

# Thorin Trueblade

NAME	
CoC9	40000
CLASS	EXPERIENCE
9	45000
Character Level	NEXT LEVEL

# Andrew

PLAYERNAME	
Dwarf	Medium
RACE	SIZE
70	Male
AGE	GENDER

# Clangeddin Silverbeard

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

# Lawful Good

ALIGNMENT	
Darkvision (60')	
VISION	
-1	
POINTS	



ABILITY NAME							BASE SCORE		BASE MOD		ABILITY SCORE		ABILITY MOD		TEMP SCORE		TEMP MOD		VP		137		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		WP		20		DAMAGE REDUCTION		SPEED																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																															
STR							24		+7		24		+7		24		+7		Vitality								Wound Points						Walk 60 ft.																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																															
DEX							16		+3		16		+3		16		+3		armor class		28		28		17		10		+11		0		+3		+0		+0		+6		25		-2		0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
CON							20		+5		20		+5		20		+5				TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESIST																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
INT							12		+1		12		+1		12		+1		INITIATIVE		+7		=		+3		+4																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																					
WIS							12		+1		12		+1		12		+1		BASE ATTACK		TOTAL																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
CHA							11		+0		11		+0		11		+0																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																															

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+14	=	+8	+5	+1	+0	+0	
<b>REFLEX</b> (dexterity)	+6	=	+2	+3	+1	+0	+0	
<b>WILL</b> (wisdom)	+7	=	+5	+1	+1	+0	+0	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+16/+11	1d3+7	20/x2	5 ft.

*Clangeddin's Fury	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	17-20/x3	5 ft.
2H	To Hit	Dam	2W-OH	To Hit	Dam
	+21/+21+16	3d6+18		N/A	N/A
<b>Special Properties</b>	1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recovers 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Bonded Weapon (Ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness				

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

*Armor Spikes	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	P	M	20/x2	5 ft.
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam
	+16/+11	1d6+7		+10/+5	1d6+7
1H-O	To Hit	Dam	2W-P-(OL)	To Hit	Dam
	+12/+7	1d6+3		+12/+7	1d6+7
2H	To Hit	Dam	2W-OH	To Hit	Dam
	+16/+11	1d6+7		+8	1d6+3
<b>Special Properties</b>	deals extra piercing damage on a successful grapple attack				

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

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
				RANKS	MISC MODIFIER
✓ Appraise	INT	4	=	1	+ 3.0 +
✓ Balance	DEX	3	=	3	+ +
✓ Bluff	CHA	0	=	0	+ +
✓ Climb	STR	9	=	7	+ 2.0 +
✓ 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	3	=	3	+ +
✓ Forgery	INT	1	=	1	+ +
✓ Gather Information	CHA	0	=	0	+ +
✓ Heal	WIS	1	=	1	+ +
✓ Hide	DEX	4	=	3	+ 1.0 +
✓ Intimidate	CHA	19	=	0	+ 4.0 + 15
✓ Jump	STR	19	=	7	+ + 12
Knowledge (Giants)	INT	27	=	1	+ 6.0 + 20
Knowledge (Religion)	INT	4	=	1	+ 3.0 +
✓ Listen	WIS	13	=	1	+ 12.0 +
✓ Move Silently	DEX	11	=	3	+ 1.0 + 7
✓ Notice (Listen)	WIS	1	=	1	+ +
✓ Notice (Spot)	WIS	1	=	1	+ +
✓ Ride	DEX	5	=	3	+ 2.0 +
✓ Search	INT	1	=	1	+ +
✓ Sense Motive	WIS	1	=	1	+ +
✓ Spot	WIS	13	=	1	+ 12.0 +
✓ Survival	WIS	1	=	1	+ +
✓ Swim	STR	7	=	7	+ +
✓ Use Rope	DEX	3	=	3	+ +
			=		+ +
			=		+ +

✓: can be used untrained. X: exclusive skills

EQUIPMENT					OTHER COMPANIONS				
ITEM	LOCATION	QTY	WT	COST	Tim - Jason of Hulberg (Mystra) Jason - Nick - Donnamarie - NPC - Killim Battlesmith				
Amulet of Proof against Detection and Location	Equipped	1	0.0	35000.0					
Backpack		1	2.0	2.0					
27 lbs., 3 Paper (Sheet), 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Sealing Wax, 1 Signet Ring, 9 Potion of Cure Moderate Wounds, 1 Bedroll, 1 Blanket (Winter), 1 Flint and Steel, 1 Grappling Hook, 1 Holy Symbol (Silver), 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Oil (1 Pt. Flask)									
Bedroll	Backpack	1	5.0	0.1					
Blanket (Winter)	Backpack	1	3.0	0.5					
Blessed Boots of One Step	Equipped	1	1.0	112500.0					
Clangeddin's Fury	Equipped	1	10.0	372000.0					
1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recovers 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Bonded Weapon (Ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness									
Dagger +2	Carried	1	1.0	8302.0					
Flask of Wine	Carried	1	1.5	5000.0					
Flask of Wine (Neverending), 25hp/inch and 8 hardness									
Flint and Steel	Backpack	1	0.0	1.0					
Full Plate +2 (Mithral/Armor Spikes)	Equipped	1	35.0	14550.0					
Spiked, 30hp/inch and 15 hardness									
Gloves of Arrow Snaring	Equipped	1	0.0	4000.0					
Grappling Hook	Backpack	1	4.0	1.0					
Holy Symbol (Silver)	Backpack	1	1.0	25.0					
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0					
Inkpen	Backpack	1	0.0	0.1					
Oil (1 Pt. Flask)	Backpack	1	1.0	0.1					
Artisan's Outfit	Equipped	1	4.0	0.0					
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)					
Potion of Cure Moderate Wounds	Backpack	9	0.0 (0.0)	300.0 (2700.0)					
Pouch (Belt)	Carried	1	0.5	1.0					
Pouch (Belt)	Carried	1	0.5	1.0					
Rations (Trail/Per Day)	Backpack	7	1.0 (7.0)	0.5 (3.5)					
Ring of Protection +1	Equipped	1	0.0	2000.0					
Armor Spikes	Equipped	1	0.0	0.0					
deals extra piercing damage on a successful grapple attack									
Ring of Readiness	Equipped	1	0.0	81000.0					
(Ring of Readyness)									
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0					
Sealing Wax	Backpack	1	1.0	1.0					
Signet Ring	Backpack	1	0.0	5.0					
TOTAL WEIGHT CARRIED/VALUE			49.5 lbs.	637112.5 gp					
WEIGHT ALLOWANCE									
Light 233		Medium 466		Heavy 700					
Lift over head 700		Lift off ground 1400		Push / Drag 3500					
MONEY									
Thorin's Mine - Thorin's Cut Silver Dagger									
Total = 0.0 gp									
MAGIC									
Clangeddin's Fury Mithral Dwarven Full Plate +2 Blessed Boots of One Step Rings of Readiness Amulet against Detection Gloves of Arrow Snaring Ring of Protection Potion - Cure Moderate (9) [][][][][][]									

FEATS	
Axe Wind	One extra attack at full BAB; all attacks -3.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Fleet of Foot	+10 feet bonus to ground speed
Greater Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.
Heavy Armor Optimization	Heavy Armor; AC +1, reduce ACP by 1.
Improved Critical (Greataxe)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 9 from all melee attack rolls and add the same number to all melee damage rolls.
Speed Burst	Extra move action once per day per two levels
Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Greataxe)	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Defensive Stance	+1 dodge bonus to AC against melee attacks
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Toughness	You gain +3 hit points.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
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 (Punching), Dagger, Dart, Falchion, Flail, Flail (Heavy), Gauntlet (Spiked), Gauntlet, 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, Sickie, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Dwarven, Orc

TEMPLATES
Truename

# Champion of Clangeddin Spells

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

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Axiomatic Water	12	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: Pg.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 3	
■■■■■Bless	12	None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster				
■■■■■Blessed Aim	12	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: Pg.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 3	
■■■■■Bless Water	12	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 3	
■■■■■Bless Weapon	12	None	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	PHB: pg.205
<i>Effect:</i> Weapon strikes true against evil foes.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 3	
■■■■■Bless Weapon, Swift	12	None	1 swift action	1 round	Touch	V	No	Transmutation	SC: Pg.31
<i>Effect:</i> As bless weapon.					<i>Target:</i> Touched weapon			<i>Caster Level:</i> 3	
■■■■■Clear Mind	12	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	SC: Pg.47
<i>Effect:</i> Gain +4 sacred bonus on saving throws against mind-affecting spells and effects.					<i>Target:</i> You			<i>Caster Level:</i> 3	
■■■■■Create Water	12	None	1 standard action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water				
■■■■■Cure Light Wounds	12	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
■■■■■Deafening Clang	12	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	SC: Pg.59
<i>Effect:</i> Deal an extra 1d6 of sonic damage with each successful hit and causes deafness for 1 minute unless creature saves.					<i>Target:</i> Your weapon			<i>Caster Level:</i> 3	
■■■■■Detect Poison	12	None	1 standard action	Instantaneous	Close (30 ft.)	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 3	
■■■■■Detect Undead	12	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
■■■■■Divine Favor	12	None	1 standard action	1 minute	Personal	V,S, DF	No	Evocation	PHB: pg.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]					<i>Target:</i> You			<i>Caster Level:</i> 3	
■■■■■Divine Sacrifice	12	None	1 standard action	1 round/level	Personal	V,S	N/A	Evocation	SC: Pg.70
<i>Effect:</i> First attack of the round deals an extra 5d6 of damage, and you take 10 points of damage each time you make such an attack, whether or not you hit.					<i>Target:</i> You			<i>Caster Level:</i> 3	
■■■■■Endure Elements	12	Will negates (harmless)	1 standard action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
■■■■■Energized Shield, Lesser	12	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text					<i>Target:</i> Touch			<i>Caster Level:</i> 3	
■■■■■Faith Healing	12	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 3	
■■■■■Find Temple	12	None	1 standard action	1 hour/level	10 miles + mile/level	V,S,DF	No	Divination	SC: Pg.91
<i>Effect:</i> Sense nearest sanctuary of your deity.					<i>Target:</i> Circle centered on you, out to range			<i>Caster Level:</i> 3	
■■■■■Golden Barding	12	None	1 standard action	1 hour/level	Touch	V,DF	No	Conjuration (Creation)	SC: Pg.106
<i>Effect:</i> Create Magical Barding type depends on level; see text.					<i>Target:</i> Special mount touched			<i>Caster Level:</i> 3	
■■■■■Grave Strike	12	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SC: Pg.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.					<i>Target:</i> You			<i>Caster Level:</i> 3	
■■■■■Holy Spurs	12	Will negates [harmless]	1 swift action	1 round	Close (30 ft.)	V	Yes [harmless]	Transmutation	SC: Pg.115
<i>Effect:</i> Mount's base land speed increase by 40 feet.					<i>Target:</i> Your special mount			<i>Caster Level:</i> 3	
■■■■■Know Greatest Enemy	12	None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	SC: Pg.129
<i>Effect:</i> Determine the relative power levels of tagets; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
■■■■■Lionheart	12	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.132
<i>Effect:</i> Gain immunity to fear effects.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
■■■■■Magic Weapon	12	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 3	
■■■■■Mantle of Good	12	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Good]	SC: Pg.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the evil descriptor.					<i>Target:</i> You			<i>Caster Level:</i> 3	
■■■■■Moment of Clarity	12	None	1 standard action	Instantaneous	Touch	V,S,DF	No	Abjuration	SC: Pg.142
<i>Effect:</i> Creature gains a second save against a mind-affecting spell.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
* =Domain/Specialty Spell									

## Champion of Clangeddin Spells

One Mind, Lesser	12	N/A	1 standard	1 hour/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.149
<i>Effect:</i> +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.									
Protection from Chaos	12	Will negates (harmless)	1 standard	1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful] PHB: pg.266	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
Protection from Evil	12	Will negates (harmless)	1 standard	1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Good] PHB: pg.266	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.									
Read Magic	12	None	1 standard	10 minutes/level action	Personal	V,S,F	No	Divination PHB: pg.269	
<i>Effect:</i> Read scrolls and spellbooks.									
Resistance	12	Will negates (harmless)	1 standard	1 minute action	Touch	V,S,M/DF	Yes (harmless)	Abjuration PHB: pg.272	
<i>Effect:</i> Subject gains +1 on saving throws.									
Resist Planar Alignment	12	Will negates [harmless]	1 standard	1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration SC: Pg.174	
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.									
Restoration, Lesser	12	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: pg.272	
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.									
Resurgence	12	Will negates [harmless]	1 standard	Instantaneous action	Touch	V,S,DF	Yes [harmless]	Abjuration SC: Pg.174	
<i>Effect:</i> Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.									
Rhino's Rush	12	N/A	1 swift	1 round action	Personal	V,S	N/A	Transmutation SC: Pg.176	
<i>Effect:</i> Subject's charge attack deals double damage of first attack.									
Second Wind	12	Will negates [harmless]	1 standard	Instantaneous & 1 hour/level; see text action	Touch	V,S,DF	Yes [harmless]	Transmutation SC: Pg.182	
<i>Effect:</i> Removes fatigue and provides +4 bonus on Con checks; see text									
Sense Heretic	12	None	1 standard	10 minutes/level action	Touch	V,S,DF	No	Divination SC: 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.									
Silverbeard	12	N/A	1 standard	1 minute/level action	Personal	V,DF	N/A	Transmutation SC: Pg.190	
<i>Effect:</i> Grown beard that bestows +2 bonus to AC & +2 bonus to Diplomacy checks with dwarves.									
Sticky Saddle	12	N/A	1	1 round/level [D] immediate action	Personal	V,S,DF	N/A	Transmutation SC: Pg.206	
<i>Effect:</i> It becomes impossible for you to fall or be thrown off your mount.									
Strategic Charge	12	N/A	1 swift	1 round/level action	Personal	V,DF	N/A	Abjuration SC: Pg.210	
<i>Effect:</i> Gain benefit of the Mobility feat.									
Traveler's Mount	12	Will negates	1 standard	1 hour/level action	Touch	V,S	Yes	Transmutation SC: Pg.223	
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.									
Virtue	12	Fortitude negates (harmless)	1 standard	1 min. action	Touch	V,S, DF	Yes (harmless)	Transmutation PHB: pg.298	
<i>Effect:</i> Subject gains 1 temporary hp.									
Vision of Glory	12	None	1 standard	1 minute or until discharged action	Touch	V,S,DF	Yes	Divination SC: Pg.231	
<i>Effect:</i> Grants a +1 morale bonus to a single saving throw [target's choice].									
Warning Shout	12	None	1	Instantaneous immediate action	30 ft.	V	No	Transmutation [Sonic] SC: Pg.236	
<i>Effect:</i> Removes flat-footed condition from all allies.									

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Angelskin	13	Will negates [harmless]	1 standard	1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration [Good] SC: Pg.11	
<i>Effect:</i> Gain DR 5/evil.									
Aura of Glory	13	None	1 swift	Instantaneous action	Personal	V,DF	No	Transmutation SC: Pg.18	
<i>Effect:</i> This spell removes any fear eddect from all allies within your aura of courage.									
Awaken Sin	13	Will negates	1 standard	Instantaneous action	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting] SC: Pg.21	
<i>Effect:</i> Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.									
Bull's Strength	13	Will negates (harmless)	1 standard	1 minute/level action	Touch	V,S,M/DF	Yes (harmless)	Transmutation PHB: pg.207	
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.									
Checkmate's Light	13	None	1 standard	1 round/level [D] action	Touch	V,S,DF	No	Evocation [Lawful] SC: Pg.46	
<i>Effect:</i> Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.									
Cloak of Bravery	13	Will negates [harmless]	1 standard	10 minutes/level action	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting] SC: Pg.47	
<i>Effect:</i> You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].									
Cloak Pool	13	Will negates [harmless,object]	1 standard	1 hour/level [D] action	Close (30 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting] SC: Pg.48	
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.									
Delay Poison	13	Fortitude negates (harmless)	1 standard	1 hour/level action	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing) PHB: pg.217	
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.									
Divine Insight	13	N/A	1 standard	1 hour/level or until discharged [D] action	Personal	V,S,DF	N/A	Divination SC: Pg.70	
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.									
Divine Protection	13	Will negates	1 standard	1 minute/level action	Medium (130 ft.)	V,S,DF	Yes [harmless]	Enchantment SC: Pg.70	
* =Domain/Speciality Spell									

## Champion of Clangeddin Spells

		[harmless]	action					(Compulsion) [Mind-Affecting] Caster Level: 3	
<b>Effect:</b> +1 morale bonus to AC and saving throws.								Target: Allies in a 20-ft.-radius burst	
☐☐☐☐Eagle's Splendor	13	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M,DF	Yes	Transmutation	PHB: pg.225	
<b>Effect:</b> Subject gains +4 to Cha for 1 minutes/level.							Target: Creature touched	Caster Level: 3	
☐☐☐☐Energized Shield	13	None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text] Caster Level: 3	SC: Pg.79	
<b>Effect:</b> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6							Target: Touch		
☐☐☐☐Fell the Greatest Foe	13	Fortitude negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90	
<b>Effect:</b> Deal 1d6 damage per size category difference.							Target: Creature touched	Caster Level: 3	
☐☐☐☐Flame of Faith	13	None	1 standard 1 round/level action	Touch	V,S,M	No	Evocation	SC: Pg.95	
<b>Effect:</b> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.							Target: Nonmagical weapon touched	Caster Level: 3	
☐☐☐☐Hand of Divinity	13	None	1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text] Caster Level: 3	SC: Pg.109	
<b>Effect:</b> Grant +2 [Profane or Sacred] bonus to all saving throws.							Target: Creature touched		
☐☐☐☐Holy Mount	13	None	1 standard 1 round/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.115	
<b>Effect:</b> Special mount gains celestial template							Target: Your special mount	Caster Level: 3	
☐☐☐☐Knight's Move	13	N/A	1 swift action Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 3	SC: Pg.129	
<b>Effect:</b> Teleport and end up flanking an opponent.									
☐☐☐☐Loyal Vassal	13	Will negates [harmless]	1 standard 10 minutes/level; see text action	Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful] Caster Level: 3	SC: Pg.134	
<b>Effect:</b> +3 sacred bonus against mind-affecting effect; see text.							Target: One willing creature touched/3 levels		
☐☐☐☐One Mind	13	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.149	
<b>Effect:</b> Both you and mount gain +2 bonus on attack rolls [while mounted] +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.							Target: You	Caster Level: 3	
☐☐☐☐Owl's Wisdom	13	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M,DF	Yes	Transmutation	PHB: pg.259	
<b>Effect:</b> Subject gains +4 to Wis for 1 minutes/level.							Target: Creature touched	Caster Level: 3	
☐☐☐☐Quick March	13	Will negates [harmless]	1 standard 1 round action	Medium (130 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.164	
<b>Effect:</b> Subjects base land speed increased by 30 feet.							Target: Allies in a 20-ft.-radius burst	Caster Level: 3	
☐☐☐☐Remove Paralysis	13	Will negates (harmless)	1 standard Instantaneous action	Close (30 ft.)	V,S	Yes (harmless)	Conjuration (Healing) Caster Level: 3	PHB: pg.271	
<b>Effect:</b> Frees one or more creatures from paralysis or slow effect.							Target: Up to four creatures, no two of which can be more than 30 ft. apart		
☐☐☐☐Resist Energy	13	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272	
<b>Effect:</b> Ignores first 10 points of damage/attack from specified energy type.							Target: Creature touched	Caster Level: 3	
☐☐☐☐Shield of Warding	13	Will negates [object,harmless]	1 standard 1 minute/level action	Touch	V,S	No	Abjuration [Good] Caster Level: 3	SC: Pg.188	
<b>Effect:</b> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].							Target: One shield or buckler touched		
☐☐☐☐Shield Other	13	Will negates (harmless)	1 standard 1 hour/level [D] action	Close (30 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278	
<b>Effect:</b> You take half of subject's damage.							Target: One creature	Caster Level: 3	
☐☐☐☐Spiritual Chariot	13	N/A	1 standard 1 hour/level action	Close (30 ft.)	V,S,DF	N/A	Conjuration (Creation) [Force] Caster Level: 3	SC: Pg.202	
<b>Effect:</b> Creates a special chariot behind the paladin's special mount.							Target: One special mount		
☐☐☐☐Stabilize	13	Will negates [harmless]; see text	1 swift action Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 3	SC: Pg.204	
<b>Effect:</b> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].							Target: 50-ft.-radius burst centered on you		
☐☐☐☐Strength of Stone	13	N/A	1 swift action 1 round	Personal	V,S,DF	No	Transmutation	SC: Pg.211	
<b>Effect:</b> +8 enhancement bonus to Strength.							Target: You	Caster Level: 3	
☐☐☐☐Undetectable Alignment	13	Will negates (object)	1 standard 24 hours action	Close (30 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297	
<b>Effect:</b> Conceals alignment for 24 hours.							Target: One creature or object	Caster Level: 3	
☐☐☐☐Zeal	13	N/A	1 swift action 1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.244	
<b>Effect:</b> Creates a divine shield to protect you as you close with a chosen opponent. You gain a +4 deflection bonus to your AC against all attacks of opportunity other than your chosen foe. You may move through enemies as if they were allies. See text.							Target: You	Caster Level: 3	
☐☐☐☐Zone of Truth	13	Will negates	1 standard 1 minute/level action	Close (30 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 3	PHB: pg.303	
<b>Effect:</b> Subjects within range cannot lie.							Target: 20-ft.-radius emanation		

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐Axiomatic Storm	14	None	1 standard 1 round/level action		N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water] Caster Level: 3	SC: Pg.22
<b>Effect:</b> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.							Target: Cylinder [20-ft. radius, 20 ft. high]		
☐☐☐☐Blessing of Bahamut	14	N/A	1 standard 1 round/level action		Personal	V,S,M	N/A	Abjuration [Good] Caster Level: 3	SC: Pg.31
<b>Effect:</b> Gain damage reduction 10/magic.							Target: You		
☐☐☐☐Cure Moderate Wounds	14	Will half (harmless); see text	1 standard Instantaneous action		Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 3	PHB: pg.216
<b>Effect:</b> Cures 2d8 +1/level [max +10] damage.							Target: Creature touched		
☐☐☐☐Daylight	14	None	1 standard 10 minutes/level [D] action		Touch	V,S	No	Evocation [Light] Caster Level: 3	PHB: pg.216
<b>Effect:</b> 60-ft. radius of bright light.							Target: Object touched		
☐☐☐☐Diamondsteel	14	Will negates [object]	1 standard 1 round/level action		Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.64
<b>Effect:</b> Armor gains DR equal to half the armor bonus worn.							Target: Suit of metal armor touched	Caster Level: 3	
* =Domain/Speciality Spell									



## Champion of Clangeddin Spells

□□□□□ Discern Lies	14	Will negates	1 standard Concentration, up to 1 round/level action	Close (30 ft.)	V,S, DF	No	Divination	PHB: pg.221
<i>Effect:</i> Reveals deliberate falsehoods.								
□□□□□ Dispel Magic	14	None	1 standard Instantaneous action	Medium (130 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.								
□□□□□ Find the Gap	14	N/A	1 standard 1 round/level action	Personal	V	N/A	Divination	SC: Pg.91
<i>Effect:</i> Your first attack each round acts as a touch attack.								
□□□□□ Hand of the Faithful	14	Fortitude negates	1 minute 1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: Pg.109
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith to enter or exit.								
□□□□□ Heal Mount	14	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> As heal on warhorse or other special mount.								
□□□□□ Holy Storm	14	None	1 standard 1 round/level [D] action	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: Pg.115
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].								
□□□□□ Magic Circle against Chaos	14	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								
□□□□□ Magic Circle against Evil	14	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								
□□□□□ Magic Weapon, Greater	14	Will negates (harmless, object)	1 standard 1 hour/level action	Close (30 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1/4 levels [max +5] bonus.								
□□□□□ Mantle of Law	14	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Law]	SC: Pg.138
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.								
□□□□□ One Mind, Greater	14	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.149
<i>Effect:</i> Both you and mount gain +2 bonus on melee damage and attack rolls [while mounted] +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.								
□□□□□ Prayer	14	None	1 standard 1 round/level action	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.								
□□□□□ Regal Procession	14	None	1 round 2 hours/level [D]	Close (30 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.172
<i>Effect:</i> As mount, only you summon multiple mounts and they are equipped; see text.								
□□□□□ Remove Blindness/Deafness	14	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270
<i>Effect:</i> Cures normal or magical conditions.								
□□□□□ Remove Curse	14	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270
<i>Effect:</i> Frees object or person from curse.								
□□□□□ Resurgence, Mass	14	Will negates [harmless]	1 standard Instantaneous action	Close (30 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.								
□□□□□ Righteous Fury	14	N/A	1 standard 1 minute/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.177
<i>Effect:</i> Gain 5 temp HP/level [max 50], +4 enhancement bonus Str.								
□□□□□ Seek Eternal Rest	14	N/A	1 standard 1 hour/level action	Personal	V,DF	N/A	Conjuration (Healing)	SC: Pg.182
<i>Effect:</i> Improves your turning ability to that of a cleric.								
□□□□□ Undead Bane Weapon	14	Will negates [harmless,object]	1 standard 1 hour/level action	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.226
<i>Effect:</i> Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.								
□□□□□ Weapon of the Deity	14	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: Pg.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.								
□□□□□ Word of Binding	14	Reflex negates	1 standard 1 round/level [D] action	Close (30 ft.)	V,DF	Yes	Conjuration (Creation)	SC: Pg.242
<i>Effect:</i> Creates masterwork manacles that attempt to bind your target; see text.								

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Break Enchantment	15	See text	1 minute	Instantaneous	Close (30 ft.)	V,S	No	Abjuration	PHB: pg.207
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.									
☐☐☐☐☐ Castigate	15	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SC: Pg.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.									
<i>Target:</i> Up to 1 creature/level, all within 30 ft. of each other									
<i>Caster Level:</i> 3									
☐☐☐☐☐ Cure Serious Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 3									
☐☐☐☐☐ Death Ward	15	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.									
<i>Target:</i> Living creature touched									
<i>Caster Level:</i> 3									
☐☐☐☐☐ Dispel Chaos	15	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Lawful]	PHB: pg.222
<i>Effect:</i> +4 bonus against attacks.									
<i>Target:</i> You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object									
<i>Caster Level:</i> 3									
☐☐☐☐☐ Dispel Evil	15	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good]	PHB: pg.222
<i>Effect:</i> +4 bonus against attacks.									
<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object									
<i>Caster Level:</i> 3									

\* =Domain/Speciality Spell

## Champion of Clangeddin Spells

<b>□□□□□ Draconic Might</b> <i>Effect:</i> Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Armor. Immune to Sleep & paralysis effects.	15	Fortitude negates [harmless]	1 standard 1 minute/level [D] action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.72
<b>□□□□□ Favor of the Martyr</b> <i>Effect:</i> Become immune to nonlethal damage, charm and compulsion effects and attacks that fuction specifically by pain; see text	15	None	1 standard 1 minute/level action	Medium (130 ft.)	V,S	Yes [harmless]	Necromancy	SC: Pg.89
<b>□□□□□ Holy Sword</b> <i>Effect:</i> Weapon becomes +5, deals +2d6 damage against evil.	15	None	1 standard 1 round/level action	Touch	V,S	No	Evocation [Good]	PHB: pg.242
<b>□□□□□ Lawful Sword</b> <i>Effect:</i> Like holy sword; weapon acts as +5 axiomatic [+5 enhancement bonus on attack and damage roll, lawful-aligned, deals an extra 2d6 of damage to chaotic]; see text	15	None	1 standard 1 round/level action	Touch	V,S	No	Evocation	SC: Pg.131
<b>□□□□□ Mark of Justice</b> <i>Effect:</i> Designates action that will trigger curse on subject.	15	None	10 minutes Permanent;see text	Touch	V,S,DF	Yes	Necromancy	PHB: pg.252
<b>□□□□□ Neutralize Poison</b> <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	15	Will negates (harmless, object)	1 standard 10 minutes/level action	Touch	V,S,M/DF	Yes (harmless, object) touched	Conjuration (Healing)	PHB: pg.257
<b>□□□□□ Restoration</b> <i>Effect:</i> Restores level and ability score drains.	15	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<b>□□□□□ Revenance</b> <i>Effect:</i> Brings an ally back to life for duration of spell; see text.	15	None; see text	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
<b>□□□□□ Righteous Aura</b> <i>Effect:</i> Glow as if daylight, +4 sacred bonus to Cha; if you die all within 20 ft take 2d6 damage/level [max 20d6]; see text.	15	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Abjuration [Good, Light]	SC: Pg.177
<b>□□□□□ Sacred Haven</b> <i>Effect:</i> Creatures gains +2 sacred bonus to AC, plus retains Dex even when flatfooted or attacked by invisible creature.	15	Will negates [harmless]	1 standard 1 minute/level action	30 ft.	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.178
<b>□□□□□ Telepathic Aura</b> <i>Effect:</i> You can mentally communicate with all allies in range.	15	None	1 standard 10 minutes/level [D] action	100 ft.	S,DF	No	Divination	SC: Pg.219
<b>□□□□□ Visage of the Deity, Lesser</b> <i>Effect:</i> Your form becomes more like your deity's; see text	15	N/A	1 standard 1 round/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
<b>□□□□□ Winged Mount</b> <i>Effect:</i> Mount gains fly speed of 60 with maneuverability of good.	15	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.240
* =Domain/Specialty Spell								



## Thorin Trueblade



Dwarf

RACE

70

AGE

Male

GENDER

Darkvision (60')

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

4' 3"

HEIGHT

194 lbs.

WEIGHT

Brown

EYE COLOUR

Light-Earthen Tones

SKIN COLOUR

Brown, Braided

HAIR

None

PHOBIAS

Has Distinctive Possession, Even tempered

PERSONALITY TRAITS

Gem Stones, Trade

INTERESTS

Normal, "Clangeddin's Fury, Clangeddin's Honor!"

SPOKEN STYLE

Dwarf Home

RESIDENCE

Faerun, Northern Hemisphere

LOCATION

None

REGION

### Description:

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

### Biography:

See Thorin Background.

## Notes:

### Character Sheet Notes:

FAITH: 6