div> <div>You fall asleep immediately, but your eyes remain open and active. You remain fully conscious of your surroundings as if fully awake and can see if every direction. Gain Alertness feat. You may wake any time and are not fatigued by wearing armor.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Virtue</div>	13	Fortitude negates (harmless)	1 standard	1 min. action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
<div> <div>Effect:</div> <div>Subject gains 1 temporary hp.</div> </div>									
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<div> <div>Effect:</div> <div>Grants a +1 morale bonus to a single saving throw [target's choice].</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Warning Shout</div>	13	None	1 immediate	Instantaneous action	30 ft.	V	No	Transmutation [Sonic]	SC: Pg.236
<div> <div>Effect:</div> <div>Removes flat-footed condition from all allies.</div> </div>									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
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<div> <div>Effect:</div> <div>Gain DR 5/evil.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Aura of Glory</div>	14	None	1 swift	Instantaneous action	Personal	V,DF	No	Transmutation	SC: Pg.18
<div> <div>Effect:</div> <div>This spell removes any fear eddect from all allies within your aura of courage.</div> </div>									
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Awaken Sin</div>	14	Will negates	1 standard	Instantaneous action	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: Pg.21
<div> <div>Effect:</div> <div>Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.</div> </div>									
<div> <div>Target:</div> <div>One evil creature with Intelligence 3+</div> </div>									

* =Domain/Specialty Spell

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■■■■■Bull's Strength	14	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.								
■■■■■Checkmate's Light	14	None	1 standard 1 round/level [D] action	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46
<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.								
■■■■■Cloak of Bravery	14	Will negates [harmless]	1 standard 10 minutes/level action	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.47
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].								
■■■■■Cloak Pool	14	Will negates [harmless,object]	1 standard 1 hour/level [D] action	Close (35 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting]	SC: Pg.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.								
■■■■■Crown of Smiting	14	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
<i>Effect:</i> Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus.								
■■■■■Defiance	14	Will negates (harmless)	1 standard 1 minute action	Touch	V,S	Yes (harmless)	Enchantment	F.H.P: pg.35
<i>Effect:</i> Target can be affected by fear, but can choose their actions instead of flee.								
■■■■■Delay Poison	14	Fortitude negates (harmless)	1 standard 1 hour/level action	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.								
■■■■■Dispel Fear	14		1 standard 1 hour action	10 ft.	V,S		Abjuration	CoD.P: pg.55
<i>Effect:</i> Every ally within 10 ft. gains the paladin's immunity to fear. If already suffering from fear they get a new save with a +8 bonus to the new roll.								
■■■■■Divine Insight	14	N/A	1 standard 1 hour/level or until discharged [D] action	Personal	V,S,DF	N/A	Divination	SC: Pg.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.								
■■■■■Divine Protection	14	Will negates [harmless]	1 standard 1 minute/level action	Medium (150 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.								
■■■■■Divine Pursuit	14	None	1 full round variable; see text	Self	V,S	No	Divination	F.H.P: pg.35
<i>Effect:</i> Make Knowledge [Religion] check DC 20 in order to track an evil being to their current location; see text.								
■■■■■Drums of the Righteous	14	None	1 standard 1 round/level action	30 ft.	V,S,F/DF	Yes (harmless)	Enchantment [Good, Sonic]	CoD.P: pg.56
<i>Effect:</i> Grants allies +1 luck bonus to attack rolls. It causes evil creatures a -1 luck penalty to attack rolls. Smite Evil gains a +2 luck bonus to damage. See text.								
■■■■■Eagle's Splendor	14	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.								
■■■■■Energized Shield	14	None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6								
■■■■■Fell the Greatest Foe	14	Fortitude negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90
<i>Effect:</i> Deal 1d6 damage per size category difference.								
■■■■■Flame of Faith	14	None	1 standard 1 round/level action	Touch	V,S,M	No	Evocation	SC: Pg.95
<i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.								
■■■■■Hand of Divinity	14	None	1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: Pg.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.								
■■■■■Holy Meditation	14		1 minute 2 hours	Personal	V,S,M		Evocation	F.H.P: pg.36
<i>Effect:</i> Upon completion of the ritual the character enjoys the benefits of a full eight hours rest.								
■■■■■Holy Mount	14	None	1 standard 1 round/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.115
<i>Effect:</i> Special mount gains celestial template								
■■■■■Holy Shield	14	None	1 standard 1 minute/level action	Touch	V,S,DF	No	Enchantment	F.H.P: pg.36
<i>Effect:</i> A shield gains an enchantment bonus equal to the casters Wisdom ability modifier +1, as long as it is being held ready or used.								
■■■■■Knight's Move	14	N/A	1 swift action Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: Pg.129
<i>Effect:</i> Teleport and end up flanking an opponent.								
■■■■■Loyal Vassal	14	Will negates [harmless]	1 standard 10 minutes/level; see text action	Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful]	SC: Pg.134
<i>Effect:</i> +3 sacred bonus against mind-affecting effect; see text.								
■■■■■Mark of Doom	14	None	1 standard 1 round/level action	Medium (150 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.								
■■■■■Mentor	14	None	1 hour 1 round/level	30 ft.	V,S,DF	No	Conjuration (Calling) [Good]	CoD.P: pg.56
<i>Effect:</i> Summons long dead paladin to give you advice.								
■■■■■One Mind	14	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.149
<i>Effect:</i> Both you and mount gain +2 bonus on attack rolls [while mounted] +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.								
■■■■■Owl's Wisdom	14	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.								
■■■■■Purify Mount	14	None	1 minute Instantaneous	Touch	V,S	No	Conjuration, Transmutation (Healing)	F.H.P: pg.37
<i>Effect:</i> Instantly removes all poisons from the mount and cures any damage such poisons have cause up to the time of casting.								
■■■■■Quick March	14	Will negates [harmless]	1 standard 1 round action	Medium (150 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.								
* =Domain/Speciality Spell								

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Remove Paralysis	14	Will negates (harmless)	1 standard	Instantaneous	Close (35 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.									
Resist Energy	14	Fortitude negates (harmless)	1 standard	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.									
Shield of Warding	14	Will negates [object,harmless]	1 standard	1 minute/level	Touch	V,S	No	Abjuration [Good]	SC: Pg.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].									
Shield Other	14	Will negates (harmless)	1 standard	1 hour/level [D]	Close (35 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> You take half of subject's damage.									
Spiritual Chariot	14	N/A	1 standard	1 hour/level	Close (35 ft.)	V,S,DF	N/A	Conjuration (Creation) [Force]	SC: Pg.202
<i>Effect:</i> Creates a special chariot behind the paladin's special mount.									
Stabilize	14	Will negates [harmless]; see text	1 swift	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].									
Strength of Stone	14	N/A	1 swift	1 round	Personal	V,S,DF	No	Transmutation	SC: Pg.211
<i>Effect:</i> +8 enhancement bonus to Strength.									
Undetectable Alignment	14	Will negates (object)	1 standard	24 hours	Close (35 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.									
Unstoppable	14	None	1 standard	10 minutes/level	Personal or touch	V,S	No	Abjuration	CoD.P: pg.58
<i>Effect:</i> When your movement is negated by magic such as hold person, or web or by effects such as paralysis, you are not immobilized but may take a partial action each round.									
Zeal	14	N/A	1 swift	1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.244
<i>Effect:</i> Creates a divine shield to protect you as you close with a chosen opponent. You gain a +4 deflection bonus to your AC against all attacks of opportunity other than your chosen foe. You may move through enemies as if they were allies. See text.									
Zone of Truth	14	Will negates	1 standard	1 minute/level	Close (35 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
<i>Effect:</i> Subjects within range cannot lie.									

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Axiomatic Storm	15	None	1 standard	1 round/level	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SC: Pg.22
<i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.									
Blessing of Bahamut	15	N/A	1 standard	1 round/level	Personal	V,S,M	N/A	Abjuration [Good]	SC: Pg.31
<i>Effect:</i> Gain damage reduction 10/magic.									
Channel Healing	15		1 standard	1 minute/level	Close (35 ft.)	V,S		Conjuration, Transmutation (Healing)	FH.P: pg.35
<i>Effect:</i> Ranged touch to use Lay on Hands at a distance.									
Cure Moderate Wounds	15	Will half (harmless); see text	1 standard	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.									
Daylight	15	None	1 standard	10 minutes/level [D]	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.									
Diamondsteel	15	Will negates [object]	1 standard	1 round/level	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.64
<i>Effect:</i> Armor gains DR equal to half the armor bonus worn.									
Discern Lies	15	Will negates	1 standard	Concentration, up to 1 round/level	Close (35 ft.)	V,S, DF	No	Divination	PHB: pg.221
<i>Effect:</i> Reveals deliberate falsehoods.									
Dispel Magic	15	None	1 standard	Instantaneous	Medium (150 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.									
Divine Warding	15	None	1 full round	Until used [max 1 hour/level]	Personal	V,S	No	Abjuration	FH.P: pg.36
<i>Effect:</i> Damage dealt by evil sources deal 50% less, total damage stopped is equal to the CHA modifier/level, after the limit is reached the spell will end. Any damage that would end the spell by exceeding the limit is still affected fully.									
Find the Gap	15	N/A	1 standard	1 round/level	Personal	V	N/A	Divination	SC: Pg.91
<i>Effect:</i> Your first attack each round acts as a touch attack.									
Healing Spirit	15	Will half (harmless)	1 standard	1 round/2 levels	Close (35 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.									
Heal Mount	15	Will negates (harmless)	1 standard	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> As heal on warhorse or other special mount.									
Holy Storm	15	None	1 standard	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: Pg.115
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].									
Magic Circle against Chaos	15	Will negates (harmless)	1 standard	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.									
Magic Circle against Evil	15	Will negates (harmless)	1 standard	10 minutes/level	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.									

* =Domain/Specialty Spell

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<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Weapon, Greater	15	Will negates (harmless, object)	1 standard 1 hour/level action	Close (35 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect: Weapon gains +1/4 levels [max +5] bonus.								
				Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mantle of Law	15	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Law]	SC: Pg.138
Effect: Gain SR 12 + your caster level against spells with the chaos descriptor.								
				Target: You			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> One Mind, Greater	15	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.149
Effect: Both you and mount gain +2 bonus on melee damage and attack rolls [while mounted] +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.								
				Target: You			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Pious Strength	15		1 standard 1 hour/level action	Personal	V,S,DF		Transmutation	CoD.P: pg.57
Effect: Your Strength score gains an enhancement bonus of +2 or equal to your curent Wisdom bonus, whichever is greater.								
				Target: You			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Prayer	15	None	1 standard 1 round/level action	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264
Effect: Allies +1 bonus on most rolls, enemies -1 penalty.								
				Target: All allies and foes within a 40-ft.-radius burst centered on you			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Regal Procession	15	None	1 round 2 hours/level [D]	Close (35 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.172
Effect: As mount, only you summon multiple mounts and they are equipped; see text.								
				Target: One mount/level			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Remove Blindness/Deafness	15	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
Effect: Cures normal or magical conditions.								
				Target: Creature touched			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Remove Curse	15	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
Effect: Frees object or person from curse.								
				Target: Creature or item touched			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Resurgence, Mass	15	Will negates [harmless]	1 standard Instantaneous action	Close (35 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.175
Effect: Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or more than 30 ft. apart.								
				Target: One creature/level, no two of which can be			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Righteous Fury	15	N/A	1 standard 1 minute/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.177
Effect: Gain 5 temp HP/level [max 50], +4 enhancement bonus Str.								
				Target: You			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Seek Eternal Rest	15	N/A	1 standard 1 hour/level action	Personal	V,DF	N/A	Conjuration (Healing)	SC: Pg.182
Effect: Improves your turning ability to that of a cleric.								
				Target: You			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Shadow Bane	15	None	1 standard 1 round/level action	Personal	V,S,DF	No	Abjuration	CoD.P: pg.57
Effect: Sneak attacks provoke an AoO from you even if flat-footed.								
				Target: See text			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Shield Flash	15	Reflex negate	1 standard Instantaneous; see text action	60 ft.	V,DF	Yes	Evocation	CoD.P: pg.57
Effect: Blinds evil foes for 1d4 rounds.								
				Target: Evil creatures			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Silver Beacon	15	None	1 minute 1 hour/level [D]	5 miles	V,S,DF	No	Conjuration (Calling) [Good]	CoD.P: pg.58
Effect: Summons a silvery, incorporeal spirit that flies [240 ft. - Good maneuverability]. It seekds out innocents in danger with the radius and leads the back to the paladin; see text.								
				Target: Guiding spirit			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Soul Burn	15	Fortitude half	1 standard 1 round; see text action	Medium (150 ft.)	V,S,DF	No	Evocation	F.H.P: pg.37
Effect: Paralyzes the target and deals 1d4/2 levels holy damage [max 6d4] to evil creature [except undead or other soulless creatures], if an evil outsider the damage is doubled.								
				Target: One character			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Stand Together	15	Will negates (harmless)	1 full round 1 round/2 levels	25 ft.	V,S	Yes (harmless)	Enchantment	F.H.P: pg.37
Effect: Allies use the paladins saving throws instead of their own, if they are superior.								
				Target: All allies within a 25-ft.-radius, centered on you			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Undead Bane Weapon	15	None	1 standard 5 minutes action	Touch	V,S, DF	No	Transmutation	Race Sto: pg.117
Effect: Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.								
				Target: Weapon touched			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Weapon of the Deity	15	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: Pg.237
Effect: Imbue a weapon favored by your deity with special enhancements and abilities. See text.								
				Target: Weapon touched			Caster Level: 5	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Word of Binding	15	Reflex negates	1 standard 1 round/level [D] action	Close (35 ft.)	V,DF	Yes	Conjuration (Creation)	SC: Pg.242
Effect: Creates masterwork manacles that attempt to bind your target; see text.								
				Target: One Medium or smaller humanoid or monstrous humanoid			Caster Level: 5	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div></div><div></div><div></div><div></div><div></div></div> Avenger's Might	16		1 standard	2 rounds/level action	Personal	V,S		Transmutation	F.H.P: pg.34
Effect: Add CHA bonus to damage and strength checks.					Target: You			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> Battle Prayer	16	None	1 standard	1 round/level action	30 ft.	V,S,DF,XP	Yes	Conjuration (Creation)	CoD.P: pg.55
Effect: +2 luck bonus to attack, weapon damage, saves and skill check rolls, and -2 luck penalty on these rolls to your enemies. Exp Cost:100.					Target: All allies and foes within a 30-ft.-radius burst, centered on you			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> Blessing of the Righteous	16	Will negates (harmless)	1 standard	1 round/level action	40 ft.	V,S,DF	Yes (harmless)	Evocation [Good]	PHB II: pg.104
Effect: You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR.					Target: All allies in a 40-ft.-radius burst centered on you			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> Break Enchantment	16	See text	1 minute	Instantaneous	Close (35 ft.)	V,S	No	Abjuration	PHB: pg.207
Effect: Frees subjects from enchantments, alterations, curses, and petrification.					Target: Up to 1 creature/level, all within 30 ft. of each other			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> Castigate	16	Fortitude half	1 standard	Instantaneous action	10 ft.	V	Yes	Evocation [Sonic]	SC: Pg.44
Effect: Deafen or damage foes, depending on their alignment.					Target: 10-ft. radius burst centered on you			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Serious Wounds	16	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 3d8 +1/level [max +15] damage.					Target: Creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> Death Ward	16	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
Effect: Grants immunity to death spells and negative energy effects.					Target: Living creature touched			Caster Level: 5	
<div><div></div><div></div><div></div><div></div><div></div></div> Dispel Chaos	16	See text	1 standard	1 round/level or until discharged, action whichever comes first	Touch	V,S, DF	See text	Abjuration [Lawful]	PHB: pg.222
Effect: +4 bonus against attacks.					Target: You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object			Caster Level: 5	
* =Domain/Speciality Spell									

Champion of Mystra Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dispel Evil	16	See text	1 standard	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good]	PHB: pg.222
<i>Effect:</i> +4 bonus against attacks.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Divine Aura	16		1 swift action	Instantaneous	60 ft. from caster	V,S,DF		Abjuration	FH.P: pg.35
<i>Effect:</i> 1d4/2 levels damage and turns all evil creatures within 60 ft. This is used during a turning attempt.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Divine Retaliation	16	None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: pg.110
<i>Effect:</i> Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Draconic Might	16	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.72
<i>Effect:</i> Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Armor. Immune to Sleep & paralysis effects.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Favor of the Martyr	16	None	1 standard action	1 minute/level	Medium (150 ft.)	V,S	Yes [harmless]	Necromancy	SC: Pg.89
<i>Effect:</i> Become immune to nonlethal damage, charm and compulsion effects and attacks that fuction specifically by pain; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Holy Sword	16	None	1 standard action	1 round/level	Touch	V,S	No	Evocation [Good]	PHB: pg.242
<i>Effect:</i> Weapon becomes +5, deals +2d6 damage against evil.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Lawful Sword	16	None	1 standard action	1 round/level	Touch	V,S	No	Evocation	SC: Pg.131
<i>Effect:</i> Like holy sword; weapon acts as +5 axiomatic [+5 enhancement bonus on attack and damage roll, lawful-aligned, deals an extra 2d6 of damage to chaotic]; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mark of Justice	16	None	10 minutes	Permanent;see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.252
<i>Effect:</i> Designates action that will trigger curse on subject.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Meteoric Strike	16	None or Reflex half; see text	1 swift action	1 round or until dischared	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: pg.120
<i>Effect:</i> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Neutralize Poison	16	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> One Soul	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,DF	Yes (harmless)	Abjuration	CoD.P: pg.57
<i>Effect:</i> You add your mounts HP to your total. Your mount has no HP and uses your total instead. Any damage taken by you or the mount is taken from your HP total.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Purge the Soul	16	None	1 hour	Permanent	Touch	V,S,DF	No	Abjuration	FH.P: pg.37
<i>Effect:</i> Restore a creature to it's original state [Possession, Undead]. Paladin takes a -1 fatigue penalty to all rolls for next 24 hours though.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Rally	16	Will negates (harmless)	1 standard action	See text	60 ft.	V,XP	Yes (harmless)	Evocation	CoD.P: pg.57
<i>Effect:</i> You and allies affected by Bless, Cure Light Wounds, Divine Favor, Remove Fear and Remove Paralysis. The bless and divine favor last for one minute, the others are instantaneous. XP cost:250.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Restoration	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<i>Effect:</i> Restores level and ability score drains.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Revenance	16	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Righteous Aura	16	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Abjuration [Good, Light]	SC: Pg.177
<i>Effect:</i> Glow as if daylight, +4 sacred bonus to Cha; if you die all within 20 ft take 2d6 damage/level [max 20d6]; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Sacred Haven	16	Will negates [harmless]	1 standard action	1 minute/level	30 ft.	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.178
<i>Effect:</i> Creatures gains +2 sacred bonus to AC, plus retains Dex even when flatfooted or attacked by invisible creature.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Safe Passage	16	None	1 standard action	1 round/level	5 ft. radius from the caster	V,S	No	Abjuration	FH.P: pg.37
<i>Effect:</i> Anyone attempting to harm the paladin or their charge must make a Will save DC 10 + CHA + Half the casters level in order to carry out such an action, this includes cast an area affect spell that would encompass the paladin or his charge; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Telepathic Aura	16	None	1 standard action	10 minutes/level [D]	100 ft.	S,DF	No	Divination	SC: Pg.219
<i>Effect:</i> You can mentally communicate with all allies in range.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Visage of the Deity, Lesser	16	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
<i>Effect:</i> Your form becomes more like your deity's; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Winged Mount	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.240
<i>Effect:</i> Mount gains fly speed of 60 with maneuverability of good.									
* =Domain/Speciality Spell									

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Amanuesis	16	Will negates [object]	1 standard action	10 minute/level	Close (35 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 5	
□□□□□ Caltrops	16	None	1 standard action	1 round/level	Close (35 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.42
<i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.					<i>Target:</i> See text			<i>Caster Level:</i> 5	
□□□□□ Detect Magic	16	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Light	16	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
□□□□□ Read Magic	16	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□ Stick	16	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.206
<i>Effect:</i> Sticks one object to another; see text.					<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs			<i>Caster Level:</i> 5	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Feather Fall	17	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (35 ft.)	V	Yes (object)	Transmutation	PHB: pg.229
<i>Effect:</i> Objects or creatures fall slowly.					<i>Target:</i> One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart			<i>Caster Level:</i> 5	
□□□□□ Scholar's Touch	17	None	1 standard action	Concentration, up to 5 rounds	Personal	V,S,M,F	No	Divination	Is This : Races of Destiny Pg.167
<i>Effect:</i> Absorb the contents of an entire book as if you had read it once. Not perfect recall and must be able to read the language.					<i>Target:</i> One book/round			<i>Caster Level:</i> 5	
□□□□□ Shield	17	None	1 standard action	1 minute/level [D]	Personal	V,S	No	Abjuration [Force]	PHB: pg.278
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You			<i>Caster Level:</i> 5	
□□□□□ True Strike	17	None	1 standard action	See text	Personal	V, F	No	Divination	PHB: pg.296
<i>Effect:</i> +20 on your next attack roll.					<i>Target:</i> You			<i>Caster Level:</i> 5	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Eagle's Splendor	18	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Wraithstrike	18	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SC: Pg.243
<i>Effect:</i> Makes your melee attacks become touch attacks.					<i>Target:</i> You			<i>Caster Level:</i> 5	

* =Domain/Specialty Spell

Paladin Innate Spells

At Will Detect Evil (DC:13)

Notes:

Character Sheet Notes: