

Toni Danza

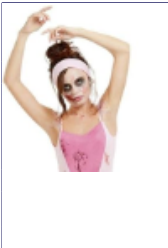
Character Name

Player Name

Deity

Custom Campaign
Region

Chaotic Good
Alignment



Bard (Standard) 1, Battle Dancer 1,
Paladin of Freedom 10

Human / Undead

Medium / 5 ft.

0' 0" / 0 lbs.

Darkvision (60 ft.), Low-Light Vision
VISION

CLASS

RACE

SIZE / FACE

HEIGHT / WEIGHT

12 (14)

66000 / 78000

0

Male

Character Level (CR)

EXP/NEXT LEVEL

AGE

GENDER

EYES

HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED				
STR	18	+4	18	+4			144																Walk 40 ft.				
DEX	18	+4	18	+4			AC	27	23	25	10	0	0	4	0	2	0	0	0	0	0	0	11				
CON	*	+0	*	+0			INITIATIVE	+4	+4	+0																	
INT	16	+3	16	+3			TOTAL	DEX MODIFIER	MISC MODIFIER																		
WIS	18	+4	18	+4			Encumbrance	Light																			
CHA	25	+7	31	+10																							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE	+16	+9	+0	+0	+7	+0	
REFLEX	+21	+7	+4	+0	+10	+0	
WILL	+21	+7	+4	+0	+10	+0	

Conditional Save Modifiers:

Immune to all diseases

Conditional Combat Modifiers:

+10 to hit and +12 damage against Evil (Smite Evil 3/day)

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+15/+10/+5	+11/+6/+1	+4	+0	+0	+0	+0	
RANGED	+13/+8/+3	+11/+6/+1	+4	+0	-2	+0	
GRAPPLE	+15/+10/+5	+11/+6/+1	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+15/+10/+5	2d10+4	20/x2	5 ft.

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.

LAY ON HANDS

HP per day

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

TOTAL SKILLPOINTS: 108		SKILLS		MAX RANKS: 15/7.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
✓ Appraise	INT	3	=	3	
✓ Balance	DEX	11	=	4 + 5 + 2	
✓ Bluff	CHA	14	=	10 + 4	
✓ Climb	STR	4	=	4	
✓ Concentration	CON	10	=	0 + 10	
✓ Craft (Untrained)	INT	3	=	3	
✓ Diplomacy	CHA	10	=	10	
✓ Disguise	CHA	10	=	10	
✓ Escape Artist	DEX	4	=	4	
✓ Forgery	INT	3	=	3	
✓ Gather Information	CHA	10	=	10	
✓ Heal	WIS	4	=	4	
✓ Hide	DEX	7	=	4 + 3	
✓ Intimidate	CHA	12	=	10 + 2	
✓ Jump	STR	14	=	4 + 4 + 6	
Knowledge (Arcana)	INT	4	=	3 + 1	
✓ Knowledge (Untrained)	INT	3	=	3	
✓ Listen	WIS	4	=	4	
✓ Move Silently	DEX	4	=	4	
Perform (Dance)	CHA	25	=	10 + 15	
Perform (Sing)	CHA	25	=	10 + 15	
✓ Ride	DEX	4	=	4	
✓ Search	INT	3	=	3	
✓ Sense Motive	WIS	4	=	4	
Spellcraft	INT	8	=	3 + 5	
Spellcraft (Decipher spell on scroll)	INT	10	=	3 + 5 + 2	
✓ Spot	WIS	6	=	4 + 2	
✓ Survival	WIS	4	=	4	
✓ Swim	STR	4	=	4	
Tumble	DEX	24	=	4 + 15 + 5	
Use Magic Device	CHA	15	=	10 + 5	
Use Magic Device (Scroll)	CHA	17	=	10 + 5 + 2	
✓ Use Rope	DEX	4	=	4	
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Conditional Skill Modifiers:

Bardic Knowledge +4

Bardic Music

Uses per day

□□□□□	□□□□□	□
-------	-------	---

TURN UNDEAD		1d20+10	
Turning Check Result	UNDEAD Affected (Maximum Hit Dice)	Turning Check	Turn level
Up to 0	3		7
1 - 3	4	Turn damage	2d6+17
4 - 6	5	You destroy Undead creatures with total hit dice up to 3.	
7 - 9	6		
10 - 12	7		
13 - 15	8		
16 - 18	9		
19 - 21	10		
22+	11		
TURN/DAY		□□□□□ □□□□□ □□□	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Gauntlets of the Talon	Equipped	1	2 / 4,000
Belt, Battle Dancer's	Equipped	1	1 / 13,000
When wrapped around a character's waist, this belt confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th			
Entertainer's Outfit	Equipped	1	4 / 3
This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).			
Cloak of Charisma +6	Equipped	1	2 / 36,000
This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +6 enhancement bonus to her Charisma score. Moderate transmutation; CL 8th			
Slippers of Battle Dancing	Equipped	1	1 / 33,750
TOTAL WEIGHT CARRIED/VALUE		6 lbs.	86,753gp

WEIGHT ALLOWANCE			
Light	100	Medium	200
Light over head	300	Light off ground	600
		Heavy	300
		Push / Drag	1500

MONEY
Total= 0 gp [Unspent Funds = 1,250 gp]

MAGIC
Languages
Common, Draconic, Elven, Undercommon

Other Companions

Special Abilities
Fast Healing 3 (Ex)
Resist Control (Ex)
Turn Resistance +2 (Ex)
Unnatural Resilience (Ex)

Special Attacks
Martial Spirit, Novice [ToB]

As you cleave through your foes, each ferocious attack you make lends vigor and strength to you and your allies. While you are in this stance, you or an ally within 30 feet heals 2 points of damage each time you make a successful melee attack. This healing represents the vigor, drive, and toughness you inspire in others. Your connection to the divine causes such inspiration to have a real, tangible effect on your allies' health. Each time you hit an opponent in melee, you can choose a different recipient within range to receive this healing.

Pouncing Charge, Novice [ToB]

With the roar of a wild beast, you throw yourself into the fray. Your weapons are little more than a blur as you hack at your foe with feral speed. With a ferocious howl, you throw yourself into combat. You move with such speed and ferocity that when you reach your enemy, you unleash a blistering flurry of slashes, cuts, and hacks. As part of initiating this maneuver, you make a charge attack. Instead of making a single attack at the end of your charge, you can make a full attack. The bonus on your attack roll for making a charge attack applies to all your attack rolls.

Rabid Bear Strike, Novice [ToB]
--

With a ferocious roar, you leap upon your enemy like a wild beast, slamming your weapon into her with a madman's fury. You focus your primal fury into a single attack, laying an opponent low with a mighty blow that splinters bones and shatters steel. As part of this maneuver, you make a single melee attack. You gain a +4 bonus on this attack roll and deal an extra 10d6 points of damage. After completing this maneuver, you take a -4 penalty to AC until the start of your next turn.

Sudden Leap, Novice [ToB]

You leap to a new position in the blink of an eye, leaving your opponents baffled. You can make a jump check as a swift action and move the distance determined by your check result. You provoke attacks of opportunity with this movement, and you must move in a straight line. As with any movement, you can attempt a Tumble check to avoid any attacks you provoke with this sudden leap. You can't move through enemies, unless you succeed on the appropriate Tumble check.

Turn Undead [PH]
13/day (turn level 7) (turn damage 2d6+17)

Special Qualities

AC Bonus (Ex) [My]

A Battle Dancer is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the Battle Dancer adds her Charisma bonus (if any) to her AC. In addition, a Battle Dancer gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five BattleDancer levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the BattleDancer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. BONUS +11, LEVEL = 6, STAT = 10

Aura of Good (Ex) [PH]

The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level, just like the aura of a cleric of a good deity.

Aura of Resolve (Su) [UA]

Immune to Compulsion effects. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against compulsion effects.

Bardic Knowledge [PH]

A bard picks up a lot of stray knowledge while wandering the land and learning stories from other bards. He may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier (+4) to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.) A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM can determine the Difficulty Class of the check by referring to the table above.

Bardic Music [PH]

Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if desired). Bardic Music Times = 11

Charging Smite (Ex) [PH2]

Beginning at 5th level, if you smite evil on a charge attack, you deal an extra 2 points of damage per paladin level to any evil creature you hit (in addition to the normal bonus damage dealt by a smite). If the charge attack misses, the smite ability is not considered used. This is a supernatural ability. Replaces: If you select this class feature, you do not gain a special mount.

Curse Breaker [CM]

At 6th level, you can produce a remove curse effect, as the spell, once per week. You can use this ability one additional time per week for every three levels beyond 6th (twice per week at 9th, three times at 12th, and so forth). Beginning at 12th level, you can spend two of your weekly uses to produce a break enchantment effect, as the spell. These are spell-like abilities.

Darkvision (Ex) [PH]

Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Detect Evil (Sp) [PH]

At will, a paladin can use detect evil, as the spell. 60' cone. 1st Round - Presence of evil, 2nd round - Number of Evil auras, and the power of the most potent, 3rd Round - Power and location of each aura, with direction but not location if out of line of sight.

Divine Grace (Su) [PH]

At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Divine Health (Ex) [PH]

At 3rd level, a paladin gains immunity to all diseases, including supernatural and magical diseases (such as mummy rot and lycanthropy).

Dragonblood Subtype [RDr]

If a race possesses the dragonblood subtype, it has a strong affinity to dragons-which means that spells, effects, powers, and abilities that affect or target dragons also affect it. The subtype qualifies a creature to use magic items normally only usable by dragons, and qualifies the creature to take feats that have the subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons. The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence. Dragons automatically qualify for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype. Races presented in this book that have the dragonblood subtype include dragonborn, spellscale, kobold, and draconic creatures. Should a creature acquire the dragon type, it loses the dragonblood subtype.

Fascinate (Sp) [PH]

A bard can use his music or poetics to cause 1 creature(s) to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round(s)). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Meager Fortitude [UA]

You are sickly and weak of stomach.

Shaky [UA]

You are relatively poor at ranged combat.

Holy Warrior [CC]

Replaces: To select this class feature, you must sacrifice your spellcasting ability. Benefit: You no longer gain spells as a paladin, but you can now select a bonus feat at 4th, 8th, 11th, and 14th levels. You can select any feat from the following list for which you meet the prerequisites: any divine feat (see page 53), Cleave, Extra

SmitingCW, Extra Turning, Great Cleave, Improved SmitingCD, Mounted Combat, Mounted Archery, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, and Trample. This is an extraordinary ability. Special: A paladin who selects this path can no longer use scrolls, wands, or other magic items that require access to a spell list, unless she has another spellcasting class that grants access to the appropriate spells.	
Human Racial Traits (Ex)	[PH]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
Inspire Courage (Su)	[PH]
A bard can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. to be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +0 morale bonus on saving throws against charm and fear effects and a +0 morale bonus on attack rolls and a +0 bonus weapon damage rolls. Inspire courage is a mind-affecting ability.	
Lay on Hands (Su)	[PH]
Beginning at 2nd level, a paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level * her Charisma bonus. For example, a 7th-level paladin with a 16 Charisma (+3 bonus) can heal 21 points of damage per day. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action. Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.	
Low-Light Vision (Ex)	[PH]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Saves	[RDr]
Draconic creatures have a +4 racial bonus on saves against magic sleep effects and paralysis.	
Acrobatic Backstab	[CS]
If you succeed on a Tumble check t move tthrough an enemy's space, you can treat that enemy as flat-footed against the next melee attack you make against it on your current turn.	
Back on Your Feet	[CS]
If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.	
Smite Evil (Su)	[PH]
Once per day, a paladin may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per paladin level. For example, a 13th-level paladin armed with a longsword would deal 1d8+13 points of damage, plus any additional bonuses for high Strength or magical effects that would normally apply. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day. At 5th level, and at every five levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table 3-12: The Paladin, to a maximum of five times per day at 20th level.	
Spellbreaker Song	[CM]
You can use your music or poetics to interfere with spells that have verbal components. Doing this costs one daily use of your bardic music ability and requires a standard action to start. Enemy spellcasters within 30 feet of you take a 20% spell failure chance when casting any spell that has a verbal component (as if they were deafened). You can maintain your spellbreaker song for 3 rounds. This ability follows all the other appropriate rules for bardic music.	
Turn Undead (Su)	[PH]
A paladin has the supernatural ability to turn undead. You may use this ability a number of times per day equal to 3 + her Charisma modifier. You turn undead as a cleric of three levels lower would. (PH p.159.)	
Undead Type	[MM]
Undead do not eat/sleep/breathe. Undead are Immune to poison/ sleep effects/ paralysis/ stunning/ disease/ and death effects. Not subject to critical hits/ nonlethal damage/ ability drain/ or energy drain. Immune to damage to STR/ DEX/CON as well as to fatigue and exhaustion effects. Negative energy can heal undead creatures. Immune to any effect that requires a Fortitude save (unless it works on objects or is harmless). Not at risk from death from massive damage (but destroyed when reduced to 0 hp). Not affected by Raise Dead and Reincarnate spells/abilities (but Resurrection and True Resurrection return the undead into their former living self).	
Weapon and Armor Proficiency	[PH]
A bard is proficient with all simple weapons, Bards are proficient with light armor and shields (except tower shields). Because the somatic components required for bard spells are relatively simple, a bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance.	
Weapon and Armor Proficiency	[PH]
Paladins are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).	

Feats	
Ascetic Knight	[My]
You belong to a special order of religious monks that teaches its adherents that self-enlightenment and honorable service grow from the same well of purity. As a student of this philosophy, you have blended your training as a paladin and as a monk into one seamless whole.	
Your paladin and monk levels stack for the purpose of determining your unarmed strike damage. For example, a human 3rd-level paladin/1st-level monk would deal 1d8 points of damage with her unarmed strike. Your paladin and monk levels also stack when determining the extra damage dealt by your smite evil ability. In addition, you can multiclass freely between the paladin and monk classes. You must still remain lawful good in order to retain your paladin abilities and take paladin levels, and you must remain lawful in order to continue advancing as a monk. You still face the normal XP penalties for having multiple classes more than one level apart.	
Devoted Performer	[My]
You have foregone the pursuit of frivolous musical talents, instead entering religious training in service of honor and justice.	
If you have levels in paladin and bard, those levels stack for the purpose of determining the bonus damage dealt by your smite evil ability and determining the number of times per day that you can use your bardic music. This feat does not allow additional daily uses of smite evil or bardic music abilities beyond what your class levels would normally allow. In addition, you can multiclass freely between the paladin and bard classes and may even gain additional bard levels regardless of your lawful alignment. You must still remain lawful good in order to retain your paladin abilities and take paladin levels. You still face the normal XP penalties for having multiple classes more than one level apart.	
Divine Might	[CW]
You can channel energy to increase the damage you deal in combat.	
As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.	
Divine Spirit	[ToB]
The fervor and dedication of the Devoted Spirit discipline, combined with your fanatical adherence to a divine power, turns you into a font of spiritual energy. With only a moment's focus, you can channel power to enhance your fighting talents.	
While in a Devoted Spirit stance, you can expend a turn or rebuke undead attempt as an immediate action to heal yourself a number of hit points equal to 3 + your Charisma modifier, if any (minimum 1 point).	
Martial Stance	[ToB]
You have mastered the fundamentals of a martial discipline, and you are now able to master one of its stances.	
When you gain this feat, you can select any stance from a discipline in which you already know at least one maneuver. You must meet the normal prerequisite of the stance. Your martial adept level for using this maneuver is equal to your levels in martial adept classes (if any) + 1/2 your levels in other classes. Special: You can choose this feat more than once. When you take this feat again, you gain knowledge of a new stance. You do not have to choose a stance from the same discipline you selected the first time, but you must know at least one martial maneuver from the discipline of the stance you choose. Special: A fighter can select Martial Stance as a bonus feat.	
Power Attack	[PH]
You can make exceptionally powerful melee attacks.	
On your action, before making attack rolls for a round, you may choose to subtract up to 11 from all melee attack rolls and add the same number to all melee damage rolls.	
Travel Devotion	[CV]
You can move quickly around the battlefield.	
Once per day as a swift action, you can activate this ability to move up to your speed as a swift action each round. Thus, you can move your speed and then take a full-round action, or move and take two other actions (two move actions or one move action and one standard action). This effect lasts for 1 minute.	
Special: You cannot take a 5-foot step in the same round that you use this feat to move as a swift action.	
Special: You can select this feat multiple times, gaining one additional daily use each time you take it.	
Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each two daily turn or rebuke uses you expend.	
Improved Unarmed Strike	[Book of Vile Darkness, p.96]
You are skilled at fighting while unarmed.	
You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.	
Martial Study (Tiger Claw, Novice) (Granted)	[ToB]
You have learned to focus your ki and perfect the form needed to use one Tiger Claw maneuver as a novice of martial techniques. You can use this maneuver once per encounter as a martial adept with an initiator level equal to 1/2 your non-adept class levels (plus your martial adept class levels, should you gain any at a later point). Maneuvers learned through this feat can not be recovered during an encounter and can not be exchanged as part of adept class levelups.	
Tiger Claw's key skill, jump, is now a class skill for all your classes (current and future).	

Special: You can take this feat up to three times and can select the same discipline multiple times.
Special: A fighter can select Martial Study as a bonus feat.

Proficiencies
Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Ice Axe, Javelin, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspears, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace, Whip

Templates
Draconic Creature
Evolved Undead
Necropolitan

Innate

- At Will
- Detect Evil

Martial Spirit

Pouncing Charge

Rabid Bear Strike

Sudden Leap

INNATE Spell-like Abilities

- Haste (DC:23)

Innate Racial Spells

Name	School	Time	Duration	Range	Source
At Will	Detect Evil	Divination	1 standard action	Concentration, up to 100 minutes [D]	60 ft. PH:p.218

[V, S, DF] TARGET: Cone-shaped emanation; **EFFECT:** You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras [creatures, objects, or spells] in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming [see below], and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or [in the case of a cleric] class level; see the accompanying table. If an aura falls into more than one strength category, the spell indicates the stronger of the two. |----- Aura Power ----- Creature/Object [Faint |Moderate |Strong |Overwhelming Evil creature1 [HD] |10 or lower |11-25 |26-50 |51 or higher Undead [HD] |2 or lower |3-8 |9-20 |21 or higher Evil outsider [HD] |1 or lower |2-4 |5-10 |11 or higher Cleric of an evil deity 2 [class levels] |1 |2-4 |5-10 |11 or higher Evil magic item or spell [caster level] |2nd or lower |3rd-8th |9th-20th |21st or higher 1 Except for undead and outsiders, which have their own entries on the table. 2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies. Lingering Aura: An evil aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a creature or magic item]. If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength |Duration of Lingering Aura Faint |1d6 rounds Moderate |1d6 minutes Strong |1d6x10 minutes Overwhelming |1d6 days Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]

<div></div>	Martial Spirit	Devoted Spirit (Stance)	1 swift action	Stance	Personal	ToB:p.60
-------------	-----------------------	-------------------------	----------------	--------	----------	----------

TARGET: You; **EFFECT:** As you cleave through your foes, each ferocious attack you make lends vigor and strength to you and your allies. While you are in this stance, you or an ally within 30 feet heals 2 points of damage each time you make a successful melee attack. This healing represents the vigor, drive, and toughness you inspire in others. Your connection to the divine causes such inspiration to have a real, tangible effect on your allies' health. Each time you hit an opponent in melee, you can choose a different recipient within range to receive this healing.

<div></div>	Pouncing Charge	Tiger Claw (Strike)	1 full-round action		Personal	ToB:p.88
-------------	------------------------	---------------------	---------------------	--	----------	----------

TARGET: You; **EFFECT:** With the roar of a wild beast, you throw yourself into the fray. Your weapons are little more than a blur as you hack at your foe with feral speed. With a ferocious howl, you throw yourself into combat. You move with such speed and ferocity that when you reach your enemy, you unleash a blistering flurry of slashes, cuts, and hacks. As part of initiating this maneuver, you make a charge attack. Instead of making a single attack at the end of your charge, you can make a full attack. The bonus on your attack roll for making a charge attack applies to all your attack rolls.

<div></div>	Rabid Bear Strike	Tiger Claw (Strike)	1 standard action		Melee attack	ToB:p.88
-------------	--------------------------	---------------------	-------------------	--	--------------	----------

TARGET: One creature; **EFFECT:** With a ferocious roar, you leap upon your enemy like a wild beast, slamming your weapon into her with a madman's fury. You focus your primal fury into a single attack, laying an opponent low with a mighty blow that splinters bones and shatters steel. As part of this maneuver, you make a single melee attack. You gain a +4 bonus on this attack roll and deal an extra 10d6 points of damage. After completing this maneuver, you take a -4 penalty to AC until the start of your next turn.

<div></div>	Sudden Leap	Tiger Claw (Boost)	1 swift action	Instantaneous	Personal	ToB:p.89
-------------	--------------------	--------------------	----------------	---------------	----------	----------

TARGET: You; **EFFECT:** You leap to a new position in the blink of an eye, leaving your opponents baffled. You can make a jump check as a swift action and move the distance determined by your check result. You provoke attacks of opportunity with this movement, and you must move in a straight line. As with any movement, you can attempt a Tumble check to avoid any attacks you provoke with this sudden leap. You can't move through enemies, unless you succeed on the appropriate Tumble check.

* =Domain/Speciality Spell

INNATE Spell-like Abilities

Name	School	Time	Duration	Range	Source
<div></div>	Haste	Transmutation [Air Shugenja, Transmutati1	1 standard action	12 rounds	Close (55 ft.) PH:p.239

[V, S, M] TARGET: 12 creatures, no two of which can be more than 30 ft. apart; **EFFECT:** The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a weapon of speed, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hasted creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. Material Component: A shaving of licorice root. [SR:Yes (harmless); DC:23, Fortitude negates (harmless)]

* =Domain/Speciality Spell

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	4	—	—	—	—	—	—
PER DAY	2	—	—	—	—	—	—

LEVEL 0 / Per Day:2 / Caster Level:1

Name	School	Time	Duration	Range	Source
<div><div></div><div></div><div></div><div></div><div></div></div>	Detect Magic	Divination [Antimagic Domain, Divination 1	1 standard action	Concentration, up to 1 minutes [D]	60 ft. PH:p.219

[V, S] TARGET: Cone-shaped emanation; **EFFECT:** You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. [Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.] Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two. |----- Aura Power ----- Spell or Object [Faint |Moderate |Strong |Overwhelming Functioning spell [spell level] |3rd or lower |4th-6th |7th-9th |10th+ [deity-level] Magic item [caster level] |5th or lower |6th-11th |12th-20th |21st+ [artifact] Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength |Duration of Lingering Aura Faint |1d6 rounds Moderate |1d6 minutes Strong |1d6x10 minutes Overwhelming |1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]

<div><div></div><div></div><div></div><div></div><div></div></div>	Mage Hand	Transmutation [Earth Shugenja, .MOD, Trar1	1 standard action	Concentration	Close (25 ft.) PH:p.249
--	------------------	--	-------------------	---------------	-------------------------

[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; **EFFECT:** You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. [SR:No]

<div><div></div><div></div><div></div><div></div><div></div></div>	Minor Disguise	Transmutation	1 standard action	1 hour	Personal	SC:p.142
--	-----------------------	---------------	-------------------	--------	----------	----------

[V,S,M] TARGET: You; **EFFECT:** You use magic to make minor, cosmetic changes in your appearance. The spell does not change the actual structure of either your features or body. It can add color to hair, paint wrinkles upon your face, give you a scar, or darken your teeth. This spell gives you a +2 competence bonus on the next Disguise check you make during its duration.

<div><div></div><div></div><div></div><div></div><div></div></div>	Prestidigitation	Universal	1 standard action	1 hour	10 ft. PH:p.264
--	-------------------------	-----------	-------------------	--------	-----------------

[V, S] TARGET: See text; **EFFECT:** Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. [SR:No; DC:20, See text]

* =Domain/Speciality Spell

Paladin of Freedom Spells

LEVEL	0	1	2	3	4
PER DAY	—	2	2	—	—

LEVEL 1 / Per Day:2 / Caster Level:1

Name	School	Time	Duration	Range	Source
□□□□Axiomatic Water	Transmutation [Lawful]	1 minute	Instantaneous	Touch	SC:p.22

[V,S,M] TARGET: Flask of water touched; **EFFECT:** This transmutation imbues a flask [1 pint] of water with the order of law, turning it into axiomatic water. Axiomatic water damages chaotic outsiders the way holy water damages undead and evil outsiders. A flask of axiomatic water can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, the bearer must open the flask and pout the axiomatic water out onto the target. Thus, a character can douse an incorporeal creature with axiomatic water only if he is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity. A direct hit by a flask of axiomatic water deals 2d4 points of damage to a chaotic outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash. Material Component: 5 pounds of powdered iron and silver [worth 25 gp]. [SR:Yes [object]; DC:15, Will negates [object]]

* =Domain/Speciality Spell

Paladin of Freedom Spells					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bless	Enchantment (Compulsion) [Mind-Affecting]	standard action	1 minutes	50 ft.	PH:p.205
<div> <div>[V, S, DF] TARGET:</div> <div>The caster and all allies within a 50-ft. burst, centered on the caster; EFFECT: Bless fills your allies with courage. Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects. Bless counters and dispels bane. [SR:Yes (harmless)]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Blessed Aim	Divination	1 standard action	1 minute/level	50 ft.	SC:p.31
<div> <div>[V,S] TARGET:</div> <div>50 ft. spread, centered on you; EFFECT: This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls. [SR:No; DC:15, Will negates [harmless]]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bless Water	Transmutation [Good]	1 minute	Instantaneous	Touch	PH:p.205
<div> <div>[V, S, M] TARGET:</div> <div>Flask of water touched; EFFECT: This transmutation imbues a flask [1 pint] of water with positive energy, turning it into holy water. Material Component: 5 pounds of powdered silver [worth 25 gp]. [SR:Yes (object); DC:15, Will negates (object)]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bless Weapon	Transmutation	1 standard action	1 minutes	Touch	PH:p.205
<div> <div>[V, S] TARGET:</div> <div>Weapon touched; EFFECT: This transmutation makes a weapon strike true against evil foes. The weapon is treated as having a +1 enhancement bonus for the purpose of bypassing the damage reduction of evil creatures or striking evil incorporeal creatures [though the spell doesn't grant an actual enhancement bonus]. The weapon also becomes good, which means it can bypass the damage reduction of certain creatures. [This effect overrides and suppresses any other alignment the weapon might have.] Individual arrows or bolts can be transmuted, but affected projectile weapons [such as bows] don't confer the benefit to the projectiles they shoot. In addition, all critical hit rolls against evil foes are automatically successful, so every threat is a critical hit. This last effect does not apply to any weapon that already has a magical effect related to critical hits, such as a keen weapon or a vorpal sword. [SR:No]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Bless Weapon, Swift	Transmutation	1 swift action	1 round	Touch	SC:p.31
<div> <div>[V] TARGET:</div> <div>Touched weapon; EFFECT: This spell functions like bless weapon [PH 205], except as noted above. [SR:No]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Clear Mind	Abjuration	1 standard action	10 minutes/level	Personal	SC:p.47
<div> <div>[V,S,DF] TARGET:</div> <div>You; EFFECT: You gain a +4 sacred bonus on saving throws made against mind-affecting spells and effects.</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Create Water	Conjuration (Creation) [Water, Water Shugi]	standard action	Instantaneous	Close (25 ft.)	PH:p.215
<div> <div>[V, S] TARGET:</div> <div>Up to 2 gallons of water; EFFECT: This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large, possibly creating a downpour or filling many small receptacles. Note: Conjunction spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. [SR:No]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Cure Light Wounds	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Touch	PH:p.215
<div> <div>[V, S] TARGET:</div> <div>Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:15, Will half (harmless); see text]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Deafening Clang	Transmutation [Sonic]	1 swift action	1 round	Touch	SC:p.59
<div> <div>[V,S,DF] TARGET:</div> <div>Your weapon; EFFECT: You empower the touched weapon with magic that causes it to emit a loud clang when it is struck against a hard surface, such as a floor, wall, or creature. The weapon deals 1d6 points of sonic damage with each successful hit, and any creature struck by the weapon must succeed on a Fortitude saving throw or be deafened for 1 minute. [SR:No; DC:15, Fortitude partial; see text]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Incarnum	Divination	1 standard action	Concentration, up to 10 min./level	60 ft.	MoI:p.101
<div> <div>[V, S, DF] TARGET:</div> <div>Cone-shaped emanation; EFFECT: You can sense the presence of incarnum. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of incarnum [including creatures with the incarnum subtype, soulmelds, or magic items invested with essential]. 2nd Round: Number of incarnum auras [soulmelds, creatures with the incarnum subtype, and so on] in the area and the power of the most potent aura present [see the table]. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, you can discern its direction but not its exact location. The power of an incarnum aura depends on the type of creature or object that you're detecting and its Hit Dice or caster level, as shown on the table. If an aura falls into more than one strength category, the spell indicates the stronger of the two. [SR:No]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Poison	Divination [Water Shugenja]	1 standard action	Instantaneous	Close (25 ft.)	PH:p.219
<div> <div>[V, S] TARGET:</div> <div>One creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Undead	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	PH:p.220
<div> <div>[V, S, M/DF] TARGET:</div> <div>Cone-shaped emanation; EFFECT: You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area. 1st Round: Presence or absence of undead auras. 2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming [see below], and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location. Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the following table: HD [Strength 1 or lower] [Faint 2-4] [Moderate 5-10] [Strong 11 or higher] [Overwhelming Lingerin g Aura: An undead aura lingers after its original source is destroyed. If detect undead is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength [Duration of Lingering Aura Faint] [1d6 rounds Moderate] [1d6 minutes Strong] [1d6x10 minutes Overwhelming] [1d6 days Each round, you can turn to detect undead in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Arcane Material Component: A bit of earth from a grave. [SR:No]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Detect Weaponry	Divination	1 standard action	Concentration, up to 10 minutes [D]	Close (25 ft.)	Ci:p.66
<div> <div>[V,S] TARGET:</div> <div>Cone-shaped emanation; EFFECT: Reveals weapons within 60 feet. [SR:No]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Divine Favor	Evocation	1 standard action	1 minute	Personal	PH:p.224
<div> <div>[V, S, DF] TARGET:</div> <div>You; EFFECT: Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have [at least +1, maximum +3]. The bonus doesn't apply to spell damage. [SR:No]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Divine Inspiration	Divination	1 standard action	1d4 rounds	Touch	BE:p.96
<div> <div>[Sacrifice] TARGET:</div> <div>One creature touched; EFFECT: This spell helps to tip the momentum of combat in the favor of good, granting limited precognitive ability that enables the spell's recipient to circumvent the defenses of evil opponents. The target of the spell gains a +3 sacred bonus on all attack rolls made against evil creatures. This bonus does not apply to attacks made against nonevil creatures. Sacrifice: 1d2 points of Strength damage. [SR:Yes (harmless)]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Divine Sacrifice	Evocation	1 standard action	1 round/level	Personal	SC:p.70
<div> <div>[V,S] TARGET:</div> <div>You; EFFECT: Your first attack each round for the duration of the spell deals an extra 5d6 points of damage if it hits, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Endure Elements	Abjuration [WujenEarth, WujenFire, WujenI]	standard action	24 hours	Touch	PH:p.226
<div> <div>[V, S] TARGET:</div> <div>Creature touched; EFFECT: A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. [SR:Yes (harmless); DC:15, Will negates (harmless)]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Energized Shield, Lesser	Abjuration [See text]	1 standard action	1 round/level	Touch	SC:p.79
<div> <div>[V,S,DF] TARGET:</div> <div>Touch; EFFECT: When this spell is cast, the shield touched appears to be made entirely out of one type of energy [fire, cold, electricity, acid, or sonic]. Whoever bears the shield gains resistance 5 against the chosen energy type. Additionally, if the wielder successfully hits someone with the shield with a shield bash attack, the victim takes 1d6 points of the appropriate energy damage in addition to the normal shield bash damage. The energy type must be chosen when the spell is cast and cannot be changed during the duration of the spell. The energy resistance overlaps [and does not stack] with resist elements. A given shield cannot be the subject of more than one lesser energized shield or energized shield spell at the same time. The descriptor of this spell is the same as the energy type you choose when you cast it. [SR:No]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Faith Healing	Conjuration (Healing)	1 standard action	Instantaneous	Touch	SC:p.87
<div> <div>[V,S] TARGET:</div> <div>Living creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 8 points of damage +1 point per caster level 5. The spell works only on a creature that worships the same deity as you. A target with no deity or a different deity from yours is unaffected by the spell, even if the target would normally be harmed by positive energy. [SR:Yes [harmless]]; DC:15, Will negates [harmless]]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Find Temple	Divination	1 standard action	1 hour/level	10 miles + mile/level	SC:p.91
<div> <div>[V,S,DF] TARGET:</div> <div>Circle centered on you, out to range; EFFECT: With this spell, you can easily find a place to worship and possible aid or shelter from the priests within. When the spell is cast, you sense the direction of the nearest temple to your god. If there is none within the spell's area, the spell instead shows you the direction of the nearest temple dedicated to a god of the same alignment as yours. You can also specify a particular temple to search for, but you must have visited the temple personally at some point in the past [seeing the temple through a divination does not count]. [SR:No]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Golden Barding	Conjuration (Creation)	1 standard action	1 hour/level	Touch	SC:p.106
<div> <div>[V,DF] TARGET:</div> <div>Special mount touched; EFFECT: You create a suit of barding for your mount to wear. The armor appears on your mount, fitting perfectly. The golden barding you create has no armor check penalty and has no effect on your mount's speed. The exact nature of the barding depends on your caster level. 2nd-3rd: Scale mail barding [+4 armor bonus]. 4th-5th: Chainmail barding 5. 6th-7th: Splint mail barding 6. 8th-9th: Half-plate barding 7. 10th+: Full plate barding 8. You can cast magic vestment or other spells that target a suit of armor on the golden barding. [SR:No]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Grave Strike	Divination [Good]	1 swift action	1 round	Personal	SC:p.107
<div> <div>[V,DF] TARGET:</div> <div>You; EFFECT: For 1 round, you can deliver sneak attacks against undead as if they were not immune to extra damage from sneak attacks. To attack an undead creature in this manner, you must still meet the other requirements for making a sneak attack. This spell applies only to sneak attack damage. It gives you no ability to affect undead with critical hits, nor does it confer any special ability to overcome the damage reduction or other defenses of undead creatures.</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Holy Spurs	Transmutation	1 swift action	1 round	Close (25 ft.)	SC:p.115
<div> <div>[V] TARGET:</div> <div>Your special mount; EFFECT: This spell increases your special mount's base land speed by 40 feet. This adjustment is treated as an enhancement bonus. [SR:Yes [harmless]]; DC:15, Will negates [harmless]]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Know Greatest Enemy	Divination	1 standard action	Concentration, up to 1 round/level	60 ft.	SC:p.129
<div> <div>[V,DF] TARGET:</div> <div>Cone-shaped emanation; EFFECT: This spell evaluates the creatures in the area and determines the relative power level of each. Creatures are evaluated as follows. CR Strength 4 or lower Weak 5-10 Moderate 11-15 Strong 16 or higher Overwhelming Among creatures within the same category, you know which is the most powerful, but not why. For example, among a group of ogres [CR 2], you would know one of them [an ogre with two levels of barbarian, CR 4] was the most powerful, but not know if it was because the ogre had class levels, a template [such as half-fiendish], or for another reason. Any spell of 3rd level or higher that prevents scrying attempts on a creature [such as nondetection] or an area [such as false vision] thwarts this spell's ability to evaluate that creature or creatures within that area. [SR:Yes]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Lantern Light	Evocation [Good, Light]	1 standard action	1 round/level	Close (25 ft.)	BE:p.101
<div> <div>[S, Abstinence] TARGET:</div> <div>Ray; EFFECT: Rays of holy light flash from your eyes. You can fire 1 ray per 2 caster levels, but no more than 1 ray per round. You must succeed on a ranged touch attack to hit a target. The target takes 1d6 points of damage from each ray. Abstinence Component: You must abstain from sexual intercourse for 24 hours before casting this spell. [SR:Yes]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Lionheart	Abjuration [Mind-Affecting]	1 standard action	1 round/level	Touch	SC:p.132
<div> <div>[V,S,M] TARGET:</div> <div>Creature touched; EFFECT: The subject gains immunity to fear effects. Material Component: A hair from a lion's mane. [SR:Yes [harmless]]; DC:15, Will negates [harmless]]</div> </div>					
<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> Magic Weapon	Transmutation [WujenMetal, Earth Shugen]	standard action	1 minutes	Touch	PH:p.251
<div> <div>[V, S, DF] TARGET:</div> <div>Weapon touched; EFFECT: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.] You can't cast this spell on a natural weapon, such as an unarmed strike [instead, see magic fang]. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]</div> </div>					
* =Domain/Specialty Spell					

Paladin of Freedom Spells					
□□□□□ Mantle of Good	Abjuration [Good]	1 standard action	10 minutes/level [D]	Personal	SC:p.137
[V,S,M] TARGET: You; EFFECT: This spell functions like mantle of chaos, except that mantle of good grants spell resistance against spells with the evil descriptor.					
□□□□□ Moment of Clarity	Abjuration	1 standard action	Instantaneous	Touch	SC:p.142
[V,S,DF] TARGET: Creature touched; EFFECT: When you cast this spell and touch a creature that is under the influence of a mind-affecting spell or ability, that creature immediately receives another saving throw against the effect's original DC to break free of the effect. If the spell or ability did not originally permit a saving throw, this spell has no effect. [SR:No]					
□□□□□ One Mind, Lesser	Divination	1 standard action	1 hour/level	Personal	SC:p.149
[V,S,DF] TARGET: You; EFFECT: This spell functions like one mind, except as noted here, and in addition you and your mount gain a +2 bonus on melee damage rolls as long as you are mounted.					
□□□□□ Peacebond	Transmutation	1 standard action	10 minutes [D]	Close (25 ft.)	CI:p.67
[V,S,F] TARGET: One weapon; EFFECT: Weapon is impossible to draw. [SR:Yes (o); DC:15, Will negates (o)]					
□□□□□ Protection from Evil	Abjuration [Good, Antimagic Domain]	1 standard action	1 minutes [D]	Touch	PH:p.266
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the barrier blocks any attempt to possess the warded creature [by a magic jar attack, for example] or to exercise mental control over the creature [including enchantment [charm] effects and enchantment [compulsion] effects that grant the caster ongoing control over the subject, such as dominate person]. The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from evil effect ends before the effect granting mental control does, the would-be controller would then be able to mentally command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast. This second effect works regardless of alignment. Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Good summoned creatures are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature. Arcane Material Component: A little powdered silver with which you trace a 3-foot -diameter circle on the floor [or ground] around the creature to be warded. [SR:No; see text; DC:15, Will negates (harmless)]					
□□□□□ Protection From Incarnum	Abjuration	1 standard action	1 minutes [D]	Touch	MoI:p.104
[V, S] TARGET: One creature; EFFECT: You ward a creature from attacks by soulmelds and incarnum creatures. The spell forms a barrier at a distance of 1 foot around the warded creature. The barrier is normally invisible, but it flashes electric blue when struck by an incarnum creature's natural weapon attack or an effect generated by a soulmeld. While protected, the subject gains a +2 deflection bonus to Armor Class and a +2 resistance bonus on saves. Both of these bonuses apply only against natural weapon attacks made by incarnum creatures or effects created by soulmelds. A side effect of this spell is that it prevents the subject from gaining essentia, even if such an effect would be considered beneficial. Such effects automatically fail if targeted on the protected subject. [SR:No; see text; DC:15, Will negates (harmless)]					
□□□□□ Protection from Law	Abjuration [Chaotic, Antimagic Domain]	1 standard action	1 minutes [D]	Touch	PH:p.266
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks from lawful creatures, and lawful summoned creatures cannot touch the subject. [SR:No; see text; DC:15, Will negates (harmless)]					
□□□□□ Protection from Possession	Abjuration	1 action	10 minutes	Touch	GW:p.57
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature against mental control and possession attempts. The spell blocks any attempt to possess the warded creature [as by a magic jar attack or certain ghost feats] or to exercise mental control over the creature [as by a vampire's supernatural domination ability, which works similarly to dominate person]. The protection does not prevent a vampire's domination itself, but it prevents the vampire from mentally commanding the protected creature. If the protection from possession effect ends before the domination effect does, the vampire would then be able to mentally command the controlled creature. Likewise, the spell keeps out a possessing life force, but does not expel one if it is in place before the spell is cast. Arcane Material Component: A bit of powdered silver, which is used to mark the forehead of the target creature. [SR:No]					
□□□□□ Read Magic	Divination	1 standard action	10 minutes	Personal	PH:p.269
[V, S, F] TARGET: You; EFFECT: By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell. Focus: A clear crystal or mineral prism. [SR:No]					
□□□□□ Resistance	Abjuration [Earth Shugenja, Abjuration Dori]	1 standard action	1 minute	Touch	PH:p.272
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material Component: A miniature cloak. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□□ Resist Planar Alignment	Abjuration	1 standard action	1 round/level	Touch	SC:p.174
[V,S,DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from a plane's alignment traits [DMG 149]. When the subject visits a plane with an alignment trait, this spell grants it immunity to penalties on its Charisma-based checks that mildly aligned planes impose on visitors of opposed alignments. The Charisma-, Wisdom-, and Intelligencebased check penalties associated with strongly aligned planes are halved while the spell's duration lasts. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□□ Restoration, Lesser	Conjuration (Healing) [Water Shugenja]	3 rounds	Instantaneous	Touch	PH:p.272
[V, S] TARGET: Creature touched; EFFECT: Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□□ Resurgence	Abjuration	1 standard action	Instantaneous	Touch	SC:p.174
[V,S,DF] TARGET: Creature touched; EFFECT: The subject of a resurgence spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as dominate person. If the subject of resurgence is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow a save [such as power word stun], then resurgence won't help the subject recover. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□□ Rhino's Rush	Transmutation	1 swift action	1 round	Personal	SC:p.176
[V,S] TARGET: You; EFFECT: This spell allows you to propel yourself in a single deadly charge. The first charge attack you make before the end of the round deals double damage on a successful hit.					
□□□□□ Second Wind	Transmutation	1 standard action	Instantaneous & 1 hour/level; see text	Touch	SC:p.182
[V,S,DF] TARGET: Creature touched; EFFECT: This spell removes fatigue from a subject and provides a +4 bonus on Constitution checks for the duration of the spell. If the subject creature is exhausted when you cast this spell, its condition is improved to fatigued. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
□□□□□ Sense Heretic	Divination	1 standard action	10 minutes/level	Touch	SC:p.182
[V,S,DF] TARGET: Object touched; EFFECT: This spell is usually cast on a weapon or a holy symbol. If an evil creature that has the ability to cast divine spells comes within 100 feet of the item, the item begins to glow with a faint blue radiance. You cannot tell where, or in which direction, the detected creature is, only that such a creature is within range. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. [SR:No]					
□□□□□ Silverbeard	Transmutation	1 standard action	1 minute/level	Personal	SC:p.190
[V,DF] TARGET: You; EFFECT: This spell functions like sign of sealing, except that it can also be used to seal an open space [such as a corridor or an archway], creating a magical barrier of force that repels any creature attempting to pass. In addition, doors and objects protected by a greater sign of sealing are strengthened, increasing their hardness by 10 and granting them an extra 5 hit points per caster level. Any object protected by a greater sign of sealing is treated as a magic item for the purpose of making saving throws and gains a +4 resistance bonus on saving throws. If its seal is broken, a greater sign of sealing deals 1d6 points of damage per caster level [maximum 20d6] in a 40-foot radius [Reflex half]. A greater sign of sealing cannot be passed with a knock spell, but it can be dispelled [DC 15 + the caster level of the sign's creator]. It can be disarmed with a DC 31 Disable Device check. Material Component: A crushed emerald worth at least 500 gp.					
□□□□□ Silvered Weapon	Transmutation	1 standard action	1 round/level	Touch	BE:p.107
[V, S] TARGET: One weapon or projectile touched; EFFECT: This spell transforms a single weapon or projectile you are holding into a silvered weapon. The weapon may be magical, masterwork, or nonmagical, but it must be in hand when the spell is cast. You can't cast this spell on a natural weapon, such as an unarmed strike [instead, see silvered claws]. The spell cannot be cast on more than one weapon or on multiple projectiles. If the weapon targeted by the spell is made of another special material [cold iron or adamantine, for example], it loses the benefits of its original special material for the spell's duration. Silvered weapon can be made permanent with a permanency spell. [SR:Yes (object, harmless); DC:15, Fortitude negates (object, harmless)]					
□□□□□ Soul of Order	Transmutation [Lawful]	1 standard action	1 hour	Personal	DM:p.73
[V, S] TARGET: You; EFFECT: A shimmering field of silver energy flows up your body from your feet to your head, giving your skin a metallic sheen. This spell infuses your body with energy drawn from the primal forces of law. You gain a +2 morale bonus on Will saves made to resist enchantment effects. Your natural weapons are treated as lawful-aligned for the purpose of overcoming damage reduction. Regardless of your normal alignment, you are considered lawful-aligned for the purpose of effects that rely on alignment [such as protection from law or order's wrath]. If soul of order and soul of light are active on you at the same time, you gain damage reduction 3/chaotic or evil. If soul of order and soul of shadow are active on you at the same time, you gain damage reduction 3/chaotic or good. Soul of order counters and dispels soul of anarchy, and vice versa. Special: A lawful-aligned dragon capable of casting 4th-level Sorcerer spells can cast this spell as a swift action.					
□□□□□ Sticky Saddle	Transmutation	1 immediate action	1 round/level [D]	Personal	SC:p.206
[V,S,DF] TARGET: You; EFFECT: This spell "glues" you to your mount. It becomes impossible for you to fall or be thrown off your mount. Prying you from the saddle requires a DC 20 Strength check, and you gain a +10 bonus on Ride checks related to staying in the saddle. The spell must be cast after you are seated on your mount. If you are not seated on your mount when the spell is cast, the spell fails. If the spell is cast while you are riding bareback, you are "stuck" to the mount's back. Otherwise, you are merely stuck to the saddle, but the saddle is attached to the mount normally. If you are knocked unconscious while this spell is in effect, you automatically remain in the saddle. The spell can be dismissed as an immediate action, and it does not impede the rider from making a soft fall if the mount is dropped in battle.					
□□□□□ Strategic Charge	Abjuration	1 swift action	1 round/level	Personal	SC:p.210
[V,DF] TARGET: You; EFFECT: You gain the benefit of the Mobility feat [PH p98, +4 Dodge bonus to AC vs attacks of Opportunity], even if you do not meet the prerequisites. You do not have to be charging to gain this benefit.					
□□□□□ Summon Holy Symbol	Conjuration (Summoning)	1 standard action	1 round/level [D]	0 ft.	CC:p.128
[V, S] TARGET: Small wooden holy symbol; EFFECT: You whisper a prayer to your deity, and his symbol appears in your hand. You conjure a small holy symbol, which you can then use to turn undead, or as a divine focus for spells, or for any other purpose that you would normally use one. The conjured holy symbol is made of wood and is neither magical nor particularly valuable. [SR:No]					
□□□□□ Traveler's Mount	Transmutation	1 standard action	1 hour/level	Touch	SC:p.223
[V,S] TARGET: Animal or magical beast touched; EFFECT: The touched animal or magical beast gets a 20-foot enhancement bonus to its speed, and it can hustle without taking damage or becoming fatigued as long as the spell is in effect. While bearing a rider, the mount no longer attacks in combat. The steed willingly bears its rider into battle; it just can't use its own natural weapons for the duration of the spell. [SR:Yes; DC:15, Will negates]					
□□□□□ Twilight Luck	Abjuration [Good]	1 standard action	1 minute/level	Touch	BE:p.110
[V, Abstinence] TARGET: One nonevil creature touched; EFFECT: By means of this spell, the caster can impart the luck of the fey to one nonevil being. The target gains a +1 luck bonus on all saving throws for the duration of the spell. Abstinence: The caster must refrain from imbibing alcohol for 3 days prior to casting this spell. [SR:Yes (harmless)]					
□□□□□ Virtue	Transmutation [Earth Shugenja]	1 standard action	1 min.	Touch	PH:p.298
[V, S, DF] TARGET: Creature touched; EFFECT: The subject gains 1 temporary hit point. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
□□□□□ Vision of Glory	Divination	1 standard action	1 minute or until discharged	Touch	SC:p.231
[V,S,DF] TARGET: Creature touched; EFFECT: You give the subject creature a brief vision of a divine entity that is giving it support and inspiring it to continue. The creature gets a morale bonus equal to your Charisma modifier on a single saving throw. It must choose to use the bonus before making the roll to which it applies. Using the bonus discharges the spell. [SR:Yes]					
* =Domain/Speciality Spell					

Paladin of Freedom Spells					
■■■■■ Vision of Punishment	Divination [Mind-Affecting, Good, Sanctifier]	1 swift action	0 rounds	Close (25 ft.)	CV:59
[V,DF+] TARGET: One evil living creature; EFFECT: You give a target a vision of what awaits it in the afterlife. For most evil creatures this is a gut-wrenching vision. The target is nauseated if it fails its save, otherwise, it is sickened. The caster takes 1d2 points of Strength damage. [SR:Yes; DC:15, Will partial]					
■■■■■ Warning Shout	Transmutation [Sonic]	1 immediate action	Instantaneous	30 ft.	SC:p.236
[V] TARGET: All allies within 30 ft.; EFFECT: All allies within range are no longer considered flat-footed, even if they have not yet acted in the current combat. Anyone sleeping naturally [as opposed to magically induced sleep, such as from a sleep spell] within the area is woken by a warning shout. [SR:No]					
LEVEL 2 / Per Day:2 / Caster Level:1					
Name	School	Time	Duration	Range	Source
■■■■■ Angelskin	Abjuration [Good]	1 standard action	1 round/level	Touch	SC:p.11
[V,S,DF] TARGET: Lawful good creature touched; EFFECT: You touch your ally with the holy symbol and invoke the blessed words. An opalescent glow spreads across her skin, imbuing it with a pearl-like sheen. The subject gains damage reduction 5/evil. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■ Aura of Glory	Transmutation	1 swift action	Instantaneous	Personal	SC:p.18
[V,DF] TARGET: 10-ft. radius spread; EFFECT: You channel divine power into yourself, spreading glory to your comrades. This spell removes any fear effect from all allies within your aura of courage. [SR:No]					
■■■■■ Awaken Sin	Enchantment (Compulsion) [Fear, Good, Mi	1 standard action	Instantaneous	Touch	SC:p.21
[V,S,DF] TARGET: One evil creature with Intelligence 3+; EFFECT: [SR:Yes; DC:16, Will negates]					
■■■■■ Ayaila's Radiant Burst	Evocation [Good]	1 standard action	Instantaneous	60 ft.	BE:p.90
[V, S, Sacrifice] TARGET: Cone-shaped burst; EFFECT: Shards of heavenly light spray from your fingertips, blinding evil creatures in their path for 1 round. A successful Fortitude save negates the blindness. The luminous shards also sear the flesh of evil creatures, dealing 1d6 points of damage per two caster levels [maximum 5d6]. A successful Reflex save halves the damage, which is of divine origin. Sacrifice: 1d2 points of Strength damage. [SR:Yes; DC:16, Fortitude negates (blindness) and Reflex half (shards)]					
■■■■■ Benediction	Abjuration	1 full round	10 minutes/level or until discharged	Touch	CC:p.116
[V, S, DF] TARGET: Creature touched; EFFECT: You grant your comrade the luck of the gods. With this spell, you can grant another creature a +2 luck bonus on all saving throws. If the subject is also under another effect that grants saving throw bonuses, the effects stack. In addition, at any point before the duration expires, the subject can choose to reroll a single attack roll, saving throw, skill check, or ability check after seeing the result of the initial roll, but before finding out whether it succeeds or fails. The higher of the two rolls applies. Once this option is exercised, the spell ends immediately. Unlike most touch spells, benediction cannot be used on yourself. Its effects are for the benefit of others only. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Bladebane	Transmutation	1 standard action	1 rounds	Touch	UE:p.48
[V, S, M] TARGET: Weapon touched; EFFECT: Add +2 enhancement and +2d6 pts of damage to slashing weapon against a creature type of your choice. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
■■■■■ Blessed Aim	Divination	1 standard action	1 minute/level	50 ft.	SC:p.31
[V,S] TARGET: 50 ft. spread, centered on you; EFFECT: This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls. [SR:No; DC:16, Will negates [harmless]]					
■■■■■ Bull's Strength	Transmutation [WujenEarth, Earth Shugen]	1 standard action	1 minutes	Touch	PH:p.207
[V, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. Arcane Material Component: A few hairs, or a pinch of dung, from a bull. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Call Mount	Conjuration (Calling) [Good]	1 round	1 hour/level [D]	10 ft.	BE:p.93
[V] TARGET: Your special mount; EFFECT: You summon your special mount from the celestial planes where it resides. This works exactly as your normal, spell-like class ability to summon the creature, except that the duration is shorter and you are not limited in how many times you can call the mount in a day [except by how many times you can cast call mount]. You can cast this spell even if you have already called your mount using your class ability on the same day. [SR:No]					
■■■■■ Checkmate's Light	Evocation [Lawful]	1 standard action	1 round/level [D]	Touch	SC:p.46
[V,S,DF] TARGET: Melee weapon touched; EFFECT: You imbue the touched weapon with a +1 enhancement bonus per three caster levels [maximum +5 at 15th level], and it is treated as lawful-aligned for the purpose of overcoming damage reduction. In addition, you can cause it to cast a red glow as bright as a torch. Any creature within the radius of its clear illumination [20 feet] gets a +1 morale bonus on saving throws against fear effects. If the weapon leaves your grasp, the spell effect is suppressed until you or another worshiper of your deity picks it up. Time that passes while the spell's effects are suppressed counts against the spell's duration. [SR:No]					
■■■■■ Clarity of Mind	Abjuration	1 standard action	1 hours	Touch	Und:p.57
[V,S,DF] TARGET: Living creature touched; EFFECT: [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Cloak of Bravery	Abjuration [Mind-Affecting]	1 standard action	10 minutes/level	60 ft.	SC:p.47
[V,S] TARGET: 60-ft.-radius emanation centered on you; EFFECT: All allies within the emanation [including you] gain a morale bonus on saves against fear effects equal to your caster level [to a maximum of +10 at 10th level]. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■ Cloak Pool	Illusion (Glamer) [Mind-Affecting]	1 standard action	1 hour/level [D]	Close (25 ft.)	SC:p.48
[V,S] TARGET: One color pool; EFFECT: This spell causes a color pool on the Astral Plane [DMG 154]-an irregular patch of color containing a portal to another plane-to seemingly cease to exist. In truth, the color pool is only hidden from view. The use of this spell does not hide the area around the pool; it masks only the fact that a pool is present. See invisibility or true seeing reveals the presence of the pool, as does analyze portal. [SR:No; DC:16, Will negates [harmless,object]]					
■■■■■ Conduit of Life	Conjuration (Healing)	1 standard action	10 minutes/level or until discharged	Personal	CC:p.118
[V, S] TARGET: You; EFFECT: A small kernel of positive energy grows within your heart, warming your whole body. The next time you use a class feature or racial ability to channel positive energy [such as turn undead or lay on hands], you also heal a number of points of damage to yourself equal to 2d10+1/caster level [maximum 10]. If you are already subject to an ongoing healing effect [such as vigorSC], or if you receive a cure spell while conduit of life is still in effect, this spell instead heals a number of points of damage equal to 3d8+1/caster level and it is discharged.					
■■■■■ Crown of Smiting	Evocation	1 standard action	1 hour/level [D] or until discharged	Touch	PH2:p.108
[V,S,F] TARGET: Creature touched; 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. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Delay Poison	Conjuration (Healing) [Water Shugenja]	1 standard action	1 hours	Touch	PH:p.217
[V, S, DF] TARGET: Creature touched; EFFECT: The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
■■■■■ Denounce	Enchantment [Mind-Affecting]	1 standard action	1 min./level [D]; see text	Close (25 ft.)	FCI:p.100
[V, S] TARGET: One outsider; EFFECT: You point your finger and pronounce judgment. You instill feelings of shame and guilt in a target outsider, imposing a -4 insight penalty on its attack rolls, saves, and checks. Each round on its turn, the subject can attempt a new saving throw to end the effect. [This is a full-round action that does not provoke attacks of opportunity.] Outsiders with the good subtype are immune to denounce. [SR:Yes; DC:16, Will negates; see text]					
■■■■■ Divine Insight	Divination	1 standard action	1 hour/level or until discharged [D]	Personal	SC:p.70
[V,S,DF] TARGET: You; EFFECT: Once during the spell's duration, you can choose to use its effect. This spell grants you an insight bonus equal to 5 + your caster level 15 on any single skill check. Activating the effect requires an immediate action. You must choose to use the insight bonus before you make the check you want to modify. Once used, the spell ends. You can't have more than one divine insight effect active on you at the same time.					
■■■■■ Divine Presence	Transmutation	1 standard action	10 minutes/level [D]	Personal	CC:p.119
[V, S] TARGET: You; EFFECT: Your back straightens, your eyes flash, and your aura pulses with divine might. You channel a tiny spark of the divine, granting yourself nearly inhuman presence. You gain a +5 sacred [if your deity is good or neutral] or profane [if your deity is evil] bonus on Intimidate checks made against anyone who does not worship your deity. When making such checks against individuals who have one alignment component opposed to yours 0, this bonus becomes +10. When making such checks against someone whose alignment is diametrically opposed to yours, the bonus becomes +15.					
■■■■■ Divine Protection	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minute/level	Medium (110 ft.)	SC:p.70
[V,S,DF] TARGET: Allies in a 20-ft.-radius burst; EFFECT: Allies gain a +1 morale bonus to their Armor Class and on saving throws. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
■■■■■ Eagle's Splendor	Transmutation	1 standard action	1 minutes	Touch	PH:p.225
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Sorcerers and bards [and other spellcasters who rely on Charisma] affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase. Arcane Material Component: A few feathers or a pinch of droppings from an eagle. [SR:Yes; DC:16, Will negates (harmless)]					
■■■■■ Energized Shield	Abjuration [See text]	1 standard action	1 round/level	Touch	SC:p.79
[V,S,DF] TARGET: Touch; EFFECT: This spell functions like lesser energized shield, except that the energy resistance is 10 and damage dealt is 2d6. [SR:No]					
■■■■■ Estanna's Stew	Conjuration (Healing)	1 round	Instantaneous [see text]	0 ft.	BE:p.99
[V, S, F] TARGET: Fills pot with healing stew 0; EFFECT: This spell calls upon Estanna, goddess of hearth and home [described in Chapter 2: Variant Rules], to fill a specially crafted stewpot with a potent healing stew. The caster must hold the pot in hand when Estanna's stew is cast; otherwise, the spell fails and is wasted. The spell creates one serving per two caster levels [maximum 5]. A single serving heals 1d6+1 points of damage and requires a standard action to consume. Any portion of the stew that is not consumed disappears after 1 hour. The stew can be splashed onto a single undead creature within 10 feet. If a ranged touch attack succeeds, the undead creature takes 1d6+1 points of damage per serving splashed on it. The undead creature can apply spell resistance and can attempt a Will save to take half damage. Focus: An engraved stewpot worth at least 50 gp. [SR:Yes (harmless); DC:16, Will half (harmless); see text]					
■■■■■ Fell the Greatest Foe	Transmutation	1 standard action	1 round/level	Touch	SC:p.90
[V,S,M] TARGET: Creature touched; EFFECT: The subject gains the ability to deal greater damage against larger creatures. For every size category of an opponent bigger than the subject of the spell, the subject deals an extra 1d6 points of damage on any successful melee attack. For example, a Medium creature would deal an extra 1d6 points of damage against a Large creature, 2d6 against Huge, 3d6 against Gargantuan, or 4d6 against a Colossal creature. Material Component: A dragon's claw or a giant's fingernail. [SR:Yes [harmless]; DC:16, Fortitude negates [harmless]]					
■■■■■ Flame of Faith	Evocation	1 standard action	1 round/level	Touch	SC:p.95
[V,S,M] TARGET: Nonmagical weapon touched; EFFECT: You can temporarily turn any single normal or masterwork melee weapon into a magic, flaming one. For the duration of the spell, the weapon acts as a +1 flaming burst weapon. Material Component: A lump of phosphorus, touched to the target weapon. [SR:No]					
■■■■■ Freedom of Breath	Abjuration	1 standard action	10	Touch	Sa:p.116
[V,S,M] TARGET: Creature Touched; EFFECT: Protects against suffocation in adverse conditions. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
■■■■■ Ghost Companion	Necromancy [Ectomancy]	1 action	1 days	Touch	GW:p.53
[V, S] TARGET: One willing animal, beast, or magical beast; EFFECT: The touched creature dies painlessly. Instead of passing immediately beyond the Veil of Souls, the creature's soul remains on the Ethereal Plane and attempts to enter the Material Plane as a ghost. Normally, this is used by ghost characters with a special nonhumanoid companion [such as a mage's familiar, a druid or ranger's animal companion, or a paladin's special mount] to allow the companion to travel with them in ghost form. When the spell expires, the ghost creature dies the true death and its soul passes beyond the Veil of Souls. It can be raised or resurrected before the spell duration expires, of course. [SR:No]					
* =Domain/Specialty Spell					

Paladin of Freedom Spells					
Hand of Divinity	Evocation [See text]	1 minute	1 minute/level	Touch	SC:p.109
[V,S,DF] TARGET: Creature touched; EFFECT: If your deity is non-evil, this spell grants a +2 sacred bonus on saving throws, and the spell is a good spell. If your deity is evil, this spell grants a +2 profane bonus on saving throws, and the spell is an evil spell. This spell works only on a creature with the same deity as you or the same alignment as your deity. If cast on a target that does not meet this criteria, the spell has no effect. [SR:No]					
Holy Mount	Transmutation	1 standard action	1 round/level	Touch	SC:p.115
[V,S] TARGET: Your special mount; EFFECT: Your special mount gains the celestial template [MM 31] for the duration of the spell. [SR:Yes [harmless]]					
Holy Spurs	Transmutation	1 swift action	1 round	Close (25 ft.)	SC:p.115
[V] TARGET: Your special mount; EFFECT: This spell increases your special mount's base land speed by 40 feet. This adjustment is treated as an enhancement bonus. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
Hydrate	Conjuration (Healing)	1 standard action	Instantaneous	Touch	Sa:p.117
[V,S] TARGET: Living creature touched; EFFECT: Heals 2d8+1 of dessication damage; on fire creatures it inflicts the same. [SR:Yes; see text; DC:16, Will half; See text]					
Insignia of Alarm	Abjuration	Standard Action	Instantaneous	Long (440 ft.)	RD:p.166
[V,S,F] TARGET: All wearers of special insignia within range; EFFECT: Spell alerts all wearers. [SR:Yes (harmless)]					
Knight's Move	Transmutation (Teleportation)	1 swift action	Instantaneous	5 ft./2 levels; see text	SC:p.129
[V,S,DF] TARGET: You; EFFECT: You can teleport with a limited distance and a circumspect form of movement. You can instantly move up to 5 feet per two caster levels with this spell, but you must end this movement in a square that leaves you flanking an enemy.					
Loyal Vassal	Abjuration [Lawful]	1 standard action	10 minutes/level; see text	Touch	SC:p.134
[V,S,DF] TARGET: One willing creature touched/3 levels; EFFECT: You protect the subjects against mindaffecting spells and abilities, giving them a +3 sacred bonus on saving throws against such effects. The spell also helps prevent them from being magically compelled to harm you or anyone else affected by this spell. Any attempt to make a loyal vassal do so [whether the originating effect occurred before or after this spell was cast] counts as a suicidal order, triggering appropriate responses and possibly ending the controlling spell. If the subjects willingly attempt to harm you, the spell is broken for them immediately. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
Luminous Armor	Abjuration	1 standard action	1 hour/level [D]	Touch	BE:p.102
[Sacrifice] TARGET: One good creature touched; EFFECT: This spell, favored among eladrins visiting the Material Plane, envelops the target in a protective, shimmering aura of light. The luminous armor resembles a suit of dazzling full plate, but it is weightless and does not restrict the target's movement or mobility in any way. In addition to imparting the benefits of a breastplate [+5 armor bonus to AC], the luminous armor has no maximum Dexterity restriction, no armor check penalty, and no chance for arcane spell failure. Luminous armor sheds light equivalent to a daylight spell and counters darkness spells of 2nd level or lower with which it comes into contact. In addition, the armor's brightness causes opponents to take a -4 to penalty on melee attacks made against the target. This penalty stacks with the attack penalty suffered by creatures sensitive to bright light [such as dark elves]. Sacrifice: 1d2 points of Strength damage. [SR:Yes (harmless)]					
Major Resistance	Abjuration	1 action	1 hour/level	Touch	SS:p.68
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with a strong magical energy that protects her from harm, granting a +3 resistance bonus on saves. Arcane Material Component: A miniature cloak of fine cloth. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Mark of Doom	Necromancy	1 standard action	1 round/level	Medium (110 ft.)	PH2:p.119
[V,S,DF] TARGET: One creature; EFFECT: Subject marked takes 1d6 damage any time it continues fighting; see text. [SR:No]					
Master Cavalier	Transmutation	1 standard action	10 minutes/level [D]	Personal	CC:p.124
[V, S] TARGET: You; EFFECT: When you utter the final words of this spell, your muscles and equilibrium shift dramatically, making you feel more at home in the saddle than you do on your own feet. Upon casting this spell, you gain a +10 bonus on all Ride checks. If you have special mount or similar class ability, your bonus on Ride checks increases to +20 while you are mounted on your special mount. If you cast master cavalier along with phantom charge [see below] and war-mount [page 129], the three spells have a synergistic effect. By shunting a tiny amount of its physical form into the plane from which it normally comes, your mount gains the ability to walk on liquids or even on empty air. This adjustment grants it a fly speed equal to its normal land-based movement rate, with average maneuverability. This effect lasts until either master cavalier or war-mount expires.					
Moment of Clarity	Abjuration	1 standard action	Instantaneous	Touch	SC:p.142
[V,S,DF] TARGET: Creature touched; EFFECT: When you cast this spell and touch a creature that is under the influence of a mind-affecting spell or ability, that creature immediately receives another saving throw against the effect's original DC to break free of the effect. If the spell or ability did not originally permit a saving throw, this spell has no effect. [SR:No]					
One Mind	Divination	1 standard action	1 hour/level	Personal	SC:p.149
[V,S,DF] TARGET: You; EFFECT: This spell functions like lesser one mind, except as noted here, and in addition it allows you and your special mount to predict each other's movements, giving you a significant edge in combat. You and your mount both gain a +2 bonus on attack rolls as long as you are mounted.					
Owl's Wisdom	Transmutation	1 standard action	1 minutes	Touch	PH:p.259
[V, S, M/DF] TARGET: Creature touched; EFFECT: The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, paladins, and rangers [and other Wisdom-based spellcasters] who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase. Arcane Material Component: A few feathers, or a pinch of droppings, from an owl. [SR:Yes; DC:16, Will negates (harmless)]					
Quick March	Transmutation	1 standard action	1 round	Medium (110 ft.)	SC:p.164
[V,S,DF] TARGET: Allies in a 20-ft.-radius burst; EFFECT: Quick march increases your allies' base land speed by 30 feet. [This adjustment is considered an enhancement bonus.] There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases a creature's speed, this spell affects maximum jumping distance. [SR:Yes [harmless]; DC:16, Will negates [harmless]]					
Remove Paralysis	Conjuration (Healing) [Water Shugenja]	1 standard action	Instantaneous	Close (25 ft.)	PH:p.271
[V, S] TARGET: Up to four creatures, no two of which can be more than 30 ft. apart; EFFECT: You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghoul's touch or a slow spell. If the spell is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus. The spell does not restore ability scores reduced by penalties, damage, or drain. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Resist Energy	Abjuration [WujenEarth, WujenFire, Wujeni]	1 standard action	10 minutes	Touch	PH:p.272
[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains energy resistance 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. Note: Resist energy overlaps [and does not stack with] protection from energy. If a character is wardred by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. [SR:Yes (harmless); DC:16, Fortitude negates (harmless)]					
Righteous Fury	Evocation [Good]	1 standard action	1 rounds	Touch	MH:p.38
[V,S] TARGET: Creature touched; EFFECT: Subject's charge attack deals double damage of first attack. [SR:Yes (harmless); DC:16, Will negates (Harmless)]					
Shield of Warding	Abjuration [Good]	1 standard action	1 minute/level	Touch	SC:p.188
[V,S] TARGET: One shield or buckler touched; EFFECT: The touched shield or buckler grants its wielder a +1 sacred bonus to Armor Class and on Reflex saves, +1 per five caster levels [maximum +5 at 20th level]. The bonus applies only when the shield is worn or carried normally [but not, for instance, if it is slung over the shoulder]. [SR:No; DC:16, Will negates [object,harmless]]					
Shield Other	Abjuration	1 standard action	1 hours [D]	Close (25 ft.)	PH:p.278
[V, S, F] TARGET: One creature; EFFECT: This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks [including that dealt by special abilities] that deal hit point damage. The amount of damage not taken by the wardred creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject. If you and the subject of the spell move out of range of each other, the spell ends. Focus: A pair of platinum rings [worth at least 50 gp each] worn by both you and the wardred creature. [SR:Yes (harmless); DC:16, Will negates (harmless)]					
Soul of Light	Transmutation [Good]	1 standard action	1 hour	Personal	DM:p.73
[V, S] TARGET: You; EFFECT: Bright, clear light sprouts from your body, quickly flaring before fading to a faint white pulse. This spell infuses your body with energy drawn from the Positive Energy Plane, making it easier to repair injuries. Whenever you cast or are the target of a conjuration [healing] spell, you can choose for the spell to heal a number of extra points of damage equal to twice the spell's level. If such a spell heals at least 10 points of damage, it also removes the fatigued condition from the target [or reduces exhaustion to fatigue]. If soul of light and soul of anarchy are active on you at the same time, you gain damage reduction 3/evil or lawful. If soul of light and soul of order are active on you at the same time, you gain damage reduction 3/chaotic or evil. Soul of light counters and dispels soul of shadow, and vice versa. Special: A good-aligned dragon capable of casting 5th-level Sorcerer spells can cast this spell as a swift action.					
Spiritual Chariot	Conjuration (Creation) [Force]	1 standard action	1 hour/level	Close (25 ft.)	SC:p.202
[V,S,DF] TARGET: One special mount; EFFECT: You conjure a chariot of force. When the chariot appears, your special mount is correctly harnessed to it. The chariot can hold one Medium creature or two Small creatures plus the driver [usually the paladin]. Although the chariot seems large and sturdy, it and its occupants have no weight for the purpose of the mount's load, so the mount can travel at full speed. If the chariot is ever unhitched from the special mount, it disappears. The driver of the spiritual chariot gains a +4 sacred bonus on Handle Animal checks. The chariot is made of magical force and has immunity to most types of damage. It interacts with other spells just as a wall of force [PH 298] does. Those in the chariot have cover based on their size and the position of their attackers. In most situations, Medium creatures inside the chariot gain cover.					
Stabilize	Conjuration (Healing)	1 swift action	Instantaneous	See text	SC:p.204
[V,S,DF] TARGET: 50-ft.-radius burst centered on you; EFFECT: This spell, designed to work on the battlefield, allows you to stabilize the dying all around you. A burst of positive energy spreads out from you, healing 1 point of damage to all living creatures in the affected area, whether allied or not. This spell deals 1 point of damage to undead creatures, which are allowed a Will saving throw to negate the effect. [SR:Yes [harmless]; DC:16, Will negates [harmless]; see text]					
Stone Fist	Transmutation	Standard Action	1 rounds [D]	Personal	RS:p.163
[V,S,DF] TARGET: You; EFFECT: Acts as if armed and your hands become hard inflicting damage; see text. [SR:No]					
Strength of Stone	Transmutation	1 swift action	1 round	Personal	SC:p.211
[V,S,DF] TARGET: You; EFFECT: The spell grants you a +8 enhancement bonus to Strength. The spell ends instantly if you lose contact with the ground. This means you cannot jump, tumble, charge, run, or move more than your speed in a round [because these acts cause both of your feet to leave the ground] without breaking the spell. A natural stone wall or ceiling counts as the ground for the purpose of this spell [so you could climb a cavern wall and not lose the spell]. [SR:No]					
Touch of Restoration	Conjuration (Healing)	1 standard action	1 minute	Personal	CC:p.129
[V, S] TARGET: You; EFFECT: When you pray for the power to restore that which your friend has lost, a beam of sun breaks through the clouds and bathes your hands in golden light. Casting touch of restoration lets you use your lay on hands ability to cure ability damage. While this spell is active, you can cure 1 point of ability damage per caster level by laying on hands, and you can split these points among different creatures if desired. For every point of ability damage you cure in this manner, you must subtract 1 from your effective level when determining how many hit points of damage you can heal with your standard lay on hands ability for the remainder of the day.					
Turn Anathema	Enchantment (Compulsion)	1 standard action	10 minutes/level	Personal	CC:p.129
[V, S, DF] TARGET: You; EFFECT: When you clutch your holy symbol, it pulses briefly with divine power, then grows oddly cold beneath your fingers. Choose one non-neutral aspect of your own alignment- chaotic, evil, good, or lawful. If you are neutral, you must choose an alignment component for this spell when you first cast it, and this choice cannot be altered for subsequent castings unless your alignment has changed in such a way as to make that choice unsuitable. The spell takes on the descriptor of the selected alignment component. Upon casting this spell, you can use one of your daily turn or rebuke attempts to turn creatures with the opposing alignment subtype as though they were undead. For instance, if you cast turn anathema as a good spell, you could attempt to turn creatures of the evil subtype, such as demons. You could not, however, turn a red dragon, because although it is an evil creature, it lacks the evil subtype. This spell allows only turning, not rebuking or destroying, even if you normally rebuke rather than turn. You can use as many of your daily turn/rebuke attempts as you wish in this way for the duration of the spell.					
* =Domain/Specialty Spell					

Paladin of Freedom Spells					
☐☐☐☐☐	Undetectable Alignment	Abjuration	1 standard action	24 hours	Close (25 ft.) PH:p.297
[V, S] TARGET: One creature or object; EFFECT: An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐☐	Zeal	Abjuration	1 swift action	1 round/level	Personal SC:p.244
[V,S] TARGET: You; EFFECT: Choose a foe as you cast this spell. You gain a +4 deflection bonus to AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.					
☐☐☐☐☐	Zone of Truth	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 minutes	Close (25 ft.) PH:p.303
[V, S, DF] TARGET: 20-ft.-radius emanation; EFFECT: Creatures within the emanation area [or those who enter it] can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose. [SR:Yes; DC:16, Will negates]					
* =Domain/Speciality Spell					

Toni Danza

Human

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.), Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION



Custom Campaign

REGION

DEITY

Undead

Race Type

Race Sub Type

Description:
Biography:

Notes:

Mechanics:

CLASSES: Bard 1/Battle Dancer 1/Paladin Of Freedom 10
Class Modifications: Traded Paladin Spells for Bonus Feats,
Traded Special Mount for Charging Strike, Traded Cure Disease
for Curse Breaker