

Paladin Level 1

						Spells/Day _____	Spells known _____	DC _____	
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □ Bless	En	V/SDF	1 act	50 ft.	The caster and all allies within a 50-ft. burst, centered on the caster	1 min./lvl	none	yes	Allies gain +1 on attack rolls and saves against fear.
_____ □ Bless Water	Tr	VSM*	1 min	touch	flask of water touched	instantaneous	Will neg	yes	Makes holy water.
_____ □ Bless Weapon	Tr	VS	1 act	touch	weapon touched	1 min./lvl	none	no	Weapon strikes true against evil foes.
_____ □ Create Water	Co	VS	1 act	close	up to 2 gallons of water/level	instantaneous	none	no	Creates 2 gallons/level of pure water.
_____ □ Cure Light Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 1d8 damage + 1/level (max +5).
_____ □ Detect Poison	Di	VS	1 act	close	one creature, one object, or a 5-ft. cube	instantaneous	none	no	Detects poison in one creature or object.
_____ □ Detect Undead	Di	VSM/DF	1 act	60 ft.	cone-shaped emanation	conc, 1 min./lvl(D)	none	no	Reveals undead within 60 ft.
_____ □ Divine Favor	Ev	V/SDF	1 act	personal	you	1 min			You gain +1 per three levels on attack and damage rolls.
_____ □ Endure Elements	Ab	VS	1 act	touch	creature touched	24 hs	Will neg	yes	Exist comfortably in hot or cold regions.
_____ □ Magic Weapon	Tr	V/SDF	1 act	touch	weapon touched	1 min./lvl	Will neg	yes	Weapon gains +1 bonus.
_____ □ Protection from Chaos	Ab	VSM/DF	1 act	touch	creature touched	1 min./lvl(D)	Will neg	no; see text	+2 to AC and saves, plus additional protection against selected alignment.
_____ □ Protection from Evil	Ab	VSM/DF	1 act	touch	creature touched	1 min./lvl (D)	Will neg	no; see text	+2 to AC and saves, plus additional protection against selected alignment.
_____ □ Read Magic	Di	V/SF	1 act	personal	you	10 min./lvl			Read scrolls and spellbooks.
_____ □ Resistance	Ab	VSM/DF	1 act	touch	creature touched	1 min	Will neg	yes	Subject gains +1 on saving throws.
_____ □ Restoration, Lesser	Co	VS	3 rnds	touch	creature touched	instantaneous	Will neg	yes	Dispels magical ability penalty or repairs 1d4 ability damage.
_____ □ Virtue	Tr	V/SDF	1 act	touch	creature touched	1 min.	none	yes	Subject gains 1 temporary hp.

Paladin Level 2

						Spells/Day _____	Spells known _____	DC _____	
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □ Bull's Strength	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Str for 1 min./level.
_____ □ Delay Poison	Co	V/SDF	1 act	touch	creature touched	1 h/lvl	Fort neg	yes	Stops poison from harming target for 1 hour/level.
_____ □ Eagle's Splendor	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Cha for 1 min./level.
_____ □ Owl's Wisdom	Tr	VSM/DF	1 act	touch	creature touched	1 min./lvl	Will neg	yes	Subject gains +4 to Wis for 1 min./level.
_____ □ Remove Paralysis	Co	VS	1 act	close	up to four creatures, no two of which can be more than 30 ft. apart	instantaneous	Will neg	yes	Frees creatures from paralysis or slow effect.
_____ □ Resist Energy	Ab	V/SDF	1 act	touch	creature touched	10 min./lvl	Fort neg	yes	Ignores 10 (or more) points of damage/attack from specified energy type.
_____ □ Shield Other	Ab	V/S*	1 act	close	one creature	1 h/lvl(D)	Will neg	yes	You take half of subject's damage.
_____ □ Undetectable Alignment	Ab	VS	1 act	close	one creature or object	24 hs	Will neg	yes	Conceals alignment for 24 hours.
_____ □ Zone of Truth	En	V/SDF	1 act	close	20-ft.-radius emanation	1 min./lvl	Will neg	yes	Subjects within range cannot lie.

Paladin Level 3

						Spells/Day _____	Spells known _____	DC _____	
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □ Cure Wounds	Moderate Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 2d8 damage + 1/level (max +10).
_____ □ Daylight	Ev	VS	1 act	touch	object touched	10 min./lvl(D)	none	no	60-ft. radius of bright light.
_____ □ Discern Lies	Di	V/SDF	1 act	close	one creature/level, no two of which can be more than 30 ft. apart	conc, 1 rnd/lvl	Will neg	no	Reveals deliberate falsehoods.
_____ □ Dispel Magic	Ab	VS	1 act	medium	one spellcaster, creature, or object	instantaneous	none	no	Cancels one magical spell or effect.
_____ □ Heal Mount	Co	VS	1 act	touch	your mount touched	instantaneous	Will neg	yes	As heal on horse or other special mount.
_____ □ Magic Circle against Chaos	Ab	VSM/DF	1 act	touch	10-ft.-radius emanation from touched creature	10 min./lvl	Will neg	no; see text	As protection spells, but 10-ft. radius and 10 min./level.
_____ □ Magic Circle against Evil	Ab	VSM/DF	1 act	touch	10-ft.-radius emanation from touched creature	10 min./lvl	Will neg	no; see text	As protection spells, but 10-ft. radius and 10 min./level.
_____ □ Magic Greater Weapon	Tr	VSM/DF	1 act	close	one weapon or 50 projectiles (all of which must be together at the time of casting)	1 h/lvl	Will neg	yes	Weapon gains +1 bonus/four levels (max +5).
_____ □ Prayer	En	V/SDF	1 act	40 ft.	all allies and foes within a 40-ft.-radius burst centered on you	1 rnd/lvl	none	yes	Allies get +1 bonus on most rolls, enemies -1 penalty.
_____ □ Remove Blindness/Deafness	Co	VS	1 act	touch	creature touched	instantaneous	Fort neg	yes	Cures normal or magical blindness or deafness.
_____ □ Remove Curse	Ab	VS	1 act	touch	creature or object touched	instantaneous	Will neg	yes	Frees object or person from curse.

Paladin Level 4

						Spells/Day _____	Spells known _____	DC _____	
Spell	Sc	Comp	Time	Range	Target	Duration	Save	SR	Description
_____ □ Break Enchantment	Ab	VS	1 min	close	up to one creature per level, all within 30 ft. of each other	instantaneous	see text	no	Frees subjects from enchantments, transmutations, and curses.
_____ □ Cure Serious Wounds	Co	VS	1 act	touch	creature touched	instantaneous	Will half*	yes*	Cures 3d8 damage + 1/level (max +15).
_____ □ Death Ward	Ne	V/SDF	1 act	touch	living creature touched	1 min./lvl	Will neg	yes	Grants bonuses against death spells and negative energy.
_____ □ Dispel Chaos	Ab	V/SDF	1 act	touch	you and a touched chaotic creature from another plane, or you and an enchantment or chaotic spell on a touched creature or object	1 rnd/lvl or until discharged, whichever comes first	see text	see text	+4 bonus against attacks by chaotic creatures.
_____ □ Dispel Evil	Ab	V/SDF	1 act	touch	you and a touched evil creature from another plane, or you and an enchantment or evil spell on a touched creature or object	1 rnd/lvl or until discharged, whichever comes first	see text	see text	+4 bonus against attacks by evil creatures.
_____ □ Holy Sword	Ev	VS	1 act	touch	melee weapon touched	1 rnd/lvl	none	no	Weapon becomes +5, deals +2d6 damage against evil.
_____ □ Mark of Justice	Ne	V/SDF	10 mins	touch	creature touched	permanent; see text	none	yes	Designates action that triggers curse on subject.
_____ □ Neutralize Poison	Co	VSM/DF	1 act	touch	creature or object of up to 1 cu. ft./level touched	instantaneous or 10 min./lvl; see text	Will neg	yes	Immunizes subject against poison, detoxifies venom in or on subject.
_____ □ Restoration	Co	VSM*	3 rnds	touch	creature touched	instantaneous	Will neg	yes	Restores level and ability score drains.