

Ser Tynnin of Shaern

NAME  
Pld6 15000  
CLASS EXPERIENCE  
6 21000  
Character Level NEXT LEVEL

Calvin

PLAYERNAME  
Human Medium  
RACE SIZE  
18 Male  
AGE GENDER

DEITY  
5' 8" 160 lbs.  
HEIGHT WEIGHT  
EYES HAIR

Lawful Good  
ALIGNMENT  
VISION  
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	11	+0	11	+0	11	+0
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	14	+2	14	+2	14	+2

HP hit points 58  
AC armor class 19  
WOUNDS/CURRENT HP  
FLAT TOUCH BASE  
INITIATIVE modifier +4 = +0 + +4  
TOTAL DEX MODIFIER MISC MODIFIER  
BASE ATTACK bonus +6/+1

SUBDUAL DAMAGE  
DAMAGE REDUCTION  
SPEED Walk 20 ft.  
MISS CHANCE  
ARCANE SPELL FAILURE  
ARMOR CHECK PENALTY  
SPELL RESIST

SAVING THROWS  
FORTITUDE (constitution) +8 = +5 + +1 + +0 + +2 + +0 +  
REFLEX (dexterity) +4 = +2 + +0 + +0 + +2 + +0 +  
WILL (wisdom) +6 = +2 + +2 + +0 + +2 + +0 +

MELEE attack bonus +7 = +6 + +3 + +0 + -2 + +0 +  
RANGED attack bonus +4 = +6 + +0 + +0 + -2 + +0 +  
GRAPPLE attack bonus +7 = +6 + +3 + +0 + -2 + +0 +

UNARMED TOTAL ATTACK BONUS +7/+7  
DAMAGE 1d3+3  
CRITICAL 20/x2  
REACH 5 ft.

\*Greatsword +2  
HAND TYPE SIZE CRITICAL REACH  
Both S M 19-20/x2 5 ft.  
2H To Hit Dam 2d6+6 2W-OH To Hit Dam N/A N/A  
Special Properties

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

ARMOR TYPE AC MAXDEX CHECK SPELL FAILURE  
\*Full Plate +1 Heavy +9 +1 -5 35

LAY ON HANDS  
HP per day

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	MISC MODIFIER
✓ Acrobatics	DEX	-5	= 0 + + -5			
✓ Appraise	INT	2	= 2 + +			
✓ Athletics	STR	2	= 3 + 4.0 + -5			
Athletics (Jump)	STR	-4	= 3 + 4.0 + -11			
Athletics (Swim)	STR	-3	= 3 + 4.0 + -10			
✓ Craft (Untrained)	INT	2	= 2 + +			
✓ Deception	CHA	2	= 2 + +			
✓ Endurance	CON	-4	= 1 + + -5			
✓ Gather Information	CHA	6	= 2 + 4.0 +			
✓ Heal	WIS	7	= 2 + 5.0 +			
Knowledge (Nobility and Royalty)	INT	5	= 2 + 3.0 +			
Knowledge (Religion)	INT	7	= 2 + 5.0 +			
✓ Mystic Artist Skill		0	= 0 + +			
✓ Perception	WIS	6	= 2 + 4.0 +			
✓ Persuasion	CHA	6	= 2 + 4.0 +			
✓ Ride	DEX	7	= 0 + 7.0 +			
✓ Sense Motive	WIS	11	= 2 + 9.0 +			
✓ Stealth	DEX	-5	= 0 + + -5			
✓ Survival	WIS	2	= 2 + +			
✓ Thievery	DEX	0	= 0 + +			
✓ Use Rope	DEX	0	= 0 + +			
			= + +			
			= + +			

TURN UNDEAD  
TURNING CHECK RESULT  
UNDEAD AFFECTED (MAXIMUM HIT DICE)  
Turning Check  
1d20+4  
Up to 0 -1  
1 - 3 0  
4 - 6 1  
7 - 9 2  
10 - 12 3  
13 - 15 4  
16 - 18 5  
19 - 21 6  
22+ 7  
Turn level 3  
Turn damage 2d6+5  
You destroy Undead creatures with total hit dice up to 1.  
TURN/DAY

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	2.0	2.0	
79.5 lbs., 2 Waterskin (Filled), 1 Saddle (Military), 1 Sealing Wax, 1 Tent, 1 Blanket (Winter), 1 Bedroll, 1 Block and Tackle, 1 Everburning Torch, 1 Grappling Hook, 1 Healer's Kit, 1 Holy Symbol (Silver), 1 Sack					
Full Plate +1	Equipped	1	50.0	2650.0	
Greatsword +2	Equipped	1	8.0	8350.0	
Explorer's Outfit	Equipped	1	8.0	10.0	
Signet Ring	Equipped	1	0.0	5.0	
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Block and Tackle	Backpack	1	5.0	5.0	
Everburning Torch	Backpack	1	1.0	110.0	
Grappling Hook	Backpack	1	4.0	1.0	
Healer's Kit	Backpack	1	1.0	50.0	
□□□□□ □□□□□					
Holy Symbol (Silver)	Backpack	1	1.0	25.0	
Sack	Backpack	1	0.5	0.1	
0 lbs.					
Saddle (Military)	Backpack	1	30.0	20.0	
+2 circumstance bonus on Ride checks related to staying in the saddle					
Sealing Wax	Backpack	1	1.0	1.0	
Tent	Backpack	1	20.0	10.0	
Waterskin (Filled)	Backpack	2	4.0 (8.0)	1.0 (2.0)	
TOTAL WEIGHT CARRIED/VALUE			139.5 lbs.	11241.7 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

MONEY	
1 x The Pearl (0) [Equipped]	Total = 0.0 gp

+7/+2

Special Attacks	
<b>Smite Evil (Su)</b> [PHB, ClassesII.rtf]	
2/day - One attack adds +2 (Charisma bonus) to hit and deals +0 (1 point of damage for each level)	
<b>Turn Undead</b> [PHB, ClassesI.rtf]	
5/day (turn level 3) (turn damage 2d6+5)	

Special Qualities	
<b>Aura of Courage (Su)</b> [PHB, ClassesII.rtf]	
Immune to fear (magical or otherwise). Allies within 10' gain +4 morale bonus on saves against fear effects.	
<b>Aura of Good (Ex)</b> [PHB, SpellsD-E.rtf]	
Strong	
<b>Detect Evil (Sp)</b> [PHB, ClassesII.rtf]	
At will, detect evil as the spell.	
<b>Divine Grace (Su)</b> [PHB, ClassesII.rtf]	
Charisma bonus of +2 to all saving throws.	
<b>Divine Health (Ex)</b> [PHB, ClassesII.rtf]	
Immunity to all diseases, including supernatural and magical.	
<b>Lay on Hands (Su)</b> [PHB, ClassesII.rtf]	
12 hp/day	
<b>Remove Disease (Sp)</b> [PHB, ClassesII.rtf]	
1/week	
<b>Special Mount (Sp)</b> [PHB, ClassesII.rtf]	

+7/+2+7/+2

Feats	
<b>Improved Initiative</b> [PHB, p.95]	
+4 bonus on initiative checks.	
<b>Improved Toughness</b> [CompWar]	
Gain hp equal to your current HD	
<b>Power Attack</b> [PHB]	
On your action, before making attack rolls for a round, you may choose to subtract up to 6 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Speed Burst</b> [Is This It]	
You can take an extra move action 3 times per day	
<b>Weapon Focus (Greatsword)</b> [PHB, p.102]	
+1 bonus on all attack rolls with selected weapon.	
<b>Armor Proficiency (Heavy)</b> [PHB, p.89]	
Armor Check Penalty applies normally.	
<b>Armor Proficiency (Light)</b> [PHB, p.89]	
Armor Check Penalty applies normally.	
<b>Armor Proficiency (Medium)</b> [PHB, p.89]	
Armor Check Penalty applies normally.	
<b>Martial Weapon Proficiency</b> [PHB, p.97]	
Choose a type of martial weapon to be proficient.	
<b>Shield Proficiency</b> [PHB, p.99]	
You can use a shield.	
<b>Simple Weapon Proficiency</b> [PHB, p.100]	
Use simple weapons normally.	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Celestial, Common, Goblin	

# Class Spell-like Abilities

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Evil		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S, DF	No	Divination	PHB: p.218
<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 6	
* =Domain/Speciality Spell										

# Paladin Spells

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

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Amplification		None	One standard action	Special	Touch	V, S	Yes (Harmless)	Transmutation	dhg_tpe: p.18
<i>Effect:</i> Increases effective level with respect to the use of some specified ability.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
□□□□□ Animal Influence	13	Will Negates, None if the user has some food appropriate to the creature being targeted and is willing to give it to it (if, perhaps, later), otherwise Will negates.	One Standard	Up to one hour	Medium (130 ft.)	V, S	Yes (Harmless)	Enchantment	dhg_tpe: p.132
<i>Effect:</i> Animal Influence is similar to Suggestion, but only works on non-sapient creatures - and only if the user means no harm to the creature targeted. The user may easily calm a panicky mount, get a bird to carry a small item a few blocks, befriend and pet a creature, or get a rat to drag the key to the cell over within reach. Of course, creatures with such low intelligence are unlikely to manage anything too complicated, and the creatures affected won't take major risks or go to enormous efforts to assist - but they do make excellent distractions and can run many small errands.					<i>Target:</i> One creature with Int 2 or less			<i>Caster Level:</i> 3	
□□□□□ Animation (Fine or Tiny)		None	One standard action	One minute per level	Touch	V, S	Yes (Harmless)	Transmutation	dhg_tpe: p.52
<i>Effect:</i> Brings the inanimate to life.					<i>Target:</i> Object touched			<i>Caster Level:</i> 3	
□□□□□ Aura of Darkness		None	One standard action	Ten minutes per level	Touch	V, S	Yes (Harmless)	Evocation [Evil]	dhg_tpe: p.40
<i>Effect:</i> Grants a profane bonus to saving throws equal to the square root of the caster level to a maximum of +6.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
□□□□□ Aura of Favor			One standard action	One minute	Personal	V, S, F		Evocation	dhg_tpe: p.32
<i>Effect:</i> Provides a luck bonus of +L/3 to attacks and damage up to a maximum of +6.					<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Aura of Light		None	One standard action	Ten minutes per level	Touch	V, S	Yes (Harmless)	Evocation [Good]	dhg_tpe: p.40
<i>Effect:</i> Grants a sacred bonus to saving throws equal to the square root of the caster level to a maximum of +6.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
□□□□□ Axiomatic Water	13	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	SC: p.22
<i>Effect:</i> Water damages chaotic outsiders for 2d4 points of damage.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 3	
□□□□□ Battlecry (Various)	13	Will negates (Harmless)	One free action	One round per level	Short.	V	Yes (Harmless)	Enchantment (Compulsion) [Mind-Affecting]	dhg_tpe: p.35
<i>Effect:</i> Grants morale bonuses against a specified type of opponent.					<i>Target:</i> One living creature. +2 levels for Mass variants.			<i>Caster Level:</i> 3	
□□□□□ Bless		None	Standard Action	1 minute/level	50 ft.	V,S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.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			<i>Caster Level:</i> 3	
□□□□□ Blessed Aim	13	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	SC: p.31
<i>Effect:</i> +2 morale bonus on ranged attacks for your allies within the spread.					<i>Target:</i> 50 ft. spread, centered on you			<i>Caster Level:</i> 3	
□□□□□ Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V,S,M	Yes (object)	Transmutation [Good]	PHB: p.205
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 3	
□□□□□ Bless Weapon		None	Standard Action	1 minute/level	Touch	V,S	No	Transmutation	PHB: p.205
<i>Effect:</i> Weapon strikes true against evil foes.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 3	
□□□□□ Bless Weapon, Swift		None	1 swift action	1 round	Touch	V	No	Transmutation	SC: p.31
<i>Effect:</i> As bless weapon.					<i>Target:</i> Touched weapon			<i>Caster Level:</i> 3	
□□□□□ Child Ward	13	Will Negates	One Standard Action	Twenty-four hours, Saving Throw: None	Touch	V, S	Yes (Harmless). Only if the caster is not a parent, aunt, uncle, or grandparent of the creature targeted.	Universal	dhg_tpe: p.132
<i>Effect:</i> Child Ward imprints a fraction of the caster's consciousness on the mind of the targeted child [a character with a maximum level of zero] as an advisor and guardian. While this can't always anticipate accidents, it can steer a child away from many kinds of risky behavior and help him or her deal sensibly with minor emergencies.					<i>Target:</i> One immature creature			<i>Caster Level:</i> 3	
□□□□□ Clear Mind	13	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	SC: p.47
<i>Effect:</i> Gain +4 sacred bonus on saving throws against mind-affecting spells and effects.					<i>Target:</i> You			<i>Caster Level:</i> 3	
□□□□□ Create Water		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.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> 3	
□□□□□ Create Water I	13	See text	One standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Water]	dhg_tpe: p.156
<i>Effect:</i> Creates large quantities of water or other fluids.					<i>Target:</i> Produces 8 gallons or 1.0 cubic ft per caster level worth of liquids			<i>Caster Level:</i> 3	
□□□□□ Cure Light Wounds	13	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
□□□□□ Deafening Clang	13	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	SC: p.59
<i>Effect:</i> Deal an extra 1d6 of sonic damage with each successful hit and causes deafeness for 1 minute unless creature saves.					<i>Target:</i> Your weapon			<i>Caster Level:</i> 3	
□□□□□ Dentistry	13	Will Negates	One Standard Action	Instantaneous.	Touch	V, S	Yes (Harmless)	Necromancy	dhg_tpe: p.132
<i>Effect:</i> Dentistry repairs and replaces teeth. While this has few direct game effects, someone who possesses this spell is generally welcome almost anywhere. It's better than being a bard; few things are more miserable than bad teeth.					<i>Target:</i> Creature Touched			<i>Caster Level:</i> 3	

\* =Domain/Specialty Spell

# Paladin Spells

Deodorize (House)	13	Will Negates	One Standard Action	Instantaneous.	Medium (130 ft.)	V, S	Yes (Harmless)	Abjuration	dhg_tpe: p.132
<b>Effect:</b> Deodorize removes, or - at the option of the caster - replaces scents. While scents will gradually return unless their sources are dealt with or removed, this has many applications in cleaning and comfort. While the spell is not powerful enough to be especially useful as an attack - it is not capable of inducing nausea or similar problems as a Stinking Cloud can - it can certainly irritate, distract, and even partially "blind" creatures which depend on scent. Of course, adventurers tend to find applications in evading bloodhounds, neutralizing Stinking Cloud spells [which it will do], removing the scents of skunks, frightening off wolves by making the campsite smell like it's a den full of tigers, and similar tricks.					<b>Target:</b> 30' radius cloud		<b>Caster Level:</b> 3		
Detect Poison		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	No	Divination	PHB: p.219
<b>Effect:</b> Detects poison in one creature or small object.					<b>Target:</b> One creature, one object, or a 5-ft. cube		<b>Caster Level:</b> 3		
Detect Undead		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,M/DF	No	Divination	PHB: p.220
<b>Effect:</b> Reveals undead within 60 ft.					<b>Target:</b> Cone-shaped emanation		<b>Caster Level:</b> 3		
Dispel (Various)		None	One standard action	Instantaneous	Touch, +1 level per additional range category	V, S	No	Abjuration	dhg_tpe: p.95
<b>Effect:</b> Disrupts, changes, or redirects target mystical effects.					<b>Target:</b> One spellcaster, creature, or object; or 20-ft.-radius burst		<b>Caster Level:</b> 3		
Divine Favor		None	Standard Action	1 minute	Personal	V,S, DF	No	Evocation	PHB: p.224
<b>Effect:</b> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]					<b>Target:</b> You		<b>Caster Level:</b> 3		
Divine Sacrifice		None	1 standard action	1 round/level	Personal	V,S	N/A	Evocation	SC: p.70
<b>Effect:</b> 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.					<b>Target:</b> You		<b>Caster Level:</b> 3		
Dowsing	13	Will Negates	One Standard Action	5d6 minutes to obtain results.	Special	V, S	Yes (Harmless)	Divination	dhg_tpe: p.132
<b>Effect:</b> Dowsing has two basic effects; it provides a +5 bonus on an attempt to find something and allows the search to be conducted without actually going and making it. Thus, when looking for water [survival] instead of carefully inspecting the ground and digging small holes looking for traces of moisture, one can wander around with a stick. When searching for a hidden cave entrance, one can sit at home and swing a pendulum over a map instead of crawling about in the hills. You can use dowsing - whether with a stick or a pedatum - to search for oil, for internal infections and injuries, to look for water, game, fish, gems, tombs, roads, lost children, mystical nexi or ley lines, and many other items. Unfortunately, remote searches provide only general locations at best - and it can be rather difficult to tell when you're wrong; the GM should roll in secret for remote searches. Thus using a pendulum and a map may help you find the general location of that ancient crypt, but to locate the door precisely, you'll have to go to that area and do some more searching.					<b>Target:</b> Self		<b>Caster Level:</b> 3		
Eldritch Armor I	13	Will negates (Harmless, Object)	One standard action	Ten minutes per level, +1 level for one hour per level, +2 levels for one day	Touch, +1 level per additional range category	V, S, M	Yes (Harmless, Object)	Transmutation	dhg_tpe: p.25
<b>Effect:</b> Bestows a particular special ability or combination of abilities on a suit of armor.					<b>Target:</b> One suit of armor or shield		<b>Caster Level:</b> 3		
Elemental Javelin (Acid)		None	One standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Acid]	dhg_tpe: p.148
<b>Effect:</b> Summons a missile of elemental force.					<b>Target:</b> One javelin of elemental energy		<b>Caster Level:</b> 3		
Elemental Javelin (Cold)		None	One standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Cold]	dhg_tpe: p.148
<b>Effect:</b> Summons a missile of elemental force.					<b>Target:</b> One javelin of elemental energy		<b>Caster Level:</b> 3		
Elemental Javelin (Electricity)		None	One standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Electricity]	dhg_tpe: p.148
<b>Effect:</b> Summons a missile of elemental force.					<b>Target:</b> One javelin of elemental energy		<b>Caster Level:</b> 3		
Elemental Javelin (Fire)		None	One standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Fire]	dhg_tpe: p.148
<b>Effect:</b> Summons a missile of elemental force.					<b>Target:</b> One javelin of elemental energy		<b>Caster Level:</b> 3		
Elemental Javelin (Sonic)		None	One standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Sonic]	dhg_tpe: p.148
<b>Effect:</b> Summons a missile of elemental force.					<b>Target:</b> One javelin of elemental energy		<b>Caster Level:</b> 3		
Empowerment		None	One standard action	1d4 Hours or Special	Touch	V, S	None	Transmutation	dhg_tpe: p.189
<b>Effect:</b> Instantly powers and attunes a Charm or Talisman.					<b>Target:</b> One Charm or Talisman		<b>Caster Level:</b> 3		
Enchant Tools I	13	None (Object)	One standard action	3 hours [D]	Touch	V, S	Yes (Harmless)	Transmutation	dhg_tpe: p.12
<b>Effect:</b> Boosts the user's effective skill and reduces time needed for specific tasks.					<b>Target:</b> Tool or Toolkit touched		<b>Caster Level:</b> 3		
Endure Elements	13	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<b>Effect:</b> Exist comfortably in hot or cold environments.					<b>Target:</b> Creature touched		<b>Caster Level:</b> 3		
Energized Shield, Lesser		None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	SC: p.79
<b>Effect:</b> Protects against on energy type [fire, cold, electricity, acid, or sonic], you can 5 resistance; see text					<b>Target:</b> Touch		<b>Caster Level:</b> 3		
Enhance Attribute I	13	Will negates (Harmless)	One standard action	One minute per level. Extend to ten minutes per level at +1 Spell Level, one hour per level at +2, and one day at +3.	Touch, plus one category per +1 level. Mass versions automatically include short range.	V, S, M	Yes (Harmless)	Transmutation	dhg_tpe: p.17
<b>Effect:</b> Provides an enhancement bonus to one or more basic attributes.					<b>Target:</b> Creature[s] touched		<b>Caster Level:</b> 3		
Enlarge/Reduce Person/Animal (Specify)	13	Fortitude negates	One standard action	One minute per level [D]	Close (30 ft.)	V, S, M	Yes	Transmutation	dhg_tpe: p.47
<b>Effect:</b> Alters size by one category.					<b>Target:</b> One humanoid creature [Animal]		<b>Caster Level:</b> 3		
Enlarge Animal (Specify)	13	Fortitude negates	One standard action	One minute per level [D]	Close (30 ft.)	V, S, M	Yes	Transmutation	dhg_tpe: p.47
<b>Effect:</b> Alters size by one category.					<b>Target:</b> One Animal		<b>Caster Level:</b> 3		
Expel Parasites	13	Will Negates	One Standard Action	Instantaneous.	Touch	V, S	Yes (Harmless)	Universal	dhg_tpe: p.132
<b>Effect:</b> Expel Parasites causes the targets body to expel parasites of all sorts - worms, rot grubs, cerebral parasites, things which burrow under the skin, and similar organisms. Like the Remove spell, Expel Parasites is very convenient when the characters are dealing with such perils - and fairly useless otherwise.					<b>Target:</b> One creature		<b>Caster Level:</b> 3		
Faith Healing	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.87
<b>Effect:</b> Heal 8 + caster level [max +5] hit points.					<b>Target:</b> Living creature touched		<b>Caster Level:</b> 3		
Fast Healing I	13	Will half (Harmless)	One standard	See text	Touch	V, S	Yes (Harmless)	Conjuration (Healing)	dhg_tpe: p.78
* =Domain/Speciality Spell									

# Paladin Spells

<i>Effect:</i> Induces temporary Fast Healing abilities.				action			<i>Target:</i> Creature touched		<i>Caster Level:</i> 3	
Find Temple		None	1 standard action	1 hour/level	10 miles + mile/level	V,S,DF	No	Divination	SC: p.91	
<i>Effect:</i> Sense nearest sanctuary of your deity.							<i>Target:</i> Circle centered on you, out to range		<i>Caster Level:</i> 3	
Flesh Ward I		13	None (Harmless)	One standard action	Ten minutes per level. +1 level for one hour per level, +2 levels for one day, +1 level to eliminate the damage limit	Touch, +1 level for +1 range category	V, S, M	Yes (Harmless)	Abjuration, Transmutation, Conjunction	dhg_tpe: p.66
<i>Effect:</i> Grants damage reduction.							<i>Target:</i> Creature touched or one creature per level for Mass variant		<i>Caster Level:</i> 3	
Force Armor I		13	Will negates (Harmless)	One standard action	3 hours [D]	Touch	V, S, F	No	Conjunction (Creation) [Force]	dhg_tpe: p.11
<i>Effect:</i> Provides an armor bonus that affects incorporeal attackers., +4							<i>Target:</i> Creature touched		<i>Caster Level:</i> 3	
Force Shield I		13	Will negates (Harmless)	One standard action	3 minutes [D]	Touch	V, S	No	Abjuration [Force]	dhg_tpe: p.11
<i>Effect:</i> Provides a shield bonus that affects incorporeal attackers., 1 +4							<i>Target:</i> Creature touched		<i>Caster Level:</i> 3	
Fortune's Favor I		None	One standard action	One minute per level	Touch	V, S, F (Dice)	Yes (Harmless)	Evocation	dhg_tpe: p.32	
<i>Effect:</i> Provides a luck bonus on skill and attribute checks for a time.							<i>Target:</i> Creature touched		<i>Caster Level:</i> 3	
Generalized Lucubration (Various)		None	One standard action	Instantaneous	Personal	V, S	No	Transmutation	dhg_tpe: p.99	
<i>Effect:</i> Recalls or powers other spells.							<i>Target:</i> You		<i>Caster Level:</i> 3	
Golden Barding		None	1 standard action	1 hour/level	Touch	V,DF	No	Conjunction (Creation)	SC: p.106	
<i>Effect:</i> Create Magical Barding type depends on level; see text.							<i>Target:</i> Special mount touched		<i>Caster Level:</i> 3	
Grave Strike		13	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	SC: p.107
<i>Effect:</i> Allows you to make sneak attacks against undead if you have the ability.							<i>Target:</i> You		<i>Caster Level:</i> 3	
Hide Like Ox		None	One standard action	Ten minutes per level	Touch	V, S, F	Yes (Harmless)	Transmutation	dhg_tpe: p.38	
<i>Effect:</i> Grants target creature a +1 or higher natural armor bonus.							<i>Target:</i> Living creature touched		<i>Caster Level:</i> 3	
Holy Spurs		13	Will negates [harmless]	1 swift action	1 round	Close (30 ft.)	V	Yes [harmless]	Transmutation	SC: p.115
<i>Effect:</i> Mount's base land speed increase by 40 feet.							<i>Target:</i> Your special mount		<i>Caster Level:</i> 3	
Image Link		None	1 standard action	One hour	Touch	V, S	Yes (Harmless)	Divination	dhg_tpe: p.208	
<i>Effect:</i> Allows the transmission of detailed images over mental links.							<i>Target:</i> Creature touched		<i>Caster Level:</i> 3	
Immortal Vigor I		13	Will negates (Normally Harmless)	One standard action	Ten minutes per level	Touch	V, S, DF	Yes (Harmless)	Necromancy	dhg_tpe: p.24
<i>Effect:</i> Grants +2d6 temporary bonus hit dice plus Con Bonus per HD.							<i>Target:</i> Creature touched		<i>Caster Level:</i> 3	
Imprint Spell I		None	Ten Minutes	Instantaneous	Personal	V, S	No	Transmutation	dhg_tpe: p.100	
<i>Effect:</i> Lets a spontaneous spellcaster temporarily add spells to his or her lists.							<i>Target:</i> You		<i>Caster Level:</i> 3	
Inspiring Word		13	Will negates (Harmless)	One standard action	One minute per level	Close (30 ft.)	V, S	Yes (Harmless)	Enchantment (Compulsion) [Mind-Affecting]	dhg_tpe: p.35
<i>Effect:</i> Grants its target a +1 morale bonus.							<i>Target:</i> One living creature.		<i>Caster Level:</i> 3	
Iron Fist		None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	dhg_tpe: p.179	
<i>Effect:</i> Allows the caster to strike a mighty blow of force for 3d6 force damage.							<i>Target:</i> Creature or object touched		<i>Caster Level:</i> 3	
Know Greatest Enemy		None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	SC: p.129	
<i>Effect:</i> Determine the relative power levels of tagets; see text.							<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 3	
Lens of Ra (a.k.a. Lens of Apep)		None	One standard action	Instantaneous	Personal	V, S, DF	No	Transmutation	dhg_tpe: p.40	
<i>Effect:</i> Focuses a "Turn" attempt into a focused ray of energy.							<i>Target:</i> You		<i>Caster Level:</i> 3	
Lionheart		13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration [Mind-Affecting]	SC: p.132
<i>Effect:</i> Gain immunity to fear effects.							<i>Target:</i> Creature touched		<i>Caster Level:</i> 3	
Magic (Natural) Weapon		13	Will negates (Harmless, object)	One standard action	One minute per level or special	Touch	V, S, F (Item to be enhanced)	Yes (Harmless, object)	Transmutation	dhg_tpe: p.25
<i>Effect:</i> Grants a weapon a +1 enhancement bonus.							<i>Target:</i> One weapon or fifty identical projectiles		<i>Caster Level:</i> 3	
Magic Weapon		13	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.							<i>Target:</i> Weapon touched		<i>Caster Level:</i> 3	
Mantle of Good		13	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Good]	SC: p.137
<i>Effect:</i> Gain SR 12 + your caster level against spells with the evil descriptor.							<i>Target:</i> You		<i>Caster Level:</i> 3	
Moment of Clarity		None	1 standard action	Instantaneous	Touch	V,S,DF	No	Abjuration	SC: p.142	
<i>Effect:</i> Creature gains a second save against a mind-affecting spell.							<i>Target:</i> Creature touched		<i>Caster Level:</i> 3	
Moment of Insight			One standard action	See text	Personal	V, F		Divination	dhg_tpe: p.31	
<i>Effect:</i> Provides a +20 insight bonus on a single type of die roll.							<i>Target:</i> You		<i>Caster Level:</i> 3	
One Mind, Lesser		13	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	SC: p.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> 3	
Personal Haste		None	One standard action	One round per level	Personal	V, S, M	No	Transmutation	dhg_tpe: p.22	
<i>Effect:</i> You attack and move more quickly then normal.							<i>Target:</i> You		<i>Caster Level:</i> 3	

\* =Domain/Speciality Spell

# Paladin Spells

■■■■■ Preservation	13	Will Negates	One Standard Action	Instantaneous.	Touch	V, S	Yes (Harmless)	Transmutation	dhg_tpe: p.132
<i>Effect:</i> Preservation immediately dries, smokes, salts, jellies, spices, or otherwise preserves the affected material; the exact manner is up to thepraster.					<i>Target:</i> Up to ten pounds of unliving organic material			<i>Caster Level:</i> 3	
■■■■■ Process	13	Will Negates	One Standard Action	Instantaneous, Components: V, S, MF [the relevant tools].	Touch	V, S	Yes (Harmless)	Transmutation	dhg_tpe: p.132
<i>Effect:</i> The various Process spells are each quite specific, and each can perform a particular, tedious bit of resource-processing. For example, Process [Card] pulls stickers, insects, and other contaminants out of wool. Process [Spin] turns raw fiber into thread. Process [Weave] turns fibers into cloth, and so on. Process does not provide materials, and does not bypass the need for the relevant tools or skill; it simply saves time. Fortunately, while each variant of Process is a separate spell, they're so much alike that anyone who leans one variant can be presumed to have also mastered four others. Alchemists and ritualists often have good uses for Process, since it can greatly reduce the tedium of their activities.					<i>Target:</i> One cubic foot of material per level			<i>Caster Level:</i> 3	
■■■■■ Protection from Chaos	13	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Lawful] PHB: p.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> 3	
■■■■■ Protection from Evil	13	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M/DF	No; see text	Abjuration [Good] PHB: p.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> 3	
■■■■■ Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination PHB: p.269	
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 3	
■■■■■ Reduce Animal (Specify)	13	Fortitude negates	One standard action	One minute per level [D]	Close (30 ft.)	V, S, M	Yes	Transmutation dhg_tpe: p.47	
<i>Effect:</i> Alters size by one category.					<i>Target:</i> One Animal			<i>Caster Level:</i> 3	
■■■■■ Relieve Illness	13	Will Negates	One Standard Action	Three saves.	Touch	V, S	Yes (Harmless)	Necromancy dhg_tpe: p.132	
<i>Effect:</i> Relieve Illness provides its target with a +4 enhancement bonus on its recipients next three saving throws against disease, and reduces the attribute damage resulting from failed saves by two points each. It also usually makes the sufferer feel a great deal better.					<i>Target:</i> One sick creature			<i>Caster Level:</i> 3	
■■■■■ Relieve Poison	13	Will Negates	One Standard Action	Ten minutes.	Touch	V, S	Yes (Harmless)	Necromancy dhg_tpe: p.132	
<i>Effect:</i> Relieve Illness provides its target with a +4 enhancement bonus on its recipients saves against poison, and reduces the attribute damage resulting from failed saves by two points each. If applied within one round after a poison takes effect, the benefits of the spell are effectively retroactive.					<i>Target:</i> One poisoned creature			<i>Caster Level:</i> 3	
■■■■■ Remove (Lice)	13	Fortitude, for half	One Standard Action	Instantaneous	Close (30 ft.)	V, S	Yes.	Abjuration dhg_tpe: p.132	
<i>Effect:</i> Remove Lice instantly destroys a variety of small pests, parasites, and skin problems, including lice, fleas, fungal infections, green slime, vrock and yellow mold spores, and swarms of insects, normally inflicting 4d4 damage on each creature to be affected. Considering that most such creatures have one hit point at best, this is usually quite sufficient. Adventurers tend to find his marvelously handy when dealing with a few specific types of creature and fairly useless otherwise - unless, of course, they're in a plague-stricken area, in which case using this spell regularly can be a lifesaver.					<i>Target:</i> 10' Radius			<i>Caster Level:</i> 3	
■■■■■ Repair Construct (Moderate)	13	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Transmutation dhg_tpe: p.59	
<i>Effect:</i> Repairs 1d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
■■■■■ Resistance	13	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration PHB: p.272	
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
■■■■■ Resist Energy (Lesser)	13	Fortitude negates (Harmless)	One standard action	Ten minutes per level	Touch	V, S	Yes (Harmless)	Abjuration dhg_tpe: p.68	
<i>Effect:</i> Provides resistance 5 to any one energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
■■■■■ Resist Planar Alignment	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration SC: p.174	
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
■■■■■ Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: p.272	
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
■■■■■ Resurgence	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration SC: p.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> 3	
■■■■■ Rhino's Rush	13	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation SC: p.176	
<i>Effect:</i> Subject's charge attack deals double damage of first attack.					<i>Target:</i> You			<i>Caster Level:</i> 3	
■■■■■ Rune of Defense	13	Will negates (Harmless, object)	One standard action	One minute per level	Touch	V, S, F (Item to be enhanced)	Yes (Harmless, object)	Transmutation dhg_tpe: p.25	
<i>Effect:</i> Grants armor a +2, or +3 at Caster Level 6, enhancement bonus.					<i>Target:</i> One suit of armor or a shield			<i>Caster Level:</i> 3	
■■■■■ Scarecrow	13	Will Negates	One Standard Action	twenty-four hours.	Close (30 ft.)	V, S	Yes (Harmless)	Conjuration dhg_tpe: p.132	
<i>Effect:</i> Scarecrow is basically a specialized variant of Unseen Servant; unlike the basic spell, it can be left unattended, and will continue to perform it's particular task - chasing pests out of a field - for a full day. Like an Unseen Servant, it can only "take 10" on tasks. Related variants perform other specific tasks - harvesting fruit, hauling water to irrigate plants, tending a boiler or a blacksmith's fire, or cleaning floors. While each such variant is a specific spell, they're so much alike that anyone who leans one variant can be presumed to have also mastered four others.					<i>Target:</i> Special			<i>Caster Level:</i> 3	
■■■■■ Second Wind	13	Will negates [harmless]	1 standard action	Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation SC: p.182	
<i>Effect:</i> Removes fatigue and provides +4 bonus on Con checks; see text					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
■■■■■ Sense Heretic		None	1 standard action	10 minutes/level	Touch	V,S,DF	No	Divination SC: p.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> 3	
■■■■■ Shapeshift (Retinal Duplication)			One standard action	One minute per level, +1 level for ten minutes per level, +2 levels for one hour per level [D]	Personal	+1 level to V, S change Range to "Touch" and Target to "One Willing Creature" +1 additional level per additional range category +4 additional levels for a "Mass" variant. Mass variants automatically possess "short" range		Transmutation dhg_tpe: p.91	
<i>Effect:</i> Fools retinal-scan security systems.					<i>Target:</i> You			<i>Caster Level:</i> 3	
* =Domain/Specialty Spell									

# Paladin Spells

■■■■■ Shapeshift (Scalywrath)			One standard action	One minute per level, +1 level for ten minutes per level, +2 levels for one hour per level [D]	Personal +1 level to V, S change Range to "Touch" and Target to "One Willing Creature" +1 additional level per additional range category +4 additional levels for a "Mass" variant. Mass variants automatically possess "short" range Target: You	Transmutation	dhg_tpe: p.91		
<b>Effect:</b> Grants the basic physical abilities of a lizard-folk warrior.									
■■■■■ Sheer (Sheep)	13	None.	One Standard Action	60 minutes	Touch	V, S	Yes (Harmless)	Evocation	dhg_tpe: p.132
<b>Effect:</b> Sheer cuts hair [and, optionally, styles the remainder] with a casual pass of the user's hand and without hurting the creature being shorn. For classical sheep-shearing, this can reduce the time required to a minute or two, larger animals [and struggling children] will require more time. If the user wishes to produce fancy haircuts, beard styling, and similar results, he or she will need to make a skill check to do so.									
<b>Target:</b> Special									
<b>Caster Level:</b> 3									
■■■■■ Sidestep I		None	One standard action	30 minutes	Touch	V, S	Yes (Harmless)	Divination	dhg_tpe: p.15
<b>Effect:</b> Provides a competence bonus on saving throws.									
<b>Target:</b> Living creature touched									
<b>Caster Level:</b> 3									
■■■■■ Snapshot	13	Will Negates	One Standard Action	Permanent.	Touch	V, S	Yes (Harmless)	Illusion	dhg_tpe: p.132
<b>Effect:</b> Snapshot attaches the sensations of a few moments to a small item with a shiny surface - a bit of crystal, a bead, or some such. Anyone who touches the item will gain a weak impression of the information imprinted on it, and anyone who focuses their attention on that impression will experience the entire thing - whether that's the glory of a sunset, the awe of a mighty dragon passing over a town, or the burning sincerity of an oath of vengeance. For the most part, such trinkets are simply keepsakes, although they can also serve to preserve valuable information, or - at the option of the game master - to provide effects equivalent to a first-level morale-affecting spell of choice if they record a moment of great personal significance that is related to the current situation. If someone wants to review the evil overlords dozen terrible offenses against their friends and family before launching their attack, they'll probably qualify for the equivalent of a Wrath spell.									
<b>Target:</b> Item touched									
<b>Caster Level:</b> 3									
■■■■■ Spell Resistance (Least)	13	Will negates (Harmless)	One standard action	One minute per level	Touch	V, S, F	Yes (Harmless)	Abjuration	dhg_tpe: p.101
<b>Effect:</b> Grants spell resistance equal to 6 plus the caster level, 13 maximum.									
<b>Target:</b> Creature touched									
<b>Caster Level:</b> 3									
■■■■■ Sticky Saddle	13	N/A	1 immediate action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SC: p.206
<b>Effect:</b> It becomes impossible for you to fall or be thrown off your mount.									
<b>Target:</b> You									
<b>Caster Level:</b> 3									
■■■■■ Strain Ward I	13	Fort negates (Harmless)	One standard action	Ten minutes per level, +1 level for one hour per level, +2 levels for one day	Touch	V, S	Yes (Harmless)	Transmutation	dhg_tpe: p.17
<b>Effect:</b> The user may withstand the long-term use of attribute enhancement spells.									
<b>Target:</b> Creature touched									
<b>Caster Level:</b> 3									
■■■■■ Strategic Charge	13	N/A	1 swift action	1 round/level	Personal	V,DF	N/A	Abjuration	SC: p.210
<b>Effect:</b> Gain benefit of the Mobility feat.									
<b>Target:</b> You									
<b>Caster Level:</b> 3									
■■■■■ Summon Construct I		None	One standard action	One round per level, +1 level for one minute per level, +2 levels for ten minutes per level, +3 levels for one hour per level	Close (30 ft.)	V, S	No	Conjuration	dhg_tpe: p.85
<b>Effect:</b> Calls forth an Astral Construct.									
<b>Target:</b> Special									
<b>Caster Level:</b> 3									
■■■■■ Summoning I	13	None	One round	One round per level [D]. +1 level for one minute per level, +2 for ten minutes per level, +3 for one hour per level, +4 for one day	Close (30 ft.)	V, S, F	No	Conjuration (Summoning) [See Text]	dhg_tpe: p.104
<b>Effect:</b> Summons various creatures or imbues the caster with their powers.									
<b>Target:</b> One or more summoned creatures of specified CR									
<b>Caster Level:</b> 3									
■■■■■ Summon Weapon		None	1 standard action	3 minutes [D]	Persnal	V, S	Yes	Evocation [Force]	dhg_tpe: p.211
<b>Effect:</b> Creates a temporary weapon of force.									
<b>Target:</b> Magic weapon of force									
<b>Caster Level:</b> 3									
■■■■■ Sunfury and Eclipse		None	One standard action	Instantaneous	Personal	V, S, DF	No	Transmutation	dhg_tpe: p.41
<b>Effect:</b> Expend two "Turn" attempts at once to enhance the effects.									
<b>Target:</b> You									
<b>Caster Level:</b> 3									
■■■■■ Surprising Mastery (Various)	13	Will negates (Harmless)	One standard action	See text	Touch	V, S	Yes (Harmless)	Transmutation	dhg_tpe: p.75
<b>Effect:</b> Grants the recipient a specific feat for the duration.									
<b>Target:</b> Living creature touched									
<b>Caster Level:</b> 3									
■■■■■ Sustenance		None	One minute	Two hours per level	Touch	S	Yes (Harmless)	Evocation [Good]	dhg_tpe: p.42
<b>Effect:</b> Reduces the user's need to eat, drink, and sleep.									
<b>Target:</b> Living creature touched									
<b>Caster Level:</b> 3									
■■■■■ Tarp	13	Reflex Evades	One Standard Action	Twelve Hours	Close (30 ft.)	V, S	Yes.	Conjuration	dhg_tpe: p.132
<b>Effect:</b> Tarp produces up to four hundred square feet of durable, watertight, canvas - either simply draping it across an area or stretching it over any suitable supporting framework. It can replace a small sail, keep the rain off a pile of equipment or other stockpile, erect a serviceable tent, briefly block a cloud of toxic gas, or help break a fall. It can also be dropped over an opponent or small group thereof, although those who succeed in a reflex save will generally simply duck out from underneath [and those will spell resistance are likely to rip right through]. Anyone entangled in a tarp must spend a move action to get free; until then, they will suffer a -2 circumstance penalty on their actions and will be unable to see.									
<b>Target:</b> Special									
<b>Caster Level:</b> 3									
■■■■■ Traveler's Mount	13	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SC: p.223
<b>Effect:</b> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.									
<b>Target:</b> Animal or magical beast touched									
<b>Caster Level:</b> 3									
■■■■■ Unburn Meal	13	Will Negates	One Standard Action	Instantaneous.	Touch	V, S	Yes (Harmless)	Transmutation	dhg_tpe: p.132
<b>Effect:</b> Unburn Meal will fix minor culinary disasters - unburning roasts and stews, causing fallen souffles to rise again, and mending broken cakes.									
<b>Target:</b> Up to twenty pounds of food per level									
<b>Caster Level:</b> 3									
■■■■■ Unseen Supervisor		None	One standard action	Until the Unseen Servant vanishes	Close (30 ft.)	V, S, M (Slip of paper)	Yes	Transmutation	dhg_tpe: p.154
<b>Effect:</b> Makes an Unseen Servant into a competent assistant.									
<b>Target:</b> One Unseen Servant									
<b>Caster Level:</b> 3									
■■■■■ Virtue	13	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<b>Effect:</b> Subject gains 1 temporary hp.									
<b>Target:</b> Creature touched									
<b>Caster Level:</b> 3									
■■■■■ Vision of Glory		None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	SC: p.231
<b>Effect:</b> Grants a +1 morale bonus to a single saving throw [target's choice].									
<b>Target:</b> Creature touched									
<b>Caster Level:</b> 3									
■■■■■ Warding Rune	13	Will negates (Harmless)	One standard	One minute	Touch	V, S, M	Yes (Harmless)	Abjuration	dhg_tpe: p.39

\* =Domain/Speciality Spell



## Paladin Spells

			action						
<i>Effect:</i> Grants target a 0-4 resistance bonus on saves.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 3		
□□□□□ Ward of Darkness		None	One standard action	Ten minutes per level	Touch	V, S	Yes (Harmless)	Evocation [Evil]	dhg_tpe: p.42
<i>Effect:</i> Grants a profane bonus to AC equal to the square root of the caster level.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 3		
□□□□□ Ward of Heaven			One standard action	One minute	Personal	V, S, F		Evocation	dhg_tpe: p.32
<i>Effect:</i> Provides a luck bonus of +L/3-6 to AC and saves for a time.				<i>Target:</i> You			<i>Caster Level:</i> 3		
□□□□□ Ward of Life I		13 Will negates	One standard action	Ten minutes per level	Touch	V, S	Yes (Harmless)	Necromancy	dhg_tpe: p.24
<i>Effect:</i> Grants 1d6 temporary hit points +1d6 per two Caster Levels beyond the first [Max 4d6]				<i>Target:</i> Living creature touched			<i>Caster Level:</i> 3		
□□□□□ Ward of Light		None	One standard action	Ten minutes per level	Touch	V, S	Yes (Harmless)	Evocation [Good]	dhg_tpe: p.42
<i>Effect:</i> Grants a sacred bonus to AC equal to the square root of the caster level.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 3		
□□□□□ Warning Shout		None	1 immediate action	Instantaneous	30 ft.	V	No	Transmutation [Sonic]	SC: p.236
<i>Effect:</i> Removes flat-footed condition from all allies.				<i>Target:</i> All allies within 30 ft.			<i>Caster Level:</i> 3		
□□□□□ Weapon Mastery I		None	One standard action	3 minutes	Touch	V, S	Yes (Harmless)	Divination	dhg_tpe: p.15
<i>Effect:</i> Provides a competence bonus on the recipient's base attack bonus.				<i>Target:</i> Living creature touched			<i>Caster Level:</i> 3		
□□□□□ Wizard's Pocket (Various)		None	One standard action	One hour per level [D]	Touch	V, S, MF (Item touched)	Yes (Harmless)	Transmutation	dhg_tpe: p.71
<i>Effect:</i> Creates a modest extradimensional space in a pocket, bag, or other container.				<i>Target:</i> Item touched.			<i>Caster Level:</i> 3		
□□□□□ Wrath		None	One standard action	Concentration + 1 round per level [D]	Close (30 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	dhg_tpe: p.35
<i>Effect:</i> Grants a +2 morale bonus to Str and Con and +1 to will, but -2 on AC.				<i>Target:</i> One willing living creature			<i>Caster Level:</i> 3		
□□□□□ Wrath of Heaven		None	One standard action	One minute per level	Touch	V, S	Yes (Harmless)	Evocation [Good]	dhg_tpe: p.42
<i>Effect:</i> Grants a sacred bonus to hit and damage equal to the square root of the caster level.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 3		
□□□□□ Wrath of the Infernal		None	One standard action	One minute per level	Touch	V, S	Yes (Harmless)	Evocation [Evil]	dhg_tpe: p.42
<i>Effect:</i> Grants a profane bonus to hit and damage equal to the square root of the caster level.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 3		

\* =Domain/Specialty Spell

## Class Spell-like Abilities

At Will Detect Evil (DC:)

## Notes:

Character Sheet Notes: