

Thorin Trueblade

NAME
CoC13
CLASS
13
Character Level

78000
EXPERIENCE
91000
NEXT LEVEL

Andrew

PLAYERNAME
Dwarf
RACE
70
AGE
Large
SIZE
Male
GENDER

Clangeddin Silverbeard

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

Lawful Good

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



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED									
STR Strength	24	+7	24	+7	47	+18	HP hit points	251					3/-				Walk 60 ft.									
DEX Dexterity	16	+3	20	+5	18	+4	AC armor class	44	: 33 :	26	= 10 +	13	+	3	+	4	+	-1	+	2	+	20		20	+1	0
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE				ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		
CON Constitution	20	+5	20	+5	28	+9	INITIATIVE modifier	+8	= +4	+ +4	SKILLS															
								TOTAL	DEX MODIFIER	MISC MODIFIER	KEY ABILITY															
INT Intelligence	12	+1	12	+1	12	+1	BASE ATTACK bonus	+13/+8/+3			SKILL NAME															
											SKILL MODIFIER															
WIS Wisdom	14	+2	14	+2	14	+2					ABILITY MODIFIER															
CHA Charisma	10	+0	10	+0	10	+0					RANKS															
											16/8 MISC MODIFIER															
											✓ Appraise INT 4 = 1 + 3.0 +															
											✓ Balance DEX 5 = 4 + 1.0 +															
											✓ Bluff CHA 0 = 0 + +															
											✓ Climb STR 24 = 18 + 3.0 +															

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+23	+10	+9	+4	+0	+0		
REFLEX (dexterity)	+12	+4	+4	+4	+0	+0		
WILL (wisdom)	+13	+7	+2	+4	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+32/+27/+22	+13/+8/+3	+18	-1	+2	+0	
RANGED attack bonus	+18/+13/+8	+13/+8/+3	+4	-1	+2	+0	
GRAPPLE attack bonus	+37/+32/+27	+13/+8/+3	+18	+4	+2	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+32/+27/+22	1d6+18	20/x2	25 ft.

*Armor Spikes	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	P	M	20/x2	25 ft.
1H-P	To Hit	Dam	To Hit	Dam	
	+30/+25/+20	1d8+18	2W-P-(OH)	+26/+21/+16	1d8+18
1H-O	+30/+25/+20	1d8+18	2W-P-(OL)	+28/+23/+18	1d8+18
2H	+30/+25/+20	1d8+18	2W-OH	+28/+23/+18	1d8+18
Special Properties	deals extra piercing damage on a successful grapple attack				

*Clangeddin's Fury	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	17-20/x3	25 ft.
2H	To Hit	Dam	To Hit	Dam	
	+38/+38/+33/+28	4d6+40	2W-OH	N/A	N/A
Special Properties	Bonded Weapon: +2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, Appears pitted and useless [DC 28 appraise check], 30hp/inch and 15 hardness, 1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recovers 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Change Size, Dual Axe, Grants TWF				

Clangeddin's Fury (Battleaxe)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	17-20/x3	25 ft.
1H-P	To Hit	Dam	To Hit	Dam	
	+38/+38/+33/+28	2d8+31	2W-P-(OH)	+34/+34/+29/+24	2d8+31
1H-O	+38/+38/+33/+28	2d8+31	2W-P-(OL)	+36/+36/+31/+26	2d8+31
2H	+38/+38/+33/+28	2d8+40	2W-OH	+34/+34/+29	2d8+31
Special Properties	Clangeddin's Fury - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness				

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

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8
✓ Appraise	INT	4	= 1	+ 3.0	+
✓ Balance	DEX	5	= 4	+ 1.0	+
✓ Bluff	CHA	0	= 0	+	+
✓ Climb	STR	21	= 18	+ 3.0	+
✓ Concentration	CON	9	= 9	+	+
✓ Craft (Gemcutting)	INT	4	= 1	+ 3.0	+
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	0	= 0	+	+
✓ Disguise	CHA	0	= 0	+	+
✓ Escape Artist	DEX	4	= 4	+	+
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	0	= 0	+	+
✓ Heal	WIS	2	= 2	+	+
✓ Hide	DEX	1	= 4	+ 1.0	-4
✓ Intimidate	CHA	20	= 0	+ 5.0	15
✓ Jump	STR	30	= 18	+	12
Knowledge (Giants)	INT	28	= 1	+ 7.0	20
Knowledge (Religion)	INT	6	= 1	+ 5.0	+
✓ Listen	WIS	18	= 2	+ 16.0	+
✓ Move Silently	DEX	10	= 4	+ 1.0	5
✓ Ride	DEX	7	= 4	+ 3.0	+
✓ Search	INT	2	= 1	+ 1.0	+
✓ X Search (Unusual Stonework)	INT	4	= 1	+ 1.0	2
✓ Sense Motive	WIS	2	= 2	+	+
✓ Spot	WIS	18	= 2	+ 16.0	+
✓ Survival	WIS	2	= 2	+	+
✓ Swim	STR	18	= 18	+	+
✓ Use Rope	DEX	4	= 4	+	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

Clangeddin's Honor (Battleaxe)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	17-20/x3	25 ft.
	To Hit	Dam			To Hit	Dam	
1H-P	+39/+34/+29	2d8+31	2W-P-(OH)			+35/+30/+25	2d8+31
1H-O	+39/+34/+29	2d8+31	2W-P-(OL)			+37/+32/+27	2d8+31
2H	+39/+34/+29	2d8+40	2W-OH			+35/+30/+25	2d8+31
Special Properties	Clangeddin's Honor - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness						

Dagger +2			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	25 ft.
To Hit		Dam			To Hit	Dam	
1H-P	+34/+29/+24	1d6+22	2W-P-(OH)			+30/+25/+20	1d6+22
1H-O	+34/+29/+24	1d6+22	2W-P-(OL)			+32/+27/+22	1d6+22
2H	+34/+29/+24	1d6+22	2W-OH			+32/+27/+22	1d6+22
		10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4	+12/+7/+2		
Dam		1d6+22	1d6+22	1d6+22	1d6+22	1d6+22	
Special Properties							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Proof against Detection and Location	Equipped	1	0.0	35000.0	
Armor Spikes	Equipped	1	0.0	0.0	
deals extra piercing damage on a successful grapple attack					
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, 7 Potion of Cure Moderate Wounds, 1 Potion of Cure Serious Wounds, 1 Bedroll, 1 Blanket (Winter), 1 Flint and Steel, 1 Grappling Hook, 1 Holy Symbol (Silver), 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Oil (1 Pt. Flask)					
Bag of Holding (Type 4)	Carried	1	60.0	10000.0	
0 lbs.					
Bag of Holding (Type 4)	Carried	1	60.0	10000.0	
0 lbs.					
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	
+1 to all saves, +1 to AC, Luck Reroll - reroll any single die roll in a day, +30' to all movement, 3/day [5-ft. step] Dimension Door (90'), [Standard] Greater Teleport once per 24 hours [600lbs and one other living creature], reduce the Move Silent armor check penalty to zero for your armor and give a +5 bonus on Move Silent checks.					
Chain and Plates +4 (Mithral/Electricity Resistance/Sonic Resistance)	Equipped	1	20.0	61600.0	
absorbs 10 points of Electricity damage per attack, 30hp/inch and 15 hardness, absorbs 10 points of Sonic damage per attack					
Clangeddin's Fury	Equipped	1	20.0	462000.0	
Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, Appears pitted and useless [DC 28 appraise check], 30hp/inch and 15 hardness, 1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recoperates 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Change Size, Dual Axe, Grants TWF					
Clangeddin's Fury (Battleaxe)	Carried	1	5.0	5000.0	
Clangeddin's Fury - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness					
Clangeddin's Honor (Battleaxe)	Carried	1	5.0	5000.0	
Clangeddin's Honor - Battleaxe form of Clangeddin's Fury, 30hp/inch and 15 hardness					
Cloak (AC Bonus (Luck) (+3)/Save Bonus (Resistance) (+3))	Equipped	1	0.0	40500.0	
Luck bonus to armor class of +3, Resistance bonus to all saving throws of +3					
Dagger +2	Carried	1	1.0	8302.0	
Dwarven Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)	Equipped	1	3.0	19409.0	
(Shield +2 (Light/Metal/Mithral/Shieldbearer/Wizard/8th)), 30hp/inch and 15 hardness					
Flask of Wine	Carried	1	1.5	5000.0	
Flask of Wine (Neverending), 25hp/inch and 8 hardness					
Flint and Steel	Backpack	1	0.0	1.0	
Gloves of Dexterity +4	Equipped	1	0.0	16000.0	
Grappling Hook	Backpack	1	4.0	1.0	
Holy Symbol (Silver)	Backpack	1	1.0	25.0	
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
TOTAL WEIGHT CARRIED/VALUE			177.51092221.5	lbs.	gp

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Oil (1 Pt. Flask)	Backpack	1	1.0	0.1	
☐					
Artisan's Outfit	Equipped	1	4.0	0.0	
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)	
Potion of Cure Moderate Wounds	Backpack	7	0.0 (0.0)	300.0 (2100.0)	
☐☐☐☐☐ ☐☐					
Potion of Cure Serious Wounds	Backpack	1	0.0	750.0	
☐					
Pouch (Belt)	Carried	1	0.5	1.0	
0 lbs.					
Pouch (Belt)	Carried	1	0.5	1.0	
0 lbs.					
Rations (Trail/Per Day)	Backpack	7	1.0 (7.0)	0.5 (3.5)	
☐☐☐☐☐ ☐☐					
Ring of Elemental Command (Fire)	Equipped	1	0.0	200000.0	
Ring of Protection +3	Equipped	1	0.0	18000.0	
Ring of Readiness	Carried	1	0.0	81000.0	
(Ring of Readiness)					
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Sealing Wax	Backpack	1	1.0	1.0	
Signet Ring	Backpack	1	0.0	5.0	
TOTAL WEIGHT CARRIED/VALUE			177.51092221.5		
			lbs. gp		

WEIGHT ALLOWANCE					
Light	11093	Medium	22186	Heavy	33280
Lift over head	33280	Lift off ground	66560	Push / Drag	166400

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

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

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

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
.Champion of Clangeddin spell points 16, max spell level of 2. Caster Level=5
AC Bonus (Ex)
Aura of Courage (Su) ~ Immune to fear (magical or otherwise). Allies within 10' gain +4 morale bonus on saves against fear effects.
Aura of Good (Ex) Strong (2)
Blindsight 60 ft. (Ex)
Clangeddin's Honor - Change Size (Su):1/week become One (1) size category larger gaining all bonuses and penalties from growth. Lasts for the duration of the battle.
Clangeddin's Honor - Twin Battle Axe Form: As a free action the greataxe becomes two great battle axes; you may attack with your off-hand as many times as your natural iterative attacks allow with all associated penalties
Defensive Stance 5 times/day (12 rounds)
Divine Health (Ex) ~ Immunity to all diseases, including supernatural and magical.
Immune to all mind-influencing effects (charms/ compulsions/ phantasms/ patterns/ and morale effects)
Mobile Defense (Ex)
Resistance to Acid 0, Cold 0, Electricity 10, Fire 30, Sonic 10
Stability
Stonecunning
Trap Sense (Ex) ~ +2 to Reflex saves and dodge bonus AC against traps

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

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, 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), Sword Staff, Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Dwarven, Orc

TEMPLATES
Truename

Champion of Clangeddin Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Axiomatic Water	13	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: Pg.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched		<i>Caster Level:</i> 5		
□□□□□ Bless		None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.205
<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster				
□□□□□ Blessed Aim	13	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: Pg.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you		<i>Caster Level:</i> 5		
□□□□□ Blessings of Insight			1 standard action	1 round/level	Personal	V,S		Enchantment	Prob: pg.35
<i>Effect:</i> Gain Wisdom bonus to AC against Evil opponents.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched		<i>Caster Level:</i> 5		
□□□□□ Bless Weapon		None	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	PHB: pg.205
<i>Effect:</i> Weapon strikes true against evil foes.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 5		
□□□□□ Bless Weapon, Swift		None	1 swift action	1 round	Touch	V	No	Transmutation	SC: Pg.31
<i>Effect:</i> As bless weapon.					<i>Target:</i> Touched weapon		<i>Caster Level:</i> 5		
□□□□□ Clear Mind	13	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	SC: Pg.47
<i>Effect:</i> Gain +4 sacred bonus on saving throws against mind-affecting spells and effects.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Create Water		None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water		<i>Caster Level:</i> 5		
□□□□□ Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Deafening Clang	13	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	SC: Pg.59
<i>Effect:</i> Deal an extra 1d6 of sonic damage with each successful hit and causes deafness for 1 minute unless creature saves.					<i>Target:</i> Your weapon		<i>Caster Level:</i> 5		
□□□□□ Detect Poison		None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 5		
□□□□□ Detect Undead		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: pg.220
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 5		
□□□□□ Divine Favor		None	1 standard action	1 minute	Personal	V,S, DF	No	Evocation	PHB: pg.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Divine Sacrifice		None	1 standard action	1 round/level	Personal	V,S	N/A	Evocation	SC: Pg.70
<i>Effect:</i> First attack of the round deals an extra 5d6 of damage, and you take 10 points of damage each time you make such an attack, whether or not you hit.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□□ Energized Shield, Lesser		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gain 5 resistance; see text					<i>Target:</i> Touch		<i>Caster Level:</i> 5		
□□□□□ Exorcise the Damned			1 standard action	5 rounds/level	Self	V,S,DF		Enchantment	Prob: pg.36
<i>Effect:</i> Turn undead is bolstered as if the paladin was 1d4 character levels higher.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Faith Healing	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 5		
□□□□□ Find Temple		None	1 standard action	1 hour/level	10 miles + mile/level	V,S,DF	No	Divination	SC: Pg.91
<i>Effect:</i> Sense nearest sanctuary of your deity.					<i>Target:</i> Circle centered on you, out to range		<i>Caster Level:</i> 5		
□□□□□ Golden Barding		None	1 standard action	1 hour/level	Touch	V,DF	No	Conjuration (Creation)	SC: Pg.106
<i>Effect:</i> Create Magical Barding type depends on level; see text.					<i>Target:</i> Special mount touched		<i>Caster Level:</i> 5		
□□□□□ Grave Strike	13	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SC: Pg.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□□ Holy Spurs	13	Will negates [harmless]	1 swift action	1 round	Close (35 ft.)	V	Yes [harmless]	Transmutation	SC: Pg.115
<i>Effect:</i> Mount's base land speed increase by 40 feet.					<i>Target:</i> Your special mount		<i>Caster Level:</i> 5		
□□□□□ Inspirational Charge		None	1 swift action	2 hours	20-ft.-radius centered on caster	V	No	Enchantment	Prob: pg.36
<i>Effect:</i> If you succeed at hitting on a charge action your allies gain a +2 morale bonus to attack and damage on any attacks they make until your action in the next round.					<i>Target:</i> All allies within a 20-ft.-radius, centered on you		<i>Caster Level:</i> 5		
□□□□□ Know Greatest Enemy		None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	SC: Pg.129
<i>Effect:</i> Determine the relative power levels of tagets; see text.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 5		
□□□□□ Lionheart	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.132
<i>Effect:</i> Gain immunity to fear effects.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		

* =Domain/Specialty Spell

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☐☐☐☐☐ Magic Weapon	13	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> 5		
☐☐☐☐☐ Mantle of Good	13	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> 5		
☐☐☐☐☐ Moment of Clarity		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> 5		
☐☐☐☐☐ One Mind, Lesser	13	N/A	1 standard action	1 hour/level	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.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Poulitce	13	Will (harmless)	1 minute	24 hours/level	Touch	V,S,DF	Yes (harmless)	Transmutation, Conjuraction (Healing)	Prob: pg.36
<i>Effect:</i> Used in conjunction of healing check, if successful double the creatures normal healing rate and add the paladin's Charisma ability modicior to any attempts to resist disease for the duration of the spell.					<i>Target:</i> One individual		<i>Caster Level:</i> 5		
☐☐☐☐☐ Protection from Chaos	13	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.266
<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	13	Will negates (harmless)	1 standard action	1 minute/level [D]	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.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Purifying Flame	13	Will negates	1 standard action	1 round/level [max 10 rounds]	Touch	V,S	No	Conjuraction	Prob: pg.37
<i>Effect:</i> Flames deal 1d4 points of damage to evil creatures; will not consume inanimate object; see text.					<i>Target:</i> One object or character		<i>Caster Level:</i> 5		
☐☐☐☐☐ Read Magic		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: pg.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resist Planar Alignment	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: 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		
☐☐☐☐☐ Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuraction (Healing)	PHB: pg.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Resurgence	13	Will negates [harmless]	1 standard action	Instantaneous	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.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Rhino's Rush	13	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SC: 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	13	Will negates [harmless]	1 standard action	Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: 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		None	1 standard action	10 minutes/level	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.					<i>Target:</i> Object touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Silverbeard	13	N/A	1 standard action	1 minute/level	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.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Speed Mount	13	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,DF	Yes (harmless)	Transmutation	Prob: pg.58
<i>Effect:</i> Your mount's speed is doubled. If a paladin's mount it also gains +30 to Jump checks.					<i>Target:</i> One touched mount up to one size category larger than the caster		<i>Caster Level:</i> 5		
☐☐☐☐☐ Sticky Saddle	13	N/A	1 immediate action	1 round/level [D]	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.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Strategic Charge	13	N/A	1 swift action	1 round/level	Personal	V,DF	N/A	Abjuration	SC: Pg.210
<i>Effect:</i> Gain benefit of the Mobility feat.					<i>Target:</i> You		<i>Caster Level:</i> 5		
☐☐☐☐☐ Traveler's Mount	13	Will negates	1 standard action	1 hour/level	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.					<i>Target:</i> Animal or magical beast touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Vigilant Sleep	13	Will negates (harmless)	1 standard action	8 hours [D]	Touch	V,S,DF	Yes (harmless)	Abjuration	Prob: pg.58
<i>Effect:</i> You fall asleep immediately, but your eyes remain open and active. You remain fully conscious of your surroundings as if fully awake and can see if any direction. Gain Alertness feat. You may wake any time and are not fatigued by wearing armor.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Virtue	13	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Vision of Glory		None	1 standard action	1 minute or until discharged	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].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Warning Shout		None	1 immediate action	Instantaneous	30 ft.	V	No	Transmutation [Sonic]	SC: 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		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Angelskin	14	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.11
<i>Effect:</i> Gain DR 5/evil.					<i>Target:</i> Lawful good creature touched		<i>Caster Level:</i> 5		
☐☐☐☐☐ Aura of Glory		None	1 swift action	Instantaneous	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.					<i>Target:</i> 10-ft. radius spread		<i>Caster Level:</i> 5		
☐☐☐☐☐ Awaken Sin	14	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion)	SC: Pg.21
* =Domain/Speciality Spell									

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Effect: Subject immediately takes 1d6/caster level [max 10d6] points of nonlethal damage and is stunned for 1 round. If subject is knocked unconscious it takes 1d6 Wis damage.							Target: One evil creature with Intelligence 3+		[Fear, Good, Mind-Affecting] <i>Caster Level:</i> 5
□□□□□ Bull's Strength	14	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes [harmless]	Transmutation	PHB: pg.207	
Effect: Subject gains +4 to Str for 1 minutes/level.							Target: Creature touched		<i>Caster Level:</i> 5
□□□□□ Checkmate's Light		None	1 standard 1 round/level [D] action	Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46	
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.							Target: Melee weapon touched		<i>Caster Level:</i> 5
□□□□□ Cloak of Bravery	14	Will negates [harmless]	1 standard 10 minutes/level action	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.47	
Effect: You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].							Target: 60-ft.-radius emanation centered on you		<i>Caster Level:</i> 5
□□□□□ Cloak Pool	14	Will negates [harmless,object]	1 standard 1 hour/level [D] action	Close (35 ft.)	V,S	No	Illusion (Glamer) [Mind-Affecting]	SC: Pg.48	
Effect: Causes a color pool on the Astral Plane to seemingly cease to exist.							Target: One color pool		<i>Caster Level:</i> 5
□□□□□ Crown of Smiting	14	Will negates [harmless]	1 standard 1 hour/level [D] or until discharged	Touch	V,S,F	Yes [harmless]	Evocation	PHB II: pg.108	
Effect: Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus.							Target: Creature touched		<i>Caster Level:</i> 5
□□□□□ Defiance	14	Will negates [harmless]	1 standard 1 minute action	Touch	V,S	Yes [harmless]	Enchantment	Prob: pg.35	
Effect: Target can be affected by fear, but can choose their actions instead of flee.							Target: Creature touched		<i>Caster Level:</i> 5
□□□□□ Delay Poison	14	Fortitude negates [harmless]	1 standard 1 hour/level action	Touch	V,S, DF	Yes [harmless]	Conjuration (Healing)	PHB: pg.217	
Effect: Stops poison from harming subject for 1 hour/level.							Target: Creature touched		<i>Caster Level:</i> 5
□□□□□ Dispel Fear			1 standard 1 hour action	10 ft.	V,S		Abjuration	Prob: pg.55	
Effect: Every ally within 10 ft. gains the paladin's immunity to fear. If already suffering from fear they get a new save with a +8 bonus to the new roll.							Target: All allies within a 10-ft.-radius, centered on you		<i>Caster Level:</i> 5
□□□□□ Divine Insight	14	N/A	1 standard 1 hour/level or until discharged [D] action	Personal	V,S,DF	N/A	Divination	SC: Pg.70	
Effect: Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.							Target: You		<i>Caster Level:</i> 5
□□□□□ Divine Protection	14	Will negates [harmless]	1 standard 1 minute/level action	Medium (150 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70	
Effect: +1 morale bonus to AC and saving throws.							Target: Allies in a 20-ft.-radius burst		<i>Caster Level:</i> 5
□□□□□ Divine Pursuit		None	1 full round variable; see text	Self	V,S	No	Divination	Prob: pg.35	
Effect: Make Knowledge [Religion] check DC 20 in order to track an evil being to their current location; see text.							Target: One evil creature		<i>Caster Level:</i> 5
□□□□□ Drums of the Righteous		None	1 standard 1 round/level action	30 ft.	V,S,F/DF	Yes [harmless]	Enchantment [Good, Sonic]	Prob: pg.56	
Effect: Grants allies +1 luck bonus to attack rolls. It causes evil creatures a -1 luck penalty to attack rolls. Smite Evil gains a +2 luck bonus to damage. See text.							Target: All allies within 30 ft.		<i>Caster Level:</i> 5
□□□□□ Eagle's Splendor	14	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225	
Effect: Subject gains +4 to Cha for 1 minutes/level.							Target: Creature touched		<i>Caster Level:</i> 5
□□□□□ Energized Shield		None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79	
Effect: As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6							Target: Touch		<i>Caster Level:</i> 5
□□□□□ Fell the Greatest Foe	14	Fortitude negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90	
Effect: Deal 1d6 damage per size category difference.							Target: Creature touched		<i>Caster Level:</i> 5
□□□□□ Flame of Faith		None	1 standard 1 round/level action	Touch	V,S,M	No	Evocation	SC: Pg.95	
Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.							Target: Nonmagical weapon touched		<i>Caster Level:</i> 5
□□□□□ Hand of Divinity		None	1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: Pg.109	
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.							Target: Creature touched		<i>Caster Level:</i> 5
□□□□□ Holy Meditation			1 minute 2 hours	Personal	V,S,M		Evocation	Prob: pg.36	
Effect: Upon completion of the ritual the character enjoys the benefits of a full eight hours rest.							Target: You		<i>Caster Level:</i> 5
□□□□□ Holy Mount		None	1 standard 1 round/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.115	
Effect: Special mount gains celestial template							Target: Your special mount		<i>Caster Level:</i> 5
□□□□□ Holy Shield		None	1 standard 1 minute/level action	Touch	V,S,DF	No	Enchantment	Prob: pg.36	
Effect: A shield gains an enchantment bonus equal to the casters Wisdom ability modifier +1, as long as it is being held ready or used.							Target: One item		<i>Caster Level:</i> 5
□□□□□ Knight's Move	14	N/A	1 swift action Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: Pg.129	
Effect: Teleport and end up flanking an opponent.							Target: You		<i>Caster Level:</i> 5
□□□□□ Loyal Vassal	14	Will negates [harmless]	1 standard 10 minutes/level; see text action	Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful]	SC: Pg.134	
Effect: +3 sacred bonus against mind-affecting effect; see text.							Target: One willing creature touched/3 levels		<i>Caster Level:</i> 5
□□□□□ Mark of Doom		None	1 standard 1 round/level action	Medium (150 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119	
Effect: Subject marked takes 1d6 damage any time it continues fighting; see text.							Target: One creature		<i>Caster Level:</i> 5
□□□□□ Mentor		None	1 hour 1 round/level	30 ft.	V,S,DF	No	Conjuration (Calling) [Good]	Prob: pg.56	
Effect: Summons long dead paladin to give you advice.							Target: One summoned spirit		<i>Caster Level:</i> 5
□□□□□ One Mind	14	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.149	
Effect: Both you and mount gain +2 bonus on attack rolls [while mounted] +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.							Target: You		<i>Caster Level:</i> 5
□□□□□ Owl's Wisdom	14	Will negates [harmless]	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259	
Effect: Subject gains +4 to Wis for 1 minutes/level.							Target: Creature touched		<i>Caster Level:</i> 5
□□□□□ Purify Mount		None	1 minute Instantaneous	Touch	V,S	No	Transmutation, Conjuration (Healing)	Prob: pg.37	
Effect: Instantly removes all poisons from the mount and cures any damage such poisons have cause up to the time of casting.							Target: One mount		<i>Caster Level:</i> 5
□□□□□ Quick March	14	Will negates	1 standard 1 round	Medium (150 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.164	

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<i>Effect:</i> Subjects base land speed increased by 30 feet.	[harmless]	action				<i>Target:</i> Allies in a 20-ft.-radius burst	<i>Caster Level:</i> 5	
Remove Paralysis	14	Will negates (harmless)	1 standard	Instantaneous action	Close (35 ft.)	V,S Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.						<i>Target:</i> Up to four creatures, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 5	
Resist Energy	14	Fortitude negates (harmless)	1 standard	10 minutes/level action	Touch	V,S,DF Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.						<i>Target:</i> Creature touched	<i>Caster Level:</i> 5	
Shield of Warding	14	Will negates [object,harmless]	1 standard	1 minute/level action	Touch	V,S No	Abjuration [Good]	SC: Pg.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].						<i>Target:</i> One shield or buckler touched	<i>Caster Level:</i> 5	
Shield Other	14	Will negates (harmless)	1 standard	1 hour/level [D] action	Close (35 ft.)	V,S,F Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> You take half of subject's damage.						<i>Target:</i> One creature	<i>Caster Level:</i> 5	
Spiritual Chariot	14	N/A	1 standard	1 hour/level action	Close (35 ft.)	V,S,DF N/A	Conjuration (Creation) [Force]	SC: Pg.202
<i>Effect:</i> Creates a special chariot behind the paladin's special mount.						<i>Target:</i> One special mount	<i>Caster Level:</i> 5	
Stabilize	14	Will negates [harmless]; see text	1 swift	Instantaneous action	See text	V,S,DF Yes [harmless]	Conjuration (Healing)	SC: Pg.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].						<i>Target:</i> 50-ft.-radius burst centered on you	<i>Caster Level:</i> 5	
Strength of Stone	14	N/A	1 swift	1 round action	Personal	V,S,DF No	Transmutation	SC: Pg.211
<i>Effect:</i> +8 enhancement bonus to Strength.						<i>Target:</i> You	<i>Caster Level:</i> 5	
Undetectable Alignment	14	Will negates (object)	1 standard	24 hours action	Close (35 ft.)	V,S Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.						<i>Target:</i> One creature or object	<i>Caster Level:</i> 5	
Unstoppable		None	1 standard	10 minutes/level action	Personal or touch	V,S No	Abjuration	Prob: pg.58
<i>Effect:</i> When your movement is negated by magic such as hold person, or web or by effects such as paralysis, you are not immobilized but may take a partial action each round.						<i>Target:</i> You or creature touched	<i>Caster Level:</i> 5	
Zeal	14	N/A	1 swift	1 round/level action	Personal	V,S N/A	Abjuration	SC: Pg.244
<i>Effect:</i> Creates a divine shield to protect you as you close with a chosen opponent. You gain a +4 deflection bonus to your AC against all attacks of opportunity other than your chosen foe. You may move through enemies as if they were allies. See text.						<i>Target:</i> You	<i>Caster Level:</i> 5	
Zone of Truth	14	Will negates	1 standard	1 minute/level action	Close (35 ft.)	V,S,DF Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
<i>Effect:</i> Subjects within range cannot lie.						<i>Target:</i> 20-ft.-radius emanation	<i>Caster Level:</i> 5	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Axiomatic Storm		None	1 standard	1 round/level action	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water]	SC: Pg.22
<i>Effect:</i> Rain falls around you. -4 to Listen, Spot, Search and ranged attacks. Deals 2d6 damage to chaotic creature [Double to outsiders] and random chaotic outsider takes additional 5d6 acid.								<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]	<i>Caster Level:</i> 5
Blessing of Bahamut	15	N/A	1 standard	1 round/level action	Personal	V,S,M	N/A	Abjuration [Good]	SC: Pg.31
<i>Effect:</i> Gain damage reduction 10/magic.								<i>Target:</i> You	<i>Caster Level:</i> 5
Channel Healing			1 standard	1 minute/level action	Close (35 ft.)	V,S		Conjuration, Transmutation (Healing)	Prob: pg.35
<i>Effect:</i> Ranged touch to use Lay on Hands at a distance.								<i>Target:</i> One target	<i>Caster Level:</i> 5
Cure Moderate Wounds	15	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 5
Daylight		None	1 standard	10 minutes/level [D] action	Touch	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.								<i>Target:</i> Object touched	<i>Caster Level:</i> 5
Diamondsteel	15	Will negates [object]	1 standard	1 round/level action	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.64
<i>Effect:</i> Armor gains DR equal to half the armor bonus worn.								<i>Target:</i> Suit of metal armor touched	<i>Caster Level:</i> 5
Discern Lies	15	Will negates	1 standard	Concentration, up to 1 round/level action	Close (35 ft.)	V,S,DF	No	Divination	PHB: pg.221
<i>Effect:</i> Reveals deliberate falsehoods.								<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 5
Dispel Magic		None	1 standard	Instantaneous action	Medium (150 ft.)	V,S	No	Abjuration	PHB: pg.223
<i>Effect:</i> Cancels magical spells and effects.								<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst	<i>Caster Level:</i> 5
Divine Warding		None	1 full round	Until used [max 1 hour/level]	Personal	V,S	No	Abjuration	Prob: pg.36
<i>Effect:</i> Damage dealt by evil sources deal 50% less, total damage stopped is equal to the CHA modifier/level, after the limit is reached the spell will end. Any damage that would end the spell by exceeding the limit is still affected fully.								<i>Target:</i> You	<i>Caster Level:</i> 5
Find the Gap	15	N/A	1 standard	1 round/level action	Personal	V	N/A	Divination	SC: Pg.91
<i>Effect:</i> Your first attack each round acts as a touch attack.								<i>Target:</i> You	<i>Caster Level:</i> 5
Hand of the Faithful	15	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: Pg.109
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith tospace enter or exit.								<i>Target:</i> 10-ft.-radius emanation centered on a point in	<i>Caster Level:</i> 5
Healing Spirit	15	Will half (harmless)	1 standard	1 round/2 levels action	Close (35 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.								<i>Target:</i> One conjured healing spirit	<i>Caster Level:</i> 5
Heal Mount	15	Will negates (harmless)	1 standard	Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239
<i>Effect:</i> As heal on warhorse or other special mount.								<i>Target:</i> Your mount touched	<i>Caster Level:</i> 5
Holy Storm		None	1 standard	1 round/level [D] action	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: Pg.115
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].								<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]	<i>Caster Level:</i> 5
Magic Circle against Chaos	15	Will negates (harmless)	1 standard	10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								<i>Target:</i> 10-ft.-radius emanation from touched creature	<i>Caster Level:</i> 5

* =Domain/Specialty Spell

Champion of Clangeddin Spells

☐☐☐☐☐ Magic Circle against Evil	15	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.					<i>Target:</i> 10-ft.-radius emanation from touched creature <i>Caster Level:</i> 5				
☐☐☐☐☐ Magic Weapon, Greater	15	Will negates (harmless, object)	1 standard 1 hour/level action		Close (35 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<i>Effect:</i> Weapon gains +1/4 levels [max +5] bonus.					<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting] <i>Caster Level:</i> 5				
☐☐☐☐☐ Mantle of Law	15	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.					<i>Target:</i> You <i>Caster Level:</i> 5				
☐☐☐☐☐ One Mind, Greater	15	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.					<i>Target:</i> You <i>Caster Level:</i> 5				
☐☐☐☐☐ Pious Strength			1 standard 1 hour/level action		Personal	V,S,DF		Transmutation	Prob: pg.57
<i>Effect:</i> Your Strength score gains an enhancement bonus of +2 or equal to your current Wisdom bonus, whichever is greater.					<i>Target:</i> You <i>Caster Level:</i> 5				
☐☐☐☐☐ Prayer		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.					<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you				
☐☐☐☐☐ Regal Procession		None	1 round	2 hours/level [D]	Close (35 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.					<i>Target:</i> One mount/level <i>Caster Level:</i> 5				
☐☐☐☐☐ Remove Blindness/Deafness	15	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.					<i>Target:</i> Creature touched <i>Caster Level:</i> 5				
☐☐☐☐☐ Remove Curse	15	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.					<i>Target:</i> Creature or item touched <i>Caster Level:</i> 5				
☐☐☐☐☐ Resurgence, Mass	15	Will negates [harmless]	1 standard Instantaneous action		Close (35 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 supernatural ability.					<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart <i>Caster Level:</i> 5				
☐☐☐☐☐ Righteous Fury	15	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.					<i>Target:</i> You <i>Caster Level:</i> 5				
☐☐☐☐☐ Seek Eternal Rest	15	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.					<i>Target:</i> You <i>Caster Level:</i> 5				
☐☐☐☐☐ Shadow Bane		None	1 standard 1 round/level action		Personal	V,S,DF	No	Abjuration	Prob: pg.57
<i>Effect:</i> Sneak attacks provoke an AoO from you even if flat-footed.					<i>Target:</i> See text <i>Caster Level:</i> 5				
☐☐☐☐☐ Shield Flash	15	Reflex negate	1 standard Instantaneous; see text action		60 ft.	V,DF	Yes	Evocation	Prob: pg.57
<i>Effect:</i> Blinds evil foes for 1d4 rounds.					<i>Target:</i> Evil creatures <i>Caster Level:</i> 5				
☐☐☐☐☐ Silver Beacon		None	1 minute	1 hour/level [D]	5 miles	V,S,DF	No	Conjuration (Calling) [Good]	Prob: pg.58
<i>Effect:</i> Summons a silvery, incorporeal spirit that flies [240 ft. - Good maneuverability]. It seeks out innocents in danger with the radius and leads the back to the paladin; see text.					<i>Target:</i> Guiding spirit <i>Caster Level:</i> 5				
☐☐☐☐☐ Soul Burn	15	Fortitude half	1 standard 1 round; see text action		Medium (150 ft.)	V,S,DF	No	Evocation	Prob: pg.37
<i>Effect:</i> Paralyzes the target and deals 1d4/2 levels holy damage [max 6d4] to evil creature [except undead or other soulless creatures], if an evil outsider the damage is doubled.					<i>Target:</i> One character <i>Caster Level:</i> 5				
☐☐☐☐☐ Stand Together	15	Will negates (harmless)	1 full round 1 round/2 levels		25 ft.	V,S	Yes (harmless)	Enchantment	Prob: pg.37
<i>Effect:</i> Allies use the paladins saving throws instead of their own, if they are superior.					<i>Target:</i> All allies within a 25-ft.-radius, centered on you <i>Caster Level:</i> 5				
☐☐☐☐☐ Undead Bane Weapon		None	1 standard 5 minutes action		Touch	V,S, DF	No	Transmutation	PGtF: pg.117
<i>Effect:</i> Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.					<i>Target:</i> Weapon touched <i>Caster Level:</i> 5				
☐☐☐☐☐ Weapon of the Deity	15	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.					<i>Target:</i> Weapon touched <i>Caster Level:</i> 5				
☐☐☐☐☐ Word of Binding	15	Reflex negates	1 standard 1 round/level [D] action		Close (35 ft.)	V,DF	Yes	Conjuration (Creation)	SC: Pg.242
<i>Effect:</i> Creates masterwork manacles that attempt to bind your target; see text.					<i>Target:</i> One Medium or smaller humanoid or monstrous humanoid <i>Caster Level:</i> 5				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Avenger's Might			1 standard action	2 rounds/level	Personal	V,S		Transmutation	Prob: pg.34
Effect: Add CHA bonus to damage and strength checks.					Target: You			Caster Level: 5	
Battle Prayer	16	None	1 standard action	1 round/level	30 ft.	V,S,DF,XP	Yes	Conjuration (Creation)	Prob: pg.55
Effect: +2 luck bonus to attack, weapon damage, saves and skill check rolls. and -2 luck penalty on these rolls to your enemies. Exp Cost:100.					Target: All allies and foes within a 30-ft.-radius burst, centered on you			Caster Level: 5	
Blessing of the Righteous	16	Will negates (harmless)	1 standard action	1 round/level	40 ft.	V,S,DF	Yes (harmless)	Evocation [Good]	PHB II: pg.104
Effect: You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR.					Target: All allies in a 40-ft.-radius burst centered on you			Caster Level: 5	
Break Enchantment	16	See text	1 minute	Instantaneous	Close (35 ft.)	V,S	No	Abjuration	PHB: pg.207
Effect: Frees subjects from enchantments, alterations, curses, and petrification.					Target: Up to 1 creature/level, all within 30 ft. of each other			Caster Level: 5	
Castigate	16	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SC: Pg.44
Effect: Deafen or damage foes, depending on their alignment.					Target: 10-ft. radius burst centered on you			Caster Level: 5	
Cure Serious Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.216
Effect: Cures 3d8 +1/level [max +15] damage.					Target: Creature touched			Caster Level: 5	
Death Ward	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
Effect: The subject is immune to death effects, death magic, and death spells for the duration.					Target: Living creature touched			Caster Level: 5	

* =Domain/Speciality Spell

Champion of Clangeddin Spells

<p>■■■■■ Dispel Chaos</p> <p><i>Effect:</i> +4 bonus against attacks.</p>	16	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Lawful] PHB: pg.222	
<p>■■■■■ Dispel Evil</p> <p><i>Effect:</i> +4 bonus against attacks.</p>	16	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good] PHB: pg.222	
<p>■■■■■ Divine Aura</p> <p><i>Effect:</i> 1d4/2 levels damage and turns all evil creatures within 60 ft. This is used during a turning attempt.</p>			1 swift action	Instantaneous	60 ft. from caster	V,S,DF		Abjuration	Prob: pg.35
<p>■■■■■ Divine Retaliation</p> <p><i>Effect:</i> Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you.</p>		None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: pg.110
<p>■■■■■ Draconic Might</p> <p><i>Effect:</i> Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Armor. Immune to Sleep & paralysis effects.</p>	16	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.72
<p>■■■■■ Favor of the Martyr</p> <p><i>Effect:</i> Become immune to nonlethal damage, charm and compulsion effects and attacks that fuction specifically by pain; see text</p>		None	1 standard action	1 minute/level	Medium (150 ft.)	V,S	Yes [harmless]	Necromancy	SC: Pg.89
<p>■■■■■ Holy Sword</p> <p><i>Effect:</i> Weapon becomes +5, deals +2d6 damage against evil.</p>		None	1 standard action	1 round/level	Touch	V,S	No	Evocation [Good]	PHB: pg.242
<p>■■■■■ Lawful Sword</p> <p><i>Effect:</i> Like holy sword; weapon acts as +5 axiomatic [+5 enhancement bonus on attack and damage roll, lawful-aligned, deals an extra 2d6 of damage to chaotic]; see text</p>		None	1 standard action	5 rounds	Touch	V,S	No	Evocation	PGtF: pg.105
<p>■■■■■ Mark of Justice</p> <p><i>Effect:</i> Designates action that will trigger curse on subject.</p>		None	10 minutes	Permanent;see text	Touch	V,S, DF	Yes	Necromancy	PHB: pg.252
<p>■■■■■ Meteoric Strike</p> <p><i>Effect:</i> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].</p>	16	None or Reflex half; see text	1 swift action	1 round or until dischared	0 ft.	V,S	See text	Transmutation [Fire]	PHB II: pg.120
<p>■■■■■ Neutralize Poison</p> <p><i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.</p>	16	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
<p>■■■■■ One Soul</p> <p><i>Effect:</i> You add your mounts HP to your total. Your mount has no HP and uses your total instead. Any damage taken by you or the mount is taken from your HP total.</p>	16	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V,S,DF	Yes (harmless)	Abjuration	Prob: pg.57
<p>■■■■■ Purge the Soul</p> <p><i>Effect:</i> Restore a creature to it's original state [Possession, Undead]. Paladin takes a -1 fatigue penalty to all rolls for next 24 hours though.</p>		None	1 hour	Permanent	Touch	V,S,DF	No	Abjuration	Prob: pg.37
<p>■■■■■ Rally</p> <p><i>Effect:</i> You and allies affected by Bless, Cure Light Wounds, Divine Favor, Remove Fear and Remove Paralysis. The bless and divine favor last for one minute, the others are instantaneous. XP cost:250.</p>	16	Will negates (harmless)	1 standard action	See text	60 ft.	V,XP	Yes (harmless)	Evocation	Prob: pg.57
<p>■■■■■ Restoration</p> <p><i>Effect:</i> Restores level and ability score drains.</p>	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
<p>■■■■■ Revenance</p> <p><i>Effect:</i> Brings an ally back to life for duration of spell; see text.</p>	16	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
<p>■■■■■ Righteous Aura</p> <p><i>Effect:</i> Glow as if daylight, +4 sacred bonus to Cha; if you die all within 20 ft take 2d6 damage/level [max 20d6]; see text.</p>	16	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Abjuration [Good, Light]	SC: Pg.177
<p>■■■■■ Sacred Haven</p> <p><i>Effect:</i> Creatures gains +2 sacred bonus to AC, plus retains Dex even when flatfooted or attacked by invisible creature.</p>	16	Will negates [harmless]	1 standard action	1 minute/level	30 ft.	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.178
<p>■■■■■ Safe Passage</p> <p><i>Effect:</i> Anyone attempting to harm the paladin or their charge must make a Will save DC 10 + CHA + Half the casters level in order to carry out such an action, this includes cast an area affect spell that would encompass the paladin or his charge; see text.</p>		None	1 standard action	1 round/level	5 ft. radius from the caster	V,S	No	Abjuration	Prob: pg.37
<p>■■■■■ Telepathic Aura</p> <p><i>Effect:</i> You can mentally communicate with all allies in range.</p>		None	1 standard action	10 minutes/level [D]	100 ft.	S,DF	No	Divination	SC: Pg.219
<p>■■■■■ Visage of the Deity, Lesser</p> <p><i>Effect:</i> Your form becomes more like your deity's; see text</p>	16	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
<p>■■■■■ Winged Mount</p> <p><i>Effect:</i> Mount gains fly speed of 60 with maneuverability of good.</p>	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.240

* =Domain/Speciality Spell

Thorin Trueblade



Dwarf

RACE

70

AGE

Male

GENDER

Blindsight (60'), Darkvision (60')

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

4' 3"

HEIGHT

194 lbs.

WEIGHT

Brown

EYE COLOUR

Light-Earthen Tones

SKIN COLOUR

Brown, Braided

HAIR

None

PHOBIAS

Has Distinctive Possession, Even tempered

PERSONALITY TRAITS

Gem Stones, Trade

INTERESTS

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

SPOKEN STYLE

Dwarf Home

RESIDENCE

Faerun, Northern Hemisphere

LOCATION

None

REGION

Description:

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

Biography:

See Thorin Background.

Notes:

Character Sheet Notes:

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