

Thorin Trueblade

NAME	
CoC10	45000
CLASS	EXPERIENCE
10	55000
Character Level	NEXT LEVEL

Andrew

PLAYERNAME	
Dwarf	Medium
RACE	SIZE
70	Male
AGE	GENDER

Clangeddin Silverbeard

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

Lawful Good

ALIGNMENT	
Darkvision (60')	
VISION	
-1	
POINTS	



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	VP	151	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP	20	DAMAGE REDUCTION	3/-	SPEED	Walk 60 ft.
STR Strength	24	+7	24	+7	24	+7	VP Vitality				WP Wound Points					
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	29	29	17	10	12	0	3	0	0
CON Constitution	20	+5	20	+5	20	+5										
INT Intelligence	12	+1	12	+1	12	+1	INITIATIVE modifier	+7	+3	+4						
WIS Wisdom	12	+1	12	+1	12	+1										
CHA Charisma	11	+0	11	+0	11	+0	BASE ATTACK bonus	+10/+5								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+15	+9	+5	+1	+0	+0		
REFLEX (dexterity)	+7	+3	+3	+1	+0	+0		
WILL (wisdom)	+8	+6	+1	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+17/+12	+10/+5	+7	+0	+0	+0	
RANGED attack bonus	+13/+8	+10/+5	+3	+0	+0	+0	
GRAPPLE attack bonus	+17/+12	+10/+5	+7	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+17/+12	1d3+7	20/x2	5 ft.

*Clangeddin's Fury				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	S	M	17-20/x3	5 ft.
	To Hit	Dam		To Hit			Dam	
2H	+24/+24/+19	3d6+20	2W-OH	N/A			N/A	
Special Properties	1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recovers 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Bonded Weapon (Ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness							

Dagger +2				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+19/+14	1d4+9	2W-P-(OH)	+13/+8		1d4+9		
1H-O	+15/+10	1d4+5	2W-P-(OL)	+15/+10		1d4+9		
2H	+19/+14	1d4+9	2W-OH	+11		1d4+5		
	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.		
TH	+15/+10	+13/+8	+11/+6	+9/+4		+7/+2		
Dam	1d4+9	1d4+9	1d4+9	1d4+9		1d4+9		
Special Properties								

*Armor Spikes			HAND	TYPE	SIZE	CRITICAL	REACH
			Equipped	P	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam	
1H-P	+17/+12	1d6+7	2W-P-(OH)	+11/+6		1d6+7	
1H-O	+13/+8	1d6+3	2W-P-(OL)	+13/+8		1d6+7	
2H	+17/+12	1d6+7	2W-OH	+9		1d6+3	
Special Properties		deals extra piercing damage on a successful grapple attack					

*: weapon is equipped

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

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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5	MISC MODIFIER
✓ Appraise	INT	4	= 1	+ 3.0	+	
✓ Balance	DEX	3	= 3	+	+	
✓ Bluff	CHA	0	= 0	+	+	
✓ Climb	STR	9	= 7	+ 2.0	+	
✓ Concentration	CON	5	= 5	+	+	
✓ Craft (Gemcutting)	INT	4	= 1	+ 3.0	+	
✓ Craft (Untrained)	INT	1	= 1	+	+	
✓ Diplomacy	CHA	0	= 0	+	+	
✓ Disguise	CHA	0	= 0	+	+	
✓ Escape Artist	DEX	3	= 3	+	+	
✓ Forgery	INT	1	= 1	+	+	
✓ Gather Information	CHA	0	= 0	+	+	
✓ Heal	WIS	1	= 1	+	+	
✓ Hide	DEX	4	= 3	+ 1.0	+	
✓ Intimidate	CHA	20	= 0	+ 5.0	+ 15	
✓ Jump	STR	19	= 7	+	+ 12	
Knowledge (Giants)	INT	27	= 1	+ 6.0	+ 20	
Knowledge (Religion)	INT	4	= 1	+ 3.0	+	
✓ Listen	WIS	14	= 1	+ 13.0	+	
✓ Move Silently	DEX	9	= 3	+ 1.0	+ 5	
✓ Ride	DEX	5	= 3	+ 2.0	+	
✓ Search	INT	2	= 1	+ 1.0	+	
✓ X Search (Unusual Stonework)	INT	4	= 1	+ 1.0	+ 2	
✓ Sense Motive	WIS	1	= 1	+	+	
✓ Spot	WIS	14	= 1	+ 13.0	+	
✓ Survival	WIS	1	= 1	+	+	
✓ Swim	STR	4	= 7	+	+ -3	
✓ Use Rope	DEX	3	= 3	+	+	
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Proof against Detection and Location	Equipped	1	0.0	35000.0	
Backpack 27 lbs., 3 Paper (Sheet), 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Sealing Wax, 1 Signet Ring, 9 Potion of Cure Moderate Wounds, 1 Bedroll, 1 Blanket (Winter), 1 Flint and Steel, 1 Grappling Hook, 1 Holy Symbol (Silver), 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Oil (1 Pt. Flask)		1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Blessed Boots of One Step	Equipped	1	1.0	112500.0	
Clangeddin's Fury 1/day increase STR, DEX, or CON by 1d4+10 for 10 minutes. (Ability damage equal to bonus recovers 1 point per hour) True Seeing and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 2 miles (extended range within Dwarven Keep), Bonded Weapon (Ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness	Equipped	1	10.0	372000.0	
Dagger +2	Carried	1	1.0	8302.0	
Flask of Wine Flask of Wine (Neverending), 25hp/inch and 8 hardness	Carried	1	1.5	5000.0	
Flint and Steel	Backpack	1	0.0	1.0	
Full Plate +2 (Mithral/Armor Spikes) Spiked, 30hp/inch and 15 hardness	Equipped	1	35.0	14550.0	
Gloves of Arrow Snaring	Equipped	1	0.0	4000.0	
Grappling Hook	Backpack	1	4.0	1.0	
Holy Symbol (Silver)	Backpack	1	1.0	25.0	
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Oil (1 Pt. Flask)	Backpack	1	1.0	0.1	
Artisan's Outfit	Equipped	1	4.0	0.0	
Paper (Sheet)	Backpack	3	0.0	0.4 (1.2)	
Potion of Cure Moderate Wounds	Backpack	9	0.0	300.0	
Pouch (Belt) 0 lbs.	Carried	1	0.5	1.0	
Pouch (Belt) 0 lbs.	Carried	1	0.5	1.0	
Rations (Trail/Per Day)	Backpack	7	1.0	0.5 (3.5)	
Ring of Protection +1	Equipped	1	0.0	2000.0	
Armor Spikes deals extra piercing damage on a successful grapple attack	Equipped	1	0.0	0.0	
Ring of Readiness (Ring of Readiness)	Equipped	1	0.0	81000.0	
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Sealing Wax	Backpack	1	1.0	1.0	
Signet Ring	Backpack	1	0.0	5.0	
TOTAL WEIGHT CARRIED/VALUE			49.5 lbs.	637112.5 gp	

WEIGHT ALLOWANCE					
Light	233	Medium	466	Heavy	700
Lift over head	700	Lift off ground	1400	Push / Drag	3500

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

MAGIC
Clangeddin's Fury Mithral Dwarven Full Plate +2 Blessed Boots of One Step Rings of Readiness Amulet against Detection Gloves of Arrow Snaring Ring of Protection Potion - Cure Moderate (9) [][][][] [] [] [] []

OTHER COMPANIONS
Tim - Jason of Hulberg (Mystra) Jason - Nick - Donnamarie - NPC - Killim Battlesmith

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Aura of Courage (Su): Immune to fear (magical or otherwise). Allies within 10' gain +4 morale bonus on saves against fear effects.
Aura of Good (Ex) Strong
Blindsight 60 ft. (Ex)
Change Size (Sp)
Defensive Stance 3 times/day (10 rounds): Gain +2 Resistance bonus to all saves, +2 bonus to Strength, +4 bonus to Constitution, +4 Dodge bonus to AC
Divine Grace (Su): Charisma bonus to all saving throws.
Divine Health (Ex): Immunity to all diseases, including supernatural and magical.
Dodge AC Bonus (Ex): +2
Immune to all mind-influencing effects (charms/ compulsions/ phantasms/ patterns/ and morale effects)
Improved Uncanny Dodge (can't be flanked except by a rogue of 10 level)
Remove Disease (Sp) -2/week
Spell Points: <undefined>
Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground.
Stonecunning: +2 racial bonus on Search checks to notice unusual stonework. A dwarf merely passing within 10' of unusual stonework can make a Search as if actively searching. A dwarf can also search for Stone Traps as a rogue can. Intuit depth, sensing approximate depth.
Trap Sense (Ex): +1 to Reflex saves and dodge bonus AC against traps

FEATS	
Axe Wind	One extra attack at full BAB; all attacks -3.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Fleet of Foot	+10 feet bonus to ground speed
Greater Heavy Armor Optimization	Heavy Armor; AC +1, reduce ACP by 2.
Greater Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.
Heavy Armor Optimization	Heavy Armor; AC +1, reduce ACP by 1.
Improved Critical (Greataxe)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Melee Weapon Mastery (MWM-Slashing)	+2 to hit and damage with damage type selected
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 10 from all melee attack rolls and add the same number to all melee damage rolls.
Speed Burst	Extra move action once per day per two levels
Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Greataxe)	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Defensive Stance	+1 dodge bonus to AC against melee attacks
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Toughness	You gain +3 hit points.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
Snatch Arrows	When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free to use this feat.

PROFICIENCIES

LANGUAGES
Common, Dwarven, Orc

TEMPLATES
Truename

Champion of Clangeddin Spells

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

LEVEL 1

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

Champion of Clangeddin Spells

One Mind, Lesser					12	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.149	
Effect: +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.													
Protection from Chaos					12	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful] PHB: pg.266		
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.													
Protection from Evil					12	Will negates (harmless)	1 standard 1 minute/level [D] action	Touch	V,S,M/DF	No; see text	Abjuration [Good] PHB: pg.266		
Effect: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.													
Read Magic					12	None	1 standard 10 minutes/level action	Personal	V,S,F	No	Divination	PHB: pg.269	
Effect: Read scrolls and spellbooks.													
Resistance					12	Will negates (harmless)	1 standard 1 minute action	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: pg.272	
Effect: Subject gains +1 on saving throws.													
Resist Planar Alignment					12	Will negates [harmless]	1 standard 1 round/level action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174	
Effect: Grants limited protection from a plane's alignment traits; see text.													
Restoration, Lesser					12	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing) PHB: pg.272		
Effect: Dispels magical ability penalty or repairs 1d4 ability damage.													
Resurgence					12	Will negates [harmless]	1 standard Instantaneous action	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.174	
Effect: Allows one retry on a failed save against an ongoing spell, spell-like ability, or supernatural ability.													
Rhino's Rush					12	N/A	1 swift action 1 round	Personal	V,S	N/A	Transmutation	SC: Pg.176	
Effect: Subject's charge attack deals double damage of first attack.													
Second Wind					12	Will negates [harmless]	1 standard Instantaneous & 1 hour/level; see text action	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.182	
Effect: Removes fatigue and provides +4 bonus on Con checks; see text													
Sense Heretic					12	None	1 standard 10 minutes/level action	Touch	V,S,DF	No	Divination	SC: Pg.182	
Effect: Any evil creature with the ability to cast divine spells causes the object to glow a soft blue radiance; see text.													
Silverbeard					12	N/A	1 standard 1 minute/level action	Personal	V,DF	N/A	Transmutation	SC: Pg.190	
Effect: Grown beard that bestows +2 bonus to AC & +2 bonus to Diplomacy checks with dwarves.													
Sticky Saddle					12	N/A	1 round/level [D] 1 immediate action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.206	
Effect: It becomes impossible for you to fall or be thrown off your mount.													
Strategic Charge					12	N/A	1 swift action 1 round/level	Personal	V,DF	N/A	Abjuration	SC: Pg.210	
Effect: Gain benefit of the Mobility feat.													
Traveler's Mount					12	Will negates	1 standard 1 hour/level action	Touch	V,S	Yes	Transmutation	SC: Pg.223	
Effect: +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.													
Virtue					12	Fortitude negates (harmless)	1 standard 1 min. action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: pg.298	
Effect: Subject gains 1 temporary hp.													
Vision of Glory					12	None	1 standard 1 minute or until discharged action	Touch	V,S,DF	Yes	Divination	SC: Pg.231	
Effect: Grants a +1 morale bonus to a single saving throw [target's choice].													
Warning Shout					12	None	1 Instantaneous immediate action	30 ft.	V	No	Transmutation [Sonic]	SC: Pg.236	
Effect: Removes flat-footed condition from all allies.													
LEVEL 2													
Name					DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Angelskin					13	Will negates (harmless)	1 standard 1 round/level action		Touch	V,S,DF	Yes [harmless]	Abjuration [Good]	SC: Pg.11
Effect: Gain DR 5/evil.													
Aura of Glory					13	None	1 swift action	Instantaneous	Personal	V,DF	No	Transmutation	SC: Pg.18
Effect: This spell removes any fear eddect from all allies within your aura of courage.													
Awaken Sin					13	Will negates	1 standard Instantaneous action		Touch	V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SC: Pg.21
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.													
Bull's Strength					13	Will negates (harmless)	1 standard 1 minute/level action		Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: pg.207
Effect: Subject gains +4 to Str for 1 minutes/level.													
Checkmate's Light					13	None	1 standard 1 round/level [D] action		Touch	V,S,DF	No	Evocation [Lawful]	SC: Pg.46
Effect: Imbue weapon with +1/3 levels enhancement bonus [Max +5 at 15th level] and is Lawful aligned. Allies gain +1 morale bonus vs. fear in 20 ft radius of red light.													
Cloak of Bravery					13	Will negates [harmless]	1 standard 10 minutes/level action		60 ft.	V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SC: Pg.47
Effect: You and your allies gain a morale bonus on saves against fear effects equal to your caster level [Max +10].													
Cloak Pool					13	Will negates [harmless,object]	1 standard 1 hour/level [D] action		Close (30 ft.)	V,S	No	Illusion (Glamour) [Mind-Affecting]	SC: Pg.48
Effect: Causes a color pool on the Astral Plane to seemingly cease to exist.													
Crown of Smiting					13	Will negates (harmless)	1 standard 1 hour/level [D] or until discharged action		Touch	V,S,F	Yes (harmless)	Evocation	PHB II: pg.108
Effect: Choose alignment [chaotic, evil, good or lawful]. Once per minute, gain +2 divine bonus on damage rolls no next melee or ranged attack if the opponent has the designated alignment or Discharge for a +8 bonus.													
Delay Poison					13	Fortitude negates (harmless)	1 standard 1 hour/level action		Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: pg.217
Effect: Stops poison from harming subject for 1 hour/level.													
* =Domain/Speciality Spell													

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Divine Insight	13	N/A	1 standard 1 hour/level or until discharged [D]	Personal	V,S,DF	N/A	Divination	SC: Pg.70
<i>Effect:</i> Gain 5 + your caster level [max bonus of 15] to one skill check during the duration of the spell.								
Divine Protection	13	Will negates [harmless]	1 standard 1 minute/level action	Medium (130 ft.)	V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.70
<i>Effect:</i> +1 morale bonus to AC and saving throws.								
Eagle's Splendor	13	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.225
<i>Effect:</i> Subject gains +4 to Cha for 1 minutes/level.								
Energized Shield	13	None	1 standard 1 round/level action	Touch	V,S,DF	No	Abjuration [See text]	SC: Pg.79
<i>Effect:</i> As lesser energized shield, except energy resistance is 10 and damage dealt is 2d6								
Fell the Greatest Foe	13	Fortitude negates [harmless]	1 standard 1 round/level action	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.90
<i>Effect:</i> Deal 1d6 damage per size category difference.								
Flame of Faith	13	None	1 standard 1 round/level action	Touch	V,S,M	No	Evocation	SC: Pg.95
<i>Effect:</i> Normal or masterwork weapon becomes temporary +1 flaming burst weapon.								
Hand of Divinity	13	None	1 minute 1 minute/level	Touch	V,S,DF	No	Evocation [See text]	SC: Pg.109
<i>Effect:</i> Grant +2 [Profane or Sacred] bonus to all saving throws.								
Holy Mount	13	None	1 standard 1 round/level action	Touch	V,S	Yes [harmless]	Transmutation	SC: Pg.115
<i>Effect:</i> Special mount gains celestial template								
Knight's Move	13	N/A	1 swift action Instantaneous	5 ft./2 levels; see text	V,S,DF	N/A	Transmutatin (Teleportation)	SC: Pg.129
<i>Effect:</i> Teleport and end up flanking an opponent.								
Loyal Vassal	13	Will negates [harmless]	1 standard 10 minutes/level; see text action	Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful]	SC: Pg.134
<i>Effect:</i> +3 sacred bonus against mind-affecting effect; see text.								
Mark of Doom	13	None	1 standard 1 round/level action	Medium (130 ft.)	V,S,DF	No	Necromancy	PHB II: pg.119
<i>Effect:</i> Subject marked takes 1d6 damage any time it continues fighting; see text.								
One Mind	13	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.149
<i>Effect:</i> Both you and mount gain +2 bonus on attack rolls [while mounted] +4 insight bonus to Spot and Listen, gain scent ability. Must remain within 10 ft. of mount.								
Owl's Wisdom	13	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S,M/DF	Yes	Transmutation	PHB: pg.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.								
Quick March	13	Will negates [harmless]	1 standard 1 round action	Medium (130 ft.)	V,S,DF	Yes [harmless]	Transmutation	SC: Pg.164
<i>Effect:</i> Subjects base land speed increased by 30 feet.								
Remove Paralysis	13	Will negates (harmless)	1 standard Instantaneous action	Close (30 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.271
<i>Effect:</i> Frees one or more creatures from paralysis or slow effect.								
Resist Energy	13	Fortitude negates (harmless)	1 standard 10 minutes/level action	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: pg.272
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.								
Shield of Warding	13	Will negates [object,harmless]	1 standard 1 minute/level action	Touch	V,S	No	Abjuration [Good]	SC: Pg.188
<i>Effect:</i> Grants +1 sacred bonus to Armor Class and Reflex Saves, +1 per five caster levels [max +5].								
Shield Other	13	Will negates (harmless)	1 standard 1 hour/level [D] action	Close (30 ft.)	V,S,F	Yes (harmless)	Abjuration	PHB: pg.278
<i>Effect:</i> You take half of subject's damage.								
Spiritual Chariot	13	N/A	1 standard 1 hour/level action	Close (30 ft.)	V,S,DF	N/A	Conjuration (Creation) [Force]	SC: Pg.202
<i>Effect:</i> Creates a special chariot behind the paladin's special mount.								
Stabilize	13	Will negates [harmless]; see text	1 swift action Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: Pg.204
<i>Effect:</i> Spell designed for battle fields, heals all creatures for 1 hp to stabilize them, undead take 1 point of damage [Will negates].								
Strength of Stone	13	N/A	1 swift action 1 round	Personal	V,S,DF	No	Transmutation	SC: Pg.211
<i>Effect:</i> +8 enhancement bonus to Strength.								
Undetectable Alignment	13	Will negates (object)	1 standard 24 hours action	Close (30 ft.)	V,S	Yes (object)	Abjuration	PHB: pg.297
<i>Effect:</i> Conceals alignment for 24 hours.								
Zeal	13	N/A	1 swift action 1 round/level	Personal	V,S	N/A	Abjuration	SC: Pg.244
<i>Effect:</i> Creates a divine shield to protect you as you close with a chosen opponent. You gain a +4 deflection bonus to your AC against all attacks of opportunity other than your chosen foe. You may move through enemies as if they were allies. See text.								
Zone of Truth	13	Will negates	1 standard 1 minute/level action	Close (30 ft.)	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.303
<i>Effect:</i> Subjects within range cannot lie.								

LEVEL 3

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

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action									
<i>Effect:</i> 60-ft. radius of bright light.								<i>Target:</i> Object touched	<i>Caster Level:</i> 3
◻◻◻◻◻Diamondsteel	14	Will negates [object]	1 standard 1 round/level action	Touch	V,S,M	Yes [object]	Transmutation	SC: Pg.64	
<i>Effect:</i> Armor gains DR equal to half the armor bonus worn.								<i>Target:</i> Suit of metal armor touched	<i>Caster Level:</i> 3
◻◻◻◻◻Discern Lies	14	Will negates	1 standard Concentration, up to 1 round/level action	Close (30 ft.)	V,S, DF	No	Divination	PHB: pg.221	
<i>Effect:</i> Reveals deliberate falsehoods.								<i>Target:</i> 1 creature/level, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 3
◻◻◻◻◻Dispel Magic	14	None	1 standard Instantaneous action	Medium (130 ft.)	V,S	No	Abjuration	PHB: pg.223	
<i>Effect:</i> Cancels magical spells and effects.								<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst	<i>Caster Level:</i> 3
◻◻◻◻◻Find the Gap	14	N/A	1 standard 1 round/level action	Personal	V	N/A	Divination	SC: Pg.91	
<i>Effect:</i> Your first attack each round acts as a touch attack.								<i>Target:</i> You	<i>Caster Level:</i> 3
◻◻◻◻◻Hand of the Faithful	14	Fortitude negates	1 minute 1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SC: Pg.109	
<i>Effect:</i> Immobile zone of warding that is permeable to those of your religion, all creature must wear the same holy symbol or be of the same faith to enter or exit.								<i>Target:</i> 10-ft.-radius emanation centered on a point in space	<i>Caster Level:</i> 3
◻◻◻◻◻Healing Spirit	14	Will half (harmless)	1 standard 1 round/2 levels action	Close (30 ft.)	V,S	Yes (harmless)	Conjuration (Healing)	PHB II: pg.114	
<i>Effect:</i> Create a spirit that heals with positive energy 1d8 [undead are dealt damage] Flies at 30 ft.; see text.								<i>Target:</i> One conjured healing spirit	<i>Caster Level:</i> 3
◻◻◻◻◻Heal Mount	14	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.239	
<i>Effect:</i> As heal on warhorse or other special mount.								<i>Target:</i> Your mount touched	<i>Caster Level:</i> 3
◻◻◻◻◻Holy Storm	14	None	1 standard 1 round/level [D] action	20 ft.	V,S,M,DF	No	Conjuration (Creation) [Good, Water]	SC: Pg.115	
<i>Effect:</i> -4 penalty to Listen, Spot, and Search checks, -4 ranged attacks. Evil creatures take 2d6 damage each round [double if outsiders].								<i>Target:</i> Cylinder [20-ft. radius, 20 ft. high]	<i>Caster Level:</i> 3
◻◻◻◻◻Magic Circle against Chaos	14	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Lawful]	PHB: pg.249	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								<i>Target:</i> 10-ft.-radius emanation from touched creature	<i>Caster Level:</i> 3
◻◻◻◻◻Magic Circle against Evil	14	Will negates (harmless)	1 standard 10 minutes/level action	Touch	V,S,M/DF	No; see text	Abjuration [Good]	PHB: pg.249	
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders in 10-ft. radius and 10 minutes/level.								<i>Target:</i> 10-ft.-radius emanation from touched creature	<i>Caster Level:</i> 3
◻◻◻◻◻Magic Weapon, Greater	14	Will negates (harmless, object)	1 standard 1 hour/level action	Close (30 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	PHB: pg.251	
<i>Effect:</i> Weapon gains +1/4 levels [max +5] bonus.								<i>Target:</i> One weapon or fifty projectiles [all of which must be in contact with each other at the time of casting]	<i>Caster Level:</i> 3
◻◻◻◻◻Mantle of Law	14	N/A	1 standard 10 minutes/level [D] action	Personal	V,S,M	N/A	Abjuration [Law]	SC: Pg.138	
<i>Effect:</i> Gain SR 12 + your caster level against spells with the chaos descriptor.								<i>Target:</i> You	<i>Caster Level:</i> 3
◻◻◻◻◻One Mind, Greater	14	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Divination	SC: Pg.149	
<i>Effect:</i> Both you and mount gain +2 bonus on melee damage and attack rolls [while mounted] +4 insight bonus to Spot and Listen, gain scent ability.								<i>Target:</i> You	<i>Caster Level:</i> 3
◻◻◻◻◻Prayer	14	None	1 standard 1 round/level action	40 ft.	V,S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.264	
<i>Effect:</i> Allies +1 bonus on most rolls, enemies -1 penalty.								<i>Target:</i> All allies and foes within a 40-ft.-radius burst centered on you	<i>Caster Level:</i> 3
◻◻◻◻◻Regal Procession	14	None	1 round 2 hours/level [D]	Close (30 ft.)	V,S,M	No	Conjuration (Summoning)	SC: Pg.172	
<i>Effect:</i> As mount, only you summon multiple mounts and they are equipped; see text.								<i>Target:</i> One mount/level	<i>Caster Level:</i> 3
◻◻◻◻◻Remove Blindness/Deafness	14	Fortitude negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: pg.270	
<i>Effect:</i> Cures normal or magical conditions.								<i>Target:</i> Creature touched	<i>Caster Level:</i> 3
◻◻◻◻◻Remove Curse	14	Will negates (harmless)	1 standard Instantaneous action	Touch	V,S	Yes (harmless)	Abjuration	PHB: pg.270	
<i>Effect:</i> Frees object or person from curse.								<i>Target:</i> Creature or item touched	<i>Caster Level:</i> 3
◻◻◻◻◻Resurgence, Mass	14	Will negates [harmless]	1 standard Instantaneous action	Close (30 ft.)	V,S,DF	Yes [harmless]	Abjuration	SC: Pg.175	
<i>Effect:</i> Same as resurgence, except it affects multiple targets. Allows one retry on a failed supernatural ability.								<i>Target:</i> One creature/level, no two of which can be more than 30 ft. apart	<i>Caster Level:</i> 3
◻◻◻◻◻Righteous Fury	14	N/A	1 standard 1 minute/level action	Personal	V,S,DF	N/A	Transmutation	SC: Pg.177	
<i>Effect:</i> Gain 5 temp HP/level [max 50], +4 enhancement bonus Str.								<i>Target:</i> You	<i>Caster Level:</i> 3
◻◻◻◻◻Seek Eternal Rest	14	N/A	1 standard 1 hour/level action	Personal	V,DF	N/A	Conjuration (Healing)	SC: Pg.182	
<i>Effect:</i> Improves your turning ability to that of a cleric.								<i>Target:</i> You	<i>Caster Level:</i> 3
◻◻◻◻◻Undead Bane Weapon	14	Will negates [harmless,object]	1 standard 1 hour/level action	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SC: Pg.226	
<i>Effect:</i> Give weapon touched undead bane special ability; add +2 enhancement bonus and deals +2d6 of bonus damage.								<i>Target:</i> Weapon touched or fifty projectiles [all of which must be touching at the time of casting]	<i>Caster Level:</i> 3
◻◻◻◻◻Weapon of the Deity	14	Fortitude negates [harmless,object]	1 standard 1 round/level action	Touch	V,DF	Yes [harmless,object]	Transmutation	SC: Pg.237	
<i>Effect:</i> Imbue a weapon favored by your deity with special enhancements and abilities. See text.								<i>Target:</i> Weapon touched	<i>Caster Level:</i> 3
◻◻◻◻◻Word of Binding	14	Reflex negates	1 standard 1 round/level [D] action	Close (30 ft.)	V,DF	Yes	Conjuration (Creation)	SC: Pg.242	
<i>Effect:</i> Creates masterwork manacles that attempt to bind your target; see text.								<i>Target:</i> One Medium or smaller humanoid or monstrous humanoid	<i>Caster Level:</i> 3

LEVEL 4

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

* =Domain/Specialty Spell

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□□□□□Cure Serious Wounds	15	Will half (harmless); see text	1 standard Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 3	PHB: pg.216
<i>Effect:</i> Cures 3d8 +1/level [max +15] damage.				<i>Target:</i> Creature touched				
□□□□□Death Ward	15	Will negates (harmless)	1 standard 1 minute/level action	Touch	V,S, DF	Yes (harmless)	Necromancy <i>Caster Level:</i> 3	PHB: pg.217
<i>Effect:</i> Grants immunity to death spells and negative energy effects.				<i>Target:</i> Living creature touched				
□□□□□Dispel Chaos	15	See text	1 standard 1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Lawful] <i>Caster Level:</i> 3	PHB: pg.222
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched chaotic creature from another plane; or you and an enchantment or chaotic spell on a touched creature or object				
□□□□□Dispel Evil	15	See text	1 standard 1 round/level or until discharged, whichever comes first	Touch	V,S, DF	See text	Abjuration [Good] <i>Caster Level:</i> 3	PHB: pg.222
<i>Effect:</i> +4 bonus against attacks.				<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
□□□□□Divine Retaliation	15	None	1 swift action	0 ft.	V,S,DF	No	Evocation [Force] <i>Caster Level:</i> 3	PHB II: pg.110
<i>Effect:</i> Create divine weapon that mimics deity's favored weapon. Attack modifier is caster level + Str or Wis modifier [your choice]. Damage is the same as base weapon + 1-1/2 Str or Wis modifier [your choice]. The weapon strikes for like amount against any creature that attacks you.				<i>Target:</i> Magic weapon of force				
□□□□□Draconic Might	15	Fortitude negates [harmless]	1 standard 1 minute/level [D] action	Touch	V,S	Yes [harmless]	Transmutation <i>Caster Level:</i> 3	SC: 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				
□□□□□Favor of the Martyr	15	None	1 standard 1 minute/level action	Medium (130 ft.)	V,S	Yes [harmless]	Necromancy <i>Caster Level:</i> 3	SC: Pg.89
<i>Effect:</i> Become immune to nonlethal damage, charm and compulsion effects and attacks that fuction specifically by pain; see text				<i>Target:</i> One willing creature				
□□□□□Holy Sword	15	None	1 standard 1 round/level action	Touch	V,S	No	Evocation [Good] <i>Caster Level:</i> 3	PHB: pg.242
<i>Effect:</i> Weapon becomes +5, deals +2d6 damage against evil.				<i>Target:</i> Melee weapon touched				
□□□□□Lawful Sword	15	None	1 standard 1 round/level action	Touch	V,S	No	Evocation <i>Caster Level:</i> 3	SC: 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				
□□□□□Mark of Justice	15	None	10 minutes Permanent;see text	Touch	V,S, DF	Yes	Necromancy <i>Caster Level:</i> 3	PHB: pg.252
<i>Effect:</i> Designates action that will trigger curse on subject.				<i>Target:</i> Creature touched				
□□□□□Meteoric Strike	15	None or Reflex half; see text	1 swift action	0 ft.	V,S	See text	Transmutation [Fire] <i>Caster Level:</i> 3	PHB II: pg.120
<i>Effect:</i> Your next successful melee attack deal 1d6 + 1d6/4 caster levels fire damage; all adjacent creatures take half the damage [SR applies and Reflex for half of that].				<i>Target:</i> Your melee weapon				
□□□□□Neutralize Poison	15	Will negates (harmless, object)	1 standard 10 minutes/level action	Touch	V,S,M/DF	Yes (harmless, object)	Conjuration (Healing) <i>Caster Level:</i> 3	PHB: pg.257
<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. touched				
□□□□□Restoration	15	Will negates (harmless)	3 rounds Instantaneous	Touch	V,S,M	Yes (harmless)	Conjuration (Healing) <i>Caster Level:</i> 3	PHB: pg.272
<i>Effect:</i> Restores level and ability score drains.				<i>Target:</i> Creature touched				
□□□□□Revenance	15	None; see text	1 standard 1 minute/level action	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing) <i>Caster Level:</i> 3	SC: Pg.175
<i>Effect:</i> Brings an ally back to life for duration of spell; see text.				<i>Target:</i> Dead ally touched				
□□□□□Righteous Aura	15	N/A	1 standard 1 hour/level action	Personal	V,S,DF	N/A	Abjuration [Good, Light] <i>Caster Level:</i> 3	SC: 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				
□□□□□Sacred Haven	15	Will negates [harmless]	1 standard 1 minute/level action	30 ft.	V,S,DF	Yes [harmless]	Abjuration [Good] <i>Caster Level:</i> 3	SC: Pg.178
<i>Effect:</i> Creatures gains +2 sacred bonus to AC, plus retains Dex even when flatfooted or attacked by invisible creature.				<i>Target:</i> You and allies in a 30-ft.-radius burst centered on you				
□□□□□Telepathic Aura	15	None	1 standard 10 minutes/level [D] action	100 ft.	S,DF	No	Divination <i>Caster Level:</i> 3	SC: Pg.219
<i>Effect:</i> You can mentally communicate with all allies in range.				<i>Target:</i> 100-ft.-radius emanation centered on you				
□□□□□Visage of the Deity, Lesser	15	N/A	1 standard 1 round/level action	Personal	V,S,DF	N/A	Transmutation <i>Caster Level:</i> 3	SC: Pg.231
<i>Effect:</i> Your form becomes more like your deity's; see text				<i>Target:</i> You				
□□□□□Winged Mount	15	Fortitude negates [harmless]	1 standard 10 minutes/level action	Touch	V,S,DF	Yes [harmless]	Transmutation <i>Caster Level:</i> 3	SC: Pg.240
<i>Effect:</i> Mount gains fly speed of 60 with maneuverability of good.				<i>Target:</i> Your touched mount				

* =Domain/Speciality Spell

Thorin Trueblade



Dwarf

RACE

70

AGE

Male

GENDER

Darkvision (60')

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

4' 3"

HEIGHT

194 lbs.

WEIGHT

Brown

EYE COLOUR

Light-Earthen Tones

SKIN COLOUR

Brown, Braided

HAIR

None

PHOBIAS

Has Distinctive Possession, Even tempered

PERSONALITY TRAITS

Gem Stones, Trade

INTERESTS

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

SPOKEN STYLE

Dwarf Home

RESIDENCE

Faerun, Northern Hemisphere

LOCATION

None

REGION

Description:

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

Biography:

See Thorin Background.

Notes:

Character Sheet Notes:

FAITH: 6