

## Paladin Base List 3.41

### HOLY WARRIOR

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Holy Focus	Caster	10 min/lvl	self	U
2)	Bless/Prayer/Resist. I	Caster	1 min/lvl	self	U
3)	Oath	1 target	varies	touch	F
4)	Courage *	Caster	1 min/lvl	self	Us
5)	Stun Relief I *	Caster	—	self	Us
6)	Bless/Prayer/Resist. II	Caster	1 min/lvl	self	U
7)	Disease Resistance	1 target	10 min/lvl	touch	Us
8)	Poison Resistance	1 target	10 min/lvl	touch	Us
9)	Stun Relief II *	Caster	—	self	Us
10)	Advocate	100'R	varies	self	Fm
11)	Sacrifice	1 target	—	touch	H
12)	Bless/Prayer/Resist. III	Caster	1 min/lvl	self	U
13)	Stun Relief III *	Caster	—	self	Us
14)	Holy Sustenance	Caster	1 day	self	U
15)	Holy Resistance	Caster	10 min/lvl	self	U
16)	Holy Focus True	Caster	10 min/lvl	self	U
17)	Self Keeping *	Caster	—	self	Us
18)	Bless/Prayer/Resist. IV	Caster	1 min/lvl	self	U
19)	Cleansing	1 target	—	touch	Fm
20)	Stun Relief IV *	Caster	—	self	Us
25)	Holy Weaponry	1 weapon	1 rnd/lvl	touch	F
30)	Bless/Prayer/Resist. True	Caster	1 min/lvl	self	U
50)	Advocate True	100'R	varies	self	Fm

**1. Holy Focus** — For the duration of this spell the caster has a +25 bonus to *Channeling* attempts (using the Channeling skill).

**2. Bless/Prayer/Resistance I** — Caster can chose to get a +5 bonus to either his maneuver rolls, RR or DB.

**3. Oath** — Caster seals an agreement with an "oath". There can be one or two parts that swear such an oath. If anyone breaks an oath, they will suffer consequences (GM discretion). Possible punishment for oathbreakers might be a curse from the Curses List.

**4. Courage** — If the caster fails his RR against a fear or panic spell or effect, he may make an additional RR at +10 against the attack if he has declared that this spell is active.

**5. Stun Relief I** — Caster is relieved of 1 round of stun.

**6. Bless/Prayer/Resistance II** — Caster can chose to get a +10 bonus to either his maneuver rolls, RR or DB.

**7. Disease Resistance** — For the duration of this spell the target gets an additional RR versus any disease(s).

**8. Poison Resistance** — For the duration of this spell the target gets an additional RR versus any poison(s).

**9. Stun Relief II** — As *Stun Relief I*, except 2 rounds can be relieved.

**10. Advocate** — The caster of this spell gets a +75 bonus on all attempts to persuade, convince, threaten or in any other way affect his listeners. The bonus applies to *Leadership*, *Public Speaking* and similar skills. While this spell is active, all save the most unruly crowd will listen to the caster and consider following his advice.

**11. Sacrifice** — The caster makes sacrifice to help a wounded or poisoned target. He might transfer a poison from a target into himself, taking on the damages himself and relieving the target from the effects. He might also heal wounds (hit points) the same way. This spell will always transfer the full amount of hit points taken in a target onto the caster. It is thus not possible to decide the amount of hits caster wants to take onto himself.

**12. Bless/Prayer/Resistance III** — Caster can chose to get a +15 bonus to either his maneuver rolls, RR or DB.

**13. Stun Relief III** — As *Stun Relief I*, except that 3 rounds of stun may be relieved.

**14. Holy Sustenance** — Caster can sustain for one day without suffering any penalty due to lack of food and water.

**15. Holy Resistance** — Upon casting this spell the caster chooses one natural element (i.e heat, cold, light) which he has resistance against. Caster is immune to the natural occurrences of the element: have a +50 RR bonus vs magical attacks and a +25 DB vs elemental attacks, i.e bolts and balls.

**16. Holy Focus True** — As *Holy Focus*, except caster also gets an additional +1 per PP invested in the *Channeling* skill attempt.

**17. Self Keeping** — Upon receiving a death blow, the caster goes into a state of suspend animation, until he is healed of his injuries or his brain is destroyed.

**18. Bless/Prayer/Resistance IV** — Caster can chose to get a +20 bonus to either his maneuver rolls, RR or DB.

**19. Cleansing** — The caster is able to cleanse one target of any curse or mental illness. The curse or illness resists at either the level of the spell (if spell inflicted) or lvl 10 (if caused by nature rather than magic). If this spell fails, the caster may not try again until he has reached next level.

**20. Stun Relief IV** — As *Stun Relief I*, except that 4 rounds of stun may be relieved.

**25. Holy Weaponry** — The caster may bless one weapon temporarily to give Holy criticals. If the target of the attack is a large creature, the result will be determined on the Large Creature Critical Strike Table [Holy column]. If the target of the attack is medium sized it will receive an additional Holy critical.

**30. Bless/Prayer/Resistance True** — Caster can chose to get a +30 bonus to either his maneuver rolls, RR or DB.

**50. Advocate True** — [-20 RR] Caster is able to propel his will upon a crowd where the farthest person is no longer than 100' away. Everyone in the crowd must resist or be convinced that the casters cause is true and just. Everyone that fails will be allowed a new RR every 10 minutes, failure means they will continue to do the casters will.

## SPECIAL NOTES

The Advocate and Advocate True spells must be handled with care by the GM. They will give the Paladin means of gathering a levy of followers, which might be very useful, but can quickly get out-of-hand if the GM allows it. Therefore the following restrictions are suggested:

- On the 10<sup>th</sup> lvl Advocate spell, only a crowd not directly against the Paladin and his deity can be targeted. It will thus have no effect on his direct enemies.
- On the 50<sup>th</sup> lvl Advocate True spell, anyone targeted that is a direct opposite of the casters alignment will have a +50 RR bonus to his attempt to resist casters will.