

## Paladin Base List 2.5.3

### HOLY ARMS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Holy Attack I *	Caster	1 rnd/lvl	self	U
2)	Iron Grip	Caster	1 min/lvl	self	U
3)	Holy Attack II *	Caster	1 rnd/lvl	self	U
4)	Divine Guidance	Caster	Varies	self	U
5)	Strength I *	Caster	1 rnd/lvl	self	U
6)	Holy Attack III *	Caster	1 rnd/lvl	self	U
7)	Holy Aura I	10'R	1 rnd/lvl	self	F
8)	Strength II *	Caster	1 rnd/lvl	self	U
9)	Holy Attack IV *	Caster	1 rnd/lvl	self	U
10)	Retributive Strike *	10'R/lvl	—	self	Fs
11)	Divine Wrath *	Caster	1 rnd/2 lvl	self	U
12)	Holy Attack VI *	Caster	1 rnd/lvl	self	U
13)	Holy Aura II	10'R	1 rnd/lvl	self	F
14)					
15)	Holy Attack VIII *	Caster	1 rnd/lvl	self	U
16)	Strength III *	Caster	1 rnd/lvl	self	U
17)					
18)	Holy Attack X *	Caster	1 rnd/lvl	self	U
19)	Divine Intervention *	Caster	—	self	U
20)	Holy Attack XII *	Caster	1 rnd/lvl	self	U
25)	Holy Avenger	Caster	1 rnd/lvl	self	U
30)	Holy Aura True	10'R	1 rnd/lvl	self	F
50)	Holy Avenger True	Caster	1 rnd/lvl	self	U

**1. Holy Attack I** — Casters attacks are directed by the will of his deity and receive a +5 OB for the duration. If attack is versus a Large or Super Large opponent, treat it as “Holy”. If attack is versus an undead opponent, use the “Slaying” column on the Large Creature critical table.

**2. Iron Grip** — Caster grip his weapon(s) with a devotion unseen among the unfaithful. He ignore all critical and fumble results stating that he drops weapon (unless his hand is severed or rendered useless) and his fumble is lowered to UM01, regardless of what weapon(s) he use.

**3. Holy Attack II** — As *Holy Attack I*, except bonus is +10.

**4. Divine Guidance** — Paladins deity guide his swordhand. Player has his UM high modified by five steps on his attack rolls, i.e he may roll again and add the result if his initial d100 roll is 91-100. Duration is 1 min/level or until the first time player rolls UM high, whichever occurs first.

**5. Strength I** — For the duration of this spell the casters melee attacks deliver x1,5 concussion hits.

**6. Holy Attack III** — As *Holy Attack I*, except bonus is +15.

**7. Holy Aura I** — Casters deity grants him a strong aura of holy presence. Aura is not visible to those of the same alignment, but faintly visible to others and clearly visible to direct enemies. All enemies within the aura must resist or take an “A” electricity critical. If the enemies are undead the critical is of “C” severity and “Holy” (use Holy Spell Critical Table in RMSS Channeling Companion if available).

**8. Strength II** — As *Strength I*, except melee attacks deliver double concussion hits.

**9. Holy Attack IV** — As *Holy Attack I*, except bonus is +20.

**10. Retributive Strike** — When all hope of victory is gone, the paladin may yet deliver a final blow to his enemies, at the cost of his own life. When casting this spell, which can be done when stunned or stunned no parry, but not when unconscious or dead, he will “explode”, delivering damage to all enemies within 10'R per level. Note that allies are not harmed by the explosion. All

enemies within the area of effect will be target of a Lightning Ball attack (add casters level as OB, +20 extra for those within a 10'R of caster).

**11. Divine Wrath** — Caster goes on a holy rampage in the name of his deity. For the duration (1 rnd per 2 levels of caster) all criticals delivered have a chance of being “severing” or “crushing” depending on weapon type. The chance equals casters level, i.e a 20<sup>th</sup> level caster has 20% chance of severing or crushing the body part that the critical indicates.

**12. Holy Attack VI** — As *Holy Attack I*, except bonus is +30.

**13. Holy Aura II** — As *Holy Aura I*, except it delivers a “B” severity critical. If enemies are undead they receive “D” Holy criticals.

**15. Holy Attack VIII** — As *Holy Attack I*, except bonus is +40.

**16. Strength III** — As *Strength I*, except melee attacks deliver triple concussion hits.

**18. Holy Attack X** — As *Holy Attack I*, except bonus is +50.

**19. Divine Intervention** — Paladin call on his deity for a divine intervention. On his next action (stated when this spell is cast) he will have an enhanced chance of success. The player rolls 2d100 and adds the results to his skill bonus. This spell cannot be used in conjunction with the *Divine Guidance* spell, but both rolls are UM high. For the risk of fumble consider only the first roll as UM low.

**20. Holy Attack XII** — As *Holy Attack I*, except bonus is +60.

**25. Holy Avenger** — For the duration of this spell the caster takes on a portion of his deity's powers. He receive a +80 OB, have a special +25 bonus to all combat maneuvers and may continue to attack even when stunned (not possible to attack while stunned no parry) with 50% OB.

**30. Holy Aura True** — [RR Mod: -20] As *Holy Aura I*, except it delivers a “C” severity critical. If enemies are undead they receive “E” Holy criticals. Enemies will also have to resist vs Fear (at casters level) or be unable to enter the 10'R aura.

**50. Holy Avenger True** — As *Holy Avenger*, except Paladin receives +100 OB and +50 to all Combat skills. He ignores all stun, stun no parry and must parry results. In addition casters Deity can decide to aid him in other ways (GM discretion).

### SPECIAL NOTES

1) A note on severing criticals. It can though be assumed that a severed leg equals 15-20 hits per round (severed at the thigh would get a higher degree of bloodflow), a severed arm equals 10-15 hits per round and a severed hand equals 8-12 hits per rnd. Even if the bleeding is stopped, it might or might not save the life of the patient, depending on other factors (e.g shock, possibility of treatment, loss of blood etc).

2) A note on crushing criticals. A crushed limb is useless and confers a penalty between -25 and -75 depending on the amount of pain and what action is to be performed. A crushed toe might be -25 while a crushed hip usually equals -75.

3) Holy Attack I, II, III etc are not cumulative.

4) Strength I, II and III are not cumulative.

5) Holy Aura I, II, II and True are not cumulative.

6) Holy Avenger and Holy Avenger True are not cumulative with each other or any of the Holy Attack spells.