

Thorin Trueblade

NAME	
Ftr4 Ddf5 Pld	41000
CLASS	EXPERIENCE
9	45000
Character Level	NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	24	+7	24	+7	24	+7
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	20	+5	20	+5	20	+5
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	11	+0	11	+0	11	+0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+16	= +10	+5	+1	+0	+0		
REFLEX (dexterity)	+6	= +2	+3	+1	+0	+0		
WILL (wisdom)	+7	= +5	+1	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+16/+11	= +9/+4	+7	+0	+0	+0	
RANGED attack bonus	+12/+7	= +9/+4	+3	+0	+0	+0	
GRAPPLE attack bonus	+16/+11	= +9/+4	+7	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11	1d3+7	20/x2

*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+18	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 recoperates 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)			CURRENT HAND	TYPE	SIZE	CRITICAL
			Carried	PS	M	19-20/x2
	To Hit	Dam		To Hit		Dam
1H-P	+16/+11	1d4+6	2W-P-(OH)	+10/+5		1d4+6
1H-O	+12/+7	1d4+2	2W-P-(OL)	+12/+7		1d4+6
2H	+16/+11	1d4+6	2W-OH	+8		1d4+2
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
To Hit	+12/+7	+10/+5	+8/+3	+6/+1	+4/-1	
Dam	1d4+6	1d4+6	1d4+6	1d4+6	1d4+6	
Special Properties		10hp/inch and 8 hardness				

Dagger +2			CURRENT HAND	TYPE	SIZE	CRITICAL
			Carried	PS	M	19-20/x2
	To Hit	Dam		To Hit	Dam	
1H-P	+18/+13	1d4+9	2W-P-(OH)	+12/+7	1d4+9	
1H-O	+14/+9	1d4+5	2W-P-(OL)	+14/+9	1d4+9	
2H	+18/+13	1d4+9	2W-OH	+10	1d4+5	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
To Hit	+14/+9	+12/+7	+10/+5	+8/+3	+6/+1	
Dam	1d4+9	1d4+9	1d4+9	1d4+9	1d4+9	
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
*Full Plate +2 (Mithral/Armor Spikes)	Medium	+10	+3	-3	25
Spiked, 30hp/inch and 15 hardness					
*Blessed Boots of One Step		+1		+0	0
*Ring of Protection +1		+1		+0	0

Andrew

PLAYERNAME	
Dwarf	Medium
RACE	SIZE
70	Male
AGE	GENDER

VP Vitality	137	WOUNDS/CURRENT HP				S
AC armor class	28	: 28	: 17	= 1		B/
	TOTAL	FLAT	TOUCH			
INITIATIVE modifier	+7	= +3	+ +4			
	TOTAL	DEX MODIFIER	MISC MODIFIER			
BASE ATTACK bonus	+9/+4					

Clangeddin	
DEITY	
4' 3"	194 lbs.
HEIGHT	WEIGHT
Brown	Brown,
EYES	HAIR
	POINTS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
			RANKS		MISC MODIFIER
✓ Appraise	INT	4	= 1	+ 3.0	+
✓ Balance	DEX	1	= 3	+	-2
✓ Bluff	CHA	0	= 0	+	+
✓ Climb	STR	7	= 7	+ 2.0	-2
✓ Concentration	CON	5	= 5	+	+
✓ Craft (Gemcutting)	INT	4	= 1	+ 3.0	+
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	0	= 0	+	+
✓ Disguise	CHA	0	= 0	+	+
✓ Escape Artist	DEX	1	= 3	+	-2
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	0	= 0	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Intimidate	CHA	21	= 0	+ 6.0	15
✓ Jump	STR	17	= 7	+	10
Knowledge (Giants)	INT	27	= 1	+ 6.0	20
Knowledge (Religion)	INT	4	= 1	+ 3.0	+
✓ Listen	WIS	1	= 1	+	+
✓ Ride	DEX	3	= 3	+	+
✓ Search	INT	1	= 1	+	+
✓ Sense Motive	WIS	1	= 1	+	+
✓ Sneak	DEX	9	= 3	+ 1.0	5
✓ Sneak (Hide)	DEX	2	= 3	+ 1.0	-2
✓ Spot	WIS	13	= 1	+ 12.0	+
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	2	= 7	+	-5
✓ Use Rope	DEX	3	= 3	+	+
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills					

*Armor Spikes			CURRENT HAND	TYPE	SIZE	CRITICAL
			Equipped	P	M	20/x2
	To Hit	Dam		To Hit		Dam
1H-P	+16/+11	1d6+7	2W-P-(OH)	+10/+5		1d6+7
1H-O	+12/+7	1d6+3	2W-P-(OL)	+12/+7		1d6+7
2H	+16/+11	1d6+7	2W-OH	+8		1d6+3
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 recoperates 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 Readiness)					
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	233	Medium	466	Heavy	700
Lift over head	700	Lift off ground	1400	Push / Drag	3500

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.
AC Bonus (Ex)
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 times/day (10 rounds)
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	
Axe Wind	Gain one extra attack at full attack bonus; all attacks are at -3.
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.
Fleet of Foot - Malhavoc	+10 feet bonus to ground speed
Greater Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.
Heavy Armor Optimization	When wearing Heavy Armor, increase the AC by 1 and reduce the Armor Check penalty by 1.
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.
Speed Burst	Extra move action once per day per two levels
Weapon Focus (Greataxe)	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.
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.
Defensive Stance	+1 dodge bonus to AC against melee attacks
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
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.
Toughness	You gain +3 hit points.
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, Shortsword, Sickles, 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	2	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> 6	
■■■■■Bless	12	None	1 standard action	6 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> 6	
■■■■■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> 6	
■■■■■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> 6	
■■■■■Bless Weapon	12	None	1 standard action	6 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> 6	
■■■■■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> 6	
■■■■■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> 6	
■■■■■Create Water	12	None	1 standard action	Instantaneous	Close (40 ft.)	V, S	No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
<i>Effect:</i> Creates 12 gallons of pure water.					<i>Target:</i> Up to 12 gallons of water			<i>Caster Level:</i> 6	
■■■■■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> 6	
■■■■■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> 6	
■■■■■Detect Poison	12	None	1 standard action	Instantaneous	Close (40 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> 6	
■■■■■Detect Undead	12	None	1 standard action	Concentration, up to 6 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> 6	
■■■■■Divine Favor	12	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
<i>Effect:</i> You gain +2 on attack and damage rolls.					<i>Target:</i> You			<i>Caster Level:</i> 6	
■■■■■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> 6	
■■■■■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> 6	
■■■■■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> 6	
■■■■■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> 6	
■■■■■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> 6	
■■■■■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> 6	
■■■■■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> 6	
■■■■■Holy Spurs	12	Will negates [harmless]	1 swift action	1 round	Close (40 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> 6	
■■■■■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 targets; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
■■■■■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> 6	
* =Domain/Speciality Spell									

Paladin Spells									
☐☐☐☐☐ Magic Weapon	12	Will negates (harmless, object)	1 standard action	6 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ Protection from Chaos	12	Will negates (harmless)	1 standard action	6 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> 6	
☐☐☐☐☐ Protection from Evil	12	Will negates (harmless)	1 standard action	6 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> 6	
☐☐☐☐☐ Read Magic	12	None	1 standard action	60 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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 povides +4 bonus on Con checks; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
☐☐☐☐☐ 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> 6	
LEVEL 2									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Angelskin	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration [Good]	SPELL CO: Pg.11
<i>Effect:</i> Gain DR 5/evil.					<i>Target:</i> Lawful good creature touched			<i>Caster Level:</i> 6	
☐☐☐☐☐ Aura of Glory	13	None	1 swift action	Instantaneous	Personal	V,DF	No	Transmutation	SPELL CO: Pg.18
<i>Effect:</i> This spell removes any fear eddect from all allies within your aura of courage.					<i>Target:</i> 10-ft. radius spread			<i>Caster Level:</i> 6	
* =Domain/Specialty Spell									

Paladin Spells

Awaken Sin	13	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SPELL CO: Pg.21
Effect: 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.					Target: One evil creature with Intelligence 3+				
Bull's Strength	13	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 6 minutes.					Target: Creature touched			Caster Level: 6	
Checkmate's Light	13	None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	SPELL CO: Pg.46
Effect: 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.					Target: Melee weapon touched			Caster Level: 6	
Cloak of Bravery	13	Will negates (harmless)	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SPELL CO: Pg.47
Effect: You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].					Target: 60-ft.-radius emanation centered on you			Caster Level: 6	
Cloak Pool	13	Will negates (harmless,object)	1 standard action	1 hour/level [D]	Close (40 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting]	SPELL CO: Pg.48
Effect: Causes a color pool on the Astral Plane to seemingly cease to exist.					Target: One color pool			Caster Level: 6	
Delay Poison	13	Fortitude negates (harmless)	1 standard action	6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
Effect: Stops poison from harming subject for 6 hours.					Target: Creature touched			Caster Level: 6	
Divine Insight	13	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.70
Effect: Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					Target: You			Caster Level: 6	
Divine Protection	13	Will negates (harmless)	1 standard action	1 minute/level	Medium (160 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.70
Effect: +1 morale bonus to AC and saving throws.					Target: Allies in a 20-ft.-radius burst			Caster Level: 6	
Eagle's Splendor	13	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
Effect: Subject gains +4 to Cha for 6 minutes.					Target: Creature touched			Caster Level: 6	
Energized Shield	13	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SPELL CO: Pg.79
Effect: As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					Target: Touch			Caster Level: 6	
Fell the Greatest Foe	13	Fortitude negates (harmless)	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	SPELL CO: Pg.90
Effect: Deal 1d6 damage per size category difference.					Target: Creature touched			Caster Level: 6	
Flame of Faith	13	None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	SPELL CO: Pg.95
Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.					Target: Nonmagical weapon touched			Caster Level: 6	
Hand of Divinity	13	None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SPELL CO: Pg.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature touched			Caster Level: 6	
Holy Mount	13	None	1 standard action	1 round/level	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.115
Effect: Special mount gains celestial template					Target: Your special mount			Caster Level: 6	
Knight's Move	13	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SPELL CO: Pg.129
Effect: Teleport and end up flanking an opponent.					Target: You			Caster Level: 6	
Loyal Vassal	13	Will negates (harmless)	1 standard action	10 minutes/level; see text	Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful]	SPELL CO: Pg.134
Effect: +3 sacred bonus against mind-affecting effect; see text.					Target: One willing creature touched/3 levels			Caster Level: 6	
One Mind	13	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.149
Effect: 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.					Target: You			Caster Level: 6	
Owl's Wisdom	13	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
Effect: Subject gains +4 to Wis for 6 minutes.					Target: Creature touched			Caster Level: 6	
Quick March	13	Will negates (harmless)	1 standard action	1 round	Medium (160 ft.)	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.164
Effect: Subjects base land speed increased by 30 feet.					Target: Allies in a 20-ft.-radius burst			Caster Level: 6	
Remove Paralysis	13	Will negates (harmless)	1 standard action	Instantaneous	Close (40 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
Effect: Frees one or more creatures from paralysis or slow effect.					Target: Up to four creatures, no two of which can be more than 30 ft. apart			Caster Level: 6	
Resist Energy	13	Fortitude negates (harmless)	1 standard action	60 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 10 points of damage/attack from specified energy type.					Target: Creature touched			Caster Level: 6	
Shield of Warding	13	Will negates (object,harmless)	1 standard action	1 minute/level	Touch	V,S	No	Abjuration [Good]	SPELL CO: Pg.188
Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].					Target: One shield or buckler touched			Caster Level: 6	
Shield Other	13	Will negates (harmless)	1 standard action	6 hours [D]	Close (40 ft.)	V, S, F	Yes (harmless)	Abjuration	RSRD: SpellsS.rtf
Effect: You take half of subject's damage.					Target: One creature			Caster Level: 6	
* =Domain/Speciality Spell									

Paladin Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Spiritual Chariot	13	N/A	1 standard action	1 hour/level	Close (40 ft.)	V,S,DF	N/A	Conjuration (Creation) [Force]	SPELL CO: Pg.202
Effect: Creates a special chariot behind the paladin's special mount.					Target: One special mount			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Stabilize	13	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.204
Effect: Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].					Target: 50-ft.-radius burst centered on you			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Strength of Stone	13	N/A	1 swift action	1 round	Personal	V,S,DF	No	Transmutation	SPELL CO: Pg.211
Effect: +8 enhancement bonus to Strength.					Target: You			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Undetectable Alignment	13	Will negates (object)	1 standard action	24 hours	Close (40 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
Effect: Conceals alignment for 24 hours.					Target: One creature or object			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Zeal	13	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Abjuration	SPELL CO: Pg.244
Effect: 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.					Target: You			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Zone of Truth	13	Will negates	1 standard action	6 minutes	Close (40 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
Effect: Subjects within range cannot lie.					Target: 20-ft.-radius emanation			Caster Level: 6	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Axiomatic Storm	14	None	1 standard action	1 round/level	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SPELL CO: Pg.22
Effect: 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.					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Blessing of Bahamut	14	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Abjuration [Good]	SPELL CO: Pg.31
Effect: Gain damage reduction 10/magic.					Target: You			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Moderate Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect: Cures 2d8+6 damage.					Target: Creature touched			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Daylight	14	None	1 standard action	60 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: 60-ft. radius of bright light.					Target: Object touched			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Diamondsteel	14	Will negates [object]	1 standard action	1 round/level	Touch	V,S,M	Yes [object]	Transmutation	SPELL CO: Pg.64
Effect: Armor gains DR equal to half the armor bonus worn.					Target: Suit of metal armor touched			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Discern Lies	14	Will negates	1 standard action	Concentration, up to 6 rounds	Close (40 ft.)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals deliberate falsehoods.					Target: 6 creatures, no two of which can be more than 30 ft. apart			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Dispel Magic	14	None	1 standard action	Instantaneous	Medium (160 ft.)	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
Effect: Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Find the Gap	14	N/A	1 standard action	1 round/level	Personal	V	N/A	Divination	SPELL CO: Pg.91
Effect: Your first attack each round acts as a touch attack.					Target: You			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Hand of the Faithful	14	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SPELL CO: Pg.109
Effect: Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith to space					Target: 10-ft.-radius emanation centered on a point in space			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Heal Mount	14	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsH-L.rtf
Effect: As heal on warhorse or other special mount.					Target: Your mount touched			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Holy Storm	14	None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SPELL CO: Pg.115
Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Circle against Chaos	14	Will negates (harmless)	1 standard action	60 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 60 minutes.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Circle against Evil	14	Will negates (harmless)	1 standard action	60 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsM-O.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 60 minutes.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Weapon, Greater	14	Will negates (harmless, object)	1 standard action	6 hours	Close (40 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect: Weapon gains +1 bonus.					Target: One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mantle of Law	14	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law]	SPELL CO: Pg.138
Effect: Gain SR 12 + your caster level against spells with the chaos descriptor.					Target: You			Caster Level: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> One Mind, Greater	14	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	SPELL CO: 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: 6	
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Prayer	14	None	1 standard action	6 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsP-R.rtf
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: 6	

* =Domain/Speciality Spell

Paladin Spells

█████ Regal Procession	14	None	1 round	2 hours/level [D]	Close (40 ft.)	V,S,M	No	Conjuration (Summoning)	SPELL CO: Pg.172
<i>Effect:</i> As mount, only you summon multiple mounts and they are equipped; see text.					<i>Target:</i> One mount/level				<i>Caster Level:</i> 6
█████ Remove Blindness/Deafness	14	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 6
█████ Remove Curse	14	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched				<i>Caster Level:</i> 6
█████ Resurgence, Mass	14	Will negates [harmless]	1 standard action	Instantaneous	Close (40 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.175
<i>Effect:</i> 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.					<i>Target:</i> One creature/level, no two of which can be				<i>Caster Level:</i> 6
█████ Righteous Fury	14	N/A	1 standard action	1 minute/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.177
<i>Effect:</i> Gain 5 temp HP/level [max 50], +4 enhancement bonus Str.					<i>Target:</i> You				<i>Caster Level:</i> 6
█████ Seek Eternal Rest	14	N/A	1 standard action	1 hour/level	Personal	V,DF	N/A	Conjuration (Healing)	SPELL CO: Pg.182
<i>Effect:</i> Improves your turning ability to that of a cleric.					<i>Target:</i> You				<i>Caster Level:</i> 6
█████ Undead Bane Weapon	14	Will negates [harmless,object]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.226
<i>Effect:</i> Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.					<i>Target:</i> Weapon touched or fifty projectiles [all of which must be touching at the time of casting]				<i>Caster Level:</i> 6
█████ Weapon of the Deity	14	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.					<i>Target:</i> Weapon touched				<i>Caster Level:</i> 6

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
█████ Break Enchantment	15	See text	1 minute	Instantaneous	Close (40 ft.)	V, S	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.					<i>Target:</i> Up to 6 creatures, all within 30 ft. of each other				<i>Caster Level:</i> 6
█████ Castigate	15	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SPELL CO: Pg.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.					<i>Target:</i> 10-ft. radius burst centered on you				<i>Caster Level:</i> 6
█████ Cure Serious Wounds	15	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 3d8+6 damage.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 6
█████ Death Ward	15	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched				<i>Caster Level:</i> 6
█████ Dispel Chaos	15	See text	1 standard action	6 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object				<i>Caster Level:</i> 6
█████ Dispel Evil	15	See text	1 standard action	6 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	RSRD: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				<i>Caster Level:</i> 6
█████ Draconic Might	15	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SPELL CO: Pg.72
<i>Effect:</i> Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Armor. Immune to Sleep & paralysis effects.					<i>Target:</i> Living creature touched				<i>Caster Level:</i> 6
█████ Favor of the Martyr	15	None	1 standard action	1 minute/level	Medium (160 ft.)	V,S	Yes [harmless]	Necromancy	SPELL CO: Pg.89
<i>Effect:</i> Become immune to nonlethal damage, charm and compulsion effects and attacks that function specifically by pain; see text					<i>Target:</i> One willing creature				<i>Caster Level:</i> 6
█████ Holy Sword	15	None	1 standard action	6 rounds	Touch	V, S	No	Evocation [Good]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Weapon becomes +5, deals +2d6 damage against evil.					<i>Target:</i> Melee weapon touched				<i>Caster Level:</i> 6
█████ Lawful Sword	15	None	1 standard action	1 round/level	Touch	V,S	No	Evocation	SPELL CO: 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					<i>Target:</i> Weapon touched				<i>Caster Level:</i> 6
█████ Mark of Justice	15	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsM-O.rtf
<i>Effect:</i> Designates action that will trigger curse on subject.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 6
█████ Neutralize Poison	15	Will negates (harmless, object)	1 standard action	60 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 6 cu. ft. touched				<i>Caster Level:</i> 6
█████ Restoration	15	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Restores level and ability score drains.					<i>Target:</i> Creature touched				<i>Caster Level:</i> 6
█████ Revenance	15	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.					<i>Target:</i> Dead ally touched				<i>Caster Level:</i> 6
█████ Righteous Aura	15	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Abjuration [Good, Light]	SPELL CO: 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.					<i>Target:</i> You				<i>Caster Level:</i> 6
█████ Sacred Haven	15	Will negates [harmless]	1 standard	1 minute/level	30 ft.	V,S,DF	Yes [harmless]	Abjuration [Good]	SPELL CO: Pg.178
* =Domain/Speciality Spell									

Paladin Spells

				action						
<i>Effect:</i> Creatures gains +2 sacred bonus to AC, plus retains Dex even when flatfooted or attacked by invisible creature.						Target: You and allies in a 30-ft.-radius burst centered on you		Caster Level: 6		
□□□□□	Telepathic Aura	15	None	1 standard action	10 minutes/level [D]	100 ft.	S,DF	No	Divination	SPELL CO: Pg.219
						Target: 100-ft.-radius emanation centered on you		Caster Level: 6		
<i>Effect:</i> You can mentally communicate with all allies in range.										
□□□□□	Visage of the Deity, Lesser	15	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.231
						Target: You		Caster Level: 6		
<i>Effect:</i> Your form becomes more like your deity's; see text										
□□□□□	Winged Mount	15	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.240
						Target: Your touched mount		Caster Level: 6		
<i>Effect:</i> Mount gains fly speed of 60 with maneuverability of good.										
* =Domain/Speciality Spell										

Notes:

Character Sheet Notes: