

Thorin Trueblade

NAME

Ftr4 Ddf5 Pld

41000

CLASS

EXPERIENCE

9

45000

Character Level

NEXT LEVEL

Andrew

PLAYERNAME

Dwarf

Medium

RACE

SIZE

70

Male

AGE

GENDER

Clangeddin

DEITY

4' 3"

194 lbs.

HEIGHT

WEIGHT

Brown

Brown,

EYES

HAIR

Lawful Good

ALIGNMENT

Darkvision (60')

VISION

-3

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

24

+7

24

+7

24

+7

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

21

+5

21

+5

21

+5

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

10

+0

10

+0

10

+0

VP

Vitality

137

WOUNDS/CURRENT HP

AC

armor class

27

TOTAL

FLAT

17

TOUCH

10

BASE

10

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL

6

MISC

MISS CHANCE

25

ARCANE SPELL FAILURE

-3

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+14

=

+8

+

+5

+

+1

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+2

+

+3

+

+1

+

+0

+

WILL

(wisdom)

+7

=

+5

+

+1

+

+1

+

+0

+

MELEE

attack bonus

+16/+11

=

+9/+4

+

+7

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+12/+7

=

+9/+4

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+16/+11

=

+9/+4

+

+7

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+16/+11

DAMAGE

1d3+7

CRITICAL

20/x2

\*Clangeddin's Fury

CURRENT HAND

Both

TYPE

S

SIZE

M

CRITICAL

17-20/x3

TOTAL ATTACK BONUS

+23/+18

DAMAGE

3d6+18

Special Properties

Artifact - Once per day increase STR, DEX, or CON for 10 minutes. (Ability damage equal to bonus recoperates 1 point per hour) See Invisible and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 1 mile (extended range within Dwarven Keep), Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness

Dagger (SILVER/Alchemical Silver)

CURRENT HAND

Carried

TYPE

PS

SIZE

M

CRITICAL

19-20/x2

TOTAL ATTACK BONUS

+16/+11

DAMAGE

1d4+6

To Hit

10 ft.

+12/+7

20 ft.

+10/+5

30 ft.

+8/+3

40 ft.

+6/+1

50 ft.

+4/-1

Dam

1d4+6

1d4+6

1d4+6

1d4+6

1d4+6

Special Properties

10hp/inch and 8 hardness

Dagger +2

CURRENT HAND

Carried

TYPE

PS

SIZE

M

CRITICAL

19-20/x2

TOTAL ATTACK BONUS

+18/+13

DAMAGE

1d4+9

To Hit

10 ft.

+14/+9

20 ft.

+12/+7

30 ft.

+10/+5

40 ft.

+8/+3

50 ft.

+6/+1

Dam

1d4+9

1d4+9

1d4+9

1d4+9

1d4+9

Special Properties

\*: weapon is equipped

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

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

\*Full Plate +2 (Mithral/Armor Spikes)

Medium

+10

+3

-3

25

30hp/inch and 15 hardness, Spiked

\*Blessed Boots of One Step

+1

+0

0

\*Ring of Protection +1

+1

+0

0

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

12/6

RANKS

MISC MODIFIER

✓

Appraise

INT

4

=

1

+

3.0

+

✓

Balance

DEX

0

=

3

+

-3

✓

Bluff

CHA

0

=

0

+

✓

Climb

STR

6

=

7

+

2.0

+

-3

✓

Concentration

CON

5

=

5

+

✓

Craft (Gemcutting)

INT

4

=

1

+

3.0

+

✓

Craft (Untrained)

INT

1

=

1

+

✓

Diplomacy

CHA

0

=

0

+

✓

Disguise

CHA

0

=

0

+

✓

Escape Artist

DEX

0

=

3

+

-3

✓

Forgery

INT

1

=

1

+

✓

Gather Information

CHA

0

=

0

+

✓

Heal

WIS

1

=

1

+

✓

Intimidate

CHA

21

=

0

+

6.0

+

15

✓

Jump

STR

16

=

7

+

9

✓

Knowledge (Giants)

INT

27

=

1

+

6.0

+

20

✓

Knowledge (Religion)

INT

4

=

1

+

3.0

+

✓

Listen

WIS

1

=

1

+

X

Psychic (Blink Teleport)

5

=

0

+

5.0

+

✓

Ride

DEX

3

=

3

+

✓

Search

INT

1

=

1

+

✓

Sense Motive

WIS

1

=

1

+

✓

Sneak

DEX

8

=

3

+

5

✓

Sneak (Hide)

DEX

0

=

3

+

-3

✓

Spot

WIS

9

=

1

+

8.0

+

✓

Survival

WIS

1

=

1

+

✓

Swim

STR

1

=

7

+

-6

✓

Use Rope

DEX

3

=

3

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

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

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*Armor Spikes	CURRENT HAND	TYPE	SIZE	CRITICAL
	Equipped	P	M	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+16/+11	1d6+7			
Special Properties	deals extra piercing damage on a successful grapple attack			

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Amulet of Proof against Detection and Location</b>	Equipped	1	0.0	35000.0
<b>Full Plate +2 (Mithral/Armor Spikes)</b>	Equipped	1	35.0	14550.0
30hp/inch and 15 hardness, Spiked				
<b>Backpack</b>		1	2.0	2.0
28 lbs., 3 Paper (Sheet), 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Sealing Wax, 1 Signet Ring, 1 Bedroll, 1 Blanket (Winter), 1 Flint and Steel, 1 Grappling Hook, 1 Holy Symbol (Silver), 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Oil (1 Pt. Flask), 1 Dagger (SILVER/Alchemical Silver), 9 Potion of Cure Moderate Wounds				
<b>Bedroll</b>	Backpack	1	5.0	0.1
<b>Blanket (Winter)</b>	Backpack	1	3.0	0.5
<b>Blessed Boots of One Step</b>	Equipped	1	1.0	112500.0
<b>Clangeddin's Fury</b>	Equipped	1	10.0	372000.0
Artifact - Once per day increase STR, DEX, or CON for 10 minutes. (Ability damage equal to bonus recovers 1 point per hour) See Invisible and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 1 mile (extended range within Dwarven Keep), Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness				
<b>Dagger (SILVER/Alchemical Silver)</b>	Backpack	1	1.0	22.0
10hp/inch and 8 hardness				
<b>Dagger +2</b>	Carried	1	1.0	8302.0
<b>Flask of Wine</b>	Carried	1	1.5	5000.0
Flask of Wine (Neverending), 25hp/inch and 8 hardness				
<b>Flint and Steel</b>	Backpack	1	0.0	1.0
<b>Gloves of Arrow Snaring</b>	Equipped	1	0.0	4000.0
<b>Grappling Hook</b>	Backpack	1	4.0	1.0
<b>Holy Symbol (Silver)</b>	Backpack	1	1.0	25.0
<b>Ink (1 Oz. Vial)</b>	Backpack	1	0.0	8.0
<b>Inkpen</b>	Backpack	1	0.0	0.1
<b>Oil (1 Pt. Flask)</b>	Backpack	1	1.0	0.1
<b>Artisan's Outfit</b>	Equipped	1	4.0	0.0
<b>Paper (Sheet)</b>	Backpack	3	0.0 (0.0)	0.4 (1.2)
<b>Potion of Cure Moderate Wounds</b>	Backpack	9	0.0 (0.0)	300.0 (2700.0)
<b>Pouch (Belt)</b>	Carried	1	0.5	1.0
0 lbs.				
<b>Pouch (Belt)</b>	Carried	1	0.5	1.0
0 lbs.				
<b>Rations (Trail/Per Day)</b>	Backpack	7	1.0 (7.0)	0.5 (3.5)
<b>Ring of Protection +1</b>	Equipped	1	0.0	2000.0
<b>Ring of Readiness</b>	Equipped	1	0.0	81000.0
(Ring of Readiness)				
<b>Rope (Silk/50 Ft.)</b>	Backpack	1	5.0	10.0
<b>Sealing Wax</b>	Backpack	1	1.0	1.0
<b>Signet Ring</b>	Backpack	1	0.0	5.0
<b>Armor Spikes</b>	Equipped	1	0.0	0.0
deals extra piercing damage on a successful grapple attack				
TOTAL WEIGHT CARRIED/VALUE			49.5 lbs.	637134.5 gp

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

SPECIAL ABILITIES	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.	
+2 racial bonus on saving throws against poison.	
+2 racial bonus on saving throws against spells and spell-like effects.	
+4 Dodge bonus to Armor Class against monsters of the giant type.	
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.	
Reroll once a day any one die.	
Stability	
Stonecunning	
Trap Sense (Ex) +1	
Uncanny Dodge (Dex bonus to AC)	

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

### PROFICIENCIES

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

### LANGUAGES

Common, Dwarven, Orc

### TEMPLATES

Truename

# Paladin Spells

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

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Axiomatic Water	12	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SPELL CO: Pg.22
Effect: Water damages chaotic outsiders for 2d4 points of damage.					Target: Flask of water touched		Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
■■■■■Bless	12	None	1 standard action	1 minute/level	50 ft.	V, S, DF			
Effect: Allies gain +1 on attack rolls and +1 on saves against fear.					Target: The caster and all allies within a 50-ft. burst, centered on the caster		Caster Level: 5		
■■■■■Bless Water	12	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
Effect: Makes holy water.					Target: Flask of water touched		No	Transmutation	RSRD: SpellsA-B.rtf
■■■■■Bless Weapon	12	None	1 standard action	1 minute/level	Touch	V, S			
Effect: Weapon strikes true against evil foes.					Target: Weapon touched		No	Transmutation	SPELL CO: Pg.31
■■■■■Bless Weapon, Swift	12	None	1 swift action	1 round	Touch	V			
Effect: As bless weapon.					Target: Touched weapon		Caster Level: 5		
■■■■■Blessed Aim	12	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SPELL CO: Pg.31
Effect: +2 morale bonus on ranged attacks for your allies within the spread.					Target: 50 ft. spread, centered on you		Caster Level: 5		
■■■■■Clear Mind	12	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	SPELL CO: Pg.47
Effect: Gain +4 sacred bonus on saving throws against mind-affecting spells and effects.					Target: You		No	Conjuration (Creation) [Water]	RSRD: SpellsC.rtf
■■■■■Create Water	12	None	1 standard action	Instantaneous	Close (35 ft.)	V, S			
Effect: Creates 2 gallons/level of pure water.					Target: Up to 2 gallons/level of water		Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
■■■■■Cure Light Wounds	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S			
Effect: Cures 1d8 +1/level [max +5] damage.					Target: Creature touched		No	Transmutation [Sonic]	SPELL CO: Pg.59
■■■■■Deafening Clang	12	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF			
Effect: Deal an extra 1d6 of sonic damage with each successful hit and causes deafness for 1 minute unless creature saves.					Target: Your weapon		Caster Level: 5		
■■■■■Detect Poison	12	None	1 standard action	Instantaneous	Close (35 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.					Target: One creature, one object, or a 5-ft. cube		No	Caster Level: 5	RSRD: SpellsD-E.rtf
■■■■■Detect Undead	12	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S, M/DF			
Effect: Reveals undead within 60 ft.					Target: Cone-shaped emanation		No	Caster Level: 5	RSRD: SpellsD-E.rtf
■■■■■Divine Favor	12	None	1 standard action	1 minute	Personal	V, S, DF			
Effect: You gain +1 on attack and damage rolls.					Target: You		N/A	Caster Level: 5	SPELL CO: Pg.70
■■■■■Divine Sacrifice	12	None	1 standard action	1 round/level	Personal	V,S			
Effect: First attack of the round deals an extra 5d6 of damage, and you take 10 points of damage each time you make such an attack, whether or not you hit.					Target: You		Caster Level: 5		
■■■■■Draw on Faith	12		1 round	Until expended or 1 minute	Personal	V, S, DF		Conjuration (Summoning)	APM: p. 151
Effect: Gain a +1 bonus on one save, check, or attack roll.					Target: Surge of divine power.		Yes (harmless)	Caster Level: 5	RSRD: SpellsD-E.rtf
■■■■■Endure Elements	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S			
Effect: Exist comfortably in hot or cold environments.					Target: Creature touched		No	Caster Level: 5	SPELL CO: Pg.79
■■■■■Energized Shield, Lesser	12	None	1 standard action	1 round/level	Touch	V,S,DF			
Effect: Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text					Target: Touch		Yes [harmless]	Caster Level: 5	SPELL CO: Pg.87
■■■■■Faith Healing	12	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S			
Effect: Heal 8 + caster level [max +5] hit points.					Target: Living creature touched		Caster Level: 5		
■■■■■Find Temple	12	None	1 standard action	1 hour/level	10 miles + mile/level	V,S,DF	No	Divination	SPELL CO: Pg.91
Effect: Sense nearest sanctuary of your deity.					Target: Circle centered on you, out to range		No	Caster Level: 5	SPELL CO: Pg.106
■■■■■Golden Barding	12	None	1 standard action	1 hour/level	Touch	V,DF			
Effect: Create Magical Barding type depends on level; see text.					Target: Special mount touched		N/A	Caster Level: 5	SPELL CO: Pg.107
■■■■■Grave Strike	12	N/A	1 swift action	1 round	Personal	V,DF			
Effect: Allows you to make sneak attacks against undead if you have the ability.					Target: You		Yes [harmless]	Caster Level: 5	SPELL CO: Pg.115
■■■■■Holy Spurs	12	Will negates [harmless]	1 swift action	1 round	Close (35 ft.)	V			
Effect: Mount's base land speed increase by 40 feet.					Target: Your special mount		Yes	Caster Level: 5	SPELL CO: Pg.129
■■■■■Know Greatest Enemy	12	None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF			
Effect: Determine the relative power levels of targets; see text.					Target: Cone-shaped emanation		Yes [harmless]	Caster Level: 5	SPELL CO: Pg.132
■■■■■Lionheart	12	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M			
Effect: Gain immunity to fear effects.					Target: Creature touched		Yes (harmless, object)	Caster Level: 5	RSRD: SpellsM-O.rtf
■■■■■Magic Weapon	12	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V, S, DF			
Effect: Weapon gains +1 bonus.					Target: Weapon touched		N/A	Caster Level: 5	SPELL CO: Pg.137
■■■■■Mantle of Good	12	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M			
Effect: Gain SR 12 + your caster level against spells with the evil descriptor.					Target: You		No	Caster Level: 5	SPELL CO: Pg.142
■■■■■Moment of Clarity	12	None	1 standard action	Instantaneous	Touch	V,S,DF			
Effect: Creature gains a second save against a mind-affecting spell.					Target: Creature touched		N/A	Caster Level: 5	SPELL CO: Pg.149
■■■■■One Mind, Lesser	12	N/A	1 standard action	1 hour/level	Personal	V,S,DF			
Effect: +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.					Target: You		Caster Level: 5		
* =Domain/Specialty Spell									

\* =Domain/Specialty Spell

## Paladin Spells

☐☐☐☐☐ Potent Weapon	12	None	1 standard action	5 minutes	Touch	V, S	Yes (harmless)	Transmutation	APM: p. 162
<i>Effect:</i> Weapon gains bonuses against a specific foe.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Protection from Chaos	12	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF No; see text		Abjuration [Lawful]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Protection from Evil	12	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF No; see text		Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Read Magic	12	None	1 standard action	10 minutes/level	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resist Planar Alignment	12	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resistance	12	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF Yes (harmless)		Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Restoration, Lesser	12	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Dispel magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resurgence	12	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Rhino's Rush	12	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SPELL CO: Pg.176
<i>Effect:</i> Subject's charge attack deals double damage of first attack.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Second Wind	12	Will negates [harmless]	1 standard action	Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.182
<i>Effect:</i> Removes fatigue and provides +4 bonus on Con checks; see text					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Sense Heretic	12	None	1 standard action	10 minutes/level	Touch	V,S,DF	No	Divination	SPELL CO: Pg.182
<i>Effect:</i> Any evil creature with the ability to cast divine spells causes the object to glow a soft blue radiance; see text.					<i>Target:</i> Object touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Silverbeard	12	N/A	1 standard action	1 minute/level	Personal	V,DF	N/A	Transmutation	SPELL CO: Pg.190
<i>Effect:</i> Grown beard that bestows +2 bonus to AC & +2 bonus to Diplomacy checks with dwarves.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Sticky Saddle	12	N/A	1 immediate action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.206
<i>Effect:</i> It becomes impossible for you to fall or be thrown off your mount.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Strategic Charge	12	N/A	1 swift action	1 round/level	Personal	V,DF	N/A	Abjuration	SPELL CO: Pg.210
<i>Effect:</i> Gain benefit of the Mobility feat.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Traveler's Mount	12	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					<i>Target:</i> Animal or magical beast touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Vigilance	12	Will negates (harmless)	1 standard action	4 hours	Close (35 ft.)	V, S, M	Yes (harmless)	Abjuration	APM: p. 177
<i>Effect:</i> Recipients gain +1 on Listen, Sense Motive, and Spot checks, +1 on saves against sleep effects.					<i>Target:</i> Up to 5 creatures, no two of which can be more than 30 feet apart		<i>Caster Level:</i> 5		
☐☐☐☐☐ Virtue	12	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Vision of Glory	12	None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SPELL CO: Pg.231
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Warning Shout	12	None	1 immediate action	Instantaneous	30 ft.	V	No	Transmutation [Sonic]	SPELL CO: Pg.236
<i>Effect:</i> Removes flat-footed condition from all allies.					<i>Target:</i> All allies within 30 ft.		<i>Caster Level:</i> 5		

\* =Domain/Speciality Spell

**Notes:**

Character Sheet Notes: