

Thorin Trueblade

NAME	
CoC11	55000
CLASS	EXPERIENCE
11	66000
Character Level	NEXT LEVEL

Andrew

PLAYERNAME	
Dwarf	Medium
RACE	SIZE
70	Male
AGE	GENDER

Clangeddin Silverbeard

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

Lawful Good

ALIGNMENT	
Darkvision (60')	
VISION	
-1	
POINTS	



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
STR Strength	24	+7	24	+7	24	+7	VP Vitality	168									WP Wound Points	20	3/-				Walk 60 ft.					
DEX Dexterity	16	+3	18	+4	18	+4	AC armor class	35	: 35	: 19	= 10	+ 13	+ 3	+ 4	+ 0	+ 0	+ 8		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							
CON Constitution	20	+5	20	+5	20	+5	INITIATIVE modifier	+8	= +4	+ +4											SKILLS							
								TOTAL	DEX MODIFIER	MISC MODIFIER											KEY ABILITY							
INT Intelligence	12	+1	12	+1	12	+1	BASE ATTACK bonus	+11/+6/+1														SKILL MODIFIER						
																					ABILITY MODIFIER							
WIS Wisdom	13	+1	13	+1	13	+1															MAX RANKS							
																					14/7							
CHA Charisma	10	+0	12	+1	12	+1															RANKS							
																					MISC MODIFIER							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+16	+9	+5	+1	+1	+0		
REFLEX (dexterity)	+9	+3	+4	+1	+1	+0		
WILL (wisdom)	+9	+6	+1	+1	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+18/+13/+8	+11/+6/+1	+7	+0	+0	+0	
RANGED attack bonus	+15/+10/+5	+11/+6/+1	+4	+0	+0	+0	
GRAPPLE attack bonus	+18/+13/+8	+11/+6/+1	+7	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+18/+13/+8	1d3+7	20/x2	5 ft.

*Clangeddin's Fury	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	17-20/x3	5 ft.
2H	To Hit	Dam	2W-OH	To Hit	Dam
	+26/+26/+21/+16	3d6+21		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	5 ft.
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam
	+26/+26/+21/+16	1d10+18		+22/+22/+17/+12	1d10+18
1H-O	To Hit	Dam	2W-P-(OL)	To Hit	Dam
	+26/+26/+21/+16	1d10+18		+24/+24/+19/+14	1d10+18
2H	To Hit	Dam	2W-OH	To Hit	Dam
	+26/+26/+21/+16	1d10+21		+22	1d10+18
Special Properties	Clangeddin's Fury - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness				

Clangeddin's Honor (Battleaxe)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	17-20/x3	5 ft.
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam
	+27/+22/+17	1d10+18		+23/+18/+13	1d10+18
1H-O	To Hit	Dam	2W-P-(OL)	To Hit	Dam
	+27/+22/+17	1d10+18		+25/+20/+15	1d10+18
2H	To Hit	Dam	2W-OH	To Hit	Dam
	+27/+22/+17	1d10+21		+23	1d10+18
Special Properties	Clangeddin's Honor - 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
*Ring of Protection +1		+1		+0	0

LAY ON HANDS

HP per day

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	14/7
				RANKS	MISC MODIFIER
✓ Appraise	INT	4	=	1	+ 3.0 +
✓ Balance	DEX	4	=	4	+ +
✓ Bluff	CHA	1	=	1	+ +
✓ Climb	STR	9	=	7	+ 2.0 +
✓ Concentration	CON	5	=	5	+ +
✓ Craft (Gemcutting)	INT	4	=	1	+ 3.0 +
✓ Craft (Untrained)	INT	1	=	1	+ +
✓ Diplomacy	CHA	1	=	1	+ +
✓ Disguise	CHA	1	=	1	+ +
✓ Escape Artist	DEX	4	=	4	+ +
✓ Forgery	INT	1	=	1	+ +
✓ Gather Information	CHA	1	=	1	+ +
✓ Heal	WIS	1	=	1	+ +
✓ Hide	DEX	5	=	4	+ 1.0 +
✓ Intimidate	CHA	20	=	1	+ 4.0 + 15
✓ Jump	STR	19	=	7	+ + 12
Knowledge (Giants)	INT	27	=	1	+ 6.0 + 20
Knowledge (Religion)	INT	6	=	1	+ 5.0 +
✓ Listen	WIS	15	=	1	+ 14.0 +
✓ Move Silently	DEX	10	=	4	+ 1.0 + 5
✓ Ride	DEX	7	=	4	+ 3.0 +
✓ Search	INT	2	=	1	+ 1.0 +
✓ X Search (Unusual Stonework)	INT	4	=	1	+ 1.0 + 2
✓ Sense Motive	WIS	1	=	1	+ +
✓ Spot	WIS	15	=	1	+ 14.0 +
✓ Survival	WIS	1	=	1	+ +
✓ Swim	STR	6	=	7	+ + -1
✓ Use Rope	DEX	4	=	4	+ +
			=		+ +
			=		+ +

✓: can be used untrained. X: exclusive skills

Dagger +2			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit	Dam	
1H-P	+22/+17/+12	1d4+11	2W-P-(OH)	+18/+13/+8		1d4+11	
1H-O	+22/+17/+12	1d4+11	2W-P-(OL)	+20/+15/+10		1d4+11	
2H	+22/+17/+12	1d4+11	2W-OH	+20		1d4+11	
10 ft.		20 ft.	30 ft.	40 ft.		50 ft.	
TH	+19/+14/+9	+17/+12/+7	+15/+10/+5		+13/+8/+3	+11/+6/+1	
Dam	1d4+11	1d4+11	1d4+11		1d4+11		
Special Properties							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Proof against Detection and Location	Equipped	1	0.0	35000.0	
Backpack		1	2.0	2.0	
27 lbs., 3 Paper (Sheet), 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Sealing Wax, 1 Signet Ring, 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	
Chain and Plates +4 (Mithral/Electricity Resistance/Sonic Resistance)	Equipped	1	20.0	61600.0	
absorbs 10 points of Electricity damage per attack, 30hp/inch and 15 hardness, absorbs 10 points of Sonic damage per attack					
Clangeddin's Fury	Equipped	1	20.0	462000.0	
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 recooperates 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)	Carried	1	5.0	5000.0	
Clangeddin's Fury - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness					
Clangeddin's Honor (Battleaxe)	Carried	1	5.0	5000.0	
Clangeddin's Honor - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness					
Cloak of Charisma +2	Equipped	1	2.0	4000.0	
Dagger +2	Carried	1	1.0	8302.0	
Dwarven Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)	Equipped	1	3.0	19409.0	
(Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)), 30hp/inch and 15 hardness					
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 Dexterity +2	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	
TOTAL WEIGHT CARRIED/VALUE			59.5 lbs.	807571.5 gp	

ITEM		LOCATION	QTY	WT	COST
Signet Ring		Backpack	1	0.0	5.0
TOTAL WEIGHT CARRIED/VALUE			59.5 lbs.	807571.5 gp	

WEIGHT ALLOWANCE					
Light	233	Medium	466	Heavy	700
Lift over head	700	Lift off ground	1400	Push / Drag	3500

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 Amulet against Detection Gloves of Arrow Snaring Ring of Protection Potion - Cure Moderate (9) [][][][][][]	

OTHER COMPANIONS	
Tim - Jason of Hulberg (Mystra) Jason - Pryad Nick - Clifford Donnamarie - 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.	
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 4 times/day (10 rounds): Gain +2 Resistance bonus to all saves, +2 bonus to Strength, +4 bonus to Constitution, +4 Dodge bonus to AC	
Divine Grace (Su): Charisma bonus to all saving throws.	
Divine Health (Ex): Immunity to all diseases, including supernatural and magical.	
Dodge AC Bonus (Ex): +3	
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 11 level)	
Lay on Hands (Su) 8 hp/day	
Spell Points - Champion of Clangeddin [6], with a max level of 2	
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): +1 to Reflex saves and dodge bonus AC against traps	

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pccgen@yahoogroups.com with "OS Suggestion" in the subject line.

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FEATS	
Axe Wind	One extra attack at full BAB; all attacks -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	+10 feet bonus to ground speed
Greater Heavy Armor Optimization	Heavy Armor; AC +1, reduce ACP by 2.
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	Heavy Armor; AC +1, reduce ACP 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.
Melee Weapon Mastery (MWM-Slashing)	+2 to hit and damage with damage type selected
MWM-Slashing	
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 11 from all melee attack rolls and add the same number to all melee damage rolls.
Speed Burst	Extra move action once per day per two levels
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.

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	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<p>■■■■■Axiomatic Water</p> <p><i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.</p>	12	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: Pg.22
<p>■■■■■Bless</p> <p><i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.</p>	12	None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.205
<p>■■■■■Blessed Aim</p> <p><i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.</p>	12	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: Pg.31
<p>■■■■■Blessings of Insight</p> <p><i>Effect:</i> Gain Wisdom bonus to AC against Evil opponents.</p>	12		1 standard action	1 round/level	Personal	V,S		Enchantment	F.H.P: pg.35
<p>■■■■■Bless Water</p> <p><i>Effect:</i> Makes holy water.</p>	12	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
<p>■■■■■Bless Weapon</p> <p><i>Effect:</i> Weapon strikes true against evil foes.</p>	12	None	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	PHB: pg.205
<p>■■■■■Bless Weapon, Swift</p> <p><i>Effect:</i> As bless weapon.</p>	12	None	1 swift action	1 round	Touch	V	No	Transmutation	SC: Pg.31
<p>■■■■■Clear Mind</p> <p><i>Effect:</i> Gain +4 sacred bonus on saving throws against mind-affecting spells and effects.</p>	12	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	SC: Pg.47
<p>■■■■■Create Water</p> <p><i>Effect:</i> Creates 2 gallons/level of pure water.</p>	12	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
<p>■■■■■Cure Light Wounds</p> <p><i>Effect:</i> Cures 1d8 +1/level [max +5] damage.</p>	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<p>■■■■■Deafening Clang</p> <p><i>Effect:</i> Deal an extra 1d6 of sonic damage with each successful hit and causes deafness for 1 minute unless creature saves.</p>	12	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	SC: Pg.59
<p>■■■■■Detect Poison</p> <p><i>Effect:</i> Detects poison in one creature or small object.</p>	12	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Divination	PHB: pg.219
<p>■■■■■Detect Undead</p> <p><i>Effect:</i> Reveals undead within 60 ft.</p>	12	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: pg.220
<p>■■■■■Divine Favor</p> <p><i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]</p>	12	None	1 standard action	1 minute	Personal	V,S, DF	No	Evocation	PHB: pg.224
<p>■■■■■Divine Sacrifice</p> <p><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.</p>	12	None	1 standard action	1 round/level	Personal	V,S	N/A	Evocation	SC: Pg.70
<p>■■■■■Endure Elements</p> <p><i>Effect:</i> Exist comfortably in hot or cold environments.</p>	12	Will negates (harmless)	1 standard action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<p>■■■■■Energized Shield, Lesser</p> <p><i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gain 5 resistance; see text</p>	12	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<p>■■■■■Exorcise the Damned</p> <p><i>Effect:</i> Turn undead is bolstered as if the paladin was 1d4 character levels higher.</p>	12		1 standard action	5 rounds/level	Self	V,S,DF		Enchantment	F.H.P: pg.36
<p>■■■■■Faith Healing</p> <p><i>Effect:</i> Heal 8 + caster level [max +5] hit points.</p>	12	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.87
<p>■■■■■Find Temple</p> <p><i>Effect:</i> Sense nearest sanctuary of your deity.</p>	12	None	1 standard action	1 hour/level	10 miles + mile/level	V,S,DF	No	Divination	SC: Pg.91
<p>■■■■■Golden Barding</p> <p><i>Effect:</i> Create Magical Barding type depends on level; see text.</p>	12	None	1 standard action	1 hour/level	Touch	V,DF	No	Conjuration (Creation)	SC: Pg.106
<p>■■■■■Grave Strike</p> <p><i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.</p>	12	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SC: Pg.107
<p>■■■■■Holy Spurs</p> <p><i>Effect:</i> Mount's base land speed increase by 40 feet.</p>	12	Will negates [harmless]	1 swift action	1 round	Close (35 ft.)	V	Yes [harmless]	Transmutation	SC: Pg.115
<p>■■■■■Inspirational Charge</p> <p><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.</p>	12	None	1 swift action	2 hours	20-ft.-radius centered on caster	V	No	Enchantment	F.H.P: pg.36
<p>■■■■■Know Greatest Enemy</p> <p><i>Effect:</i> Determine the relative power levels of tagets; see text.</p>	12	None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	SC: Pg.129
<p>■■■■■Lionheart</p> <p><i>Effect:</i> Gain immunity to fear effects.</p>	12	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.132

* =Domain/Specialty Spell

Champion of Clangeddin Spells

<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Weapon	12	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	12	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	12	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	12	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	12	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 modicior 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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	13	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	13	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	13	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: 4	
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 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: 4	
□□□□□ Checkmate's Light	13	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: 4	
□□□□□ Cloak of Bravery	13	Will negates [harmless]	1 standard 10 minutes/level action	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting] Caster Level: 4	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	13	Will negates [harmless,object]	1 standard 1 hour/level [D] action	Close (35 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting] Caster Level: 4	SC: Pg.48
Effect: Causes a color pool on the Astral Plane to seemingly cease to exist.							Target: One color pool	
□□□□□ Crown of Smiting	13	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: 4	
□□□□□ Defiance	13	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: 4	
□□□□□ Delay Poison	13	Fortitude negates [harmless]	1 standard 1 hour/level action	Touch	V,S, DF	Yes [harmless]	Conjuration (Healing) Caster Level: 4	PHB: pg.217
Effect: Stops poison from harming subject for 1 hour/level.							Target: Creature touched	
□□□□□ Dispel Fear	13		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: 4	
□□□□□ Divine Insight	13	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: 4	
□□□□□ Divine Protection	13	Will negates [harmless]	1 standard 1 minute/level action	Medium (140 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 4	SC: Pg.70
Effect: +1 morale bonus to AC and saving throws.							Target: Allies in a 20-ft.-radius burst	
□□□□□ Divine Pursuit	13	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: 4	
□□□□□ Drums of the Righteous	13	None	1 standard 1 round/level action	30 ft.	V,S,F/DF	Yes [harmless]	Enchantment [Good, Sonic] Caster Level: 4	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	13	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: 4	
□□□□□ Energized Shield	13	None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text] Caster Level: 4	SC: Pg.79
Effect: As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6							Target: Touch	
□□□□□ Fell the Greatest Foe	13	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: 4	
□□□□□ Flame of Faith	13	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: 4	
□□□□□ Hand of Divinity	13	None	1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text] Caster Level: 4	SC: Pg.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.							Target: Creature touched	
□□□□□ Holy Meditation	13		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: 4	
□□□□□ Holy Mount	13	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: 4	
□□□□□ Holy Shield	13	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: 4	
□□□□□ Knight's Move	13	N/A	1 swift action Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 4	SC: Pg.129
Effect: Teleport and end up flanking an opponent.							Target: You	
□□□□□ Loyal Vassal	13	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: 4	
□□□□□ Mark of Doom	13	None	1 standard 1 round/level action	Medium (140 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: 4	
□□□□□ Mentor	13	None	1 hour 1 round/level	30 ft.	V,S,DF	No	Conjuration (Calling) [Good] Caster Level: 4	CoD.P: pg.56
Effect: Summons long dead paladin to give you advice.							Target: One summoned spirit	
□□□□□ One Mind	13	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: 4	
□□□□□ Owl's Wisdom	13	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: 4	
□□□□□ Purify Mount	13	None	1 minute Instantaneous	Touch	V,S	No	Conjuration, Transmutation (Healing) Caster Level: 4	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	13	Will negates	1 standard 1 round	Medium (140 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> 4		
Remove Paralysis	13	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			<i>Caster Level:</i> 4		
Resist Energy	13	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			<i>Caster Level:</i> 4		
Shield of Warding	13	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			<i>Caster Level:</i> 4		
Shield Other	13	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			<i>Caster Level:</i> 4		
Spiritual Chariot	13	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			<i>Caster Level:</i> 4		
Stabilize	13	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			<i>Caster Level:</i> 4		
Strength of Stone	13	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			<i>Caster Level:</i> 4		
Undetectable Alignment	13	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			<i>Caster Level:</i> 4		
Unstoppable	13	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			<i>Caster Level:</i> 4		
Zeal	13	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			<i>Caster Level:</i> 4		
Zone of Truth	13	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			<i>Caster Level:</i> 4		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Axiomatic Storm	14	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.					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]			<i>Caster Level:</i> 4	
Blessing of Bahamut	14	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.					<i>Target:</i> You			<i>Caster Level:</i> 4	
Channel Healing	14		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.					<i>Target:</i> One target			<i>Caster Level:</i> 4	
Cure Moderate Wounds	14	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.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
Daylight	14	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.					<i>Target:</i> Object touched			<i>Caster Level:</i> 4	
Diamondsteel	14	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.					<i>Target:</i> Suit of metal armor touched			<i>Caster Level:</i> 4	
Discern Lies	14	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.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 4	
Dispel Magic	14	None	1 standard	Instantaneous action	Medium (140 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst			<i>Caster Level:</i> 4	
Divine Warding	14	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.					<i>Target:</i> You			<i>Caster Level:</i> 4	
Find the Gap	14	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.					<i>Target:</i> You			<i>Caster Level:</i> 4	
Hand of the Faithful	14	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.					<i>Target:</i> 10-ft.-radius emanation centered on a point in			<i>Caster Level:</i> 4	
Healing Spirit	14	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.					<i>Target:</i> One conjured healing spirit			<i>Caster Level:</i> 4	
Heal Mount	14	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.					<i>Target:</i> Your mount touched			<i>Caster Level:</i> 4	
Holy Storm	14	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].					<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]			<i>Caster Level:</i> 4	
Magic Circle against Chaos	14	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.					<i>Target:</i> 10-ft.-radius emanation from touched creature			<i>Caster Level:</i> 4	

* =Domain/Speciality 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>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Magic Weapon, Greater</div>	14	Will negates (harmless, object)	1 standard 1 hour/level action	Close (35 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<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>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>One Mind, Greater</div>	14	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.149
<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>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Regal Procession</div>	14	None	1 round 2 hours/level [D]	Close (35 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.172
<div> <div>Effect:</div> <div>As mount, only you summon multiple mounts and they are equipped: see text.</div> </div>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Remove Blindness/Deafness</div>	14	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<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>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Resurgence, Mass</div>	14	Will negates [harmless]	1 standard Instantaneous action	Close (35 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.175
<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, ormore than 30 ft. apart.</div> </div>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Righteous Fury</div>	14	N/A	1 standard 1 minute/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.177
<div> <div>Effect:</div> <div>Gain 5 temp HP/level [max 50], +4 enhancement bonus Str.</div> </div>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Seek Eternal Rest</div>	14	N/A	1 standard 1 hour/level action	Personal	V,DF	N/A	Conjuration (Healing)	SC: Pg.182
<div> <div>Effect:</div> <div>Improves your turning ability to that of a cleric.</div> </div>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Shadow Bane</div>	14	None	1 standard 1 round/level action	Personal	V,S,DF	No	Abjuration	CoD.P: pg.57
<div> <div>Effect:</div> <div>Sneak attacks provoke an AoO from you even if flat-footed.</div> </div>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Shield Flash</div>	14	Reflex negate	1 standard Instantaneous; see text action	60 ft.	V,DF	Yes	Evocation	CoD.P: pg.57
<div> <div>Effect:</div> <div>Blinds evil foes for 1d4 rounds.</div> </div>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Silver Beacon</div>	14	None	1 minute 1 hour/level [D]	5 miles	V,S,DF	No	Conjuration (Calling) [Good]	CoD.P: pg.58
<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>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Soul Burn</div>	14	Fortitude half	1 standard 1 round; see text action	Medium (140 ft.)	V,S,DF	No	Evocation	F.H.P: pg.37
<div> <div>Effect:</div> <div>Paralyzes the target and deals 1d4/2 levels holy damage [max 6d4] to evil creature [except undead or other souless creatures], if an evil outsider the damage is doubled.</div> </div>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Stand Together</div>	14	Will negates (harmless)	1 full round 1 round/2 levels	25 ft.	V,S	Yes (harmless)	Enchantment	F.H.P: pg.37
<div> <div>Effect:</div> <div>Allies use the paladins saving throws instead of their own, if they are superior.</div> </div>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Undead Bane Weapon</div>	14	None	1 standard 4 minutes action	Touch	V,S, DF	No	Transmutation	Race Sto: pg.117
<div> <div>Effect:</div> <div>Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.</div> </div>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Weapon of the Deity</div>	14	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: Pg.237
<div> <div>Effect:</div> <div>Imbue a weapon favored by your deity with special enhancements and abilities. See text.</div> </div>								
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> <div>Word of Binding</div>	14	Reflex negates	1 standard 1 round/level [D] action	Close (35 ft.)	V,DF	Yes	Conjuration (Creation)	SC: Pg.242
<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> <div>15</div> <div></div> <div>1 standard 2 rounds/level action</div> <div>Personal</div> <div>V,S</div> <div></div> <div>Transmutation</div> <div>F.H.P: pg.34</div>									
<div>Effect:</div> <div>Add CHA bonus to damage and strength checks.</div>					<div>Target:</div> <div>You</div>			<div>Caster Level:</div> <div>4</div>	
<div><div><div><div></div><div></div><div></div><div></div><div></div></div><div>Battle Prayer</div></div></div> <div>15</div> <div>None</div> <div>1 standard 1 round/level action</div> <div>30 ft.</div> <div>V,S,DF,XP</div> <div>Yes</div> <div>Conjuration (Creation)</div> <div>CoD.P: pg.55</div>									
<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>4</div>	
<div><div><div><div></div><div></div><div></div><div></div><div></div></div><div>Blessing of the Righteous</div></div></div> <div>15</div> <div>Will negates (harmless)</div> <div>1 standard 1 round/level action</div> <div>40 ft.</div> <div>V,S,DF</div> <div>Yes (harmless)</div> <div>Evocation [Good]</div> <div>PHB II: pg.104</div>									
<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>4</div>	
<div><div><div><div></div><div></div><div></div><div></div><div></div></div><div>Break Enchantment</div></div></div> <div>15</div> <div>See text</div> <div>1 minute Instantaneous</div> <div>Close (35 ft.)</div> <div>V,S</div> <div>No</div> <div>Abjuration</div> <div>PHB: pg.207</div>									
<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>4</div>	
<div><div><div><div></div><div></div><div></div><div></div><div></div></div><div>Castigate</div></div></div> <div>15</div> <div>Fortitude half</div> <div>1 standard Instantaneous action</div> <div>10 ft.</div> <div>V</div> <div>Yes</div> <div>Evocation [Sonic]</div> <div>SC: Pg.44</div>									
<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>4</div>	
<div><div><div><div></div><div></div><div></div><div></div><div></div></div><div>Cure Serious Wounds</div></div></div> <div>15</div> <div>Will half (harmless); see text</div> <div>1 standard Instantaneous action</div> <div>Touch</div> <div>V,S</div> <div>Yes (harmless); see text</div> <div>Conjuration (Healing)</div> <div>PHB: pg.216</div>									
<div>Effect:</div> <div>Cures 3d8 +1/level [max +15] damage.</div>					<div>Target:</div> <div>Creature touched</div>			<div>Caster Level:</div> <div>4</div>	
<div><div><div><div></div><div></div><div></div><div></div><div></div></div><div>Death Ward</div></div></div> <div>15</div> <div>Will negates (harmless)</div> <div>1 standard 1 minute/level action</div> <div>Touch</div> <div>V,S, DF</div> <div>Yes (harmless)</div> <div>Necromancy</div> <div>PHB: pg.217</div>									
<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>4</div>	
* =Domain/Specialty Spell									

* =Domain/Speciality Spell

Champion of Clangeddin Spells

<p>■■■■■ Dispel Chaos</p> <p><i>Effect:</i> +4 bonus against attacks.</p>	15	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>	15	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>	15		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>	15	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>	15	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>	15	None	1 standard action	1 minute/level	Medium (140 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>	15	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>	15	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>	15	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>	15	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>	15	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>	15	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>	15	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>	15	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>	15	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>	15	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>	15	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>	15	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>	15	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>	15	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>	15	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>	15	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

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