

| ח      | agger (SILVER | /Alchemics | l Silvar)                |           | CURREN    | T HAND | TYPE  | SIZE   | CRITICAL |  |
|--------|---------------|------------|--------------------------|-----------|-----------|--------|-------|--------|----------|--|
| _      | aggor (oilvin | Alchemic   | ai Olivei)               |           | Carr      | ied    | PS    | М      | 19-20/x2 |  |
|        | To Hit        |            | Dam                      | 1         |           |        |       | Dam    |          |  |
| 1H-P   | +16/+1        | 1          | 1d4+                     | -6        | 2W-P-(OH) |        | 1d4+6 |        |          |  |
| 1H-O   | +12/+7        | 1d4+       | -2                       | 2W-P-(OL) |           |        | 1d4+6 |        |          |  |
| 2H     | +16/+1        | 1          | 1d4+                     | -6        | 2W-OH     |        | 1d4+2 |        |          |  |
|        | 10 ft.        | 20 ft      |                          |           | 30 ft.    |        |       | 50 ft. |          |  |
| To Hit | +12/+7        | +10/-      | +5                       |           | +8/+3     |        | +6/+1 |        | +4/-1    |  |
| Dam    | 1d4+6         | 1d4-       | -6                       |           | 1d4+6     | 1      | 1d4+6 |        | 1d4+6    |  |
| Specia | al Properties |            | 10hp/inch and 8 hardness |           |           |        |       |        |          |  |
|        |               |            |                          |           |           |        |       |        |          |  |

|        | Dagge         | er +2                           |          |    | CURREN    | T HAND | TYPE     | SIZE  | CRITICAL |  |
|--------|---------------|---------------------------------|----------|----|-----------|--------|----------|-------|----------|--|
|        | 2499          | , . <u> </u>                    |          |    | Carr      | ied    | 19-20/x2 |       |          |  |
|        | To Hit        |                                 | Dan      | n  |           |        |          | Dam   |          |  |
| 1H-P   | +18/+13       | 3                               | 1d4+     | -9 | 2W-P-(OH) |        | 1d4+9    |       |          |  |
| 1H-O   | +14/+9        | 9 1d4+5 <b>2W-P-(OL)</b> +14/+9 |          |    |           |        | 1d4+9    |       |          |  |
| 2H     | +18/+13       | 3                               | 1d4+     | -9 | 2W-OH     |        | +10      |       | 1d4+5    |  |
|        | 10 ft.        | 20 ft                           |          |    | 30 ft.    |        | 40 ft.   |       |          |  |
| To Hit | +14/+9        | +12/-                           | +7       |    | +10/+5    |        | +8/+3    | +6/+1 |          |  |
| Dam    | 1d4+9         | 1d4-                            | +9 1d4+9 |    |           | 1      | d4+9     |       | 1d4+9    |  |
| Specia | al Properties |                                 |          |    |           |        |          |       |          |  |

<sup>\*:</sup> weapon is equipped

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

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

|        | *Armor Spik   | es    |           | CURRENT HAND   TYPE   SIZE   Equipped   P   M |       |  |       |  |  |  |  |
|--------|---|-------|-----------|---|-------|--|-------|--|--|--|--|
|        | To Hit  | Dam   |           |   | Dam   |  |       |  |  |  |  |
| 1H-P   | +16/+11   | 1d6+7 | 2W-P-(OH) |   | 1d6+7 |  |       |  |  |  |  |
| 1H-O   | +12/+7  | 1d6+3 | 2W-P-(OL) |   | 1d6+7 |  |       |  |  |  |  |
| 2H     | +16/+11   | 1d6+7 | 2W-OH     | +8  |       |  | 1d6+3 |  |  |  |  |
| Specia | Special Properties deals extra piercing damage on a successful grapple attack |       |           |   |       |  |       |  |  |  |  |

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

|   |                |     | WEIGHT ALLO     | DWANC | E           |      |  |
|---|----------------|-----|-----------------|-------|-------------|------|--|
|   | Light          | 233 | Medium          | 466   | Heavy       | 700  |  |
| L | Lift over head | 700 | Lift off ground | 1400  | Push / Drag | 3500 |  |

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

| Axe Wind  Gain one extra attack at full attack bonus; all attacks are at -3.  Fleet of Foot - Malhavoc Improved Critical (Greataxe)  When using the weapon you selected, your threa range is doubled.  Improved Initiative Power Attack  On your action, before making attack rolls for a round, you may choose to subtract a number from al melee attack rolls and add the same number to al melee damage rolls. This number may not exceed your base attack bonus.  Speed Burst  Weapon Focus (Greataxe, Longsword)  Weapon Specialization (Greataxe) Armor Proficiency (Heavy)  Armor Proficiency (Light)  Armor Proficiency (Light)  Armor Proficiency (Light)  Armor Proficiency (Medium)  Armor Proficiency (Medium)  Defensive Stance  Endurance  Endurance  Armor Proficiency  Martial Weapon Proficiency  Choose a type of martial weapon in combat.  You gain a +4 bonus on checks relating to staming or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.  Martial Weapon Proficiency  Nove Silently, Pick Pocket, and Tumble checks.  Simple Weapon Proficiency  You gain a +4 bonus on checks relating to staming or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.  You gain a +4 bonus on checks relating to staming or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.  Choose a type of martial weapon in combat.  You gain has a tatack rolls with simple weapons normally.  You gain a +3 hit points.  You gain the selected weapon.  You gain a +4 bonus on checks relating to staming or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.  You can use a shield and take only the standard penalties.  Simple Weapon Proficiency  You gain a +3 hit points.  You gain the selected weapon.  You gain a +4 bonus on checks relating to staming or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.  You can use a shield and suffer only |                              |  |
|--|------------------------------|--|
| Fleet of Foot - Malhavoc Improved Critical (Greataxe) Improved Critical (Greataxe)  When using the weapon you selected, your threa range is doubled.  You get a +4 bonus on initiative checks. On your action, before making attack rolls for a round, you may choose to subtract a number from al melee attack rolls and add the same number to al melee damage rolls. This number may not exceed your base attack bonus.  Speed Burst  Weapon Focus (Greataxe, Longsword) Weapon Specialization (Greataxe) Armor Proficiency (Heavy)  Armor Proficiency (Light)  When you wear a type of armor with which you are proficient, the armor check penalty for that armo applies only to Balance, Climb, Escape Artist, Hide Jump, Move Silently, Pick Pocket, and Tumble checks.  Armor Proficiency (Medium)  Armor Proficiency (Medium)  Defensive Stance  Endurance  Endurance  Martial Weapon Proficiency  Martial Weapon Proficiency  Choose a type of martial weapon in combat.  You gain a +4 bonus on all damage rolls you make using the selected weapon.  When you wear a type of armor with which you are proficient, the armor check penalty for that armo 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 armo applies only to Balance, Climb, Escape Artist, Hide Jump, Move Silently, Pick Pocket, and Tumble checks.  Armor Proficiency (Medium)  Choose a type of martial weapon in combat.  You gain a +4 bonus on checks relating to stamino or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.  You can use a shield and take only the standard penalties.  You make attack rolls with simple weapons normally.  You gain +3 hit points.  You gain the armor check penalty or that armor penalties.  Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.  |                              | FEATS  |
| Improved Critical (Greataxe)  Improved Initiative  Power Attack  Power Attack  On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.  Speed Burst  Extra move action once per day per two levels  Weapon Focus (Greataxe, Longsword)  Weapon Specialization (Greataxe)  Armor Proficiency (Heavy)  Armor Proficiency (Light)  Armor Proficiency (Light)  Armor Proficiency (Light)  Armor Proficiency (Medium)  Armor Proficiency (Stance  Endurance  Hodge bonus to AC against melee attacks  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.  Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.  You gain a +3 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.  Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.  You can use a shield and take only the standard penalties.  Simple Weapon Proficiency  You gain +3 hit points.  You gain sa teach colls with simple weapons normally.  You can use a tower shield and suffer only the standard penalties.  Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.  | Axe Wind                     | Gain one extra attack at full attack bonus; all attacks are at -3.   |
| Improved Initiative Power Attack Power Attack Power Attack On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee attack rolls and add the same number to all melee attack rolls and add the same number to all melee attack rolls and add the same number to all melee attack bonus.  Speed Burst Extra move action once per day per two levels Weapon Specialization (Greataxe) Armor Proficiency (Heavy) Weapon Specialization (Greataxe) Armor Proficiency (Heavy) Armor Proficiency (Light)  Armor Proficiency (Light)  When you wear a type of armor with which you are proficient, the armor check penalty for that armo applies only to Balance, Climb, Escape Artist, Hide Jump, Move Silently, Pick Pocket, and Tumble checks.  Armor Proficiency (Medium)  Armor Proficiency  Armor Pr | Fleet of Foot - Malhavoc     | +10 feet bonus to ground speed   |
| Power Attack  On your action, before making attack rolls for a round, you may choose to subtract a number from al melee attack rolls and add the same number to al melee attack rolls and add the same number to al melee attack rolls. This number may not exceed your base attack bonus.  Speed Burst  Extra move action once per day per two levels  You gain a +1 bonus on all attack rolls you make using the selected weapon.  Weapon Specialization (Greataxe)  Armor Proficiency (Heavy)  Armor Proficiency (Light)  When you wear a type of armor with which you are proficient, the armor check penalty for that armo applies only to Balance, Climb, Escape Artist, Hide Jump, Move Silently, Pick Pocket, and Tumble checks.  Armor Proficiency (Medium)  Armor Proficiency (Medium)  When you wear a type of armor with which you are proficient, the armor check penalty for that armo applies only to Balance, Climb, Escape Artist, Hide Jump, Move Silently, Pick Pocket, and Tumble checks.  Armor Proficiency (Medium)  Armor Proficiency (Medium)  When you wear a type of armor with which you are proficient, the armor check penalty for that armo 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  You gain a +4 bonus on checks relating to stamins or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.  Choose a type of martial weapon in combat.  You can use a shield and take only the standard penalties.  Simple Weapon Proficiency  You make attack rolls with simple weapons normally.  You gain +3 hit points.  You can use a tower shield and suffer only the standard penalties.  Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.   | Improved Critical (Greataxe) | When using the weapon you selected, your threat range is doubled.  |
| round, you may choose to subtract a number from a melee attack rolls and add the same number to al melee damage rolls. This number may not exceed your base attack bonus.  Speed Burst  Weapon Focus (Greataxe, Longsword)  Weapon Specialization (Greataxe) Armor Proficiency (Heavy)  Armor Proficiency (Heavy)  Armor Proficiency (Light)  When you wear a type of armor with which you are proficient, the armor check penalty for that armo applies only to Balance, Climb, Escape Artist, Hide Jump, Move Silently, Pick Pocket, and Tumble checks.  Armor Proficiency (Medium)  Armor Proficiency (Medium)  Armor Proficiency (Medium)  Defensive Stance  Endurance  Martial Weapon Proficiency  Martial Weapon Proficiency  Choose a type of martial weapon in combat.  You gain a +4 bonus on checks relating to staming or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.  Choose a type of martial weapon in combat.  You can use a shield and take only the standard penalties.  Simple Weapon Proficiency  You gain +3 hit points.  Tower Shield Proficiency  Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.  | Improved Initiative          | You get a +4 bonus on initiative checks.   |
| Weapon Focus (Greataxe, Longsword)  Weapon Specialization (Greataxe) Armor Proficiency (Heavy)  Armor Proficiency (Light)  Armor Proficiency (Light)  Armor Proficiency (Medium)  Armor Proficiency (M | Power Attack                 | On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.  |
| Longsword)  Weapon Specialization (Greataxe)  Armor Proficiency (Heavy)  Armor Proficiency (Heavy)  When you wear a type of armor with which you are proficient, the armor check penalty for that armo 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 armo 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 armo 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  You gain a +4 bonus on checks relating to staming or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.  Martial Weapon Proficiency  Martial Weapon Proficiency  You can use a shield and take only the standard penalties.  Simple Weapon Proficiency  You make attack rolls with simple weapons normally.  You gain +3 hit points.  You can use a tower shield and suffer only the standard penalties.  Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.  | Speed Burst                  | Extra move action once per day per two levels  |
| Armor Proficiency (Heavy)  Armor Proficiency (Heavy)  When you wear a type of armor with which you are proficient, the armor check penalty for that armo 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 armo 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 armo 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 it light or medium armor without becoming fatigued.  Martial Weapon Proficiency  Choose a type of martial weapon. You understant how to use that type of martial weapon in combat.  You can use a shield and take only the standard penalties.  Simple Weapon Proficiency  You make attack rolls with simple weapons normally.  You can use a tower shield and suffer only the standard penalties.  Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.  |                              | You gain a +1 bonus on all attack rolls you make using the selected weapon.  |
| proficient, the armor check penalty for that armo 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 armo 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 armo 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.  Choose a type of martial weapon. You understance 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.  You can use a tower shield and suffer only the standard penalties.  Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.  |                              | You gain a +2 bonus on all damage rolls you make using the selected weapon.  |
| proficient, the armor check penalty for that armo 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 armo 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 understance 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.  You can use a tower shield and suffer only the standard penalties.  Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.  | 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.  |
| proficient, the armor check penalty for that armo 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.  You can use a tower shield and suffer only the standard penalties.  Leadership Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.  | 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.  |
| Endurance  You gain a +4 bonus on checks relating to staming 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.  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.  You can use a tower shield and suffer only the standard penalties.  Leadership  Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.   | 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.  |
| 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.  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.  You can use a tower shield and suffer only the standard penalties.  Leadership  Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.  | Defensive Stance             | +1 dodge bonus to AC against melee attacks   |
| 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.  You can use a tower shield and suffer only the standard penalties.  Leadership Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.   | 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.   |
| penalties.  Simple Weapon Proficiency You make attack rolls with simple weapons normally.  Toughness You gain +3 hit points.  You can use a tower shield and suffer only the standard penalties.  Leadership Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.   | Martial Weapon Proficiency   | Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.  |
| normally.  Toughness You gain +3 hit points.  Tower Shield Proficiency You can use a tower shield and suffer only the standard penalties.  Leadership Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.  | Shield Proficiency           | You can use a shield and take only the standard penalties.   |
| Tower Shield Proficiency  You can use a tower shield and suffer only the standard penalties.  Leadership  Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.  | Simple Weapon Proficiency    |  |
| standard penalties.  Leadership Benefits: Having this feat enables you to attract loya companions and devoted followers, subordinates who assist you.  | Toughness                    | You gain +3 hit points.  |
| companions and devoted followers, subordinates who assist you.   | Tower Shield Proficiency     | You can use a tower shield and suffer only the standard penalties. $\hfill % \hfill % \hfill$ |
| 0 1 1 4 5 (1 1 4 5 (1 1 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1  | Leadership                   | Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.   |
| the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kep   | Snatch Arrows                | When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free to use this feat.   |

## **PROFICIENCIES**

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

## **LANGUAGES**

Common, Dwarven, Literacy, Orc

## **TEMPLATES**

Truename

## Paladin Spells

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

| Windows   Control   Cont   |  |            |                          |               |  |                       |               |                        |                          |                      |
|--|--|------------|--------------------------|---------------|--|-----------------------|---------------|------------------------|--------------------------|----------------------|
| Manual Property Pr    |  |            |                          |               | LEVEL 1                                |                       |               |                        |                          |                      |
| Marriage    |  |            |                          |               |  |                       |               |                        |                          |                      |
| Note the properties of the pr  | Effect:  | 12         | will negates (object)    | 1 minute      | Instantaneous                          |                       |               | res (object)           | [Lawful]                 | SPELL CO. Fg.22      |
| Series of the s  | Water damages chaotic outsiders for 2d4 points of damage               |            | None                     | 1             | 6 minutes                              | -                     |               | Ves (harmless)         |                          | RSRD: Spells A-R rtf |
| Marie  |  | 12         | None                     | standard      | o minutes                              | 50 II.                | v, o, Di      | res (namicos)          | (Compulsion)             | NONE. Openar E.iti   |
| Marie  | Effect:  |            |                          | dollon        |  |                       |               | within a 50-ft. burst, |                          |                      |
| Second   | Blessed Aim  |            |                          |               | 1 minute/level                         |                       |               | No                     | Divination               | SPELL CO: Pg.31      |
| - Among transfer year late without a personal programment of the control of the   |  |            | [narmiess]               |               |  |                       |               |                        |                          |                      |
| Many Market Many Many Many Many Many Many Many Many  | +2 morale bonus on ranged attacks for your allies within t             |            |                          |               |  | ,                     |               | •                      |                          |                      |
| New York Without State 1   | Bless Water  | 12         | Will negates (object)    | 1 minute      | Instantaneous                          | Touch                 | V, S, M       | Yes (object)           |                          | RSRD: SpellsA-B.rtf  |
| Second please Weapon   19  | Effect: Makes holy water.  |            |                          |               |  | Target: Flask of wat  | er touched    |                        | Caster Level: 6          |                      |
| Part   | □□□□□Bless Weapon  | 12         | None                     |               | 6 minutes                              | Touch                 | V, S          | No                     | Transmutation            | RSRD: SpellsA-B.rtf  |
| Marie Series in any general color (2004)   1906     | Effect:  |            |                          | action        |  | Target: Weapon tou    | ched          |                        | Caster Level: 6          |                      |
| The section of the contribution of the contrib | Weapon strikes true against evil foes.                                 | 12         | None                     | 1 ewift       | 1 round                                | - '                   |               | No                     |                          | SPELL CO: Pa 31      |
| Marche   M   | · ·  | 12         | None                     |               | Tourid                                 |                       |               | 140                    |                          | 3r LLL 60. r g.31    |
| March   Series   March   Series   Ser   | As bless weapon.   | 40         | N/A                      |               | 10 - 12 - 12 - 12 - 12                 | -                     |               | NI/A                   |                          | 005H 00 D 47         |
| Control of Land International Control of Protection   12   | Clear Mind   | 12         | N/A                      | standard      | 10 minutes/ievei                       | Personal              | V,5,DF        | N/A                    | Abjuration               | SPELL CO: Pg.47      |
| Closed Water   1   | Effect:  |            | alla and all all         | aution        |  | Target: You           |               |                        | Caster Level: 6          |                      |
| Section   Sect   | Gain +4 sacred bonus on saving throws against mind-affe                |            |                          |               | Instantaneous                          | Close (40 ft.)        | V, S          | No                     |                          |                      |
| Content   Cont   |  |            |                          |               |  | _                     |               |                        |                          |                      |
| Second   S   | Effect: Creates 12 gallons of pure water.                              |            |                          |               |  |                       |               |                        |                          |                      |
| Control   Cont   | Cure Light Wounds  | 12         |                          |               | Instantaneous                          | Touch                 | V, S          |                        | Conjuration<br>(Healing) | RSRD: SpellsC.rtf    |
| Curse   Curs   | Effect:  |            |                          | action        |  | Target: Creature tou  | iched         |                        | Caster Level: 6          |                      |
| Books   Control   Contro   |  | 12         | Fortitude partial; see   | 1 swift       | 1 round                                | Touch                 | V,S,DF        | No                     | Transmutation            | SPELL CO: Pg.59      |
| Deal motion light of some damage with each secretarial part of the control light of some damage with each secretarial part of the control light of some damage with each secretarial part of the control light of some damage with each secretarial part of the control light of some damage with each secretarial part of the control light of the con   | Effect:  |            | text                     | action        |  | Target: Your weapo    | n             |                        |                          |                      |
| Secretary   Secr   | _  |            |                          |               |  |                       |               | No                     |                          | RSRD: SpellsD-E.rtf  |
| Description in one creative or small object   Description   Descriptio   | Detect Folson  |            |                          |               |  |                       | .,-           |                        |                          |                      |
| Concertation up to 6 minutes [D]   Solit   V, S, MDF   No Deviation   RSPC SpellaD E.rtt soliton   Spellar Concertation up to 6 minutes [D]   Solit   V, S, MDF   No Deviation   RSPC SpellaD E.rtt soliton   Spellar Concertation up to 6 minutes [D]   Solit   V, S, MDF   No Deviation   RSPC SpellaD E.rtt soliton   Spellar Concertation up to 6 minutes [D]   Solit   Spellar Concertation up to 6 minutes [D]   Spe   | Effect: Detects poison in one creature or small object.                |            |                          |               |  | Target: One creature  | e, one obje   | ct, or a 5-ft. cube    | Caster Level: 6          |                      |
| Record   Continue      | Detect Undead  | 12         | None                     |               | Concentration, up to 6 minutes [D]     | 60 ft.                | V, S, M/DF    | No                     | Divination               | RSRD: SpellsD-E.rtf  |
| Revealed various and within 60 Nt.   Service   | Effect:  |            |                          |               |  | Target: Cone-shape    | d emanatio    | n                      | Caster Level: 6          |                      |
| Transfer   Part   Par   |  | 12         | None                     | 1             | 1 minute                               | - '                   |               |                        |                          | RSRD: SpellsD-F rtf  |
| Transparent      | JJJJJ DIVINE I AVOI  |            |                          | standard      |  |                       | ., -,         |                        |                          |                      |
| Personal   Pick   Personal   Pick   Personal   Pick   Personal   Pick    | Effect: You gain +2 on attack and damage rolls                         |            |                          |               |  | Target: You           |               |                        | Caster Level: 6          |                      |
| First attack of the round deals an extra 5d5 of damege, and you take 10 points of assurance each time you make such an attack, whether or such that the point of deals an extra 5d5 of damege, and you take 10 points of assurance each time you make such an attack, whether or such that the point of deals an extra 5d5 of damege, and you take 10 points of assurance each time you make such an attack, whether or you make such an attack, whether or you will be provided be an extra 5d5 of damege, and you defined the points of the points o | Divine Sacrifice   | 12         | None                     | 1<br>standard | 1 round/level                          | Personal              | V,S           | N/A                    | Evocation                | SPELL CO: Pg.70      |
| First stank of the round deals an extra 568 of damage, and you take 10 points of damage such an attack, whether or you put his conditions and the conditions of the conditions | Effect:  |            |                          |               |  | Tamet: You            |               |                        | Caster Level: 6          |                      |
| Will negates   12  | First attack of the round deals an extra 5d6 of damage,                | and you    | take 10 points of dama   | age each t    | ime you make such an attack, whether o |                       |               |                        | Caster Level. 0          |                      |
| Reference   Protect   Pr   | Endure Elements  | 12         |                          |               |  | Touch                 | V, S          | Yes (harmless)         | Abjuration               | RSRD: SpellsD-E.rtf  |
| East Controlately in hot or cold environments.    Part   | Effect:  |            | (namiooo)                | action        |  | Tarret: Creature tou  | ıched         |                        | Caster Level: 6          |                      |
| slandard action  | Exist comfortably in hot or cold environments.                         | 12         | None                     | 1             | 1 round/level                          | -                     |               | No                     |                          | SPELL CO: Pg 79      |
| Filed: Septiment against on energy type [fire, cold, electricity, acid, will negates protects against on energy type [fire, cold, electricity, acid, will negates protects against on energy type [fire, cold, electricity, acid, will negates] acidon satisfant acidon acid | IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII                                 | 12         | None                     |               | Troundrever                            | Touch                 | ۷,٥,٥١        | 110                    |                          | Of EEE 00.1 g.70     |
| Faith Healing   12   Will negates   14   Invalided   15   | Effect: Protects against on energy type [fire, cold, electricity, acid | d. or soni | cl. you gan 5 resistance |               |  | Target: Touch         |               |                        | Caster Level: 6          |                      |
| action ac | DDDD Faith Healing   |            | Will negates             | 1             |  | Touch                 | V,S           | Yes [harmless]         |                          | SPELL CO: Pg.87      |
| Heal 8+ caster level [max +5] hit points.    Find Temple   12  | Effect:  |            | [                        |               |  | Target: Living creat  | ire touched   |                        | -                        |                      |
| Series nearest sanctuary of your deity.  Fiffect: Create Magical Barding type depends on level; see text.  Fiffect: Create Magical Barding type depends on level; see text.  Fiffect: Create Magical Barding type depends on level; see text.  Fiffect: Create Magical Barding type depends on level; see text.  Fiffect: Create Magical Barding type depends on level; see text.  Fiffect: Create Magical Barding type depends on level; see text.  Fiffect: Fiffect | Heal 8 + caster level [max +5] hit points.                             | 12         | None                     | 1             | 1 hour/level                           |                       |               |                        |                          | SPELL CO: P = 01     |
| Fifect: Sense nearest sanctuary of your deity.    Conjuration   Sense nearest sanctuary of your deity.   Sense nearest  | ши тетріе  | 12         | . 10110                  | standard      | Jul/lovel                              | .o miles + mile/leve  | . 7,0,01      |                        | Sivination               | 5. ELE 60. r'g.91    |
| Special Co: Pg.106   Special Co: Pg.107   Special   | Effect: Sense nearest sanctuary of your deity                          |            |                          | 20011         |  | Target: Circle center | red on you,   | out to range           | Caster Level: 6          |                      |
| Action  Grave Strike  12 N/A  1 swift action  action  action  Target: Special mount touched  Personal  Per | Golden Barding   | 12         | None                     |               | 1 hour/level                           | Touch                 | V,DF          | No                     |                          | SPELL CO: Pg.106     |
| Create Magical Barding type depends on level; see text.    Caster Level: 6   SPELL CO: Pg.107  | Effect   |            |                          |               |  | Tamati Cassiel        | int touch - 1 |                        | , ,                      |                      |
| action  Allows you to make sneak attacks against undead if you have the ability.  Allows you to make sneak attacks against undead if you have the ability.  Target: You  Caster Level: 6  Farget: You Special mount  Caster Level: 6  Target: Your special mount  Caster Level: 6  | Create Magical Barding type depends on level; see text.                | 40         | NI/A                     | 4             | 4                                      | - '                   |               | NI/A                   |                          | CDELL CO. F. 127     |
| Allows you to make sneak attacks against undead if you have the ability.   |  | 12         | IN/A                     |               | i rouna                                |                       | v,UF          | N/A                    |                          | SPELL CO: Pg.107     |
| [harmless] action  Target: Your special mount  Caster Level: 6  Wount's base land speed increase by 40 feet.  Caster Level: 6  Target: Your special mount  Caster Level: 6  Target: Your special mount  Caster Level: 6  Target: Cone-shaped emanation  Caster Level: 6  Target: Cone-shaped emanation  Caster Level: 6  Target: Cone-shaped emanation  Caster Level: 6  Target: Cone-shaped emanation  Caster Level: 6  Target: Cone-shaped emanation  Caster Level: 6  Caster Level: 6  Target: Creature touched  Caster Level: 6  Caster Level: 6  Caster Level: 6  Caster Level: 6   | Allows you to make sneak attacks against undead if you h               |            |                          |               |  |                       | .,            |                        |                          |                      |
| Mount's base land speed increase by 40 feet.    None   1   | □□□□ Holy Spurs  | 12         |                          |               | 1 round                                | , ,                   |               | Yes [harmless]         |                          | SPELL CO: Pg.115     |
| Concentration, up to 1 round/level   60 ft.   V,DF   Yes   Divination   SPELL CO: Pg.129   | Effect:  Mount's base land speed increase by 40 feet.                  |            |                          |               |  | - :                   |               |                        |                          |                      |
| Effect: Target: Cone-shaped emanation Caster Level: 6  Determine the relative power levels of tagets; see text.  | □□□□□Know Greatest Enemy   | 12         | None                     |               | Concentration, up to 1 round/level     | 60 ft.                | V,DF          | Yes                    | Divination               | SPELL CO: Pg.129     |
| Determine the relative power levels of tagets; see text.   | Effect:  |            |                          | action        |  | Target: Cone-shape    | d emanatio    | n                      | Caster Level: 6          |                      |
| [harmless] standard [Mind-Affecting] action Target: Creature touched Caster Level: 6 Gain immunity to fear effects.  | Determine the relative power levels of tagets; see text.               | 12         | Will negates             | 1             | 1 round/level                          |                       |               |                        |                          | SPELL CO: Pa.132     |
| Effect: Target: Creature touched Caster Level: 6 Gain immunity to fear effects.  | <u> </u>   | -          |                          | standard      |  |                       | , - 1         |                        |                          | go <u>-</u>          |
|  | Effect: Gain immunity to fear effects.                                 |            |                          | -             |  | Target: Creature tou  | ıched         |                        | Caster Level: 6          |                      |
|  | · V · · · · · · · · · · · · · · · · · ·                                |            |                          |               | * =Domain/Speciality Spell             |                       |               |                        |                          |                      |

| Paladin Spells   |  |   |   |   |  |  |   |  |  |  |
|--|--|---|---|---|--|--|---|--|--|--|
| □□□□□Magic Weapon  | 12   |   | 1<br>standard   | 6 minutes   | Touch V, S   | S, DF Yes (harmless, object  | ) Transmutation   | RSRD: SpellsM-O.rtf  |  |  |
| Effect:  |  |   | action  |   | Target: Weapon touched   | i  | Caster Level: 6   |  |  |  |
| Weapon gains +1 bonus.<br>□□□□□Mantle of Good  | 12   |   |   | 10 minutes/level [D]  | Personal V,S   | ,M N/A   | Abjuration [Good]   | SPELL CO: Pg.137   |  |  |
|  |  |   | standard<br>action  |   | Townst Vo.   |  | Control ovel C  |  |  |  |
| Effect: Gain SR 12 + your caster level against spells with the evil  |  |   | 1   | Instantaneous   | Target: You Touch V,S  | ,DF No   | Caster Level: 6 Abjuration  | SPELL CO: Pg.142   |  |  |
| □□□□ Moment of Clarity   | 12   |   | standard<br>action  | mstantaricous   | , v,c  | ,51  | Abjuration  | Of EEE 00.1 g.142  |  |  |
| Effect:<br>Creature gains a second save against a mind-affecting spe   |  |   |   |   | Target: Creature toucher   |  | Caster Level: 6   |  |  |  |
| One Mind, Lesser   | 12   |   | standard  | 1 hour/level  | Personal V,S   | ,DF N/A  | Divination  | SPELL CO: Pg.149   |  |  |
| Effect:<br>+4 insight bonus to Spot and Listen, gain scent ability. Mus  | st remai   |   | action  |   | Target: You  |  | Caster Level: 6   |  |  |  |
| □□□□□Protection from Chaos   |  | Will negates  | 1<br>standard   | 6 minutes [D]   | Touch V, S   | S, M/DF No; see text   | Abjuration [Lawful]   | RSRD: SpellsP-R.rtf  |  |  |
| Effect:  |  |   | action  |   | Target: Creature toucher   | d  | Caster Level: 6   |  |  |  |
| +2 to AC and saves, counter mind control, hedge out elem   | nentals a<br>12                                  | Will negates  | 1<br>standard   | 6 minutes [D]   | Touch V, S   | S, M/DF No; see text   | Abjuration [Good]   | RSRD: SpellsP-R.rtf  |  |  |
| Effect:  |  |   | action  |   | Target: Creature touche  | d  | Caster Level: 6   |  |  |  |
| +2 to AC and saves, counter mind control, hedge out elem   |  | None  |   | 60 minutes  | Personal V, S  |  | Divination  | RSRD: SpellsP-R.rtf  |  |  |
| · ·  |  |   | standard<br>action  |   | Tamet V  |  | Oneth I i i i   |  |  |  |
| Effect:  Read scrolls and spellbooks.  | 12   | Will negates  | 1   | 1 minute  | Target: You Touch V, S   | S, M/DF Yes (harmless)   | Caster Level: 6 Abjuration  | RSRD: SpellsP-R.rtf  |  |  |
| □□□□□ Resistance   | 14   | (harmless)  | standard<br>action  | ····/uc   |  |  | •   | openor-n.iu  |  |  |
| Effect: Subject gains +1 on saving throws.   |  |   |   |   | Target: Creature toucher   |  | Caster Level: 6   |  |  |  |
| □□□□ Resist Planar Alignment   | 12   |   | 1<br>standard<br>action   | 1 round/level   | Touch V,S  | ,DF Yes [harmless]   | Abjuration  | SPELL CO: Pg.174   |  |  |
| Effect:<br>Grants limited protection from a plane's alignment traits; se   | ee text.   |   | dollori   |   | Target: Creature toucher   | d  | Caster Level: 6   |  |  |  |
| Restoration, Lesser  |  | Will negates (harmless)   | 3 rounds  | Instantaneous   | Touch V, S   | , ,  | Conjuration (Healing)   | RSRD: SpellsP-R.rtf  |  |  |
| Effect: Dispels magical ability penalty or repairs 1d4 ability damag   |  | ACH   |   | Later to the second   | Target: Creature toucher   |  | Caster Level: 6   | ODELL 00 D. 474  |  |  |
| □□□□ Resurgence  | 12   | [harmless]  | 1<br>standard<br>action   | Instantaneous   | Touch V,S  | ,DF Yes [harmless]   | Abjuration  | SPELL CO: Pg.174   |  |  |
| Effect: Allows one retry on a failed save against an ongoing spell,  | , spell-lik                                      |   |   |   | Target: Creature toucher   | d  | Caster Level: 6   |  |  |  |
| ⊒□□□□ Rhino's Rush<br>   | 12   |   | 1 swift action  | 1 round   | Personal V,S   | N/A  | Transmutation   | SPELL CO: Pg.176   |  |  |
| Effect: Subject's charge attack deals double damage of first attack  | k.<br>12   | Will negates  | 1   | Instantaneous & 1 hour/level; see text  | Target: You Touch V,S  | ,DF Yes [harmless]   | Caster Level: 6 Transmutation   | SPELL CO: Pg.182   |  |  |
| □□□□□ Second Wind  | 12   | [harmless]  | standard<br>action  | mstantaneous a i nounever, see text   | , v,c  | ,DI Tes (Hamiless)   | Transmittation  | 01 LLL 00.1 g.102  |  |  |
| Effect:<br>Removes fatigue and povides +4 bonus on Con checks; se  |  |   |   |   | Target: Creature toucher   |  | Caster Level: 6   |  |  |  |
| □□□□□Sense Heretic   | 12   |   | 1<br>standard<br>action   | 10 minutes/level  | Touch V,S  | ,DF No   | Divination  | SPELL CO: Pg.182   |  |  |
| Effect: Any evil creature with the ability to cast divine spells cause   | es the ot  |   |   | see text.   | Target: Object touched   |  | Caster Level: 6   |  |  |  |
| □□□□ Silverbeard   | 12   |   | standard  | 1 minute/level  | Personal V,D   | F N/A  | Transmutation   | SPELL CO: Pg.190   |  |  |
| Effect:  |  |   | action  |   |  |  |   |  |  |  |
| Grown beard that bestows +2 bonus to AC & +2 bonus to I  | Distance   |   |   |   | Target: You  |  | Caster Level: 6   |  |  |  |
|  |  | cy checks with dwarves  | 1   | 1 round/level [D]   | Target: You Personal V,S   | ,DF N/A  | Caster Level: 6 Transmutation   | SPELL CO: Pg.206   |  |  |
| ⊒□□□□Sticky Saddle   | 12   | cy checks with dwarves<br>N/A   |   |   |  | DF N/A   |   | SPELL CO: Pg.206   |  |  |
| □□□□□ Sticky Saddle  Effect:  It becomes impossible for you to fall or be thrown off your r  | 12 mount.  | icy checks with dwarves<br>N/A<br>N/A   | 1<br>immediate<br>action<br>1 swift   |   | Personal V,S   |  | Transmutation   | SPELL CO: Pg.206  SPELL CO: Pg.210   |  |  |
| □□□□□Sticky Saddle  Effect: It becomes impossible for you to fall or be thrown off your old to be thrown off your old the better thrown off your old thrown off your old thrown off your old thrown off your old thrown old throw  | 12 mount.  | icy checks with dwarves<br>N/A<br>N/A   | 1<br>immediate<br>action  |   | Personal V,S   |  | Transmutation  Caster Level: 6  | -  |  |  |
| ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐  | 12 mount.  | cy checks with dwarves<br>N/A<br>N/A<br>Will negates  | 1 immediate action  1 swift action  1 standard  |   | Personal V,S  Target: You  Personal V,D  | F N/A  | Transmutation  Caster Level: 6  Abjuration  | -  |  |  |
| Sticky Saddle  Sffect: It becomes impossible for you to fall or be thrown off your old be simpossible for you to fall or be thrown off your old becomes impossible for you to fall or be thrown off your old becomes impossible for the simple fall of the Mobility feat.  Traveler's Mount  | mount.<br>12                                     | cy checks with dwarves<br>N/A<br>N/A<br>Will negates  | 1 immediate action 1 swift action   | 1 round/level   | Personal V,S  Target: You  Personal V,D  Target: You   | F N/A<br>Yes   | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6   | SPELL CO: Pg.210   |  |  |
| Sticky Saddle  Sticky Saddle  Struct:  It becomes impossible for you to fall or be thrown off your in the structure of the structure of the Mobility feat.  Traveler's Mount  Struct:  +10 feet enhancement bonus to speed but cannot attack deserting the structure of the structure  | mount.<br>12                                     | cy checks with dwarves N/A N/A Will negates e duration of the spell. Fortitude negates  | 1 immediate action  1 swift action  1 standard action   | 1 round/level   | Personal V,S  Target: You Personal V,D  Target: You Touch V,S  Target: Animal or magic   | F N/A<br>Yes   | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6  Transmutation  | SPELL CO: Pg.210   |  |  |
| Sticky Saddle  Sffect: It becomes impossible for you to fall or be thrown off your or strategic Charge  Sffect: Gain benefit of the Mobility feat. Traveler's Mount  Sffect: +10 feet enhancement bonus to speed but cannot attack d   | mount. 12 12 during the                          | N/A  Will negates  e duration of the spell.  Fortitude negates (harmless)   | 1 immediate action  1 swift action  1 standard action   | 1 round/level 1 hour/level  | Personal V,S  Target: You Personal V,D  Target: You Touch V,S  Target: Animal or magic   | F N/A  Yes all beast touched S, DF Yes (harmless)  | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6  Transmutation  Caster Level: 6   | SPELL CO: Pg.210 SPELL CO: Pg.223  |  |  |
| Sticky Saddle  Siffect: It becomes impossible for you to fall or be thrown off your to be thrown off your to be thrown off your to be become impossible for you to fall or be thrown off your to be simple fact:  Gain benefit of the Mobility feat.  Traveler's Mount  Siffect:  +10 feet enhancement bonus to speed but cannot attack decomposition of the fact.  Subject gains 1 temporary hp.  | mount. 12 12 during the                          | N/A  Will negates e duration of the spell. Fortitude negates (harmless)   | 1 swift action  1 swift action  1 standard action  1 standard action  | 1 round/level 1 hour/level  | Personal         V,S           Target: You         Personal         V,D           Target: You         Touch         V,S           Target: Animal or magic         Touch         V,S  | F N/A  Yes al beast touched 5, DF Yes (harmless)   | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6  Transmutation  Caster Level: 6  Transmutation  | SPELL CO: Pg.210 SPELL CO: Pg.223  |  |  |
| Sticky Saddle  Effect: It becomes impossible for you to fall or be thrown off your to the strown off your to the strown off your to the strown off your to the strong effect: Gain benefit of the Mobility feat.  Traveler's Mount  Effect: +10 feet enhancement bonus to speed but cannot attack do the strong your contents of the strong your c | mount. 12 12 during the                          | N/A  Will negates  e duration of the spell.  Fortitude negates (harmless)   | 1 swift action  1 swift action  1 standard action  1 standard action  | 1 round/level 1 hour/level 1 min.   | Personal         V,S           Target: You         Personal         V,D           Personal         V,D         Target: You           Touch         V,S         Target: Animal or magic: Touch         Touch         V,S           Target: Creature toucher         Touch         V,S         Touch         V,S | F N/A  Yes al beast touched 6, DF Yes (harmless) d   | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6  Transmutation  Caster Level: 6  Transmutation  Caster Level: 6  Divination   | SPELL CO: Pg.210  SPELL CO: Pg.223  RSRD: SpellsT-Z.rtf  |  |  |
| Sticky Saddle  Effect: It becomes impossible for you to fall or be thrown off your of the street of  | mount. 12 12 during the 12 12                    | N/A  Will negates  e duration of the spell.  Fortitude negates (harmless)   | 1 swift action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action   | 1 round/level 1 hour/level 1 min.   | Personal         V,S           Target: You         Personal         V,D           Target: You         Touch         V,S           Target: Animal or magic: Touch         V, S           Target: Creature toucher         Target: Creature toucher  | F N/A  Yes al beast touched 6, DF Yes (harmless) d   | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6  Transmutation  Caster Level: 6  Transmutation  Caster Level: 6   | SPELL CO: Pg.210  SPELL CO: Pg.223  RSRD: SpellsT-Z.rtf  SPELL CO: Pg.231  |  |  |
| Sticky Saddle  Effect:  It becomes impossible for you to fall or be thrown off your to be thrown off your to be thrown off your to be be thrown off your to be be be because the because t | mount. 12 12 during the 12 12                    | N/A  N/A  Will negates  e duration of the spell.  Fortitude negates (harmless)  None  | 1 swift action 1 swift action 1 standard action 1 standard action 1 standard action 1 standard action   | 1 round/level 1 hour/level 1 min. 1 minute or until discharged  | Personal V,S  Target: You  Personal V,D  Target: You  Touch V,S  Target: Animal or magic: Touch V,S  Target: Creature toucher Touch V,S  Target: Creature toucher Touch V,S  | F N/A  Yes al beast touched 6, DF Yes (harmless) d DF Yes  | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6  Transmutation  Caster Level: 6  Transmutation  Caster Level: 6  Divination  Caster Level: 6  Transmutation   | SPELL CO: Pg.210  SPELL CO: Pg.223  RSRD: SpellsT-Z.rtf  |  |  |
| Sticky Saddle  Effect: It becomes impossible for you to fall or be thrown off your to be | mount. 12 12 during the 12 12                    | N/A  N/A  Will negates  e duration of the spell.  Fortitude negates (harmless)  None  | 1 swift action 1 swift action 1 standard action   | 1 round/level 1 hour/level 1 min. 1 minute or until discharged  | Personal         V,S           Target: You         Personal         V,D           Target: You         Touch         V,S           Target: Animal or magic: Touch         V,S           Target: Creature toucher Touch         V,S           Target: Creature toucher toucher Touch         V,S                 | F N/A  Yes al beast touched 6, DF Yes (harmless) d DF Yes  | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6  Transmutation  Caster Level: 6  Transmutation  Caster Level: 6  Divination  Caster Level: 6  Divination  | SPELL CO: Pg.210  SPELL CO: Pg.223  RSRD: SpellsT-Z.rtf  SPELL CO: Pg.231  |  |  |
| Sticky Saddle  Sifect: It becomes impossible for you to fall or be thrown off your in the street in the same impossible for you to fall or be thrown off your in the street in the same importance of the same | mount. 12 12 12 during the 12 12                 | N/A  N/A  Will negates  e duration of the spell.  Fortitude negates (harmless)  None  | 1 swift action 1 swift action 1 standard action   | 1 round/level 1 hour/level 1 min. 1 minute or until discharged  | Personal V,S  Target: You  Personal V,D  Target: You  Touch V,S  Target: Animal or magic: Touch V,S  Target: Creature toucher Touch V,S  Target: Creature toucher Touch V,S  | F N/A  Yes al beast touched 6, DF Yes (harmless) d DF Yes  | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6  Transmutation  Caster Level: 6  Transmutation  Caster Level: 6  Divination  Caster Level: 6  Transmutation   | SPELL CO: Pg.210  SPELL CO: Pg.223  RSRD: SpellsT-Z.rtf  SPELL CO: Pg.231  |  |  |
| Sticky Saddle  Effect: It becomes impossible for you to fall or be thrown off your in the street of the Mobility feat.  Strategic Charge  Effect: Gain benefit of the Mobility feat.  Traveler's Mount  Effect: +10 feet enhancement bonus to speed but cannot attack delication of the street of the st | mount. 12 12 12 12 12 12 12 12 12 12 12 DC       | N/A  N/A  Will negates  e duration of the spell.  Fortitude negates (harmless)  None  Saving Throw Will negates                   | 1 immediate action 1 swift action 1 standard action 1 standard action 1 standard action 1 immediate action 1 immediate action                                     | 1 round/level 1 hour/level 1 min. 1 minute or until discharged  | Personal V,S  Target: You  Personal V,D  Target: You  Touch V,S  Target: Animal or magic: Touch V,S  Target: Creature toucher Touch V,S  Target: Creature toucher Touch V,S  | F N/A  Yes al beast touched S, DF Yes (harmless) d DF Yes d No  O ft.  | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6  Transmutation  Caster Level: 6  Transmutation  Caster Level: 6  Divination  Caster Level: 6  Transmutation  Caster Level: 6  School                            | SPELL CO: Pg.210  SPELL CO: Pg.223  RSRD: SpellsT-Z.rtf  SPELL CO: Pg.231  |  |  |
| Sticky Saddle  Effect: It becomes impossible for you to fall or be thrown off your to be thrown off your to be thrown off your to be be thrown off your  | mount. 12 12 12 12 12 12 12 12 12 12 12 DC       | N/A  N/A  Will negates  e duration of the spell.  Fortitude negates (harmless)  None  Saving Throw  Will negates [lammless]       | 1 swift action 1 swift action 1 standard action       | 1 round/level 1 hour/level 1 min. 1 minute or until discharged Instantaneous                                  | Personal V,S  Target: You Personal V,D  Target: You Touch V,S  Target: Animal or magic: Touch V,S  Target: Creature toucher Touch V,S  Target: Creature toucher 30 ft. V  Target: All allies within 3  | F N/A  Yes  al beast touched  5, DF Yes (harmless)  d  DF Yes  No  No  Oft.  Spell Resistance  Yes [harmless]                | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6  Transmutation  Caster Level: 6  Transmutation  Caster Level: 6  Divination  Caster Level: 6  Transmutation  Caster Level: 6  School  Abjuration [Good]         | SPELL CO: Pg.210  SPELL CO: Pg.223  RSRD: SpellsT-Z.rtf  SPELL CO: Pg.231  SPELL CO: Pg.236                          |  |  |
| ## Sticky Saddle  ### Effect:  It becomes impossible for you to fall or be thrown off your in the becomes impossible for you to fall or be thrown off your in the becomes impossible for you to fall or be thrown off your in the become impossible for your in the first of the Mobility feat.  ### Traveler's Mount  #### House the shancement bonus to speed but cannot attack of the properties of | 12 mount. 12 12 12 12 12 12 12 12 12 12 12 12 12 | N/A  N/A  Will negates  e duration of the spell.  Fortitude negates (harmless)  None  None  Saving Throw  Will negates [harmless] | 1 swift action 1 swift action 1 standard action 1 mmediate action  Time 1 standard action | 1 round/level 1 hour/level 1 min. 1 minute or until discharged Instantaneous  LEVEL 2  Duration 1 round/level | Personal V,S  Target: You  Personal V,D  Target: You  Touch V,S  Target: Animal or magic: Touch V,S  Target: Creature toucher Touch V,S  Target: Creature toucher 30 ft. V  Target: All allies within 3  | Yes  al beast touched  5, DF Yes (harmless)  d  DF Yes  d  No  0 ft.  Spell Resistance  DF Yes [harmless]                    | Transmutation  Caster Level: 6 Abjuration  Caster Level: 6 Transmutation  Caster Level: 6 Transmutation  Caster Level: 6 Divination  Caster Level: 6 Divination  Caster Level: 6 School  Abjuration [Good]  Caster Level: 6 | SPELL CO: Pg.210  SPELL CO: Pg.223  RSRD: SpellsT-Z.rtf  SPELL CO: Pg.231  SPELL CO: Pg.236  Source  SPELL CO: Pg.11 |  |  |
| Sticky Saddle  Effect:  It becomes impossible for you to fall or be thrown off your in the becomes impossible for you to fall or be thrown off your in the becomes impossible for you to fall or be thrown off your in the become support in the because of the second in the second in the because of the because | 12 mount. 12 12 12 12 12 12 12 12 13 13 13       | N/A  N/A  Will negates e duration of the spell. Fortitude negates (harmless)  None  Saving Throw Will negates [harmless]          | 1 swift action 1 swift action 1 standard action 1 mmediate action  Time 1 standard action | 1 round/level 1 hour/level 1 min. 1 minute or until discharged Instantaneous                                  | Personal V,S  Target: You Personal V,D  Target: You Touch V,S  Target: Animal or magic: Touch V,S  Target: Creature toucher Touch V,S  Target: Creature toucher 30 ft. V  Target: All allies within 3  | Yes  al beast touched  b, DF Yes (harmless)  d  DF Yes  d  No  oft.  Spell Resistance  Tyes [harmless]  atture touched  F No | Transmutation  Caster Level: 6  Abjuration  Caster Level: 6  Transmutation  Caster Level: 6  Transmutation  Caster Level: 6  Divination  Caster Level: 6  Transmutation  Caster Level: 6  School  Abjuration [Good]         | SPELL CO: Pg.210  SPELL CO: Pg.223  RSRD: SpellsT-Z.rtf  SPELL CO: Pg.231  SPELL CO: Pg.236                          |  |  |

| ⊒□□□□Awaken Sin  |  |   |   | Paladin Spells  |  |  |  |  |   |
|--|--|---|---|---|--|--|--|--|---|
| Effect:  | 13   | Will negates  | 1<br>standard<br>action   | Instantaneous   | Touch V,  Target: One evil creatu  |  | Yes  | Enchantment<br>(Compulsion)<br>[Fear, Good,<br>Mind-Affecting]<br>Caster Level: 6  | SPELL CO: Pg.21   |
| Subject immediately takes 1d6/caster level [max 10d6 nconscious it takes 1d6 Wis damage.   | i] points  | of nonlethal damage a   | and is stu  | nned for 1 round. If subject is knocke  |  |  | nomgorioo o i  | 040107 20107. 0  |   |
| Bull's Strength  | 13   | Will negates<br>(harmless)  | 1<br>standard<br>action   | 6 minutes   |  |  | Yes (harmless)   | Transmutation  | RSRD: SpellsA-B.rtf   |
| Subject gains +4 to Str for 6 minutes.   | 13   | None  | 1   | 1 round/loval (D)   | Target: Creature touch Touch V,  |  | No   | Caster Level: 6 Evocation [Lawful]   | SDELL CO: Do 46   |
| □□□□□Checkmate's Light   | 13   | None  | standard<br>action  | 1 round/level [D]   | Target: Melee weapon   |  |  | Caster Level: 6  | SPELL CO: Pg.46   |
| Imbue weapon with +1/3 levels enhancement bonus [Ma: adius of red light.   |  | ·   | -   |   | ft   |  |  |  |   |
| □□□□□Cloak of Bravery  | 13   | Will negates<br>[harmless]  | 1<br>standard<br>action   | 10 minutes/level  | 60 ft. V,  Target: 60-ftradius er  |  | Yes [harmless]   | Abjuration [Mind-Affecting]  Caster Level: 6   | SPELL CO: Pg.47   |
| You and your allies gain a morale bonus on saves agains  | st fear eff  | ects equal to your caste<br>Will negates  |   | x +10].<br>1 hour/level [D]   | Close (40 ft.) V,  |  | No.  |  | SPELL CO: Pg.48   |
| ffect:   |  | [harmless,object]   | standard<br>action  | · · · · · · · · · · · · · · · · · · ·   | Target: One color pool   |  |  | [Mind-Affecting]  Caster Level: 6  | 0. 222 00. r g. 10  |
| Causes a color pool on the Astral Plane to seemingly cea   | ase to exi<br>13                                   | Fortitude negates   |   | 6 hours   | Touch V,   | S, DF  | Yes (harmless)   | Conjuration  | RSRD: SpellsD-E.rtf   |
| ffect:<br>Stops poison from harming subject for 6 hours.   |  | (harmless)  | standard<br>action  |   | Target: Creature touch   | ed   |  | (Healing)  Caster Level: 6   |   |
| Durine Insight   | 13   | N/A   | standard  | 1 hour/level or until discharged [D]  | Personal V,  | S,DF   | N/A  | Divination   | SPELL CO: Pg.70   |
| Effect:<br>Gain 5 + your caster level [max bonus of 15] to one skill c   | check 4  | ring the duration of 41   | action  |   | Target: You  |  |  | Caster Level: 6  |   |
| Gain 5 + your caster level [max bonus of 15] to one skill o  | 13   | ring the duration of the s<br>Will negates<br>[harmless]  |   | 1 minute/level  | Medium (160 ft.) V,  | S,DF   | Yes [harmless]   | Enchantment<br>(Compulsion)<br>[Mind-Affecting]  | SPELL CO: Pg.70   |
| #1 morale bonus to AC and saving throws.   |  |   |   |   | Target: Allies in a 20-ft  |  |  | Caster Level: 6  |   |
| □□□□□ Eagle's Splendor   | 13   | Will negates<br>(harmless)  | 1<br>standard<br>action   | 6 minutes   | Touch V,  Target: Creature touch   | S, M/DF                                      | Yes  | Transmutation  Caster Level: 6   | RSRD: SpellsD-E.rtf   |
| Subject gains +4 to Cha for 6 minutes.   | 13   | None  | 1   | 1 round/level   | -  |  | No   |  | SPELL CO: Pg.79   |
| Effect:  |  |   | standard<br>action  |   | Target: Touch  |  |  | text] Caster Level: 6  | , and the second  |
| As lesser energized shield, except energy resistance is 1  | 10 and da<br>13                                    | Fortitude negates [harmless]  | 1<br>standard   | 1 round/level   | Touch V,   | S,M  | Yes [harmless]   | Transmutation  | SPELL CO: Pg.90   |
| ffect:   |  | [naimless]  | action  |   | Target: Creature touch   | ed   |  | Caster Level: 6  |   |
| Deal 1d6 damage per size category difference.  Plame of Faith  | 13   | None  | 1<br>standard   | 1 round/level   | Touch V,   | S,M  | No   | Evocation  | SPELL CO: Pg.95   |
| iffect:  |  |   | action  |   | Target: Nonmagical we  | eapon tou                                    | uched  | Caster Level: 6  |   |
| Normal or masterwork weapon becomes temporary +1 fla   | aming bu   | rst weapon.<br>None   | 1 minute  | 1 minute/level  | Touch V,   | S,DF   | No   | Evocation [See text]   | SPELL CO: Pg.109  |
| Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.   |  |   |   |   | Target: Creature touch   |  |  | Caster Level: 6  |   |
| □□□□□ Holy Mount   | 13   | None  | 1<br>standard<br>action   | 1 round/level   | Touch V,  Target: Your special m   |  | Yes [harmless]   | Transmutation  Caster Level: 6   | SPELL CO: Pg.115  |
| Special mount gains celestial template   | 13   | N/A   | 1 swift   | Instantaneous   | - '  | S,DF   | N/A  | Transmutatin   | SPELL CO: Pg.129  |
| □□□□Knight's Move  ffect: Teleport and end up flanking an opponent.  | 10   | 1474  | action  | mstantaricous   | text  Target: You  | 0,51   | 10/1   | (Teleportation)<br>Caster Level: 6   | OF ELE 00.1 g.123   |
| □□□□Loyal Vassal   | 13   | Will negates<br>[harmless]  | 1<br>standard<br>action   | 10 minutes/level; see text  | Touch V,   | S,DF   | Yes [harmless]   | Abjuration [Lawful]  | SPELL CO: Pg.134  |
| Effect:  |  |   |   |   | Target: One willing cre  | ature tou                                    | ched/3 levels  | Caster Level: 6  |   |
|  |  |   |   |   |  |  |  |  |   |
| One Mind   | 13   | N/A   | 1<br>standard<br>action   | 1 hour/level  |  | S,DF   | N/A  | Divination   | SPELL CO: Pg.149  |
| Effect:<br>Both you and mount gain +2 bonus on attack rolls [while   |  |   | standard<br>action  |   | Target: You  | S,DF   | N/A  | Caster Level: 6  | SPELL CO: Pg.149  |
| One Mind  Giffect: Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.  Out of mount.  |  |   | standard<br>action<br>pot and Lis   |   | Target: You<br>in<br>Touch V,  | S, M/DF                                      |  | Caster Level: 6 Transmutation  | SPELL CO: Pg.149  RSRD: SpellsM-O.rtf   |
| One Mind  Grect: Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.  Owl's Wisdom  Grect: Subject gains +4 to Wis for 6 minutes.  | mounted  | d] +4 insight bonus to Sp<br>Will negates<br>(harmless)   | standard<br>action<br>pot and Lis<br>1<br>standard<br>action  | iten, gain scent ability. Must remain with  | Target: You in Touch V,  | S, M/DF                                      | Yes  | Caster Level: 6  Transmutation  Caster Level: 6  | RSRD: SpellsM-O.rtf   |
| One Mind  Control of the control of  | mounted  | d] +4 insight bonus to Sp<br>Will negates   | standard<br>action<br>pot and Lis<br>1<br>standard<br>action  | sten, gain scent ability. Must remain with  | Target: You<br>in<br>Touch V,  | S, M/DF<br>ed<br>S,DF                        | Yes<br>Yes [harmless]  | Caster Level: 6 Transmutation  | ű   |
| Great: Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.] Owl's Wisdom  Great: Subject gains +4 to Wis for 6 minutes. Owline Warch  Great: Subject gains +4 to Wis for 6 minutes.  | mounted  | f] +4 insight bonus to Sp<br>Will negates<br>(harmless)  Will negates<br>[harmless]  Will negates   | standard<br>action  pot and Lis  1 standard action  1 standard action   | iten, gain scent ability. Must remain with  | Target: You in V, Target: Creature touch Medium (160 ft.) V,   | S, M/DF<br>ed<br>S,DF<br>radius b            | Yes<br>Yes [harmless]  | Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration  | RSRD: SpellsM-O.rtf   |
| ### One Mind  ###################################  | 13   | d] +4 insight bonus to Sp<br>Will negates<br>(harmless)<br>Will negates<br>[harmless]   | standard<br>action  pot and Lis  1 standard action  1 standard action   | iten, gain scent ability. Must remain with<br>6 minutes<br>1 round                    | Target: You in  Touch V,  Target: Creature touch  Medium (160 ft.) V,  Target: Allies in a 20-ft  Close (40 ft.) V,  | S, M/DF<br>ed<br>S,DF<br>radius b            | Yes [harmless]  purst Yes (harmless)                                       | Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing)  | RSRD: SpellsM-O.rtf SPELL CO: Pg.164  |
| Great: Both you and mount gain +2 bonus on attack rolls [while of the of mount.] Great: Subject gains +4 to Wis for 6 minutes. Quick March Great: Subjects base land speed increased by 30 feet. Great: Subjects base land speed increased by 30 feet. Great: Subjects base land speed increased by 30 feet. Great: Subjects base land speed increased by 30 feet. Great: Subjects base land speed increased by 30 feet. Great: Subjects base land speed increased by 30 feet. Great: Subjects base land speed increased by 30 feet.   | 13 13 13   | d) +4 insight bonus to Sp<br>Will negates<br>(harmless)  Will negates<br>[harmless]  Will negates<br>(harmless)   | standard action  pot and Lis  1 standard action  1 standard action  1 standard action   | iten, gain scent ability. Must remain with<br>6 minutes<br>1 round                    | Target: You in  Touch V,  Target: Creature touch Medium (160 ft.) V,  Target: Allies in a 20-ft Close (40 ft.) V,  Target: Up to four creamore than 30 ft. apart   | S, M/DF ed S,DFradius b S                    | Yes [harmless]  purst Yes (harmless)                                       | Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration  | RSRD: SpellsM-O.rtf SPELL CO: Pg.164  |
| Great:  Both you and mount gain +2 bonus on attack rolls [while of the of mount.]  Great:  Gre | 13 13 13 tt.                                       | d) +4 insight bonus to Sp<br>Will negates<br>(harmless)  Will negates<br>[harmless]  Will negates<br>(harmless)   | standard action  pot and Lis  1 standard action  1 standard action  1 standard action   | iten, gain scent ability. Must remain with 6 minutes 1 round Instantaneous            | Target: You in  Touch V,  Target: Creature touch  Medium (160 ft.) V,  Target: Allies in a 20-ft  Close (40 ft.) V,  Target: Up to four creamore than 30 ft. apart  Touch V,                               | S, M/DF ed S,DFradius t S tures, no          | Yes [harmless]  Durst  Yes (harmless)  two of which can be                 | Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6  | RSRD: SpellsM-O.rtf  SPELL CO: Pg.164  RSRD: SpellsP-R.rtf                      |
| Great: Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.] Compared to the following state of | 13 13 13 tt. 13                                    | If yet insight bonus to Sp. Will negates (harmless) Will negates [harmless] Will negates (harmless) Fortitude negates (harmless) e. Will negates              | standard action  pot and Lis  1 standard action   | iten, gain scent ability. Must remain with 6 minutes 1 round Instantaneous            | Target: You in  Touch V,  Target: Creature touch Medium (160 ft.) V,  Target: Allies in a 20-ft Close (40 ft.) V,  Target: Up to four creamore than 30 ft. apart   | s, M/DF ed S,DFradius t s tures, no          | Yes [harmless]  Durst  Yes (harmless)  two of which can be                 | Caster Level: 6 Transmutation  Caster Level: 6 Transmutation  Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration  Caster Level: 6                | RSRD: SpellsM-O.rtf SPELL CO: Pg.164 RSRD: SpellsP-R.rtf                        |
| Ciffect:  Both you and mount gain +2 bonus on attack rolls [while 0 ft. of mount.]  Compared to the compared t | e mounted  13  13  13  13  tt.  13  nergy type  13 | Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  e.  Will negates (parmless) | standard action pot and Lis 1 standard action 1 | iten, gain scent ability. Must remain with 6 minutes 1 round Instantaneous 60 minutes | Target: You in  Touch V,  Target: Creature touch  Medium (160 ft.) V,  Target: Allies in a 20-ft  Close (40 ft.) V,  Target: Up to four creamore than 30 ft. apart  Touch V,  Target: Creature touch       | S, M/DF ed S,DFradius t S tures, no S, DF ed | Yes [harmless]  burst  Yes (harmless)  two of which can be  Yes (harmless) | Caster Level: 6 Transmutation  Caster Level: 6 Transmutation  Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration  Caster Level: 6                | RSRD: SpellsM-O.rtf  SPELL CO: Pg.164  RSRD: SpellsP-R.rtf  RSRD: SpellsP-R.rtf |
| Ciffect:  Both you and mount gain +2 bonus on attack rolls [while of the of mount.]  Company of the company of  | e mounted  13  13  13  13  tt.  13  nergy type  13 | Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Will negates (harmless)  Fortitude negates (harmless)  e.  Will negates (parmless) | standard action  pot and Lis  1 standard action  +5].  | iten, gain scent ability. Must remain with 6 minutes 1 round Instantaneous 60 minutes | Target: You in Touch V,  Target: Creature touch Medium (160 ft.) V,  Target: Allies in a 20-ft Close (40 ft.) V,  Target: Up to four crea more than 30 ft. apart Touch V,  Target: Creature touch Touch V, | s, M/DF ed s,DFradius to s S S tures, no     | Yes [harmless]  burst  Yes (harmless)  two of which can be  Yes (harmless) | Caster Level: 6 Transmutation Caster Level: 6 Transmutation Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration Caster Level: 6 Abjuration [Good] | RSRD: SpellsM-O.rtf  SPELL CO: Pg.164  RSRD: SpellsP-R.rtf  RSRD: SpellsP-R.rtf |

|   |                 |  |                                    | Paladin Spells                              |  |                   |                          |  |                                       |
|---|-----------------|--|------------------------------------|---|--|-------------------|--------------------------|--|---------------------------------------|
| □□□□□ Spiritual Chariot   | 13              | N/A  | 1<br>standard                      | 1 hour/level                                | Close (40 ft.)                             | V,S,DF            | N/A                      | Conjuration<br>(Creation) [Force]          | SPELL CO: Pg.202                      |
| Effect: Creates a special chariot behind the paladin's special mo   | unt             |  | action                             |   | Target: One special                        | mount             |                          | Caster Level: 6                            |                                       |
| Stabilize   | 13              | Will negates<br>[harmless]; see text       | 1 swift action                     | Instantaneous                               | See text                                   | V,S,DF            | Yes [harmless]           | Conjuration<br>(Healing)                   | SPELL CO: Pg.204                      |
| Effect: Spell designed for battle fields, heals all creatures for 1 $h_{\parallel}$   |                 |  |                                    |   | Target: 50-ftradius                        |                   | ·                        | Caster Level: 6                            |                                       |
| □□□□□Strength of Stone  Effect:   | 13              | N/A  | 1 swift action                     | 1 round                                     | Personal  Target: You                      | V,S,DF            | No                       | Transmutation  Caster Level: 6             | SPELL CO: Pg.211                      |
| +8 enhancement bonus to Strength.  Undetectable Alignment   | 13              | Will negates (object)                      | 1<br>standard                      | 24 hours                                    | -  | V, S              | Yes (object)             | Abjuration                                 | RSRD: SpellsT-Z.rtf                   |
| Effect:   |                 |  | action                             |   | Target: One creature                       | e or object       |                          | Caster Level: 6                            |                                       |
| Conceals alignment for 24 hours.  | 13              | N/A  | 1 swift action                     | 1 round/level                               | Personal                                   | V,S               | N/A                      | Abjuration                                 | SPELL CO: Pg.244                      |
| Effect: Creates a divine shield to protect you as you close with a  | a choser        | n opponent. You gain a                     |                                    | on bonus to your AC against all attacks of  | Target: You                                |                   |                          | Caster Level: 6                            |                                       |
| opportunity other than your chosen foe. You may move thro Zone of Truth   | ough ene<br>13  | emies as if they were alli<br>Will negates | ies. See te:<br>1<br>standard      | kt.<br>6 minutes                            | Close (40 ft.)                             | V, S, DF          | Yes                      | Enchantment<br>(Compulsion)                | RSRD: SpellsT-Z.rtf                   |
| Effect:   |                 |  | action                             |   | Target: 20-ftradius                        | emanation         | ı                        | [Mind-Affecting] Caster Level: 6           |                                       |
| Subjects within range cannot lie.   |                 |  |                                    | LEVEL 3                                     |  |                   |                          |  |                                       |
| Name  | DC<br>14        | Saving Throw<br>None                       | Time                               | Duration 1 round/level                      |  | Comp.<br>V,S,M,DF | Spell Resistance         | School<br>Conjuration                      | Source<br>SPELL CO: Pg.22             |
| □□□□ Axiomatic Storm  | 14              | Notic                                      | standard<br>action                 | Tround/level                                |  |                   |                          | (Creation) [Lawful,<br>Water]              | SPELL CO. Fg.22                       |
| Effect: Rain falls around you4 to Listen, Spot, Search and random chaotic outsider takes additional 5d6 acid.   | ranged          | attacks. Deals 2d6 dar                     | mage to ch                         | naotic creature [Double to outsiders] an    | Target: Cylinder [20-<br>id                | ft. radius, 2     | 20 ft. high]             | Caster Level: 6                            |                                       |
| Tandom chaotic outsider takes additional soo acid.  Blessing of Bahamut   | 14              | N/A  | 1<br>standard                      | 1 round/level                               | Personal                                   | V,S,M             | N/A                      | Abjuration [Good]                          | SPELL CO: Pg.31                       |
| Effect: Gain damage reduction 10/magic.   |                 |  | action                             |   | Target: You                                |                   |                          | Caster Level: 6                            |                                       |
| Cure Moderate Wounds  | 14              | Will half (harmless); see text             | 1<br>standard                      | Instantaneous                               | Touch                                      | V, S              | Yes (harmless); see text | Conjuration (Healing)                      | RSRD: SpellsC.rtf                     |
| Effect: Cures 2d8+6 damage.   |                 |  | action                             |   | Target: Creature tou                       | ched              |                          | Caster Level: 6                            |                                       |
| Daylight  | 14              | None                                       | 1<br>standard<br>action            | 60 minutes [D]                              | Touch                                      | V, S              | No                       | Evocation [Light]                          | RSRD: SpellsD-E.rtf                   |
| Effect: 60-ft. radius of bright light.  |                 |  | action                             |   | Target: Object touch                       | ied               |                          | Caster Level: 6                            |                                       |
| □□□□□ Diamondsteel  | 14              | Will negates [object]                      | 1<br>standard<br>action            | 1 round/level                               | Touch                                      | V,S,M             | Yes [object]             | Transmutation                              | SPELL CO: Pg.64                       |
| Effect: Armor gains DR equal to half the armor bonus worn.  |                 |  | action                             |   | Target: Suit of metal                      | armor tou         | ched                     | Caster Level: 6                            |                                       |
| Discern Lies  | 14              | Will negates                               | 1<br>standard<br>action            | Concentration, up to 6 rounds               | Close (40 ft.)                             | V, S, DF          | No                       | Divination                                 | RSRD: SpellsD-E.rtf                   |
| Effect: Reveals deliberate falsehoods.  |                 |  | action                             |   | Target: 6 creatures,<br>30 ft. apart       | no two of v       | which can be more than   | Caster Level: 6                            |                                       |
| □□□□□Dispel Magic   | 14              | None                                       | 1<br>standard<br>action            | Instantaneous                               | Medium (160 ft.)                           | V, S              | No                       | Abjuration                                 | RSRD: SpellsD-E.rtf                   |
| Effect: Cancels magical spells and effects.   |                 |  | action                             |   | Target: One spellcas<br>20-ftradius burst  | ster, creatu      | ire, or object; or       | Caster Level: 6                            |                                       |
| □□□□ Find the Gap   | 14              | N/A  | 1<br>standard                      | 1 round/level                               | Personal                                   | V                 | N/A                      | Divination                                 | SPELL CO: Pg.91                       |
| Effect: Your first attack each round acts as a touch attack.  |                 |  | action                             |   | Target: You                                |                   |                          | Caster Level: 6                            |                                       |
| □□□□□Hand of the Faithful   | 14              | Fortitude negates                          | 1 minute                           | 1 hour/level                                |  | V,S,DF            | Yes                      | text]                                      | SPELL CO: Pg.109                      |
| Effect: Immobile zone of warding that is permeable to those of y enter or exit.   | our reliç       | gion, all creature must w                  | vear the sa                        | me holy symbol or be of the same faith t    |  | emanation         | centered on a point in   | Caster Level: 6                            |                                       |
| □□□□□Heal Mount   | 14              | Will negates<br>(harmless)                 | 1<br>standard<br>action            | Instantaneous                               | Touch                                      | V, S              | Yes (harmless)           | Conjuration (Healing)                      | RSRD: SpellsH-L.rtf                   |
| Effect: As heal on warhorse or other special mount.   |                 |  | action                             |   | Target: Your mount                         | touched           |                          | Caster Level: 6                            |                                       |
| □□□□□Holy Storm   | 14              | None                                       | 1<br>standard<br>action            | 1 round/level [D]                           | 20 ft.                                     | V,S,M,DF          | No                       | Conjuration<br>(Creation) [Good,<br>Water] | SPELL CO: Pg.115                      |
| Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged  | attacks.        | Evil creatures take 2d6                    |                                    | ach round [double if outsiders].            | Target: Cylinder [20-                      |                   |                          | Caster Level: 6                            |                                       |
| □□□□□Magic Circle against Chaos   | 14              | Will negates<br>(harmless)                 | 1<br>standard<br>action            | 60 minutes                                  | Touch                                      | V, S, M/DF        | No; see text             | Abjuration [Lawful]                        | RSRD: SpellsM-O.rtf                   |
| Effect: +2 to AC and saves, counter mind control, hedge out eler  |                 |  |                                    |   | -  |                   | from touched creature    |  |                                       |
| □□□□□ Magic Circle against Evil   | 14              | Will negates<br>(harmless)                 | 1<br>standard<br>action            | 60 minutes                                  | Touch                                      | V, S, M/DF        | No; see text             | Abjuration [Good]                          | RSRD: SpellsM-O.rtf                   |
| Effect: +2 to AC and saves, counter mind control, hedge out eler  |                 |  | adius and 6                        |   | -  |                   | from touched creature    |  |                                       |
| □□□□ Magic Weapon, Greater  | 14              | Will negates<br>(harmless, object)         | 1<br>standard<br>action            | 6 hours                                     | Close (40 ft.)                             | V, S, M/DF        | Yes (harmless, object)   | Transmutation                              | RSRD: SpellsM-O.rtf                   |
| Effect:<br>Weapon gains +1 bonus.   |                 |  |                                    |   | Target: One weapon<br>must be in contact w |                   |                          | Caster Level: 6                            |                                       |
|   | 14              | N/A  | 1<br>standard                      | 10 minutes/level [D]                        | casting]<br>Personal                       | V,S,M             | N/A                      | Abjuration [Law]                           | SPELL CO: Pg.138                      |
| □□□□□ Mantle of Law   |                 |  | action                             |   | T V.                                       |                   |                          | Caster Level: 6                            |                                       |
| Effect:   | noe d           | riptor                                     |                                    |   | Target: You                                |                   |                          |  |                                       |
|   | aos desc        | eriptor.<br>N/A                            | 1<br>standard                      | 1 hour/level                                | -  | V,S,DF            | N/A                      | Divination                                 | SPELL CO: Pg.149                      |
| Effect: Gain SR 12 + your caster level against spells with the cha  | 14              | N/A  | standard<br>action                 |   | Personal  Target: You                      | V,S,DF            | N/A                      | Divination  Caster Level: 6                | SPELL CO: Pg.149                      |
| Effect: Gain SR 12 + your caster level against spells with the cha  | 14              | N/A  | standard<br>action<br>4 insight bo |   | Personal  Target: You y.                   | V,S,DF            |                          | Caster Level: 6 Enchantment                | SPELL CO: Pg.149  RSRD: SpellsP-R.rtf |
| Effect: Gain SR 12 + your caster level against spells with the character  Effect: Both you and mount gain +2 bonus on melee damage an Must remain within 10 ft. of mount. | 14<br>nd attack | N/A rolls [while mounted] +                | standard<br>action                 | onus to Spot and Listen, gain scent ability | Personal  Target: You y.  40 ft.           | V, S, DF          |                          | Caster Level: 6                            |                                       |

|  |  |  |  | Paladin Spells  |   |   |   |  |  |
|--|--|--|--|---|---|---|---|--|--|
| □□□□□Regal Procession  | 14                                       | None   | 1 round  | 2 hours/level [D]   | Close (40 ft.)  Target: One mount/le  | V,S,M<br>evel   | No  | Conjuration<br>(Summoning)<br>Caster Level: 6  | SPELL CO: Pg.172   |
| As mount, only you summon multiple mounts and they are   | equippe<br>14                            | ed; see text. Fortitude negates (harmless)   | 1<br>standard  | Instantaneous   | -   | V, S  | Yes (harmless)  | Conjuration<br>(Healing)   | RSRD: SpellsP-R.rt   |
| ffect:   |  |  | action   |   | Target: Creature tou  | ched  |   | Caster Level: 6  |  |
| Cures normal or magical conditions.  Curse  Curse  | 14                                       | Will negates<br>(harmless)   | 1<br>standard  | Instantaneous   | Touch   | V, S  | Yes (harmless)  | Abjuration   | RSRD: SpellsP-R.rt   |
| ffect:   |  | (  | action   |   | Target: Creature or i   | tem touche  | ed  | Caster Level: 6  |  |
| Frees object or person from curse.  DDDDDResurgence, Mass  | 14                                       | Will negates<br>[harmless]   | 1<br>standard<br>action  | Instantaneous   | Close (40 ft.)  | V,S,DF  | Yes [harmless]  | Abjuration   | SPELL CO: Pg.175   |
| ffect: Same as resurgence, except it affects multiple targets.   | Allows                                   | one retry on a failed :  |  | st an ongoing spell, spell-like ability, o  | Target: One creature ormore than 30 ft. apar  |   | wo of which can be  | Caster Level: 6  |  |
| pernatural ability.<br>DDDD Righteous Fury   | 14                                       | N/A  | 1<br>standard  | 1 minute/level  | Personal  | V,S,DF  | N/A   | Transmutation  | SPELL CO: Pg.177   |
| ffect: Gain 5 temp HP/level [max 50], +4 enhancement bonus Str   | tr.                                      |  | action   |   | Target: You   |   |   | Caster Level: 6  |  |
| Seek Eternal Rest  | 14                                       | N/A  | 1<br>standard<br>action  | 1 hour/level  | Personal  | V,DF  | N/A   | Conjuration<br>(Healing)   | SPELL CO: Pg.182   |
| Improves your turning ability to that of a cleric.   | 4.4                                      | NACH   |  | 41 - 40 - 1   | Target: You   | V 0 DE  | V = B = = l = = l = d   | Caster Level: 6  | 005H 00 D 000  |
| □□□□□Undead Bane Weapon  | 14                                       | Will negates<br>[harmless,object]  | 1<br>standard<br>action  | 1 hour/level  | Touch   | V,S,DF  | Yes [harmless,object]   | Transmutation  | SPELL CO: Pg.226   |
| iffect: Give weapon touched undead bane special ability; add +2  |  |  |  |   | must be touching at   | the time of   | 0,  |  | 00511 00 5   |
| □□□□□ Weapon of the Deity  | 14                                       | Fortitude negates [harmless,object]  | 1<br>standard<br>action  | 1 round/level   | Touch  Target: Weapon touch   | V,DF  | Yes [harmless,object]   | Transmutation  Caster Level: 6   | SPELL CO: Pg.237   |
| iffect: Imbue a weapon favored by your deity with special enhanc   | ements                                   | and abilities. See text.   |  |   | rarger: vveapon touc  | uried   |   | Caster Level: b  |  |
| Nama   | DC.                                      | Caving The   | Time   | LEVEL 4   | Panga   | Corre   | Snell Desister  | Sahari   | Source   |
| Name  Break Enchantment  | <b>DC</b><br>15                          | Saving Throw<br>See text   | Time<br>1 minute   | <b>Duration</b><br>Instantaneous  | Close (40 ft.)  | Comp.<br>V, S   | Spell Resistance<br>No  | -  | Source<br>RSRD: SpellsA-B.rt   |
| ffect: Frees subjects from enchantments, alterations, curses, and  |  |  | 1  | Instantaneous   |   | tures, all w  | ithin 30 ft. of each other  |  | SPELL CO: Pa 44  |
| LLLCastigate   | 15                                       | Fortitude half   | standard<br>action   | Instantaneous   |   |   | Yes   |  | SPELL CO: Pg.44  |
| fect: Deafen or damage foes, depending on their alignment.   | 15                                       | Will half (harmless);  | 1  | Instantaneous   | Target: 10-ft. radius   | V, S  | Yes (harmless); see   | Caster Level: 6 Conjuration  | RSRD: SpellsC.rtf  |
| ffect:   | -  | see text   | standard<br>action   |   |   |   | text  | (Healing)  |  |
| rrect:<br>Cures 3d8+6 damage.<br>□□□□□ Death Ward  | 15                                       | Will negates   | 1  | 6 minutes   | Target: Creature tou  |   | Yes (harmless)  | Caster Level: 6 Necromancy   | RSRD: SpellsD-E.r  |
|  |  | (harmless)   | standard<br>action   |   |   |   |   | ·  | 2,21100 2.11   |
| ffect:<br>Grants immunity to death spells and negative energy effect<br>  Description Dispel Chaos   | ts.<br>15                                | See text   | 1  | 6 rounds or until discharged, whichever   | Target: Living creatu Touch   | re touched  |   | Caster Level: 6  Abjuration [Lawful]   | RSRD: SpellsD-E.r  |
| •  |  |  | standard action  | comes first   |   |   |   |  |  |
| ffect:<br>+4 bonus against attacks.  |  |  |  |   | spell on a touched co   | u and an e  | nchantment or chaotic<br>object   | Caster Level: 6  |  |
| □□□□□ Dispel Evil  | 15                                       | See text   | 1<br>standard<br>action  | 6 rounds or until discharged, whichever comes first   |   | V, S, DF  |   |  | RSRD: SpellsD-E.r  |
| ffect:<br>+4 bonus against attacks.  |  |  |  |   | Target: You and a to plane; or you and an touched creature or   | enchantm<br>object  | creature from another<br>ent or evil spell on a   |  |  |
| Daconic Might  |  |  |  |   | touched creature or   | V,S   | Yes [harmless]  |  |  |
|  | 15                                       | Fortitude negates [harmless]   | 1<br>standard<br>action  | 1 minute/level [D]  |   | v,3   |   | Transmutation  | SPELL CO: Pg.72  |
| iffect:<br>Subject gains +4 bonus to Str, Dex, Con, Cha and Natural  | Armor.                                   | [harmless] Immune to Sleep & par   | standard<br>action   | ots.  | Touch  Target: Living creatu  | re touched  |   | Caster Level: 6  | _  |
| iffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural   |  | [harmless]   | standard<br>action   |   | Touch  Target: Living creatu  Medium (160 ft.)  | re touched  | Yes [harmless]  | Caster Level: 6  | SPELL CO: Pg.72<br>SPELL CO: Pg.89   |
| ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Company Favor of the Martyr  ffect: Become immune to nonlethal damage, charm and compuls   | Armor.<br>15                             | [harmless]  Immune to Sleep & par  None  ects and attacks that fuc   | standard<br>action<br>alysis effect<br>1<br>standard<br>action   | cts. 1 minute/level ically by pain; see text  | Touch  Target: Living creatu  Medium (160 ft.)  Target: One willing c   | v,S   | Yes [harmless]  | Caster Level: 6 Necromancy Caster Level: 6   | SPELL CO: Pg.89  |
| ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Graph Favor of the Martyr  ffect: Become immune to nonlethal damage, charm and compuls Graph Holy Sword  | Armor.<br>15                             | [harmless] Immune to Sleep & par None  | standard<br>action<br>alysis effect<br>1<br>standard<br>action   | ots.<br>1 minute/level  | Touch  Target: Living creatu  Medium (160 ft.)  Target: One willing of  | V,S creature V, S   | Yes [harmless]  | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good]  | SPELL CO: Pg.89  |
| Iffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Graduate Favor of the Martyr  Iffect: Become immune to nonlethal damage, charm and compuls Graduate Fact: Weapon becomes +5, deals +2d6 damage against evil.  | 15<br>15<br>sion effe                    | [harmless] Immune to Sleep & par<br>None ects and attacks that fuc<br>None   | standard<br>action  alysis effect 1 standard action  ction specift 1 standard  | cits. 1 minute/level ically by pain; see text 6 rounds  | Touch  Target: Living creatu Medium (160 ft.)  Target: One willing common touch  Target: Melee weapon   | V,S creature V, S on touched  | Yes [harmless]  | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good] Caster Level: 6  | SPELL CO: Pg.89 RSRD: SpellsH-L.rl   |
| iffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Great: Become immune to nonlethal damage, charm and compuls Great: Holy Sword Great: Weapon becomes +5, deals +2d6 damage against evil.   | Armor.<br>15                             | [harmless]  Immune to Sleep & par  None  ects and attacks that fuc   | standard<br>action  alysis effect 1 standard action  ction specift 1 standard  | cts. 1 minute/level ically by pain; see text  | Touch  Target: Living creatu Medium (160 ft.)  Target: One willing of Touch  Target: Melee weapon   | v,S creature V,S on touched   | Yes [harmless]  | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good] Caster Level: 6 Evocation  | SPELL CO: Pg.89 RSRD: SpellsH-L.rl   |
| iffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Great: Favor of the Martyr  iffect: Become immune to nonlethal damage, charm and compuls Great: Weapon becomes +5, deals +2d6 damage against evil. Great: Great: Lawful Sword  iffect: Like holy sword; weapon acts as +5 axiomatic [+5 enharamage to chaotic]; see text  | Armor.<br>15<br>sion effe<br>15          | [harmless] **  Immune to Sleep & par None  ects and attacks that fuc None  None  the bonus on attack and the thick that fuc the state of the state o | standard action alysis effect 1 standard action stion specif 1 standard action 1 standard action damage r  | ots.  1 minute/level  ically by pain; see text 6 rounds  1 round/level  oll, lawful-aligned, deals an extra 2d6 of  | Touch  Target: Living creatu Medium (160 ft.)  Target: One willing of Touch  Target: Melee weapon Touch  Target: Weapon touch   | v,s creature V,S on touched V,S ched  | Yes [harmless]  No  | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good] Caster Level: 6 Evocation Caster Level: 6  | SPELL CO: Pg.89  RSRD: SpellsH-L.rt  SPELL CO: Pg.131  |
| Iffact: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Get: Become immune to nonlethal damage, charm and compuls Get: Holy Sword  Iffact: Weapon becomes +5, deals +2d6 damage against evil. Get: Like holy sword; weapon acts as +5 axiomatic [+5 enharamage to chaotic]; see text  | Armor.<br>15<br>sion effe<br>15          | [harmless] Immune to Sleep & par<br>None<br>ects and attacks that fuc<br>None  | standard action  alysis effect 1 standard action  ttion specif 1 standard action  1 standard action  | cts. 1 minute/level ically by pain; see text 6 rounds   | Touch  Target: Living creatu Medium (160 ft.)  Target: One willing of Touch  Target: Melee weapon Touch  Target: Weapon touch Touch   | v,s creature V,S on touched V,S ched V,S,DF   | Yes [harmless]  No  | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy   | SPELL CO: Pg.89  RSRD: SpellsH-L.rt  SPELL CO: Pg.131  |
| ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr  ffect: Become immune to nonlethal damage, charm and compuls Holy Sword  ffect: Weapon becomes +5, deals +2d6 damage against evil. Lawful Sword  ffect: Like holy sword; weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text  Mark of Justice  ffect: Designates action that will trigger curse on subject.  | Armor.<br>15<br>sion effe<br>15          | [harmless]  Immune to Sleep & par None  ects and attacks that fuc None  None  None  Will negates   | standard action  alysis effect 1 standard action standard action standard action 1 standard action 1 standard action damage r 10 minutes 1   | ots.  1 minute/level  ically by pain; see text 6 rounds  1 round/level  oll, lawful-aligned, deals an extra 2d6 of  | Touch  Target: Living creatur Medium (160 ft.)  Target: One willing of Touch  Target: Weapon touch  Target: Weapon touch  Touch  Target: Creature tou   | re touched V,S creature V,S on touched V,S ched V,S,DF  | Yes [harmless]  No  | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy Caster Level: 6 Conjuration   | SPELL CO: Pg.89  RSRD: SpellsH-L.rt  SPELL CO: Pg.131  RSRD: SpellsM-O.r   |
| ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr  ffect: Become immune to nonlethal damage, charm and compuls Holy Sword  ffect: Weapon becomes +5, deals +2d6 damage against evil. Lawful Sword  ffect: Like holy sword; weapon acts as +5 axiomatic [+5 enharamage to chaotic]; see text  Mark of Justice  ffect: Designates action that will trigger curse on subject.   | Armor.<br>15<br>Ision effe<br>15<br>15   | [harmless] Immune to Sleep & par<br>None  ects and attacks that fue None  None  thonus on attack and None  | standard action alysis effect 1 standard action ction specifi 1 standard action 1 standard action 1 standard action damage r 10 minutes  | cts. 1 minute/level  1 minute/level  6 rounds  1 round/level  oll, lawful-aligned, deals an extra 2d6 of Permanent;see text   | Touch  Target: Living creatu Medium (160 ft.)  Target: One willing of Touch  Target: Weapon touch  Touch  Touch  Target: Weapon touch  Touch  Touch  Target: Creature tour  | ore touched V,S creature V,S on touched V,S ched V,S,DF ched V,S,M/DF   | Yes [harmless]  No  No  Yes  Yes (harmless, object)   | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy Caster Level: 6 ) Conjuration (Healing)   | SPELL CO: Pg.89  RSRD: SpellsH-L.rt  SPELL CO: Pg.131  RSRD: SpellsM-O.r   |
| Iffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr  Iffect: Become immune to nonlethal damage, charm and compuls Holy Sword  Iffect: Weapon becomes +5, deals +2d6 damage against evil. Lawful Sword  Iffect: Like holy sword; weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text  Mark of Justice  Iffect: Designates action that will trigger curse on subject.  Neutralize Poison  Iffect: Immunizes subject against poison, detoxifies venom in or  | Armor. 15 15 15 15 15 15                 | [harmless] Immune to Sleep & par None  ects and attacks that fuc None  None  None  Will negates (harmless, object)   | standard action allysis effer 1 standard action to standard action  1 standard action 1 standard action damage r 10 minutes 1 standard action standard action damage r   | cts. 1 minute/level  1 minute/level  6 rounds  1 round/level  oll, lawful-aligned, deals an extra 2d6 of Permanent;see text   | Touch  Target: Living creatur Medium (160 ft.)  Target: One willing of Touch  Target: Weapon touch  Target: Weapon touch  Target: Creature tour Touch  Target: Creature or of   | ore touched V,S creature V,S on touched V,S ched V,S,DF ched V,S,M/DF   | Yes [harmless]  No  No  Yes  Yes (harmless, object)   | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy Caster Level: 6 Conjuration   | SPELL CO: Pg.89 RSRD: SpellsH-L.rtt  |
| iffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr  iffect: Become immune to nonlethal damage, charm and computs Holy Sword  iffect: Weapon becomes +5, deals +2d6 damage against evil. Lawful Sword  iffect: Like holy sword: weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text  Inmunizes action that will trigger curse on subject. Immunizes subject against poison, detoxifies venom in or confident: Restores level and ability score drains.  | Armor. 15 15 15 15 15 15 on subje        | [harmless] Immune to Sleep & par None  ects and attacks that fuc None  None  None  Will negates (harmless, object)  ect.  Will negates  Will negates   | standard action allysis effer 1 standard action to standard action  1 standard action 1 standard action damage r 10 minutes 1 standard action standard action damage r   | ts. 1 minute/level  1 minute/level  6 rounds  1 round/level  Oll, lawful-aligned, deals an extra 2d6 of Permanent;see text  60 minutes  | Touch  Target: Living creatur Medium (160 ft.)  Target: One willing of Touch  Target: Weapon touch  Target: Weapon touch  Touch  Target: Creature tour Touch  Target: Creature or of Touch  Target: Creature or of Touch                          | ore touched V,S creature V,S on touched V,S ched V,S,DF ched V,S,M/DF object of up                            | Yes [harmless]  No  No  Yes  Yes (harmless, object) to 6 cu. ft. touched                                | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6   | SPELL CO: Pg.89  RSRD: SpellsH-L.rt  SPELL CO: Pg.131  RSRD: SpellsM-O.r   |
| iffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr  iffect: Become immune to nonlethal damage, charm and compuls Holy Sword  iffect: Weapon becomes +5, deals +2d6 damage against evil. Like holy sword; weapon acts as +5 axiomatic [+5 enharamage to chaotic]; see text  Mark of Justice  iffect: Designates action that will trigger curse on subject.  Neutralize Poison  iffect: Immunizes subject against poison, detoxifies venom in or constitution.  iffect: Immunizes subject against poison, detoxifies venom in or constitution.  iffect: Immunizes subject against poison, detoxifies venom in or constitution.  iffect: Immunizes subject against poison, detoxifies venom in or constitution.  Iffect: Immunizes subject against poison, detoxifies venom in or constitution.  Iffect: Immunizes subject against poison, detoxifies venom in or constitution.  Iffect: Immunizes subject against poison, detoxifies venom in or constitution.  Iffect: Immunizes subject against poison, detoxifies venom in or constitution.  Iffect: Immunizes subject against poison, detoxifies venom in or constitution.  Iffect: Immunizes subject against poison, detoxifies venom in or constitution.  Iffect: Immunizes subject against poison, detoxifies venom in or constitution.   | A Armor. 15 15 15 15 15 15 15 15 15      | [harmless] Immune to Sleep & par None  ects and attacks that fuc None  None  None  Will negates (harmless, object)  ect.  Will negates (harmless)  | standard action allysis effer 1 standard action to standard action  1 standard action 1 standard action damage r 10 minutes 1 standard action standard action damage r   | ts.  1 minute/level  ically by pain; see text 6 rounds  1 round/level  oll, lawful-aligned, deals an extra 2d6 of Permanent; see text  60 minutes  Instantaneous                                    | Touch  Target: Living creatur Medium (160 ft.)  Target: One willing of Touch  Target: Weapon touch  Target: Weapon touch  Target: Creature tou Touch  Target: Creature or of Touch  Target: Creature tou Touch                                    | ore touched V,S creature V,S on touched V,S oched V,S,DF object of up V,S,M oched V,S,DF                      | Yes [harmless]  No  No  Yes  Yes (harmless, object) to 6 cu. ft. touched Yes (harmless)                 | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6   | SPELL CO: Pg.89  RSRD: SpellsH-L.rt  SPELL CO: Pg.131  RSRD: SpellsM-O.r  RSRD: SpellsM-O.r  |
| iffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr  Fect: Become immune to nonlethal damage, charm and compuls Holy Sword  Fect: Weapon becomes +5, deals +2d6 damage against evil. Like holy sword; weapon acts as +5 axiomatic [+5 enharamage to chaotic]; see text  Designates action that will trigger curse on subject.  Meutralize Poison  Fect: Immunizes subject against poison, detoxifies venom in or of the ct: Restores level and ability score drains.  Revenance  Fect: Brings an ally back to life for duration of spell; see text.   | A Armor. 15 15 15 15 15 15 15 15 15      | [harmless] Immune to Sleep & par None  ects and attacks that fuc None  None  None  Will negates (harmless, object)  ect.  Will negates (harmless)  | standard action alysis effer 1 standard action to 1 standard action standard action  1 standard action damage r 10 minutes 1 standard action damage r 10 minutes 1 standard action 10 minutes 1 standard action 1 standard action 1 standard action 1 standard action 1  | ts.  1 minute/level  ically by pain; see text 6 rounds  1 round/level  oll, lawful-aligned, deals an extra 2d6 of Permanent; see text  60 minutes  Instantaneous                                    | Touch  Target: Living creature Medium (160 ft.)  Target: One willing of Touch  Target: Melee weapon touch  Target: Weapon touch  Target: Creature tour  Touch  Target: Creature or of Touch  Target: Creature tour  Touch  Target: Dead ally tour | ore touched V,S creature V,S on touched V,S oched V,S,DF object of up V,S,M oched V,S,DF                      | Yes [harmless]  No  No  Yes  Yes (harmless, object) to 6 cu. ft. touched Yes (harmless)                 | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy Caster Level: 6 Oconjuration (Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 Abjuration [Good,  | SPELL CO: Pg.89  RSRD: SpellsH-L.rt  SPELL CO: Pg.131  RSRD: SpellsM-O.r  RSRD: SpellsM-O.r  |
| Effect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr  Effect: Become immune to nonlethal damage, charm and compuls Holy Sword  Effect: Weapon becomes +5, deals +2d6 damage against evil. Like holy sword; weapon acts as +5 axiomatic [+5 enhar amage to chaotic]; see text  Designates action that will trigger curse on subject. Neutralize Poison  Effect: Immunizes subject against poison, detoxifies venom in or or computed to the com | 15 15 15 15 15 15 15 15 15 15 15 15 15 1 | [harmless]  Immune to Sleep & par None  ects and attacks that fuc None  None  It bonus on attack and None  Will negates (harmless, object)  ect.  Will negates (harmless)  | standard action alysis effer 1 standard action storm specific 1 standard action standard action  1 standard action damage r standard action damage r standard action 3 rounds  1 standard action | ts. 1 minute/level  1 minute/level  1 rounds  1 round/level  1 round/level  Oll, lawful-aligned, deals an extra 2d6 of permanent; see text  60 minutes  Instantaneous  1 minute/level  1 hour/level | Touch  Target: Living creature Medium (160 ft.)  Target: One willing of Touch  Target: Melee weapon touch  Target: Weapon touch  Target: Creature tour  Touch  Target: Creature or of Touch  Target: Creature tour  Touch  Target: Dead ally tour | or touched V,S creature V,S ched V,S,DF ched V,S,M ched V,S,M ched V,S,DF ched v,S,DF ched v,S,DF ched v,S,DF | Yes [harmless]  No  No  Yes  Yes (harmless, object) to 6 cu. ft. touched Yes (harmless)  Yes [harmless] | Caster Level: 6 Necromancy Caster Level: 6 Evocation [Good] Caster Level: 6 Evocation Caster Level: 6 Necromancy Caster Level: 6 Ocnjuration (Healing) Caster Level: 6 Conjuration (Healing) Caster Level: 6 | SPELL CO: Pg.89  RSRD: SpellsH-L.rtl  SPELL CO: Pg.131  RSRD: SpellsM-O.r  RSRD: SpellsM-O.r  RSRD: SpellsP-R.rt  SPELL CO: Pg.175 |

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

| Notes:                 |  |  |  |
|------------------------|--|--|--|
| Character Sheet Notes: |  |  |  |
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