

Paladin Level 1

| | | | | | | | Spells/Day | Spells known | | DC |
|--|----|--------|--------|----------|--|--------------------|------------|--------------|--|----|
| Spell | Sc | Comp | Time | Range | Target | Duration | Save | SR | Description | |
| <input type="checkbox"/> Bless | En | VSDf | 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. | |
| <input type="checkbox"/> Bless Water | Tr | VSM* | 1 min | touch | flask of water touched | instantaneous | Will neg | yes | Makes holy water. | |
| <input type="checkbox"/> Bless Weapon | Tr | VS | 1 act | touch | weapon touched | 1 min./lvl | none | no | Weapon strikes true against evil foes. | |
| <input type="checkbox"/> Create Water | Co | VS | 1 act | close | up to 2 gallons of water/level | instantaneous | none | no | Creates 2 gallons/level of pure water. | |
| <input type="checkbox"/> Cure Light Wounds | Co | VS | 1 act | touch | creature touched | instantaneous | Will half* | yes* | Cures 1d8 damage + 1/level (max +5). | |
| <input type="checkbox"/> Detect Poison | Di | VS | 1 act | close | one creature, one object, or a 5-ft. cubeone creature, one object, or a 5-ft. cube | instantaneous | none | no | Detects poison in one creature or object. | |
| <input type="checkbox"/> Detect Undead | Di | VSM/DF | 1 act | 60 ft. | cone-shaped emanation | conc, 1 min/lvl(D) | none | no | Reveals undead within 60 ft. | |
| <input type="checkbox"/> Divine Favor | Ev | VSDf | 1 act | personal | you | 1 min | | | You gain +1 per three levels on attack and damage rolls. | |
| <input type="checkbox"/> Endure Elements | Ab | VS | 1 act | touch | creature touched | 24 hs | Will neg | yes | Exist comfortably in hot or cold regions. | |
| <input type="checkbox"/> Magic Weapon | Tr | VSDf | 1 act | touch | weapon touched | 1 min./lvl | Will neg | yes | Weapon gains +1 bonus. | |
| <input type="checkbox"/> 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. | |
| <input type="checkbox"/> 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. | |
| <input type="checkbox"/> Read Magic | Di | VSF | 1 act | personal | you | 10 min./lvl | | | Read scrolls and spellbooks. | |
| <input type="checkbox"/> Resistance | Ab | VSM/DF | 1 act | touch | creature touched | 1 min | Will neg | yes | Subject gains +1 on saving throws. | |
| <input type="checkbox"/> Restoration, Lesser | Co | VS | 3 rnds | touch | creature touched | instantaneous | Will neg | yes | Dispels magical ability penalty or repairs 1d4 ability damage. | |
| <input type="checkbox"/> Virtue | Tr | VSDf | 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 | VSDF | 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 | VSDF | 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 | VSF* | 1 act | close | one creature | 1 h/lvl(D) | Will neg | yes | You take half of subject's damage. |
| _____ □ | Undetectable | Align-ment | Ab | VS | 1 act | close | one creature or object | 24 hs | Will neg | yes |
| _____ □ | Zone of Truth | | En | VSDF | 1 act | close | 20-ft.-radius emanation | 1 min./lvl | Will neg | yes |

Paladin Level 3

| 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 | VSDF | 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 | VSDF | 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 ness/Deafness | Blind- | 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 | VSDf | 1 act | touch | living creature touched | 1 min./lvl | Will neg | yes | Grants bonuses against death spells and negative energy. | |
| _____ □ Dispel Chaos | Ab | VSDf | 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 | VSDf | 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 | VSDf | 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. | |