

Thorin Trueblade

NAME

Andrew

PLAYERNAME

Clangeddin Silverbeard

DEITY

Lawful Good

ALIGNMENT

CoC13 78000
CLASS EXPERIENCE
13 91000
Character Level NEXT LEVEL

Dwarf Large 4' 3" 194 lbs.
RACE SIZE HEIGHT WEIGHT
70 Male Brown Brown, Braided
AGE GENDER EYES HAIR

Blindsight (60'),
Darkvision (60')
VISION
-1
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	24	+7	24	+7	32	+11
DEX Dexterity	16	+3	20	+5	18	+4
CON Constitution	20	+5	20	+5	24	+7
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	10	+0	10	+0	10	+0

HP hit points	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED															
225									3/-			Walk 60 ft.															
AC armor class	40	:	40	:	22	=	10	+	13	+	3	+	4	+	-1	+	2	+	12				20	+	1		0
TOTAL	FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST		

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+8	+4	+4	+4
BASE ATTACK	TOTAL	DEX MODIFIER	MISC MODIFIER
+13/+8/+3			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+21	+10	+7	+4	+0	+0		
REFLEX (dexterity)	+12	+4	+4	+4	+0	+0		
WILL (wisdom)	+13	+7	+2	+4	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+25/+20/+15		+13/+8/+3	+11	-1	+2	+0	
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+18/+13/+8		+13/+8/+3	+4	-1	+2	+0	
GRAPPLE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+30/+25/+20		+13/+8/+3	+11	+4	+2	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+25/+20/+15	1d6+11	20/x2	35 ft.

*Armor Spikes			HAND	TYPE	SIZE	CRITICAL	REACH
			Equipped	P	M	20/x2	35 ft.
	To Hit	Dam		To Hit		Dam	
1H-P	+23/+18/+13	1d8+11	2W-P-(OH)	+19/+14/+9		1d8+11	
1H-O	+23/+18/+13	1d8+11	2W-P-(OL)	+21/+16/+11		1d8+11	
2H	+23/+18/+13	1d8+11	2W-OH	+21/+16/+11		1d8+11	
Special Properties		deals extra piercing damage on a successful grapple attack					

*Clangeddin's Fury				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	S	M	17-20/x3	35 ft.
To Hit		Dam		To Hit		Dam		
2H	+31/+31/+26/+21	3d8+29	2W-OH	N/A		N/A		
Special Properties	Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, Appears pitted and useless [DC 28 appraise check], 30hp/inch and 15 hardness, 1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recovers 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep). Change Size, Dual Axe, Grants TWF							

Clangeddin's Fury (Battleaxe)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	17-20/x3	35 ft.
	To Hit	Dam	To Hit			Dam	
1H-P	+31/+31/+26/+21	2d8+24	2W-P-(OH)	+27/+27/+22/+17			2d8+24
1H-O	+31/+31/+26/+21	2d8+24	2W-P-(OL)	+29/+29/+24/+19			2d8+24
2H	+31/+31/+26/+21	2d8+29	2W-OH	+27/+27/+22			2d8+24
Special Properties	Clangeddin's Fury - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness						

*: 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
*Chain and Plates +4 (Mithral/Electricity Resistance/Sonic Resistance)	Medium	+11	+4	-2	20
absorbs 10 points of Electricity damage per attack, 30hp/inch and 15 hardness, absorbs 10 points of Sonic damage per attack					
*Dwarven Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)	Light	+3	+0	0	
(Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)), 30hp/inch and 15 hardness					
*Blessed Boots of One Step		+1	+0	0	
+1 to all saves, +1 to AC, Luck Reroll - reroll any single die roll in a day, +30' to all movement, 3/day [5-ft. step] Dimension Door (90'), [Standard] Greater Teleport once per 24 hours [600lbs and one other living creature], reduce the Move Silent armor check penalty to zero for your armor and give a +5 bonus on Move Silent checks.					
*Ring of Protection +3		+3	+0	0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8
Appraise	INT	4	= 1	+ 3.0	+
Balance	DEX	5	= 4	+ 1.0	+
Bluff	CHA	0	= 0	+	+
Climb	STR	14	= 11	+ 3.0	+
Concentration	CON	7	= 7	+	+
Craft (Gemcutting)	INT	4	= 1	+ 3.0	+
Craft (Untrained)	INT	1	= 1	+	+
Diplomacy	CHA	0	= 0	+	+
Disguise	CHA	0	= 0	+	+
Escape Artist	DEX	4	= 4	+	+
Forgery	INT	1	= 1	+	+
Gather Information	CHA	0	= 0	+	+
Heal	WIS	2	= 2	+	+
Hide	DEX	1	= 4	+ 1.0	+ -4
Intimidate	CHA	20	= 0	+ 5.0	+ 15
Jump	STR	23	= 11	+	+ 12
Knowledge (Giants)	INT	28	= 1	+ 7.0	+ 20
Knowledge (Religion)	INT	6	= 1	+ 5.0	+
Listen	WIS	18	= 2	+ 16.0	+
Move Silently	DEX	10	= 4	+ 1.0	+ 5
Ride	DEX	7	= 4	+ 3.0	+
Search	INT	2	= 1	+ 1.0	+
Search (Unusual Stonework)	INT	4	= 1	+ 1.0	+ 2
Sense Motive	WIS	2	= 2	+	+
Spot	WIS	18	= 2	+ 16.0	+
Survival	WIS	2	= 2	+	+
Swim	STR	10	= 11	+	+ -1
Use Rope	DEX	4	= 4	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

Clangeddin's Honor (Battleaxe)			HAND Carried	TYPE S	SIZE M	CRITICAL 17-20/x3	REACH 35 ft.
	To Hit	Dam	To Hit		Dam		
1H-P	+32/+27/+22	2d8+24	2W-P-(OH)	+28/+23/+18		2d8+24	
1H-O	+32/+27/+22	2d8+24	2W-P-(OL)	+30/+25/+20		2d8+24	
2H	+32/+27/+22	2d8+29	2W-OH	+28/+23/+18		2d8+24	
Special Properties	Clangeddin's Honor - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness						

Dagger +2			Hand	Type	Size	Critical	Reach
			Carried	PS	M	19-20/x2	35 ft.
	To Hit	Dam	To Hit		Dam		
1H-P	+27/+22/+17	1d6+15	2W-P-(OH)	+23/+18/+13		1d6+15	
1H-O	+27/+22/+17	1d6+15	2W-P-(OL)	+25/+20/+15		1d6+15	
2H	+27/+22/+17	1d6+15	2W-OH	+25/+20/+15		1d6+15	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4		+12/+7/+2	
Dam	1d6+15	1d6+15	1d6+15	1d6+15		1d6+15	
Special Properties							

Equipment					
Item	Location	Qty	Wt	Cost	
Amulet of Proof against Detection and Location	Equipped	1	0.0	35000.0	
Armor Spikes deals extra piercing damage on a successful grapple attack	Equipped	1	0.0	0.0	
Backpack 27 lbs., 3 Paper (Sheet), 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Sealing Wax, 1 Signet Ring, 7 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious 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)		1	2.0	2.0	
Bag of Holding (Type 4) 0 lbs.	Carried	1	60.0	10000.0	
Bag of Holding (Type 4) 0 lbs.	Carried	1	60.0	10000.0	
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Blessed Boots of One Step +1 to all saves, +1 to AC, Luck Roll - roll any single die roll in a day, +30' to all movement, 3/day [5-ft. step] Dimension Door (90'), [Standard] Greater Teleport once per 24 hours [600lbs and one other living creature], reduce the Move Silent armor check penalty to zero for your armor and give a +5 bonus on Move Silent checks.	Equipped	1	1.0	112500.0	
Chain and Plates +4 (Mithral/Electricity Resistance/Sonic Resistance) absorbs 10 points of Electricity damage per attack, 30hp/inch and 15 hardness, absorbs 10 points of Sonic damage per attack	Equipped	1	20.0	61600.0	
Clangeddin's Fury Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, Appears pitted and useless [DC 28 appraise check], 30hp/inch and 15 hardness, 1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recovers 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Change Size, Dual Axe, Grants TWF	Equipped	1	20.0	462000.0	
Clangeddin's Fury (Battleaxe) Clangeddin's Fury - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness	Carried	1	5.0	5000.0	
Clangeddin's Honor (Battleaxe) Clangeddin's Honor - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness	Carried	1	5.0	5000.0	
Cloak (AC Bonus (Luck) +3)/Save Bonus (Resistance) (+3)) Luck bonus to armor class of +3, Resistance bonus to all saving throws of +3	Equipped	1	0.0	40500.0	
Dagger +2	Carried	1	1.0	8302.0	
Dwarven Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th) (Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)), 30hp/inch and 15 hardness	Equipped	1	3.0	19409.0	
Flask of Wine Flask of Wine (Neverending), 25hp/inch and 8 hardness	Carried	1	1.5	5000.0	
Flint and Steel	Backpack	1	0.0	1.0	
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	
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	
TOTAL WEIGHT CARRIED/VALUE			177.51092221	lbs. gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
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	7	0.0 (0.0)	300.0 (2100.0)	
☐☐☐☐☐ ☐☐					
Potion of Cure Serious Wounds	Backpack	1	0.0	750.0	
☐					
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 Elemental Command (Fire)	Equipped	1	0.0	200000.0	
Ring of Protection +3	Equipped	1	0.0	18000.0	
Ring of Readiness	Carried	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	
TOTAL WEIGHT CARRIED/VALUE			177.51092221.5		
			lbs.	gp	

WEIGHT ALLOWANCE					
Light	1386	Medium	2773	Heavy	4160
Lift over head	4160	Lift off ground	8320	Push / Drag	20800

MONEY	
Thorin's Mine - Thorin's Cut	
Silver Dagger	
Total = 0.0 gp	

MAGIC	
Clangeddin's Fury	
Mithral Dwarven Full Plate +2	
Blessed Boots of One Step	
Rings of Readiness	
Ring of Fire Res 10 pts	
Amulet against Detection	
Gloves of Dex +2	
Ring of Protection +1	
Potion - Cure Moderate (7) [] [] [] [] [] [] []	
Gloves of Arrow Snaring	

OTHER COMPANIONS
Tim - Jason of Hulberg (Mystra)
Jason - Pryad
Nick - Clifford
Donnamarie - Destinie
NPC - Fiona
+
NPC - Killim Battlesmith

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.
.Champion of Clangeddin spell points 16, max spell level of 2. Caster Level=5
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
Blindsight 60 ft. (Ex)
Clangeddin's Honor - Change Size (Su):1/week become One (1) size category larger gaining all bonuses and penalties from growth. Lasts for the duration of the battle.
Clangeddin's Honor - Twin Battle Axe Form: As a free action the greataxe becomes two great battle axes; you may attack with your off-hand as many times as your natural iterative attacks allow with all associated penalties
Defensive Stance 5 times/day (12 rounds): Gain +2 Resistance bonus to all saves, +2 bonus to Strength, +4 bonus to Constitution, +4 Dodge bonus to AC
Divine Health (Ex): Immunity to all diseases, including supernatural and magical.
Dodge AC Bonus (Ex): +3
Electricity Resistance 10
Fire Resistance 30
Immune to all mind-influencing effects (charms/ compulsions/ phantasms/ patterns/ and morale effects)
Improved Uncanny Dodge (can't be flanked except by a rogue of 13 level)
Mobile Defense (Ex): May move while maintaining a defensive stance.
Remove Disease (Sp): 1/week
Sonic Resistance 10
Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.
Stonecunning: +2 racial bonus on Search checks to notice unusual stonework. A dwarf merely passing within 10' of unusual stonework can make a Search as if actively searching. A dwarf can also search for Stone Traps as a rogue can. Intuit depth, sensing approximate depth.
Trap Sense (Ex): +2 to Reflex saves and dodge bonus AC against traps

FEATS	
Axe Wind	One extra attack at full BAB; all attacks -3.
Cleave	Take immediate, extra melee attack if you drop opponent.
Fleet of Foot	+10 feet bonus to ground speed
Greater Heavy Armor Optimization	Heavy Armor; AC +1, reduce ACP by 2.
Greater Weapon Focus (Greataxe)	+1 bonus to attack rolls with selected weapon.
Greater Weapon Specialization (Greataxe)	+2 bonus on all damage rolls with selected weapon.
Heavy Armor Optimization	Heavy Armor; AC +1, reduce ACP by 1.
Improved Critical (Greataxe)	Threat range is doubled with selected weapon.
Improved Initiative	+4 bonus on initiative checks.
Melee Weapon Mastery (MWM-Slashing)	+2 to hit and damage with damage type selected
Power Attack	You can subtract up to 13 from all melee attack rolls and apply same to all melee damage rolls.
Speed Burst	You can take an extra move action 6 times per day
Weapon Focus (Greataxe)	+1 bonus on all attack rolls with selected weapon.
Weapon Specialization (Greataxe)	+2 bonus on all damage rolls with selected weapon.
Armor Proficiency (Heavy)	Armor Check Penalty applies normally.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Defensive Stance	+1 dodge bonus to AC against all melee attacks
Endurance	+4 bonus on checks relating to stamina or extended physical activity. Sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon to be proficient.
Shield Proficiency	You can use a shield.
Simple Weapon Proficiency	Use simple weapons normally.
Toughness	You gain +3 hit points.
Tower Shield Proficiency	You can use a tower shield.
Powerful Two-Weapon Fighting	You are able to use a one-handed weapon in your off-hand as if it were a light weapon. Also, you may apply your Strength bonus instead of 1/2 your Strength bonus to weapon damage with an off-hand weapon, whether it is a light weapon, one-handed weapon, or part of a double weapon.

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

Champion of Clangeddin 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				
□□□□□ 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 tagets; 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

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<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Weapon	13	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
Effect: Weapon gains +1 bonus.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Mantle of Good	13	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Good]	SC: Pg.137
Effect: Gain SR 12 + your caster level against spells with the evil descriptor.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Moment of Clarity	13	None	1 standard action	Instantaneous	Touch	V,S,DF	No	Abjuration	SC: Pg.142
Effect: Creature gains a second save against a mind-affecting spell.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> One Mind, Lesser	13	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	SC: Pg.149
Effect: +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Poultice	13	Will (harmless)	1 minute	24 hours/level	Touch	V,S,DF	Yes (harmless)	Conjuration, Transmutation (Healing)	FH.P: pg.36
Effect: Used in conjunction of healing check, if successful double the creatures normal healing rate and add the paladin's Charisma ability modicier to any attempts to resist disease for the duration of the spell.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Protection from Chaos	13	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.266
Effect: +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> Protection from Evil	13	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.266
Effect: +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> Purifying Flame	13	Will negates	1 standard action	1 round/level [max 10 rounds]	Touch	V,S	No	Conjuration	FH.P: pg.37
Effect: 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> Read Magic	13	None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
Effect: Read scrolls and spellbooks.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
Effect: Subject gains +1 on saving throws.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Resist Planar Alignment	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: Grants limited protection from a plane's alignment traits; see text.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
Effect: Dispel magical ability penalty or repairs 1d4 ability damage.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Resurgence	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174
Effect: Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Rhino's Rush	13	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SC: Pg.176
Effect: Subject's charge attack deals double damage of first attack.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Second Wind	13	Will negates [harmless]	1 standard action	Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.182
Effect: Removes fatigue and provides +4 bonus on Con checks; see text									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Sense Heretic	13	None	1 standard action	10 minutes/level	Touch	V,S,DF	No	Divination	SC: Pg.182
Effect: 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> Silverbeard	13	N/A	1 standard action	1 minute/level	Personal	V,DF	N/A	Transmutation	SC: Pg.190
Effect: Grown beard that bestows +2 bonus to AC & +2 bonus to Diplomacy checks with dwarves.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Speed Mount	13	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,DF	Yes (harmless)	Transmutation	CoD.P: pg.58
Effect: 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> Sticky Saddle	13	N/A	1 immediate action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SC: Pg.206
Effect: 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> Strategic Charge	13	N/A	1 swift action	1 round/level	Personal	V,DF	N/A	Abjuration	SC: Pg.210
Effect: Gain benefit of the Mobility feat.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Traveler's Mount	13	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SC: Pg.223
Effect: +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> Vigilant Sleep	13	Will negates (harmless)	1 standard action	8 hours [D]	Touch	V,S,DF	Yes (harmless)	Abjuration	CoD.P: pg.58
Effect: 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 any 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> Virtue	13	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
Effect: Subject gains 1 temporary hp.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Vision of Glory	13	None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: Pg.231
Effect: 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> Warning Shout	13	None	1 immediate action	Instantaneous	30 ft.	V	No	Transmutation [Sonic]	SC: Pg.236
Effect: Removes flat-footed condition from all allies.									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Angelskin	14	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.11
Effect: Gain DR 5/evil.									
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Aura of Glory	14	None	1 swift action	Instantaneous	Personal	V,DF	No	Transmutation	SC: Pg.18
Effect: 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> Awaken Sin	14	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion)	SC: Pg.21
* =Domain/Speciality Spell									

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							[Fear, Good, Mind-Affecting] Caster Level: 5	
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	14	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes [harmless]	Transmutation	PHB: pg.207
Effect: Subject gains +4 to Str for 1 minutes/level.							Target: Creature touched Caster Level: 5	
□□□□□ Checkmate's Light	14	None	1 standard 1 round/level [D] action	Touch	V,S,DF	No	Evocation [Lawful] SC:	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: 5	
□□□□□ Cloak of Bravery	14	Will negates [harmless]	1 standard 10 minutes/level action	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting] Caster Level: 5	SC: 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	
□□□□□ Cloak Pool	14	Will negates [harmless,object]	1 standard 1 hour/level [D] action	Close (35 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting] Caster Level: 5	SC: Pg.48
Effect: Causes a color pool on the Astral Plane to seemingly cease to exist.							Target: One color pool	
□□□□□ 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
Effect: 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.							Target: Creature touched Caster Level: 5	
□□□□□ Defiance	14	Will negates [harmless]	1 standard 1 minute action	Touch	V,S	Yes [harmless]	Enchantment	F.H.P: pg.35
Effect: Target can be affected by fear, but can choose their actions instead of flee.							Target: Creature touched Caster Level: 5	
□□□□□ Delay Poison	14	Fortitude negates [harmless]	1 standard 1 hour/level action	Touch	V,S, DF	Yes [harmless]	Conjuration (Healing) Caster Level: 5	PHB: pg.217
Effect: Stops poison from harming subject for 1 hour/level.							Target: Creature touched	
□□□□□ Dispel Fear	14		1 standard 1 hour action	10 ft.	V,S		Abjuration	CoD.P: pg.55
Effect: 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.							Target: All allies within a 10-ft.-radius, centered on you Caster Level: 5	
□□□□□ 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
Effect: Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.							Target: You Caster Level: 5	
□□□□□ Divine Protection	14	Will negates [harmless]	1 standard 1 minute/level action	Medium (150 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 5	SC: Pg.70
Effect: +1 morale bonus to AC and saving throws.							Target: Allies in a 20-ft.-radius burst	
□□□□□ Divine Pursuit	14	None	1 full round variable; see text	Self	V,S	No	Divination	F.H.P: pg.35
Effect: Make Knowledge [Religion] check DC 20 in order to track an evil being to their current location; see text.							Target: One evil creature Caster Level: 5	
□□□□□ Drums of the Righteous	14	None	1 standard 1 round/level action	30 ft.	V,S,F/DF	Yes [harmless]	Enchantment [Good, Sonic] Caster Level: 5	CoD.P: pg.56
Effect: 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.							Target: All allies within 30 ft.	
□□□□□ Eagle's Splendor	14	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
Effect: Subject gains +4 to Cha for 1 minutes/level.							Target: Creature touched Caster Level: 5	
□□□□□ Energized Shield	14	None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text] Caster Level: 5	SC: Pg.79
Effect: As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6							Target: Touch	
□□□□□ Fell the Greatest Foe	14	Fortitude negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90
Effect: Deal 1d6 damage per size category difference.							Target: Creature touched Caster Level: 5	
□□□□□ Flame of Faith	14	None	1 standard 1 round/level action	Touch	V,S,M	No	Evocation	SC: Pg.95
Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.							Target: Nonmagical weapon touched Caster Level: 5	
□□□□□ Hand of Divinity	14	None	1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text] Caster Level: 5	SC: Pg.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.							Target: Creature touched	
□□□□□ Holy Meditation	14		1 minute 2 hours	Personal	V,S,M		Evocation	F.H.P: pg.36
Effect: Upon completion of the ritual the character enjoys the benefits of a full eight hours rest.							Target: You Caster Level: 5	
□□□□□ Holy Mount	14	None	1 standard 1 round/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.115
Effect: Special mount gains celestial template							Target: Your special mount Caster Level: 5	
□□□□□ Holy Shield	14	None	1 standard 1 minute/level action	Touch	V,S,DF	No	Enchantment	F.H.P: pg.36
Effect: A shield gains an enchantment bonus equal to the casters Wisdom ability modifier +1, as long as it is being held ready or used.							Target: One item Caster Level: 5	
□□□□□ Knight's Move	14	N/A	1 swift action Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 5	SC: Pg.129
Effect: Teleport and end up flanking an opponent.							Target: You	
□□□□□ 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
Effect: +3 sacred bonus against mind-affecting effect; see text.							Target: One willing creature touched/3 levels Caster Level: 5	
□□□□□ Mark of Doom	14	None	1 standard 1 round/level action	Medium (150 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119
Effect: Subject marked takes 1d6 damage any time it continues fighting; see text.							Target: One creature Caster Level: 5	
□□□□□ Mentor	14	None	1 hour 1 round/level	30 ft.	V,S,DF	No	Conjuration (Calling) [Good] Caster Level: 5	CoD.P: pg.56
Effect: Summons long dead paladin to give you advice.							Target: One summoned spirit	
□□□□□ One Mind	14	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 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	
□□□□□ Owl's Wisdom	14	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
Effect: Subject gains +4 to Wis for 1 minutes/level.							Target: Creature touched Caster Level: 5	
□□□□□ Purify Mount	14	None	1 minute Instantaneous	Touch	V,S	No	Conjuration, Transmutation (Healing) Caster Level: 5	F.H.P: pg.37
Effect: Instantly removes all poisons from the mount and cures any damage such poisons have cause up to the time of casting.							Target: One mount	
□□□□□ Quick March	14	Will negates	1 standard 1 round	Medium (150 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.164
* =Domain/Specialty Spell								

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<i>Effect:</i> Subjects base land speed increased by 30 feet.				<i>Target:</i> Allies in a 20-ft.-radius burst			<i>Caster Level:</i> 5		
Remove Paralysis	14	Will negates (harmless)	1 standard	Instantaneous action	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.				<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart					
Resist Energy	14	Fortitude negates (harmless)	1 standard	10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.				<i>Target:</i> Creature touched					
Shield of Warding	14	Will negates [object,harmless]	1 standard	1 minute/level action	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].				<i>Target:</i> One shield or buckler touched					
Shield Other	14	Will negates (harmless)	1 standard	1 hour/level [D] action	Close (35 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> You take half of subject's damage.				<i>Target:</i> One creature					
Spiritual Chariot	14	N/A	1 standard	1 hour/level action	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.				<i>Target:</i> One special mount					
Stabilize	14	Will negates [harmless]; see text	1 swift	Instantaneous action	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].				<i>Target:</i> 50-ft.-radius burst centered on you					
Strength of Stone	14	N/A	1 swift	1 round action	Personal	V,S,DF	No	Transmutation	SC: Pg.211
<i>Effect:</i> +8 enhancement bonus to Strength.				<i>Target:</i> You					
Undetectable Alignment	14	Will negates (object)	1 standard	24 hours action	Close (35 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.				<i>Target:</i> One creature or object					
Unstoppable	14	None	1 standard	10 minutes/level action	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.				<i>Target:</i> You or creature touched					
Zeal	14	N/A	1 swift	1 round/level action	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.				<i>Target:</i> You					
Zone of Truth	14	Will negates	1 standard	1 minute/level action	Close (35 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
<i>Effect:</i> Subjects within range cannot lie.				<i>Target:</i> 20-ft.-radius emanation					

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
⬛⬛⬛⬛Axiomatic Storm	15	None	1 standard	1 round/level action	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.					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 5	
⬛⬛⬛⬛Blessing of Bahamut	15	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Abjuration [Good]	SC: Pg.31
<i>Effect:</i> Gain damage reduction 10/magic.					Target: You			Caster Level: 5	
⬛⬛⬛⬛Channel Healing	15		1 standard	1 minute/level action	Close (35 ft.)	V,S		Conjuration, Transmutation (Healing)	F.H.P: pg.35
<i>Effect:</i> Ranged touch to use Lay on Hands at a distance.					Target: One target			Caster Level: 5	
⬛⬛⬛⬛Cure Moderate Wounds	15	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					Target: Creature touched			Caster Level: 5	
⬛⬛⬛⬛Daylight	15	None	1 standard	10 minutes/level [D] action	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.					Target: Object touched			Caster Level: 5	
⬛⬛⬛⬛Diamondsteel	15	Will negates [object]	1 standard	1 round/level action	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.64
<i>Effect:</i> Armor gains DR equal to half the armor bonus worn.					Target: Suit of metal armor touched			Caster Level: 5	
⬛⬛⬛⬛Discern Lies	15	Will negates	1 standard	Concentration, up to 1 round/level action	Close (35 ft.)	V,S, DF	No	Divination	PHB: pg.221
<i>Effect:</i> Reveals deliberate falsehoods.					Target: 1 creature/level, no two of which can be more than 30 ft. apart			Caster Level: 5	
⬛⬛⬛⬛Dispel Magic	15	None	1 standard	Instantaneous action	Medium (150 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst			Caster Level: 5	
⬛⬛⬛⬛Divine Warding	15	None	1 full round	Until used [max 1 hour/level]	Personal	V,S	No	Abjuration	F.H.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.					Target: You			Caster Level: 5	
⬛⬛⬛⬛Find the Gap	15	N/A	1 standard	1 round/level action	Personal	V	N/A	Divination	SC: Pg.91
<i>Effect:</i> Your first attack each round acts as a touch attack.					Target: You			Caster Level: 5	
⬛⬛⬛⬛Hand of the Faithful	15	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: Pg.109
<i>Effect:</i> 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 tospace enter or exit.					Target: 10-ft.-radius emanation centered on a point in			Caster Level: 5	
⬛⬛⬛⬛Healing Spirit	15	Will half (harmless)	1 standard	1 round/2 levels action	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.					Target: One conjured healing spirit			Caster Level: 5	
⬛⬛⬛⬛Heal Mount	15	Will negates (harmless)	1 standard	Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> As heal on warhorse or other special mount.					Target: Your mount touched			Caster Level: 5	
⬛⬛⬛⬛Holy Storm	15	None	1 standard	1 round/level [D] action	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].					Target: Cylinder [20-ft. radius, 20 ft. high]			Caster Level: 5	
⬛⬛⬛⬛Magic Circle against Chaos	15	Will negates (harmless)	1 standard	10 minutes/level action	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.					Target: 10-ft.-radius emanation from touched creature			Caster Level: 5	
* =Domain/Specialty Spell									

Champion of Clangeddin Spells

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<div> <div>Effect:</div> <div>+2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.</div> </div>								
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<div> <div>Effect:</div> <div>Weapon gains +1/4 levels [max +5] bonus.</div> </div>								
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<div> <div>Effect:</div> <div>Gain SR 12 + your caster level against spells with the chaos descriptor.</div> </div>								
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<div> <div>Effect:</div> <div>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.</div> </div>								
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<div> <div>Effect:</div> <div>Your Strength score gains an enhancement bonus of +2 or equal to your curret Wisdom bonus, whichever is greater.</div> </div>								
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<div> <div>Effect:</div> <div>Allies +1 bonus on most rolls, enemies -1 penalty.</div> </div>								
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<div> <div>Effect:</div> <div>As mount, only you summon multiple mounts and they are equipped: see text.</div> </div>								
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<div> <div>Effect:</div> <div>Cures normal or magical conditions.</div> </div>								
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<div> <div>Effect:</div> <div>Frees object or person from curse.</div> </div>								
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<div> <div>Effect:</div> <div>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.</div> </div>								
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<div> <div>Effect:</div> <div>Gain 5 temp HP/level [max 50], +4 enhancement bonus Str.</div> </div>								
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<div> <div>Effect:</div> <div>Improves your turning ability to that of a cleric.</div> </div>								
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<div> <div>Effect:</div> <div>Sneak attacks provoke an AoO from you even if flat-footed.</div> </div>								
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<div> <div>Effect:</div> <div>Blinds evil foes for 1d4 rounds.</div> </div>								
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<div> <div>Effect:</div> <div>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.</div> </div>								
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<div> <div>Effect:</div> <div>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.</div> </div>								
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<div> <div>Effect:</div> <div>Allies use the paladins saving throws instead of their own, if they are superior.</div> </div>								
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<div> <div>Effect:</div> <div>Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.</div> </div>								
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<div> <div>Effect:</div> <div>Imbue a weapon favored by your deity with special enhancements and abilities. See text.</div> </div>								
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<div> <div>Effect:</div> <div>Creates masterwork manacles that attempt to bind your target; see text.</div> </div>								

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

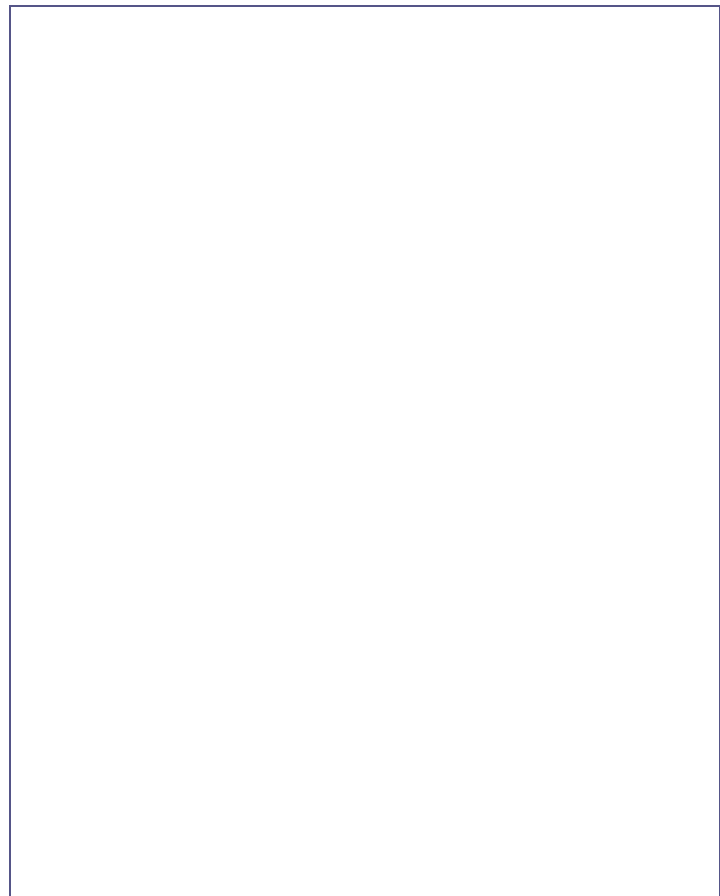
* =Domain/Speciality Spell

Champion of Clangeddin Spells

<p>■■■■■ Dispel Chaos</p> <p><i>Effect:</i> +4 bonus against attacks.</p>	16	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Lawful] PHB: pg.222	
<p>■■■■■ Dispel Evil</p> <p><i>Effect:</i> +4 bonus against attacks.</p>	16	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good] PHB: pg.222	
<p>■■■■■ Divine Aura</p> <p><i>Effect:</i> 1d4/2 levels damage and turns all evil creatures within 60 ft. This is used during a turning attempt.</p>	16		1 swift action	Instantaneous	60 ft. from caster	V,S,DF		Abjuration FH.P: pg.35	
<p>■■■■■ Divine Retaliation</p> <p><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.</p>	16	None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force] PHB II: pg.110	
<p>■■■■■ Draconic Might</p> <p><i>Effect:</i> Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Armor. Immune to Sleep & paralysis effects.</p>	16	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation SC: Pg.72	
<p>■■■■■ Favor of the Martyr</p> <p><i>Effect:</i> Become immune to nonlethal damage, charm and compulsion effects and attacks that fuction specifically by pain; see text</p>	16	None	1 standard action	1 minute/level	Medium (150 ft.)	V,S	Yes [harmless]	Necromancy SC: Pg.89	
<p>■■■■■ Holy Sword</p> <p><i>Effect:</i> Weapon becomes +5, deals +2d6 damage against evil.</p>	16	None	1 standard action	1 round/level	Touch	V,S	No	Evocation [Good] PHB: pg.242	
<p>■■■■■ Lawful Sword</p> <p><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</p>	16	None	1 standard action	1 round/level	Touch	V,S	No	Evocation SC: Pg.131	
<p>■■■■■ Mark of Justice</p> <p><i>Effect:</i> Designates action that will trigger curse on subject.</p>	16	None	10 minutes	Permanent;see text	Touch	V,S, DF	Yes	Necromancy PHB: pg.252	
<p>■■■■■ Meteoric Strike</p> <p><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].</p>	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	
<p>■■■■■ Neutralize Poison</p> <p><i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.</p>	16	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing) PHB: pg.257	
<p>■■■■■ One Soul</p> <p><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.</p>	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,DF	Yes (harmless)	Abjuration CoD.P: pg.57	
<p>■■■■■ Purge the Soul</p> <p><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.</p>	16	None	1 hour	Permanent	Touch	V,S,DF	No	Abjuration FH.P: pg.37	
<p>■■■■■ Rally</p> <p><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.</p>	16	Will negates (harmless)	1 standard action	See text	60 ft.	V,XP	Yes (harmless)	Evocation CoD.P: pg.57	
<p>■■■■■ Restoration</p> <p><i>Effect:</i> Restores level and ability score drains.</p>	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing) PHB: pg.272	
<p>■■■■■ Revenance</p> <p><i>Effect:</i> Brings an ally back to life for duration of spell; see text.</p>	16	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) SC: Pg.175	
<p>■■■■■ Righteous Aura</p> <p><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.</p>	16	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Abjuration [Good, Light] SC: Pg.177	
<p>■■■■■ Sacred Haven</p> <p><i>Effect:</i> Creatures gains +2 sacred bonus to AC, plus retains Dex even when flatfooted or attacked by invisible creature.</p>	16	Will negates [harmless]	1 standard action	1 minute/level	30 ft.	V,S,DF	Yes [harmless]	Abjuration [Good] SC: Pg.178	
<p>■■■■■ Safe Passage</p> <p><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.</p>	16	None	1 standard action	1 round/level	5 ft. radius from the caster	V,S	No	Abjuration FH.P: pg.37	
<p>■■■■■ Telepathic Aura</p> <p><i>Effect:</i> You can mentally communicate with all allies in range.</p>	16	None	1 standard action	10 minutes/level [D]	100 ft.	S,DF	No	Divination SC: Pg.219	
<p>■■■■■ Visage of the Deity, Lesser</p> <p><i>Effect:</i> Your form becomes more like your deity's; see text</p>	16	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation SC: Pg.231	
<p>■■■■■ Winged Mount</p> <p><i>Effect:</i> Mount gains fly speed of 60 with maneuverability of good.</p>	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation SC: Pg.240	

* =Domain/Speciality Spell

Thorin Trueblade



Dwarf
RACE
70
AGE
Male
GENDER
Blindsight (60'), Darkvision (60')
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
4' 3"
HEIGHT
194 lbs.
WEIGHT
Brown
EYE COLOUR
Light-Earthen Tones
SKIN COLOUR
Brown, Braided
HAIR
None
PHOBIAS
Has Distinctive Possession, Even tempered
PERSONALITY TRAITS
Gem Stones, Trade
INTERESTS
Normal, "Clangeddin's Fury, Clangeddin's Honor!"
SPOKEN STYLE
Dwarf Home
RESIDENCE
Faerun, Northern Hemisphere
LOCATION
None
REGION

Description:

Girded in Full Plate with Spikes, this dwarf has an impressive build.

Biography:

See Thorin Background.

Notes:

Character Sheet Notes:

FAITH: 6 [+5 @12]
Cast 2nd Level Spells