

Ezekiel Bensheva

NAME Pal15 111055
CLASS EXPERIENCE 15 120000
Character Level NEXT LEVEL

Irwin Goldstein

PLAYERNAME Human Medium
RACE SIZE
AGE 17 Male
GENDER

Athena

DEITY 6' 6" 168 lbs.
HEIGHT WEIGHT
EYES Blue Brown, Straight
HAIR

Lawful Good

ALIGNMENT
VISION -75
POINTS

Ability score table with columns for Ability Name, Base Score, Base Mod, Ability Score, Ability Mod, Temp Score, Temp Mod. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP, AC, Initiative, and Base Attack bonus calculation boxes.

Subdual Damage, Damage Reduction, and Speed (Walk 20 ft.)

Saving Throws table for Fortitude, Reflex, and Will.

Attack Bonus table for Melee, Ranged, and Grapple.

Unarmed attack statistics: Total Attack Bonus, Damage, Critical, Reach.

\*Crusader weapon table with columns for Hand, Type, Size, Critical, Reach and To Hit/Dam.

Longbow (Composite/Mighty +3) weapon table with columns for Hand, Type, Size, Critical, Reach and To Hit/Dam.

Warhammer +1 weapon table with columns for Hand, Type, Size, Critical, Reach and To Hit/Dam.

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

Armor table with columns for Type, AC, Max Dex, Check, Spell Failure. Rows include Full Plate, Shield, and Ring of Protection.

Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Max Ranks, 18/9 Misc Modifier. Lists skills like Appraise, Balance, Bluff, etc.

TURN UNDEAD table with columns for Turning Check Result, Undead Affected (Maximum Hit Dice), Turning Check, and Turn level/damage.

LAY ON HANDS table with HP per day and a grid of hit dice.

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+21/+16/+11	1d4+6	2W-P-(OH)		+15/+10/+5		1d4+6
1H-O	+17/+12/+7	1d4+3	2W-P-(OL)		+17/+12/+7		1d4+6
2H	+21/+16/+11	1d4+6	2W-OH		+13		1d4+3
	10 ft.	20 ft.			30 ft.		40 ft.
	+16/+11/+6	+14/+9/+4			+12/+7/+2		+10/+5/+0
Dam	1d4+6	1d4+6			1d4+6		1d4+6
Special Properties							

Lance			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	0 ft.
	To Hit	Dam			To Hit		Dam
2H	+21/+16/+11	1d8+9	2W-OH		N/A		N/A
Special Properties							

Longsword			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	17-20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+22/+17/+12	1d8+6	2W-P-(OH)		+16/+11/+6		1d8+6
1H-O	+18/+13/+8	1d8+3	2W-P-(OL)		+18/+13/+8		1d8+6
2H	+22/+17/+12	1d8+9	2W-OH		+12		1d8+3
Special Properties							

Bastard Sword			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	S	M	19-20/x2	0 ft.
	To Hit	Dam			To Hit		Dam
2H	+21/+16/+11	1d10+9	2W-OH		N/A		N/A
Special Properties							

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
<b>Crusader</b>	Equipped	1	4.0	
Dispel Magic x2/day 20th level. If dropped, leaps back to hand on command following round, +2d4 extra damage vs. Chaotic Evil, Sheds light equal to a torch (30' radius), grants base spell resistance, Cold Iron, Masterwork				
<b>Longbow (Composite/Mighty +3)</b>	Heward's Handy Haversack	1	3.0	
0 lbs. (Longbow (Composite/Mighty Bow (+3)/Masterwork)), Masterwork, Wood, Mighty Bow				
<b>Warhammer +1</b>	Heward's Handy Haversack	1	5.0	
Masterwork, Steel				
<b>1" High Carving of PC</b>	Heward's Handy Haversack	1	0.1	
<b>Amulet (Animate Objects/Cleric/11th)</b>	Heward's Handy Haversack	1	0.01	
<b>Amulet of Health +6</b>	Equipped	1	0.01	
Grants the wearer an enhancement bonus to Constitution of +6				
<b>Arrow (Masterwork)</b>	Heward's Handy Haversack	122	0.15 (18.3)	
Masterwork, Steel, Wood □□□□				
<b>Arrow +1</b>	Heward's Handy Haversack	22	0.15 (3.3)	
(Arrow (Masterwork/+1 (Ammunition))), Masterwork, Steel, Wood □□□□ □□□□ □□□□ □□□□ □□				
<b>Arrow +1 (Flaming)</b>	Heward's Handy Haversack	25	0.15 (3.75)	
(Arrow (Flaming/Masterwork/+1 (Ammunition))), Flaming, Masterwork, Steel, Wood □□□□ □□□□ □□□□ □□□□ □□□□				
<b>Masterwork Bowmaking Artisan's Tools</b>	Equipped	1	5.0	
Masterwork				
<b>Backpack</b>	Heward's Handy Haversack	1	2.0	
0 lbs.				
<b>Belt of Giant Strength +4</b>	Equipped	1	1.0	
Adds to the wearers Strength score in the form of an enhancement bonus of +4				
<b>Candle</b>	Heward's Handy Haversack	2	0.0 (0.0)	
<b>Dagger</b>	Heward's Handy Haversack	1	1.0	
<b>Everburning Torch</b>	Heward's Handy Haversack	1	1.0	
<b>Flint and Steel</b>	Heward's Handy Haversack	1	0.0	
<b>Full Plate +4 (Speed)</b>	Equipped	1	50.0	
Masterwork, 3 times per day cast Haste for 1 round, Steel				
TOTAL WEIGHT CARRIED/VALUE			74.04	lbs.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	
<b>Heward's Handy Haversack</b>	Equipped	1	5.0	
108.88 lbs., 1 1" High Carving of PC, 8 Silver piece (sp), 1 Dagger, 1 Everburning Torch, 1 Flint and Steel, 2 Holy Water (Flask), 1 Lance, 1 Bullseye Lantern, 1 Longbow (Composite/Mighty +3), 1 Longsword, 5 Oil Flask (1 pt), 1 Amulet (Animate Objects/Cleric/11th), 4 Piton, 2 Potion of Bull's Strength, 1 Potion of Cat's Grace, 1 Potion of Fly, 1 Potion of Endure Elements, 1 Hemp Rope (50'), 1 Potion of Invisibility, 1 Spade or Shovel, 1 Bastard Sword, 143 Tindertwig, 122 Arrow (Masterwork), 1 Warhammer +1, 1 Cold Weather Outfit, 2 Potion of Cure Light Wounds, 1 Potion of Cure Serious Wounds, 1 Potion of Water Breathing, 1 Scroll of Raise Dead, 656 Gold piece (gp), 1 Ring of Protection +1, 22 Arrow +1, 25 Arrow +1 (Flaming), 1 Backpack, 2 Candle, 6 Copper piece (cp)				
It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a bag of holding and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds				
<b>Holy Symbol (Silver)</b>	Equipped	1	1.0	
<b>Holy Water (Flask)</b>	Heward's Handy Haversack	2	1.0 (2.0)	
<b>Lance</b>	Heward's Handy Haversack	1	10.0	
<b>Bullseye Lantern</b>	Heward's Handy Haversack	1	3.0	
<b>Longsword</b>	Heward's Handy Haversack	1	4.0	
<b>Oil Flask (1 pt)</b>	Heward's Handy Haversack	5	1.0 (5.0)	
<b>Cold Weather Outfit</b>	Heward's Handy Haversack	1	7.0	
+5 circumstance bonus on Fort saves vs cold				
<b>Noble's Outfit</b>	Equipped	1	10.0	
<b>Phylactery of Undead Turning</b>	Equipped	1	0.01	
This item is a boon to any character able to turn undead, allowing him to do so as if his class level were four levels higher than it actually is				
<b>Piton</b>	Heward's Handy Haversack	4	0.5 (2.0)	
<b>Potion of Bull's Strength</b>	Heward's Handy Haversack	2	0.1 (0.2)	
□□				
<b>Potion of Cat's Grace</b>	Heward's Handy Haversack	1	0.1	
□				
<b>Potion of Cure Light Wounds</b>	Heward's Handy Haversack	2	0.1 (0.2)	
□□				
<b>Potion of Cure Serious Wounds</b>	Heward's Handy Haversack	1	0.1	
□				
<b>Potion of Endure Elements</b>	Heward's Handy Haversack	1	0.1	
□				
<b>Potion of Fly</b>	Heward's Handy Haversack	1	0.1	
□				
<b>Potion of Invisibility</b>	Heward's Handy Haversack	1	0.1	
□				
<b>Potion of Water Breathing</b>	Heward's Handy Haversack	1	0.1	
□				
<b>Ring of Feather Falling</b>	Equipped	1	0.01	
Acts as Feather Fall spell, activates automatically if wearer falls more than 5'				
<b>Ring of Protection +1</b>	Heward's Handy Haversack	1	0.01	
Grants +1 deflection bonus to AC				
<b>Hemp Rope (50')</b>	Heward's Handy Haversack	1	10.0	
<b>Scroll of Raise Dead</b>	Heward's Handy Haversack	1	0.01	
<b>Shield +3 (Light/Metal)</b>	Equipped	1	6.0	
(Shield (Light/Metal/Masterwork/+3 (Shield))), Masterwork, Steel				
<b>Spade or Shovel</b>	Heward's Handy Haversack	1	8.0	
<b>Bastard Sword</b>	Heward's Handy Haversack	1	6.0	
<b>Tindertwig</b>	Heward's Handy Haversack	143	0.0 (0.0)	
<b>Cloak of Charisma +6</b>	Equipped	1	2.0	
When in a characters possession, it adds a +6 enhancement bonus to her Charisma score				
<b>Ring of Protection +3</b>	Equipped	1	0.01	
Grants +3 deflection bonus to AC				
TOTAL WEIGHT CARRIED/VALUE			74.04	lbs.

WEIGHT ALLOWANCE					
Light	173	Medium	346	Heavy	520
Lift over head	520	Lift off ground	1040	Push / Drag	2600

MONEY	
Gold piece (gp):	656[Heward's Handy Haversack]
Silver piece (sp):	8[Heward's Handy Haversack]
Copper piece (cp):	6[Heward's Handy Haversack]
Total = 656.86 gp	

SPECIAL ABILITIES	
Aura of Courage (Su) ~ Immune to fear, allies within 10' gain +4 morale bonus on saves vs. fear	
Aura of Good (Ex)	
Code of Conduct	
Detect Evil (Sp) ~ at will	
Divine Grace (Su)	
Divine Health (Ex) ~ Immune to all diseases (including supernatural and magical)	
Lay on Hands (Su) ~ 105 hp/day	
Remove Disease (Sp) 4/week	
Smite Evil (Su) +15 damage 4/day	
Special Mount (Ex)	
Turn Undead (Su) ~ 10/day (Turn Level 16 ~ Turn Damage 2d6+23)	

FEATS	
Alertness	You have finely tuned senses
Blind-Fight	You know how to fight in melee without being able to see your foes
Cleave	You can follow through with powerful blows
Improved Critical (Longsword)	With your chosen weapon you know how to hit where it hurts
Mounted Combat	You are skilled in mounted combat
Power Attack	You can make exceptionally powerful melee attacks
Weapon Focus (Longsword)	You are especially good at using the chosen weapon
Armor Proficiency (Heavy)	You are proficient with heavy armor
Armor Proficiency (Light)	You are proficient with light armor
Armor Proficiency (Medium)	You are proficient with medium armor
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat

PROFICIENCIES	
Axe (Throwing), Battleaxe, Bead of Force, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Abyssal, Celestial, Common, Draconic, Infernal, Literacy	

TEMPLATES	
Saddle on Mount	

Special Mount: Rishone (Pegasus)					
HP:	87	AC:	24	INIT:	+2
FORT:	+11	REF:	+10	WILL:	+7
*Bite (Natural/Secondary)	+13	DAM:	1d3+4	CRIT:	20/x2
*Hoof (Natural/Primary)	+18/+18	DAM:	1d6+7	CRIT:	20/x2
Special:	Command creatures of its kind, Empathic Link, Improved Evasion (Ex), Improved Speed (Ex), Magical Beasts eat and sleep and breathe, Scent (Ex), Share saving throws, Share spells				

## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□	Remove Disease	10	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.271
<i>Effect:</i> Remove disease cures all diseases that the subject is suffering from. The spell also kills parasites, including green slime and others.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
At Will	Detect Evil	10	None	1 standard action	Concentration, up to 10 minutes	60 ft.	V, S, DF	No	Divination	phb: p.218
<i>Effect:</i> You can sense the presence of evil.						<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 1		

\* =Domain/Specialty Spell

## Holy Avenger Spell-like Abilities

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□	Greater Dispel Magic	14	None	1 standard action	Instantaneous	Medium (300 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i> As dispel magic, but +20 on check.						<i>Target:</i> One spellcaster, creature, or object; or 20-ft. radius burst		<i>Caster Level:</i> 20		

\* =Domain/Specialty Spell

# Paladin Spells

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

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bless	13	None	1 standard	7 minutes action	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 7	phb: p.205
<i>Effect:</i> Fills your allies with courage. Allies gain +1 on attack rolls and +1 on saves against fear.								<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster	
□□□□□ Bless Water	13	Will negates (object)	1 minute	Instantaneous	Touch	V, S, M	Yes (object)	Transmutation [Good] Caster Level: 7	phb: p.205
<i>Effect:</i> You imbue a flask of water with positive energy, turning it into holy water.								<i>Target:</i> Flask of water touched	
□□□□□ Bless Weapon	13	None	1 standard	7 minutes action	Touch	V, S	No	Transmutation Caster Level: 7	phb: p.205
<i>Effect:</i> You make a weapon strikes true against evil foes.								<i>Target:</i> Weapon touched	
□□□□□ Create Water	13	None	1 standard	Instantaneous action	Close (40 ft.)	V, S	No	Conjuration (Creation) [Water] Caster Level: 7	phb: p.215
<i>Effect:</i> Generates wholesome, drinkable water - 14 gallons.								<i>Target:</i> Up to 14 gallons of water	
□□□□□ Cure Light Wounds	13	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V, S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 7	phb: p.215
<i>Effect:</i> You channel positive energy through your hand that cures 1d8+5 damage								<i>Target:</i> Creature touched	
□□□□□ Detect Poison	13	None	1 standard	Instantaneous action	Close (40 ft.)	V, S	No	Divination Caster Level: 7	phb: p.219
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.								<i>Target:</i> One creature, one object, or a 5-ft. cube	
□□□□□ Detect Undead	13	None	1 standard	Concentration, up to 7 minutes action	60 ft.	V, S, M/DF	No	Divination Caster Level: 7	phb: p.220
<i>Effect:</i> You can detect the aura that surrounds undead creatures.								<i>Target:</i> Cone-shaped emanation	
□□□□□ Divine Favor	13	None	1 standard	1 minute action	Personal	V, S, DF	No	Evocation Caster Level: 7	phb: p.224
<i>Effect:</i> Calling on the strength and wisdom of a deity, you gain +2 on attack and damage rolls.								<i>Target:</i> You	
□□□□□ Endure Elements	13	Will negates (harmless)	1 standard	24 hours action	Touch	V, S	Yes (harmless)	Abjuration Caster Level: 7	phb: p.226
<i>Effect:</i> Subject suffers no harm from being in a hot or cold environment.								<i>Target:</i> Creature touched	
□□□□□ Lesser Restoration	13	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 7	phb: p.272
<i>Effect:</i> any magical effects reducing one of the subjects ability scores [such as ray of enfeeblement] or cures 1d4 points of temporary ability damage to one of the subjects ability scores [such as from a shadows touch or from poison]. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued.								<i>Target:</i> Creature touched	
□□□□□ Magic Weapon	13	Will negates (harmless, object)	1 standard	7 minutes action	Touch	V, S, DF	Yes (harmless, object)	Transmutation Caster Level: 7	phb: p.251
<i>Effect:</i> Gives a weapon a +1 enhancement bonus on attack and damage rolls.								<i>Target:</i> Weapon touched	
□□□□□ Protection from Chaos	13	Will negates (harmless)	1 standard	7 minutes action	Touch	V, S, M/DF	No; see text	Abjuration [Lawful] Caster Level: 7	phb: p.266
<i>Effect:</i> This spell wards a creature from attacks by chaotic creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								<i>Target:</i> Creature touched	
□□□□□ Protection from Evil	13	Will negates (harmless)	1 standard	7 minutes action	Touch	V, S, M/DF	No; see text	Abjuration [Good] Caster Level: 7	phb: p.266
<i>Effect:</i> 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. +2 to AC and saves, counter mind control, hedge out elementals and outsiders.								<i>Target:</i> Creature touched	
□□□□□ Read Magic	13	None	1 standard	70 minutes action	Personal	V, S, F	No	Divination Caster Level: 7	phb: p.269
<i>Effect:</i> 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.								<i>Target:</i> You	
□□□□□ Resistance	13	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration Caster Level: 7	phb: p.272
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.								<i>Target:</i> Creature touched	
□□□□□ Virtue	13	Fortitude negates (harmless)	1 standard	1 minute action	Touch	V, S, DF	Yes (harmless)	Transmutation Caster Level: 7	phb: p.298
<i>Effect:</i> The subject gains 1 temporary hit point.								<i>Target:</i> Creature touched	

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bear's Endurance	14	Will negates (harmless)	1 standard	7 minutes action	Touch	V, S, DF	Yes	Transmutation Caster Level: 7	phb: p.203
<i>Effect:</i> The subject gains greater vitality and stamina [+4 enhancement bonus to Constitution].								<i>Target:</i> Creature touched	
□□□□□ Bull's Strength	14	Will negates (harmless)	1 standard	7 minutes action	Touch	V, S, M/DF	Yes (harmless)	Transmutation Caster Level: 7	phb: p.207
<i>Effect:</i> The subject becomes stronger. [+4 to Str]								<i>Target:</i> Creature touched	
□□□□□ Delay Poison	14	Fortitude negates (harmless)	1 standard	7 hours action	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing) Caster Level: 7	phb: p.217
<i>Effect:</i> The target becomes temporarily immune to poison.								<i>Target:</i> Creature touched	
□□□□□ Eagle's Splendor	14	Will negates (harmless)	1 standard	7 minutes action	Touch	V, S, M/DF	Yes	Transmutation Caster Level: 7	phb: p.225
<i>Effect:</i> The subject becomes more poised, articulate and personally forceful [+4 to Cha].								<i>Target:</i> Creature touched	
□□□□□ Owl's Wisdom	14	Will negates (harmless)	1 standard	7 minutes action	Touch	V, S, M/DF	Yes	Transmutation Caster Level: 7	phb: p.259
<i>Effect:</i> The transmuted creature becomes wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills.								<i>Target:</i> Creature touched	
□□□□□ Remove Paralysis	14	Will negates (harmless)	1 standard	Instantaneous action	Close (40 ft.)	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 7	phb: p.271
<i>Effect:</i> You can free one or more creatures from the effects of any temporary paralysis or related magic, including a ghouls touch or a slow spell. If the spellmore than 30 ft. apart 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.								<i>Target:</i> Up to four creatures, no two of which can be	

\* =Domain/Speciality Spell

# Paladin Spells

□□□□ Resist Energy	14	Fortitude negates (harmless)	1 standard action	70 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	phb: p.272
<i>Effect:</i>	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.								
□□□□ Shield Other	14	Will negates (harmless)	1 standard action	7 hours	Close (40 ft.)	V, S, F	Yes (harmless)	Abjuration	phb: p.278
<i>Effect:</i>	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 warded creature is taken by you.								
□□□□ Undetectable Alignment	14	Will negates (object)	1 standard action	24 hours	Close (40 ft.)	V, S	Yes (object)	Abjuration	phb: p.297
<i>Effect:</i>	An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.								
□□□□ Zone of Truth	14	Will negates	1 standard action	7 minutes	Close (40 ft.)	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.303
<i>Effect:</i>	Creatures within the emanation area [or those who enter it] cant speak any deliberate and intentional lies.								

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Cure Moderate Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i>	You channel positive energy through your hand that cures 2d8+7 damage								
□□□□ Daylight	15	None	1 standard action	70 minutes	Touch	V, S	No	Evocation [Light]	phb: p.216
<i>Effect:</i>	The object touched sheds light as bright as full daylight in a 60-ft. radius and dim light for an additional 60 ft. beyond that.								
□□□□ Discern Lies	15	Will negates	1 standard action	Concentration, up to 7 rounds	Close (40 ft.)	V, S, DF	No	Divination	phb: p.221
<i>Effect:</i>	Reveals deliberate falsehoods in subject you are concentrating on.								
□□□□ Dispel Magic	15	None	1 standard action	Instantaneous	Medium (170 ft.)	V, S	No	Abjuration	phb: p.223
<i>Effect:</i>	Cancels magical spells and effects.								
□□□□ Greater Magic Weapon	15	Will negates (harmless, object)	1 standard action	7 hours	Close (40 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	phb: p.251
<i>Effect:</i>	This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of 1.								
□□□□ Heal Mount	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.239
<i>Effect:</i>	As heal, but it affects only the paladins special mount [typically a warhorse].								
□□□□ Magic Circle Against Chaos	15	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	phb: p.249
<i>Effect:</i>	All creatures within the area gain the effects of a protection from chaos spell, and no nonlawful summoned creatures can enter the area either.								
□□□□ Magic Circle Against Evil	15	Will negates (harmless)	1 standard action	70 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Good]	phb: p.249
<i>Effect:</i>	All creatures within the area gain the effects of a protection from evil spell, and no nongood summoned creatures can enter the area either.								
□□□□ Prayer	15	None	1 standard action	7 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	phb: p.264
<i>Effect:</i>	You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and your each of your allies gain a +1 luck bonus centered on you on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a -1 penalty on such rolls.								
□□□□ Remove Blindness/Deafness	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	phb: p.270
<i>Effect:</i>	Remove blindness/deafness cures blindness or deafness [your choice], whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.								
□□□□ Remove Curse	15	Will negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Abjuration	phb: p.270
<i>Effect:</i>	Instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it.								

## LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Break Enchantment	16	See text	1 minute	Instantaneous	Close (40 ft.)	V, S	No	Abjuration	phb: p.207
<i>Effect:</i>	Frees subjects from enchantments, transmutations, and curses.								
□□□□ Cure Serious Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	phb: p.216
<i>Effect:</i>	You channel positive energy through your hand that cures 3d8+7 damage								
□□□□ Death Ward	16	Will negates (harmless)	1 standard action	7 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	phb: p.217
<i>Effect:</i>	Grants immunity to death spells/effects and negative energy effects.								
□□□□ Dispel Chaos	16	See text	1 standard action	7 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Lawful]	phb: p.222
<i>Effect:</i>	A constant blue lawful energy surrounds you.								
□□□□ Dispel Evil	16	See text	1 standard action	7 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	phb: p.222
<i>Effect:</i>	A shimmering, white holy energy surrounds you.								
□□□□ Holy Sword	16	None	1 standard action	7 rounds	Touch	V, S	No	Evocation [Good]	phb: p.242
<i>Effect:</i>	This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 holy weapon [+5 enhancement bonus on attack and damage rolls, extra 2d6 damage against evil opponents]. It also emits a magic circle against evil effect [as the spell].								
□□□□ Mark of Justice	16	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy	phb: p.252
<i>Effect:</i>	You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse.								

\* =Domain/Specialty Spell

## Paladin Spells

☐☐☐☐☐ Neutralize Poison	16	Will negates (harmless, object)	1 standard action	70 minutes	Touch	V, S, M/DF Yes (harmless, object)	Conjuration (Healing)	phb: p.257
<i>Effect:</i>					<i>Target:</i> Creature or object of up to 7 cu. ft. touched		<i>Caster Level:</i> 7	
You detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.								
☐☐☐☐☐ Restoration	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V, S, M Yes (harmless)	Conjuration (Healing)	phb: p.272
<i>Effect:</i>					<i>Target:</i> Creature touched		<i>Caster Level:</i> 7	
This spell functions like lesser restoration, except that it also dispels negative levels and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than 7 days.								

\* =Domain/Speciality Spell

## Innate

Remove Disease (DC:10)  
At Will Detect Evil (DC:10)

Greater Dispel Magic  
(DC:14)

## Holy Avenger Spell-like Abilities

## Notes:

Character Sheet Notes: