

Jason of Hulberg

NAME

Ftr4 Pld5 Wiz

36000

CLASS

EXPERIENCE

9

45000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	23	+6	23	+6	23	+6
DEX Dexterity	16	+3	18	+4	18	+4
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	15	+2	15	+2	15	+2
CHA Charisma	18	+4	22	+6	22	+6

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

+20

=

+8

+

+3

+

+3

+

+6

+

+0

+

+15

=

+2

+

+4

+

+3

+

+6

+

+0

+

+15

=

+4

+

+2

+

+3

+

+6

+

+0

+

conditional modifiers

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+15/+10

=

+9/+4

+

+6

+

+0

+

+0

+

RANGED
attack bonus

+13/+8

=

+9/+4

+

+4

+

+0

+

+0

+

GRAPPLE
attack bonus

+15/+10

=

+9/+4

+

+6

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+15/+10	1d3+6	20/x2	5 ft.

*Auric 'farandol			HAND	TYPE	SIZE	CRITICAL	REACH
	To Hit	Dam	Primary	S	M	17-20/x2	5 ft.
1H-P	N/A	N/A	2W-P-(OH)	N/A			N/A
1H-O	N/A	N/A	2W-P-(OL)	N/A			N/A
2H	+20/+15	1d10+15	2W-OH	N/A			N/A
Special Properties	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						

*: 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
*Mithral Full Plate +2	Light	+10	+3	-3	25
(Light Full Plate +2), 30hp/inch and 15 hardness					
*Shield +1 (Heavy/Metal)	Heavy	+3		-1	15

LAY ON HANDS

HP per day

Tim

PLAYERNAME

Human

Medium

6' 4"

242 lbs.

DEITY

VISION

RACE

SIZE

HEIGHT

WEIGHT

AGE

Male

GENDER

EYES

HAIR

POINTS

VP
Vitality

97

WOUNDS/CURRENT HP

Subdual Damage

WP
Wound Points

16

DAMAGE REDUCTION

SPEED

Walk 40 ft.

AC
armor class

26

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+9/+4

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	12/6
					RANKS	MISC MODIFIER
✓ Appraise	INT	3	=	3	+	+
✓ Balance	DEX	0	=	4	+	-4
✓ Bluff	CHA	11	=	6	+	5.0 +
✓ Climb	STR	2	=	6	+	-4
✓ Concentration	CON	3	=	3	+	+
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Diplomacy	CHA	22	=	6	+	12.0 + 4
✓ Disguise	CHA	6	=	6	+	+
✓ Escape Artist	DEX	0	=	4	+	-4
✓ Forgery	INT	3	=	3	+	+
✓ Gather Information	CHA	6	=	6	+	+
✓ Handle Animal	CHA	11	=	6	+	5.0 +
✓ Heal	WIS	2	=	2	+	+
✓ Intimidate	CHA	8	=	6	+	2
✓ Jump	STR	6	=	6	+	+
✓ Knowledge (Religion)	INT	18	=	3	+	5.0 + 10
✓ Notice (Listen)	WIS	2	=	2	+	+
✓ Notice (Spot)	WIS	2	=	2	+	+
✓ Profession (Hunter)	WIS	7	=	2	+	5.0 +
✓ Ride	DEX	18	=	4	+	12.0 + 2
✓ Search	INT	9	=	3	+	6.0 +
✓ Sense Motive	WIS	13	=	2	+	11.0 +
✓ Sneak (Hide)	DEX	0	=	4	+	-4
✓ Sneak (Move Silently)	DEX	0	=	4	+	-4
✓ Spot	WIS	8	=	2	+	6.0 +
✓ Survival	WIS	2	=	2	+	+
✓ Swim	STR	-2	=	6	+	-8
✓ Use Rope	DEX	9	=	4	+	5.0 +
			=		+	+
			=		+	+
✓: can be used untrained. X: exclusive skills						

TURN UNDEAD			
TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+8
Up to 0	-2	Turn level	2
1 - 3	-1	Turn damage	2d6 +6
4 - 6	0	You destroy Undead creatures with total hit dice up to 1.	
7 - 9	1		
10 - 12	2		
13 - 15	3		
16 - 18	4		
19 - 21	5		
22+	6		
TURN/DAY	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		

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 (Competance) (Knowledge (Religion) +10)/Crystal (Deep)/Raise Dead//Cleric/20th)), 30hp/inch and 10 hardness, Sacred bonus to all saving throws of +3, Competance 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
Shield +1 (Heavy/Metal)	Equipped	1	15.0	1170.0
TOTAL WEIGHT CARRIED/VALUE			109 lbs.	588705.0 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)
Aura of Good (Ex) Strong
Blink for 10 rounds 3 times/day
Cast Abjuration spells at +1 caster level
Cast illusions spells at +1 caster level
Divine Grace (Su)
Divine Health (Ex)
Grant Spells (Ex)
Lay on Hands (Su) 30 hp/day
Literacy: Character is able to read & write in any language he can speak.
Smite Evil (Su) 2/day
Special Mount (Sp)
Turn Undead (Su) 9/day (turn level 2) (turn damage 2d6+6)

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 a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
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
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortsword, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Draconic, Dwarven, Elven, Literacy

TEMPLATES
Truename

Paladin Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
■■■■■Axiomatic Water	13	Will negates [object]	1 minute	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation [Lawful]	Dad: 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> 2	
■■■■■Bless	13	None	1 standard action	1 minute/level	50 ft.	V, S, DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	: SpellsA-B.rtf
<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> 2	
■■■■■Blessed Aim	13	Will negates [harmless]	1 standard action	1 minute/level	50 ft.	V,S	No	Divination	Dad: 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> 2	
■■■■■Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good]	: SpellsA-B.rtf
<i>Effect:</i> Makes holy water.					<i>Target:</i> Flask of water touched			<i>Caster Level:</i> 2	
■■■■■Bless Weapon	13	None	1 standard action	1 minute/level	Touch	V, S	No	Transmutation	: SpellsA-B.rtf
<i>Effect:</i> Weapon strikes true against evil foes.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 2	
■■■■■Bless Weapon, Swift	13	None	1 swift action	1 round	Touch	V	No	Transmutation	Dad: Pg.31
<i>Effect:</i> As bless weapon.					<i>Target:</i> Touched weapon			<i>Caster Level:</i> 2	
■■■■■Clear Mind	13	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Abjuration	Dad: 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> 2	
■■■■■Create Water	13	None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Water]	: SpellsC.rtf
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 2	
■■■■■Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	: SpellsC.rtf
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
■■■■■Deafening Clang	13	Fortitude partial; see text	1 swift action	1 round	Touch	V,S,DF	No	Transmutation [Sonic]	Dad: 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> 2	
■■■■■Detect Poison	13	None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Divination	: SpellsD-E.rtf
<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> 2	
■■■■■Detect Undead	13	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V, S, M/DF	No	Divination	: SpellsD-E.rtf
<i>Effect:</i> Reveals undead within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 2	
■■■■■Divine Favor	13	None	1 standard action	1 minute	Personal	V, S, DF	No	Evocation	: SpellsD-E.rtf
<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> 2	
■■■■■Divine Sacrifice	13	None	1 standard action	1 round/level	Personal	V,S	N/A	Evocation	Dad: 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> 2	
■■■■■Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
■■■■■Energized Shield, Lesser	13	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	Dad: Pg.79
<i>Effect:</i> Protects against on energy type [fire, cold, electricity, acid, or sonic], you gan 5 resistance; see text					<i>Target:</i> Touch			<i>Caster Level:</i> 2	
■■■■■Faith Healing	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S	Yes [harmless]	Conjuration (Healing)	Dad: Pg.87
<i>Effect:</i> Heal 8 + caster level [max +5] hit points.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 2	
■■■■■Find Temple	13	None	1 standard action	1 hour/level	10 miles + mile/levelV,S,DF	No	No	Divination	Dad: 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> 2	
■■■■■Golden Barding	13	None	1 standard action	1 hour/level	Touch	V,DF	No	Conjuration (Creation)	Dad: Pg.106
<i>Effect:</i> Create Magical Barding type depends on level; see text.					<i>Target:</i> Special mount touched			<i>Caster Level:</i> 2	
■■■■■Grave Strike	13	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination [Good]	Dad: 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> 2	
■■■■■Holy Spurs	13	Will negates [harmless]	1 swift action	1 round	Close (30 ft.)	V	Yes [harmless]	Transmutation	Dad: Pg.115
<i>Effect:</i> Mount's base land speed increase by 40 feet.					<i>Target:</i> Your special mount			<i>Caster Level:</i> 2	
■■■■■Know Greatest Enemy	13	None	1 standard action	Concentration, up to 1 round/level	60 ft.	V,DF	Yes	Divination	Dad: Pg.129
<i>Effect:</i> Determine the relative power levels of tagets; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 2	
■■■■■Lionheart	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Abjuration [Mind-Affecting]	Dad: Pg.132
<i>Effect:</i> Gain immunity to fear effects.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 2	
* =Domain/Speciality Spell									

Paladin Spells									
☐☐☐☐☐ Magic Weapon	13	Will negates (harmless, object)	1 standard action	1 minute/level	Touch	V, S, DF	Yes (harmless, object)	Transmutation	: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched		<i>Caster Level:</i> 2		
☐☐☐☐☐ Mantle of Good	13	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Good]	Dad: 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> 2		
☐☐☐☐☐ Moment of Clarity	13	None	1 standard action	Instantaneous	Touch	V,S,DF	No	Abjuration	Dad: Pg.142
<i>Effect:</i> Creature gains a second save against a mind-affecting spell.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
☐☐☐☐☐ One Mind, Lesser	13	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	Dad: 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> 2		
☐☐☐☐☐ Protection from Chaos	13	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF No; see text		Abjuration [Lawful]	: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
☐☐☐☐☐ Protection from Evil	13	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF No; see text		Abjuration [Good]	: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
☐☐☐☐☐ Read Magic	13	None	1 standard action	10 minutes/level	Personal	V, S, F	No	Divination	: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 2		
☐☐☐☐☐ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF Yes (harmless)		Abjuration	: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
☐☐☐☐☐ Resist Planar Alignment	13	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	Dad: 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> 2		
☐☐☐☐☐ Restoration, Lesser	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
☐☐☐☐☐ Resurgence	13	Will negates [harmless]	1 standard action	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	Dad: 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> 2		
☐☐☐☐☐ Rhino's Rush	13	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	Dad: Pg.176
<i>Effect:</i> Subject's charge attack deals double damage of first attack.					<i>Target:</i> You		<i>Caster Level:</i> 2		
☐☐☐☐☐ Second Wind	13	Will negates [harmless]	1 standard action	Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation	Dad: Pg.182
<i>Effect:</i> Removes fatigue and povides +4 bonus on Con checks; see text					<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
☐☐☐☐☐ Sense Heretic	13	None	1 standard action	10 minutes/level	Touch	V,S,DF	No	Divination	Dad: 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> 2		
☐☐☐☐☐ Silverbeard	13	N/A	1 standard action	1 minute/level	Personal	V,DF	N/A	Transmutation	Dad: 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> 2		
☐☐☐☐☐ Sticky Saddle	13	N/A	1 immediate action	1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	Dad: 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> 2		
☐☐☐☐☐ Strategic Charge	13	N/A	1 swift action	1 round/level	Personal	V,DF	N/A	Abjuration	Dad: Pg.210
<i>Effect:</i> Gain benefit of the Mobility feat.					<i>Target:</i> You		<i>Caster Level:</i> 2		
☐☐☐☐☐ Traveler's Mount	13	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	Dad: 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> 2		
☐☐☐☐☐ Virtue	13	Fortitude negates (harmless)	1 standard action	1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	: SpellsT-Z.rtf
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 2		
☐☐☐☐☐ Vision of Glory	13	None	1 standard action	1 minute or until discharged	Touch	V,S,DF	Yes	Divination	Dad: 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> 2		
☐☐☐☐☐ Warning Shout	13	None	1 immediate action	Instantaneous	30 ft.	V	No	Transmutation [Sonic]	Dad: Pg.236
<i>Effect:</i> Removes flat-footed condition from all allies.					<i>Target:</i> All allies within 30 ft.		<i>Caster Level:</i> 2		
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]	Dad: Pg.11
<i>Effect:</i> Gain DR 5/evil.					<i>Target:</i> Lawful good creature touched		<i>Caster Level:</i> 2		
☐☐☐☐☐ Aura of Glory	14	None	1 swift action	Instantaneous	Personal	V,DF	No	Transmutation	Dad: 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> 2		
* =Domain/Specialty Spell									

Paladin Spells

Awaken Sin	14	Will negates	1 standard action	Instantaneous	Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	Dad: Pg.21
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+				
Bull's Strength	14	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF	Yes (harmless)	Transmutation	: SpellsA-B.rtf
Effect: Subject gains +4 to Str for 1 minutes/level.					Target: Creature touched		Caster Level: 2		
Checkmate's Light	14	None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful]	Dad: 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		Caster Level: 2		
Cloak of Bravery	14	Will negates [harmless]	1 standard action	10 minutes/level	60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	Dad: 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		Caster Level: 2		
Cloak Pool	14	Will negates [harmless,object]	1 standard action	1 hour/level [D]	Close (30 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting]	Dad: Pg.48
Effect: Causes a color pool on the Astral Plane to seemingly cease to exist.					Target: One color pool		Caster Level: 2		
Delay Poison	14	Fortitude negates (harmless)	1 standard action	1 hour/level	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	: SpellsD-E.rtf
Effect: Stops poison from harming subject for 1 hour/level.					Target: Creature touched		Caster Level: 2		
Divine Insight	14	N/A	1 standard action	1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	Dad: Pg.70
Effect: Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.					Target: You		Caster Level: 2		
Divine Protection	14	Will negates [harmless]	1 standard action	1 minute/level	Medium (120 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	Dad: Pg.70
Effect: +1 morale bonus to AC and saving throws.					Target: Allies in a 20-ft.-radius burst		Caster Level: 2		
Eagle's Splendor	14	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF	Yes	Transmutation	: SpellsD-E.rtf
Effect: Subject gains +4 to Cha for 1 minutes/level.					Target: Creature touched		Caster Level: 2		
Energized Shield	14	None	1 standard action	1 round/level	Touch	V,S,DF	No	Abjuration [See text]	Dad: Pg.79
Effect: As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6					Target: Touch		Caster Level: 2		
Fell the Greatest Foe	14	Fortitude negates [harmless]	1 standard action	1 round/level	Touch	V,S,M	Yes [harmless]	Transmutation	Dad: Pg.90
Effect: Deal 1d6 damage per size category difference.					Target: Creature touched		Caster Level: 2		
Flame of Faith	14	None	1 standard action	1 round/level	Touch	V,S,M	No	Evocation	Dad: Pg.95
Effect: Normal or masterwork weapon becomes temporary +1 flaming burst weapon.					Target: Nonmagical weapon touched		Caster Level: 2		
Hand of Divinity	14	None	1 minute	1 minute/level	Touch	V,S,DF	No	Evocation [See text]	Dad: Pg.109
Effect: Grant +2 [Profane or Sacred] bonus to all saving throws.					Target: Creature touched		Caster Level: 2		
Holy Mount	14	None	1 standard action	1 round/level	Touch	V,S	Yes [harmless]	Transmutation	Dad: Pg.115
Effect: Special mount gains celestial template					Target: Your special mount		Caster Level: 2		
Knight's Move	14	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	Dad: Pg.129
Effect: Teleport and end up flanking an opponent.					Target: You		Caster Level: 2		
Loyal Vassal	14	Will negates [harmless]	1 standard action	10 minutes/level; see text	Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful]	Dad: Pg.134
Effect: +3 sacred bonus against mind-affecting effect; see text.					Target: One willing creature touched/3 levels		Caster Level: 2		
One Mind	14	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	Dad: 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		Caster Level: 2		
Owl's Wisdom	14	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, M/DF	Yes	Transmutation	: SpellsM-O.rtf
Effect: Subject gains +4 to Wis for 1 minutes/level.					Target: Creature touched		Caster Level: 2		
Quick March	14	Will negates [harmless]	1 standard action	1 round	Medium (120 ft.)	V,S,DF	Yes [harmless]	Transmutation	Dad: Pg.164
Effect: Subjects base land speed increased by 30 feet.					Target: Allies in a 20-ft.-radius burst		Caster Level: 2		
Remove Paralysis	14	Will negates (harmless)	1 standard action	Instantaneous	Close (30 ft.)	V, S	Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
Effect: 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		Caster Level: 2		
Resist Energy	14	Fortitude negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, DF	Yes (harmless)	Abjuration	: SpellsP-R.rtf
Effect: Ignores first [(1+)*10] points of damage/attack from specified energy type.					Target: Creature touched		Caster Level: 2		
Shield of Warding	14	Will negates [object,harmless]	1 standard action	1 minute/level	Touch	V,S	No	Abjuration [Good]	Dad: Pg.188
Effect: Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].					Target: One shield or buckler touched		Caster Level: 2		
Shield Other	14	Will negates (harmless)	1 standard action	1 hour/level [D]	Close (30 ft.)	V, S, F	Yes (harmless)	Abjuration	: SpellsS.rtf
Effect: You take half of subject's damage.					Target: One creature		Caster Level: 2		

* =Domain/Speciality Spell

Paladin Spells										
████████Spiritual Chariot	14	N/A	1 standard action	1 hour/level	Close (30 ft.)	V,S,DF	N/A	Conjuration (Creation) [Force]	Dad: 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> 2		
████████Stabilize	14	Will negates [harmless]; see text	1 swift action	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing) <i>Caster Level:</i> 2	Dad: 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					
████████Strength of Stone	14	N/A	1 swift action	1 round	Personal	V,S,DF	No	Transmutation	Dad: Pg.211	
<i>Effect:</i> +8 enhancement bonus to Strength.					<i>Target:</i> You			<i>Caster Level:</i> 2		
████████Undetectable Alignment	14	Will negates (object)	1 standard action	24 hours	Close (30 ft.)	V, S	Yes (object)	Abjuration	: SpellsT-Z.rtf	
<i>Effect:</i> Conceals alignment for 24 hours.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 2		
████████Zeal	14	N/A	1 swift action	1 round/level	Personal	V,S	N/A	Abjuration	Dad: 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> 2		
████████Zone of Truth	14	Will negates	1 standard action	1 minute/level	Close (30 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 2	: SpellsT-Z.rtf	
<i>Effect:</i> Subjects within range cannot lie.					<i>Target:</i> 20-ft.-radius emanation					
LEVEL 3										
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
████████Axiomatic Storm	15	None	1 standard action	1 round/level	N/A	V,S,M,DF	No	Conjuration (Creation) [Lawful, Water] <i>Caster Level:</i> 2	Dad: 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 action	1 round/level	Personal	V,S,M	N/A	Abjuration [Good] <i>Caster Level:</i> 2	Dad: 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 action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 2	: SpellsC.rtf	
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.					<i>Target:</i> Creature touched					
████████Daylight	15	None	1 standard action	10 minutes/level [D]	Touch	V, S	No	Evocation [Light] <i>Caster Level:</i> 2	: SpellsD-E.rtf	
<i>Effect:</i> 60-ft. radius of bright light.					<i>Target:</i> Object touched					
████████Diamondsteel	15	Will negates [object]	1 standard action	1 round/level	Touch	V,S,M	Yes [object]	Transmutation	Dad: 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> 2		
████████Discern Lies	15	Will negates	1 standard action	Concentration, up to 1 round/level	Close (30 ft.)	V, S, DF	No	Divination <i>Caster Level:</i> 2	: SpellsD-E.rtf	
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart					
████████Dispel Magic	15	None	1 standard action	Instantaneous	Medium (120 ft.)	V, S	No	Abjuration <i>Caster Level:</i> 2	: SpellsD-E.rtf	
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst					
████████Find the Gap	15	N/A	1 standard action	1 round/level	Personal	V	N/A	Divination <i>Caster Level:</i> 2	Dad: Pg.91	
<i>Effect:</i> Your first attack each round acts as a touch attack.					<i>Target:</i> You					
████████Hand of the Faithful	15	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text] <i>Caster Level:</i> 2	Dad: 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 tospace					
████████Heal Mount	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing) <i>Caster Level:</i> 2	: SpellsH-L.rtf	
<i>Effect:</i> As heal on warhorse or other special mount.					<i>Target:</i> Your mount touched					
████████Holy Storm	15	None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water] <i>Caster Level:</i> 2	Dad: 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]					
████████Magic Circle against Chaos	15	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M/DF	No; see text	Abjuration [Lawful] <i>Caster Level:</i> 2	: SpellsM-O.rtf	
<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					
████████Magic Circle against Evil	15	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V, S, M/DF	No; see text	Abjuration [Good] <i>Caster Level:</i> 2	: SpellsM-O.rtf	
<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					
████████Magic Weapon, Greater	15	Will negates (harmless, object)	1 standard action	1 hour/level	Close (30 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 2	: SpellsM-O.rtf	
<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]					
████████Mantle of Law	15	N/A	1 standard action	10 minutes/level [D]	Personal	V,S,M	N/A	Abjuration [Law] <i>Caster Level:</i> 2	Dad: Pg.138	
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.					<i>Target:</i> You					
████████One Mind, Greater	15	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination <i>Caster Level:</i> 2	Dad: 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					
████████Prayer	15	None	1 standard action	1 round/level	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 2	: SpellsP-R.rtf	
<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					
* =Domain/Speciality Spell										

Paladin Spells

Regal Procession	15	None	1 round	2 hours/level [D]	Close (30 ft.)	V,S,M	No	Conjuration (Summoning)	Dad: Pg.172
<i>Effect:</i> As mount, only you summon multiple mounts and they are equipped; see text.					<i>Target:</i> One mount/level			Caster Level: 2	
Remove Blindness/Deafness	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
<i>Effect:</i> Cures normal or magical conditions.					<i>Target:</i> Creature touched			Caster Level: 2	
Remove Curse	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	: SpellsP-R.rtf
<i>Effect:</i> Frees object or person from curse.					<i>Target:</i> Creature or item touched			Caster Level: 2	
Resurgence, Mass	15	Will negates [harmless]	1 standard action	Instantaneous	Close (30 ft.)	V,S,DF	Yes [harmless]	Abjuration	Dad: Pg.175
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed save against an ongoing spell, spell-like ability, or more than 30 ft. apart.					<i>Target:</i> One creature/level, no two of which can be			Caster Level: 2	
Righteous Fury	15	N/A	1 standard action	1 minute/level	Personal	V,S,DF	N/A	Transmutation	Dad: Pg.177
<i>Effect:</i> Gain 5 temp HP/level [max 50], +4 enhancement bonus Str.					<i>Target:</i> You			Caster Level: 2	
Seek Eternal Rest	15	N/A	1 standard action	1 hour/level	Personal	V,DF	N/A	Conjuration (Healing)	Dad: Pg.182
<i>Effect:</i> Improves your turning ability to that of a cleric.					<i>Target:</i> You			Caster Level: 2	
Undead Bane Weapon	15	Will negates [harmless,object]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	Dad: 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]			Caster Level: 2	
Weapon of the Deity	15	Fortitude negates [harmless,object]	1 standard action	1 round/level	Touch	V,DF	Yes [harmless,object]	Transmutation	Dad: Pg.237
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.					<i>Target:</i> Weapon touched			Caster Level: 2	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Break Enchantment	16	See text	1 minute	Instantaneous	Close (30 ft.)	V, S	No	Abjuration	: SpellsA-B.rtf
<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			Caster Level: 2	
Castigate	16	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	Dad: Pg.44
<i>Effect:</i> Deafen or damage foes, depending on their alignment.					<i>Target:</i> 10-ft. radius burst centered on you			Caster Level: 2	
Cure Serious Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	: SpellsC.rtf
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.					<i>Target:</i> Creature touched			Caster Level: 2	
Death Ward	16	Will negates (harmless)	1 standard action	1 minute/level	Touch	V, S, DF	Yes (harmless)	Necromancy	: SpellsD-E.rtf
<i>Effect:</i> Grants immunity to death spells and negative energy effects.					<i>Target:</i> Living creature touched			Caster Level: 2	
Dispel Chaos	16	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]	: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object			Caster Level: 2	
Dispel Evil	16	See text	1 standard action	1 round/level or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	: SpellsD-E.rtf
<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object			Caster Level: 2	
Draconic Might	16	Fortitude negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S	Yes [harmless]	Transmutation	Dad: Pg.72
<i>Effect:</i> Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Armor. Immune to Sleep & paralysis effects.					<i>Target:</i> Living creature touched			Caster Level: 2	
Favor of the Martyr	16	None	1 standard action	1 minute/level	Medium (120 ft.)	V,S	Yes [harmless]	Necromancy	Dad: Pg.89
<i>Effect:</i> Become immune to nonlethal damage, charm and compulsion effects and attacks that function specifically by pain; see text					<i>Target:</i> One willing creature			Caster Level: 2	
Holy Sword	16	None	1 standard action	1 round/level	Touch	V, S	No	Evocation [Good]	: SpellsH-L.rtf
<i>Effect:</i> Weapon becomes +5, deals +2d6 damage against evil.					<i>Target:</i> Melee weapon touched			Caster Level: 2	
Lawful Sword	16	None	1 standard action	1 round/level	Touch	V,S	No	Evocation	Dad: Pg.131
<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					<i>Target:</i> Weapon touched			Caster Level: 2	
Mark of Justice	16	None	10 minutes	Permanent;see text	Touch	V, S, DF	Yes	Necromancy	: SpellsM-O.rtf
<i>Effect:</i> Designates action that will trigger curse on subject.					<i>Target:</i> Creature touched			Caster Level: 2	
Neutralize Poison	16	Will negates (harmless, object)	1 standard action	10 minutes/level	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	: SpellsM-O.rtf
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 1 cu. ft./level.			Caster Level: 2	
Restoration	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M	Yes (harmless)	Conjuration (Healing)	: SpellsP-R.rtf
<i>Effect:</i> Restores level and ability score drains.					<i>Target:</i> Creature touched			Caster Level: 2	
Revenance	16	None; see text	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	Dad: Pg.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.					<i>Target:</i> Dead ally touched			Caster Level: 2	
Righteous Aura	16	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Abjuration [Good, Light]	Dad: Pg.177
<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.					<i>Target:</i> You			Caster Level: 2	
Sacred Haven	16	Will negates [harmless]	1 standard	1 minute/level	30 ft.	V,S,DF	Yes [harmless]	Abjuration [Good]	Dad: Pg.178
* =Domain/Speciality Spell									

Paladin Spells

				action						
<i>Effect:</i> Creatures gains +2 sacred bonus to AC, plus retains Dex even when flatfooted or attacked by invisible creature.						Target: You and allies in a 30-ft.-radius burst centered on you		Caster Level: 2		
□□□□□	Telepathic Aura	16	None	1 standard action	10 minutes/level [D]	100 ft.	S,DF	No	Divination	Dad: Pg.219
<i>Effect:</i> You can mentally communicate with all allies in range.						Target: 100-ft.-radius emanation centered on you		Caster Level: 2		
□□□□□	Visage of the Deity, Lesser	16	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	Dad: Pg.231
<i>Effect:</i> Your form becomes more like your deity's; see text						Target: You		Caster Level: 2		
□□□□□	Winged Mount	16	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	Dad: Pg.240
<i>Effect:</i> Mount gains fly speed of 60 with maneuverability of good.						Target: Your touched mount		Caster Level: 2		
* =Domain/Speciality Spell										

Wizard Spells

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

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Benign Transposition	14	None	1 standard action	Instantaneous	Medium (110 ft.)	V	No	Conjuration (Teleportation)	Dad: Pg.27
<i>Effect:</i> Two target creatures instantly swap positions.					<i>Target:</i> Two willing creatures of up to Large size			<i>Caster Level:</i> 1	
Blades of Fire	14	None	1 swift action	1 round	Touch	V	No	Conjuration (Creation) [Fire]	Dad: Pg.31
<i>Effect:</i> Adds 1d8 fire damage to your held weapons.					<i>Target:</i> Up to two melee weapons you are wielding			<i>Caster Level:</i> 1	
Expeditious Retreat, Swift	14	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	Dad: Pg.85
<i>Effect:</i> This spell functions like expeditious retreat, except as noted.					<i>Target:</i> You			<i>Caster Level:</i> 1	
Low-light Vision	14	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	Dad: Pg.134
<i>Effect:</i> Target gains low-light vision.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
Protection from Evil	14	Will negates (harmless)	1 standard action	1 minute/level [D]	Touch	V, S, M/DF No; see text		Abjuration [Good]	: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
True Strike	14	None	1 standard action	See text	Personal	V, F	No	Divination	: SpellsT-Z.rtf
<i>Effect:</i> +20 on your next attack roll.					<i>Target:</i> You			<i>Caster Level:</i> 1	
* =Domain/Speciality Spell									

Notes:

Character Sheet Notes:

All Arcane spells are cast as Divine - Gain additional 6 SP