

Paladin Base List 2.5.5

HOLY SHIELDS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Protection Prayer I	10'R	1 min/lvl	self	U
2)	Aura	caster	10 min/lvl	self	U
3)	Shield I *	caster	1 min/lvl	self	U
4)	Protection Prayer II	10'R	1 min/lvl	self	U
5)	Unpain I *	caster	1 min/lvl	self	Us
6)	Deflections I *	1 missile	—	100'	U
7)	Bladeturn I *	1 attack	—	100'	U
8)	Shield II *	caster	1 min/lvl	self	U
9)	Unpain II *	caster	1 min/lvl	self	Us
10)	True Aura	caster	10 min/lvl	self	U
11)	Protection Prayer III	10'R	1 min/lvl	self	U
12)	Deflections II *	2 missiles	—	100'	U
13)	Bladeturn II *	2 attacks	—	100'	U
14)	Shield III *	caster	1 min/lvl	self	U
15)	Unpain III *	caster	—	self	Us
16)	Protection Prayer IV	10'R	1 min/lvl	self	U
17)	Deflections III *	3 missiles	—	100'	U
18)	Bladeturn III *	3 attacks	—	100'	U
19)	Shield IV *	caster	1 min/lvl	self	U
20)	Unpain IV *	caster	—	self	Us
25)	Protection Prayer True	10'R	1 min/lvl	self	U
30)	Mass Deflections *	1 missile/lvl	—	100'	U
50)	Holy Shields True	varies	1 rnd/lvl	varies	U

1. Protection Prayer I — Everyone in the area of effect who is aligned with the caster (GM's discretion) subtracts 5 from all elemental attacks against them. They may also add 5 to all RRs versus spells.

2. Aura — Creates a bright aura about the caster, making him appear more powerful and subtracting 10 from all attacks against him.

3. Shield I — Creates an invisible force shield in front of the caster. This functions as a normal shield (subtracting 25 from appropriate attacks etc), except it does not occupy a hand. This spell cannot be combined with a real shield.

4. Protection Prayer II — As *Protection Prayer I*, except bonuses are 10.

5. Unpain I — Caster is able to sustain an additional 25% of his total concussion hits before passing out. Hits are still taken and remain when the spell lapses.

6. Deflections I — Caster can deflect any one missile that passes within 100' of him (caster must be able to see the missile). This cause 100 to be subtracted from the missile's attack.

7. Bladeturn I — Caster can deflect any one melee attack that he can see (and is within range). This causes 75 to be subtracted from the attack.

8. Shield II — As *Shield I*, except that bonus is +35.

9. Unpain II — As *Unpain I*, except an additional 50% can be sustained.

10. True Aura — As *Aura*, except it makes the caster appear very powerful; subtracting 15 from all attacks against him.

11. Protection Prayer III — As *Protection Prayer I*, except bonuses are 15.

12. Deflections II — As *Deflections I*, except will deflect up to two missiles.

13. Bladeturn II — As *Bladeturn I*, except subtracts 75 from two attacks or 150 from a single melee attack.

14. Shield III — As *Shield I*, except that bonus is +45.

15. Unpain III — As *Unpain I*, except an additional 75% can be sustained.

16. Protection Prayer IV — As *Protection Prayer I*, except bonuses are 20.

17. Deflections III — As *Deflections I*, except will deflect up to three missiles.

18. Bladeturn III — As *Bladeturn I*, except subtracts 75 from three different attacks or 225 from one single melee attack.

19. Shield IV — As *Shield I*, except that bonus is +60.

20. Unpain IV — As *Unpain I*, except an additional 100% can be sustained.

25. Protection Prayer True — As *Protection Prayer I*, except bonuses are 25.

30. Mass Deflections — As *Deflections I*, except will deflect one missile per level of the caster.

50. Holy Shields True — Caster may use any lower level spell on this list once per round.