

Paladin 2 2 CHA +2
 CLASS LEVEL ABILITY ABILITY MODIFIER

SPELL SLOTS	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
	2	-	-	-	-	-	-	-	-
SPELLS USED									

SUBCLASS 3 12
 PREPARED/KNOWN SPELL SAVE DC

SPELL LIST

PREPARED NOT PREPARED RITUAL CON CONCENTRATION H HIGHER LEVEL d DOMAIN o OATH c CIRCLE m MASTERY s SIGNATURE

CANTRIPS	CAST	RANGE	DURATION	COMPONENT	TYPE	DETAILS	REF
LEVEL 1							
<input checked="" type="checkbox"/> Ensnaring Strike ^H ^o	1 bon	self	1 min ^{CON}	V	conjur	next weapon hit, str save or restrained, 1d6 pierce start of its turn, action for str check (freed) ^H +1d6	PH 237
<input checked="" type="checkbox"/> Speak with Animals ^o	1 act ^R	self	10 min	VS	divin	comprehend and verbally communicate with beasts (limited by their intelligence) for the duration	PH 277
<input checked="" type="checkbox"/> Bless ^H	1 act	30 ft	1 min ^{CON}	VSM	ench	bless up to 3 creatures, +1d4 attack rolls and saving throws ^H +1 creature	PH 219
<input type="checkbox"/> Command ^H	1 act	60 ft	1 rnd	V	ench	1 creature (not undead), wis save or follow one-word command (drop, flee etc.) ^H +1 creature	PH 223
<input type="checkbox"/> Compelled Duel	1 bon	30 ft	1 min ^{CON}	V	ench	1 creature, wis save or disadv to attack creatures except you, wis save if it moves more than 30ft away	PH 224
<input checked="" type="checkbox"/> Cure Wounds ^H	1 act	touch	instant	VS	evoc	1 creature is healed 1d8+spell ability modifier ^H +1d8	PH 230
<input checked="" type="checkbox"/> Detect Evil and Good	1 act	self	10 min ^{CON}	VS	divin	30ft rad, aberration, celestial, elemental, fey, fiend, undead, magically desecrated or consecrated	PH 231
<input type="checkbox"/> Detect Magic	1 act ^R	self	10 min ^{CON}	VS	divin	30ft rad, sense presence of magic, action to see aura of object or creature and learn school of magic	PH 231
<input type="checkbox"/> Detect Poison and Disease	1 act ^R	self	10 min ^{CON}	VSM	divin	30ft rad, sense presence and location of poisons, poisonous creatures and diseases	PH 231
<input type="checkbox"/> Divine Favor	1 bon	self	1 min ^{CON}	VS	evoc	weapon attacks deal +1d4 radiant for duration	PH 234
<input type="checkbox"/> Heroism ^H	1 act	touch	1 min ^{CON}	VS	ench	1 willing creature, immune to being frightened, gains 2 temp HP start of its turn ^H +1 creature	PH 250
<input type="checkbox"/> Protection from Evil and Good	1 act	touch	10 min ^{CON}	VSM	abjur	1 willing creature, immune charm/fear/possession and (cel.fey.fnd.ele.und) disadv to attack you	PH 270
LEVEL 2							
<input type="checkbox"/> Moonbeam ^H	1 act	120 ft	1 min ^{CON}	VSM	evoc	40x5ft rad cylinder (dim light), enter/start turn 2d10 radiant, con save ½, action to move 60ft ^H +1d10	PH 261
<input type="checkbox"/> Misty Step	1 bon	self	instant	V	conjur	teleport up to 30ft to an unoccupied space you can see	PH 260
<input type="checkbox"/> Aid ^H	1 act	30 ft	8 hr	VSM	abjur	3 creatures, current HP and HP max increased by 5 for duration ^H +5 HP	PH 211
<input type="checkbox"/> Branding Smite ^H	1 bon	self	1 min ^{CON}	V	evoc	next melee weapon, +2d6 radiant, target becomes visible for duration ^H +1d6	PH 219
<input type="checkbox"/> Find Steed	10 min	30 ft	instant	VS	conjur	summon spirit steed, communicate telepathically within 1 mile, share any spell that targets you	PH 240
<input type="checkbox"/> Lesser Restoration	1 act	touch	instant	VS	abjur	1 creature, remove 1 disease or end 1 condition (blinded, deafened, paralyzed, poisoned)	PH 255
<input type="checkbox"/> Locate Object	1 act	self	10 min ^{CON}	VSM	divin	sense direction to location and movement of familiar object (describe or name) within 1000ft	PH 256
<input type="checkbox"/> Magic Weapon ^H	1 bon	touch	1 hr ^{CON}	VS	trans	1 nonmagical weapon becomes magical, +1 bonus attack and dmg ^H 4-5 th +2, 6 th +3	PH 257
<input type="checkbox"/> Misty Step	1 bon	self	instant	V	conjur	teleport up to 30ft to an unoccupied space you can see	PH 260
<input type="checkbox"/> Protection from Poison	1 act	touch	1 hr	VS	abjur	1 creature, neutralize 1 poison, gains poison resist and adv to save against poison for duration	PH 270
<input type="checkbox"/> Zone of Truth	1 act	60 ft	10 min	VS	ench	15ft rad sphere, on cast/enter/start turn cha save or unable to speak a deliberate lie (see spell)	PH 289
LEVEL 3							
LEVEL 4							

