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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Auric 'farandol <small>Holy Sword, Ignore 20 hardness, law-aligned,+2d6 lawful damage vs. chaos,1 negative level bestowed to chaotic wielder, good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder, +1d6 cold damage. On a critical hit deals +1d10 additional cold damage</small>	Equipped	1	6.0	203035.0
Mithral Full Plate +2 <small>(Light Full Plate +2), 30hp/inch and 15 hardness</small>	Equipped	1	25.0	14500.0
Bag of Holding (Type 4) <small>0 lbs.</small>	Equipped	1	60.0	10000.0
Boots of Swiftmess and Blinking	Equipped	1	1.0	240000.0
Cloak of Charisma +4	Equipped	1	2.0	16000.0
Mystra's Blessed Amulet of Life <small>(Amulet Save Bonus (Sacred) +3/Skill Bonus (Competence) (Knowledge (Religion) +10)/Crystal (Deep)/Raise Dead//Cleric/20th), 30hp/inch and 10 hardness, Sacred bonus to all saving throws of +3, Competence bonus to selected skill of Knowledge (Religion)+10</small> □□□□□□	Equipped	1	0.0	104000.0
Traveler's Outfit	Equipped	1	5.0	0.0
Ring of Fire and Ice <small>When worn, the ring offers a limited immunity to Fire or Cold energy attacks by absorbing up to 10 spell levels (10d6) of Fire and Cold energy. It can then discharge that same energy as a beam (range touch) upon command as a standard action as either Fire or Cold., 30hp/inch and 10 hardness</small>	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			94 lbs.	587535.0 gp

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

SPECIAL ABILITIES
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
Blink for 10 rounds 3 times/day
Detect Evil (Sp): At will, detect evil as the spell.
Divine Grace (Su): Charisma bonus to all saving throws.
Divine Health (Ex): Immunity to all diseases, including supernatural and magical.
Lay on Hands (Su) 60 hp/day
Literacy: Character is able to read & write in any language he can speak.
Remove Disease (Sp) 2/week
Smite Evil (Su): 3/day - One attack adds +6 (Charisma bonus) to hit and deals +10 (1 point of damage for each level)
Special Mount (Sp)
Turn Undead (Su) 9/day (turn level 7) (turn damage 2d6+13)

FEATS	
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
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.
Improved Critical (Sword (Bastard))	When using the weapon you selected, your threat range is doubled.
Infuse Weapon	Grant +1d6 points of elemental damage to weapon
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 10 from all melee attack rolls and add the same number to all melee damage rolls.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Weapon Focus (Sword (Bastard), Longsword)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Sword (Bastard))	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.
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.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
Leadership	Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.
Mounted Combat	Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.
Ride-By Attack	When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again.

PROFICIENCIES

LANGUAGES
Common, Draconic, Dwarven, Elven

TEMPLATES
Truename

Paladin Innate Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
	At Will	Detect Evil	13	None	1 standard action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: pg.218
	Effect: Reveals creatures, spells, or objects of selected alignment.					Target: Cone-shaped emanation			Caster Level: 10		
* =Domain/Specialty Spell											

Champion of Mystra 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
<p>■■■■■Axiomatic Water</p> <p><i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.</p>	13	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: Pg.22
<p>■■■■■Bless</p> <p><i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.</p>	13	None	1 standard action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.205
<p>■■■■■Blessed Aim</p> <p><i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.</p>	13	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: Pg.31
<p>■■■■■Bless Water</p> <p><i>Effect:</i> Makes holy water.</p>	13	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: pg.205
<p>■■■■■Bless Weapon</p> <p><i>Effect:</i> Weapon strikes true against evil foes.</p>	13	None	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	PHB: pg.205
<p>■■■■■Bless Weapon, Swift</p> <p><i>Effect:</i> As bless weapon.</p>	13	None	1 swift action	1 round	Touch	V	No	Transmutation	SC: Pg.31
<p>■■■■■Clear Mind</p> <p><i>Effect:</i> Gain +4 sacred bonus on saving throws against mind-affecting spells and effects.</p>	13	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	SC: Pg.47
<p>■■■■■Create Water</p> <p><i>Effect:</i> Creates 2 gallons/level of pure water.</p>	13	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: pg.215
<p>■■■■■Cure Light Wounds</p> <p><i>Effect:</i> Cures 1d8 +1/level [max +5] damage.</p>	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: pg.215
<p>■■■■■Deafening Clang</p> <p><i>Effect:</i> Deal an extra 1d6 of sonic damage with each successful hit and causes deafness for 1 minute unless creature saves.</p>	13	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	SC: Pg.59
<p>■■■■■Detect Poison</p> <p><i>Effect:</i> Detects poison in one creature or small object.</p>	13	None	1 standard action	Instantaneous	Close (50 ft.)	V,S	No	Divination	PHB: pg.219
<p>■■■■■Detect Undead</p> <p><i>Effect:</i> Reveals undead within 60 ft.</p>	13	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: pg.220
<p>■■■■■Divine Favor</p> <p><i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]</p>	13	None	1 standard action	1 minute	Personal	V,S, DF	No	Evocation	PHB: pg.224
<p>■■■■■Divine Sacrifice</p> <p><i>Effect:</i> First attack of the round deals an extra 5d6 of damage, and you take 10 points of damage each time you make such an attack, whether or not you hit.</p>	13	None	1 standard action	1 round/level	Personal	V,S	N/A	Evocation	SC: Pg.70
<p>■■■■■Endure Elements</p> <p><i>Effect:</i> Exist comfortably in hot or cold environments.</p>	13	Will negates (harmless)	1 standard action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.226
<p>■■■■■Energized Shield, Lesser</p> <p><i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gain 5 resistance; see text</p>	13	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<p>■■■■■Faith Healing</p> <p><i>Effect:</i> Heal 8 + caster level [max +5] hit points.</p>	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: Pg.87
<p>■■■■■Find Temple</p> <p><i>Effect:</i> Sense nearest sanctuary of your deity.</p>	13	None	1 standard action	1 hour/level	10 miles + mile/level	V,S,DF	No	Divination	SC: Pg.91
<p>■■■■■Golden Barding</p> <p><i>Effect:</i> Create Magical Barding type depends on level; see text.</p>	13	None	1 standard action	1 hour/level	Touch	V,DF	No	Conjuration (Creation)	SC: Pg.106
<p>■■■■■Grave Strike</p> <p><i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.</p>	13	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SC: Pg.107
<p>■■■■■Holy Spurs</p> <p><i>Effect:</i> Mount's base land speed increase by 40 feet.</p>	13	Will negates [harmless]	1 swift action	1 round	Close (50 ft.)	V	Yes [harmless]	Transmutation	SC: Pg.115
<p>■■■■■Know Greatest Enemy</p> <p><i>Effect:</i> Determine the relative power levels of targets; see text.</p>	13	None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	SC: Pg.129
<p>■■■■■Lionheart</p> <p><i>Effect:</i> Gain immunity to fear effects.</p>	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.132
<p>■■■■■Magic Weapon</p> <p><i>Effect:</i> Weapon gains +1 bonus.</p>	13	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: pg.251
<p>■■■■■Mantle of Good</p> <p><i>Effect:</i> Gain SR 12 + your caster level against spells with the evil descriptor.</p>	13	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Good]	SC: Pg.137
<p>■■■■■Moment of Clarity</p> <p><i>Effect:</i> Creature gains a second save against a mind-affecting spell.</p>	13	None	1 standard action	Instantaneous	Touch	V,S,DF	No	Abjuration	SC: Pg.142
* =Domain/Speciality Spell									

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One Mind, Lesser	13	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	13	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	13	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	13	None	1 standard	10 minutes/level action	Personal	V,S,F	No	Divination	PHB: pg.269
<i>Effect:</i> Read scrolls and spellbooks.									
Resistance	13	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	13	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	13	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	13	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	13	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	13	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	13	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.									
Sticky Saddle	13	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	13	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	13	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	13	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	13	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	13	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	14	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	14	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	14	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	14	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	14	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	14	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	14	Will negates [harmless,object]	1 standard	1 hour/level [D] action	Close (50 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting] SC:	Pg.48
<i>Effect:</i> Causes a color pool on the Astral Plane to seemingly cease to exist.									
Crown of Smiting	14	Will negates (harmless)	1 standard	1 hour/level [D] or until discharged action	Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
<i>Effect:</i> 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.									
Delay Poison	14	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	14	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.									
* =Domain/Specialty Spell									

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☐☐☐☐☐ Divine Protection	14	Will negates [harmless]	1 standard 1 minute/level action		Medium (200 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10	SC: Pg.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.					Target: Allies in a 20-ft.-radius burst				
☐☐☐☐☐ Eagle's Splendor	14	Will negates (harmless)	1 standard 1 minute/level action		Touch	V,S,M/DF	Yes	Transmutation Caster Level: 10	PHB: pg.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.					Target: Creature touched				
☐☐☐☐☐ Energized Shield	14	None	1 standard 1 round/level action		Touch	V,S,DF	No	Abjuration [See text] Caster Level: 10	SC: Pg.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					Target: Touch				
☐☐☐☐☐ Fell the Greatest Foe	14	Fortitude negates [harmless]	1 standard 1 round/level action		Touch	V,S,M	Yes [harmless]	Transmutation Caster Level: 10	SC: Pg.90
<i>Effect:</i> Deal 1d6 damage per size category difference.					Target: Creature touched				
☐☐☐☐☐ Flame of Faith	14	None	1 standard 1 round/level action		Touch	V,S,M	No	Evocation Caster Level: 10	SC: Pg.95
<i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.					Target: Nonmagical weapon touched				
☐☐☐☐☐ Hand of Divinity	14	None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text] Caster Level: 10	SC: Pg.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature touched				
☐☐☐☐☐ Holy Mount	14	None	1 standard 1 round/level action		Touch	V,S	Yes [harmless]	Transmutation Caster Level: 10	SC: Pg.115
<i>Effect:</i> Special mount gains celestial template					Target: Your special mount				
☐☐☐☐☐ Knight's Move	14	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 10	SC: Pg.129
<i>Effect:</i> Teleport and end up flanking an opponent.									
☐☐☐☐☐ Loyal Vassal	14	Will negates [harmless]	1 standard 10 minutes/level; see text action		Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful] Caster Level: 10	SC: Pg.134
<i>Effect:</i> +3 sacred bonus against mind-affecting effect; see text.					Target: One willing creature touched/3 levels				
☐☐☐☐☐ Mark of Doom	14	None	1 standard 1 round/level action		Medium (200 ft.)	V,S,DF	No	Necromancy Caster Level: 10	PHB II: pg.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.					Target: One creature				
☐☐☐☐☐ One Mind	14	N/A	1 standard 1 hour/level action		Personal	V,S,DF	N/A	Divination Caster Level: 10	SC: Pg.149
<i>Effect:</i> 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				
☐☐☐☐☐ Owl's Wisdom	14	Will negates (harmless)	1 standard 1 minute/level action		Touch	V,S,M/DF	Yes	Transmutation Caster Level: 10	PHB: pg.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					Target: Creature touched				
☐☐☐☐☐ Quick March	14	Will negates [harmless]	1 standard 1 round action		Medium (200 ft.)	V,S,DF	Yes [harmless]	Transmutation Caster Level: 10	SC: Pg.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.					Target: Allies in a 20-ft.-radius burst				
☐☐☐☐☐ Remove Paralysis	14	Will negates (harmless)	1 standard Instantaneous action		Close (50 ft.)	V,S	Yes (harmless)	Conjuration (Healing) Caster Level: 10	PHB: pg.271
<i>Effect:</i> 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	14	Fortitude negates (harmless)	1 standard 10 minutes/level action		Touch	V,S, DF	Yes (harmless)	Abjuration Caster Level: 10	PHB: pg.272
<i>Effect:</i> Ignores first 20 points of damage/attack from specified energy type.					Target: Creature touched				
☐☐☐☐☐ Shield of Warding	14	Will negates [object,harmless]	1 standard 1 minute/level action		Touch	V,S	No	Abjuration [Good] Caster Level: 10	SC: Pg.188
<i>Effect:</i> 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	14	Will negates (harmless)	1 standard 1 hour/level [D] action		Close (50 ft.)	V,S,F	Yes (harmless)	Abjuration Caster Level: 10	PHB: pg.278
<i>Effect:</i> You take half of subject's damage.					Target: One creature				
☐☐☐☐☐ Spiritual Chariot	14	N/A	1 standard 1 hour/level action		Close (50 ft.)	V,S,DF	N/A	Conjuration (Creation) [Force] Caster Level: 10	SC: Pg.202
<i>Effect:</i> Creates a special chariot behind the paladin's special mount.					Target: One special mount				
☐☐☐☐☐ Stabilize	14	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing) Caster Level: 10	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].					Target: 50-ft.-radius burst centered on you				
☐☐☐☐☐ Strength of Stone	14	N/A	1 swift action	1 round	Personal	V,S,DF	No	Transmutation Caster Level: 10	SC: Pg.211
<i>Effect:</i> +8 enhancement bonus to Strength.					Target: You				
☐☐☐☐☐ Undetectable Alignment	14	Will negates (object)	1 standard 24 hours action		Close (50 ft.)	V,S	Yes (object)	Abjuration Caster Level: 10	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.					Target: One creature or object				
☐☐☐☐☐ Zeal	14	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Abjuration Caster Level: 10	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.					Target: You				
☐☐☐☐☐ Zone of Truth	14	Will negates	1 standard 1 minute/level action		Close (50 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 10	PHB: pg.303
<i>Effect:</i> 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	15	None	1 standard 1 round/level action		N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water] Caster Level: 10	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]				
☐☐☐☐☐ Blessing of Bahamut	15	N/A	1 standard 1 round/level action		Personal	V,S,M	N/A	Abjuration [Good] Caster Level: 10	SC: Pg.31
<i>Effect:</i> Gain damage reduction 10/magic.					<i>Target:</i> You				
☐☐☐☐☐ Cure Moderate Wounds	15	Will half (harmless); see text	1 standard Instantaneous action		Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 10	PHB: pg.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched				
☐☐☐☐☐ Daylight	15	None	1 standard 10 minutes/level [D] action		Touch	V,S	No	Evocation [Light] Caster Level: 10	PHB: pg.216
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched				
☐☐☐☐☐ Diamondsteel	15	Will negates [object]	1 standard 1 round/level		Touch	V,S,M	Yes [object]	Transmutation Caster Level: 10	SC: Pg.64
* =Domain/Specialty Spell									

Champion of Mystra Spells

action									
<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> 10		
□□□□□ Discern Lies	15	Will negates	1 standard Concentration, up to 1 round/level action	Close (50 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> 10		
□□□□□ Dispel Magic	15	None	1 standard Instantaneous action	Medium (200 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> 10		
□□□□□ 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> 10		
□□□□□ 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 to enter or exit.				<i>Target:</i> 10-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 10		
□□□□□ Healing Spirit	15	Will half (harmless)	1 standard 1 round/2 levels action	Close (50 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> 10		
□□□□□ 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> 10		
□□□□□ Holy Storm	15	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> 10		
□□□□□ 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> 10		
□□□□□ 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> 10		
□□□□□ Magic Weapon, Greater	15	Will negates (harmless, object)	1 standard 1 hour/level action	Close (50 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> 10		
□□□□□ 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> 10		
□□□□□ 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> 10		
□□□□□ Prayer	15	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			<i>Caster Level:</i> 10		
□□□□□ Regal Procession	15	None	1 round 2 hours/level [D]	Close (50 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> 10		
□□□□□ 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> 10		
□□□□□ 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> 10		
□□□□□ Resurgence, Mass	15	Will negates [harmless]	1 standard Instantaneous action	Close (50 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> 10		
□□□□□ 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> 10		
□□□□□ 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> 10		
□□□□□ Undead Bane Weapon	15	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.				<i>Target:</i> Weapon touched or fifty projectiles [all of which must be touching at the time of casting]			<i>Caster Level:</i> 10		
□□□□□ 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> 10		
□□□□□ Word of Binding	15	Reflex negates	1 standard 1 round/level [D] action	Close (50 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> 10		

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Blessing of the Righteous	16	Will negates (harmless)	1 standard	1 round/level action	40 ft.	V,S,DF	Yes (harmless)	Evocation [Good]	PHB II: pg.104
<i>Effect:</i> You and your allies melee and ranged attacks deal an extra 1d6 holy damage, weapons are considered good-aligned for overcoming DR.					<i>Target:</i> All allies in a 40-ft.-radius burst centered on you			<i>Caster Level:</i> 10	
☐☐☐☐☐Break Enchantment	16	See text	1 minute	Instantaneous	Close (50 ft.)	V,S	No	Abjuration	PHB: pg.207
<i>Effect:</i> Frees subjects from enchantments, alterations, curses, and petrification.					<i>Target:</i> Up to 1 creature/level, all within 30 ft. of each other			<i>Caster Level:</i> 10	
☐☐☐☐☐Castigate	16	Fortitude half	1 standard	Instantaneous action	10 ft.	V	Yes	Evocation [Sonic]	SC: Pg.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.					<i>Target:</i> 10-ft. radius burst centered on you			<i>Caster Level:</i> 10	
☐☐☐☐☐Cure Serious Wounds	16	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 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 10	
* =Domain/Speciality Spell									

Champion of Mystra Spells

<div>☐☐☐☐☐ Death Ward</div> <div><i>Effect:</i> Grants immunity to death spells and negative energy effects.</div>	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Necromancy	PHB: pg.217
					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Dispel Chaos</div> <div><i>Effect:</i> +4 bonus against attacks.</div>	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
					<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> 10		
<div>☐☐☐☐☐ Dispel Evil</div> <div><i>Effect:</i> +4 bonus against attacks.</div>	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
					<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> 10		
<div>☐☐☐☐☐ Divine Retaliation</div> <div><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.</div>	16	None	1 swift action	1 round	0 ft.	V,S,DF	No	Evocation [Force]	PHB II: pg.110
					<i>Target:</i> Magic weapon of force		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Draconic Might</div> <div><i>Effect:</i> Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Armor. Immune to Sleep & paralysis effects.</div>	16	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.72
					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Favor of the Martyr</div> <div><i>Effect:</i> Become immune to nonlethal damage, charm and compulsion effects and attacks that fuction specifically by pain; see text</div>	16	None	1 standard action	1 minute/level	Medium (200 ft.)	V,S	Yes [harmless]	Necromancy	SC: Pg.89
					<i>Target:</i> One willing creature		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Holy Sword</div> <div><i>Effect:</i> Weapon becomes +5, deals +2d6 damage against evil.</div>	16	None	1 standard action	1 round/level	Touch	V,S	No	Evocation [Good]	PHB: pg.242
					<i>Target:</i> Melee weapon touched		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Lawful Sword</div> <div><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</div>	16	None	1 standard action	1 round/level	Touch	V,S	No	Evocation	SC: Pg.131
					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Mark of Justice</div> <div><i>Effect:</i> Designates action that will trigger curse on subject.</div>	16	None	10 minutes Permanent;see text		Touch	V,S, DF	Yes	Necromancy	PHB: pg.252
					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Meteoric Strike</div> <div><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].</div>	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
					<i>Target:</i> Your melee weapon		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Neutralize Poison</div> <div><i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.</div>	16	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing)	PHB: pg.257
					<i>Target:</i> Creature or object of up to 1 cu. ft./level. touched		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Restoration</div> <div><i>Effect:</i> Restores level and ability score drains.</div>	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing)	PHB: pg.272
					<i>Target:</i> Creature touched		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Revenance</div> <div><i>Effect:</i> Brings an ally back to life for duration of spell; see text.</div>	16	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.175
					<i>Target:</i> Dead ally touched		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Righteous Aura</div> <div><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.</div>	16	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Abjuration [Good, Light]	SC: Pg.177
					<i>Target:</i> You		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Sacred Haven</div> <div><i>Effect:</i> Creatures gains +2 sacred bonus to AC, plus retains Dex even when flatfooted or attacked by invisible creature.</div>	16	Will negates [harmless]	1 standard action	1 minute/level	30 ft.	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.178
					<i>Target:</i> You and allies in a 30-ft.-radius burst centered on you		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Telepathic Aura</div> <div><i>Effect:</i> You can mentally communicate with all allies in range.</div>	16	None	1 standard action	10 minutes/level [D]	100 ft.	S,DF	No	Divination	SC: Pg.219
					<i>Target:</i> 100-ft.-radius emanation centered on you		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Visage of the Deity, Lesser</div> <div><i>Effect:</i> Your form becomes more like your deity's; see text</div>	16	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SC: Pg.231
					<i>Target:</i> You		<i>Caster Level:</i> 10		
<div>☐☐☐☐☐ Winged Mount</div> <div><i>Effect:</i> Mount gains fly speed of 60 with maneuververability of good.</div>	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.240
					<i>Target:</i> Your touched mount		<i>Caster Level:</i> 10		
* =Domain/Speciality Spell									

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	4	2	1	0	0	0	0	0	0
PER DAY	6	8	7	4	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□Amanuesis	16	Will negates [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	Yes [object]	Transmutation	SC: Pg.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing			<i>Caster Level:</i> 6	
□□□□□Arcane Mark	16	None	1 standard action	Permanent	0 ft.	V,S	No	Universal	PHB: pg.201
<i>Effect:</i> Inscribes a personal rune [visible or invisible].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.			<i>Caster Level:</i> 6	
□□□□□Caltrops	16	None	1 standard action	1 round/level	Close (40 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.42
<i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.					<i>Target:</i> See text			<i>Caster Level:</i> 6	
□□□□□Detect Magic	16	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
□□□□□Disrupt Undead	16	None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Necromancy	PHB: pg.223
<i>Effect:</i> Deals 1d6 damage to one undead.					<i>Target:</i> Ray			<i>Caster Level:</i> 6	
□□□□□Launch Item	16	None	1 standard action	Instantaneous	Touch	S	No	Transmutation	SC: Pg.130
<i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.					<i>Target:</i> One Fine item in your possession, weighing up to 10lbs			<i>Caster Level:</i> 6	
□□□□□Light	16	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 6	
* =Domain/Specialty Spell									

Paladin Innate Spells

At Will Detect Evil (DC:13)

Notes:

Character Sheet Notes: