

## PALADIN SPELLS

### SPELL SAVE DC

$$10 + \text{SPELL LEVEL} + \boxed{\phantom{00}} \text{ WIS MODIFIER}$$

DIVINE MAGIC REFERENCE PHB p.156

SPELL SAVE DC	LEVEL	SPELLS PER DAY†	BONUS SPELLS‡
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>

Your effective caster level is one-half your Paladin class level.

†Number of spells cast per day found on PHB p.42

‡Bonus spells based on Wisdom found on PHB p. 8

### 1ST LEVEL SPELLS

- Bless** Allies gain +1 attack and +1 on saves vs. fear (PHB p.180)
- Bless Water** Makes holy water (PHB p.180)
- Bless Weapon** Auto crits; weapon becomes *blessed* (PHB p.180)
- Create Water** Creates 2 gallons / level of pure water (PHB p.189)
- Cure Light Wounds** Cures 1d8 + 1 / level of damage (PHB p.190)
- Detect Poison** Detects poison in one creature or object (PHB p.193)
- Detect Undead** Reveals undead within 60 feet (PHB p.194)
- Divine Favor** You gain atk & dmg bonus, +1 per 3 lvls (PHB p.197)
- Divine Sacrifice** Sacrifice hit points for damage bonus (DF p.85)
- Endure Elements** Ignores 5 dmg / rnd of 1 energy type (PHB p.199)
- Magic Weapon** Weapon gains +1 bonus to atk and dmg (PHB p.225)
- Protection From Evil** Wards from attacks by evil creatures (PHB p.240)
- Read Magic** Read scrolls and spellbooks (PHB p.243)
- Resistance** Subject gains +1 on saving throws (PHB p.245)
- Virtue** Subject gains 1 temporary HP (PHB p.269)

### 2ND LEVEL SPELLS

- Bless Aim** Allies receive a +2 bonus on ranged attacks (DF p.81)
- Curse of the Brute** Improves Str Dex or Con at expense of Int & Cha (DF p.84)
- Delay Poison** Stops further poison harm for 1 hour / level (PHB p.191)
- Remove Paralysis** Frees up to 4 creatures from paralysis (PHB p.245)
- Resist Elements** Ignores 12 dmg / rnd of 1 energy type (PHB p.246)
- Shield Other** You take half of subject's damage (PHB p.251)
- Undetectable Alignment** Conceals alignment for 24 hours (PHB p.267)
- Zeal** You gain +4 AC vs. atks of opportunity; move thru enemies freely (DF p.92)

### 3RD LEVEL SPELLS

- Cure Moderate Wounds** Cures 2d8 +1 / lvl (max+10) (PHB p.190)
- Discern Lies** Reveals deliberate falsehoods (PHB p.195)
- Dispel Magic** Cancels magic spells and effects (PHB p.196)
- Greater Magic Weapon** Weapon gains +1/three lvls (max +5) (PHB p.210)
- Heal Mount** As *heal* on warhorse or other mount (PHB p.213)
- Magic Circle vs. Evil** As *protection* spell, but 10 ft radius (PHB p.223)
- Prayer** Allies gain +1 on most rolls, enemies suffer -1 (PHB p.238)
- Remove Blindness/Deafness** Cures normal or magical conditions (PHB p.244)

## TURN UNDEAD

### TURNING CHECK

$$1d20 + \boxed{\phantom{00}} \text{ CHA MODIFIER}$$

TURNING REFERENCE PHB p.139-140

### TURNING DAMAGE

$$2d6 + \boxed{\phantom{00}} \text{ PALADIN'S LEVEL - 2} + \boxed{\phantom{00}} \text{ CHA MODIFIER}$$

ATTEMPTS PER DAY

CHA MODIFIER

$$\boxed{\phantom{00}} = 3 + \boxed{\phantom{00}}$$

### TURNING CHECK RESULT

CHECK	UNDEAD MAX HD
Up to 0	Paladin's Level - 6
1 - 3	Paladin's Level - 5
4 - 6	Paladin's Level - 4
7 - 9	Paladin's Level - 3
10 - 12	Paladin's Level - 2
13 - 15	Paladin's Level - 1
16 - 18	Paladin's Level
19 - 21	Paladin's Level + 1
22+	Paladin's Level + 2

You can't turn undead that are more than 60 feet away or that have total cover.

If you have twice as many levels (or more) as the undead have Hit Dice, you destroy that you would normally turn.

### 4TH LEVEL SPELLS

- Cure Serious Wounds** Cures 3d8 +1/level of damage (max +15) (PHB p.190)
- Death Ward** Grants immunity to death spells and effects (PHB p.191)
- Dispel Evil** +4 bonus against attacks by evil creatures (PHB p.196)
- Freedom of Movement** Subject moves and acts normally despite impediments (PHB p.207)
- Holy Sword** Weapon becomes +5, does double damage against evil and projects a *Magic Circle against Evil* (as per the spell) (PHB p.215)
- Lesser Aspect of the Deity** You take a form more like your deity's avatar (DF p.87)
- Neutralize Poison** Detoxifies venom in or on subject (PHB p.232)
- Weapon of the Deity** Your weapon becomes your deity's weapon (DF p.92)



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