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PALADIN SPELLS

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>

Your caster level is one-half your paladin class level.

SPELL SAVE

WIS
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<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>

Your caster level is one-half your paladin class level.

1ST LEVEL

☐ ☐ ☐ Bless
☐ ☐ ☐ Bless Water
☐ ☐ ☐ Bless Weapon
☐ ☐ ☐ Create Water
☐ ☐ ☐ Cure Light Wounds
☐ ☐ ☐ Detect Poison
☐ ☐ ☐ Detect Undead
☐ ☐ ☐ Divine Favor
☐ ☐ ☐ Endure Elements
☐ ☐ ☐ Magic Weapon
☐ ☐ ☐ Protection from Evil
☐ ☐ ☐ Read Magic
☐ ☐ ☐ Resistance
☐ ☐ ☐ Virtue

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☐ ☐ ☐ Bless
☐ ☐ ☐ Bless Water
☐ ☐ ☐ Bless Weapon
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☐ ☐ ☐ Cure Light Wounds
☐ ☐ ☐ Detect Poison
☐ ☐ ☐ Detect Undead
☐ ☐ ☐ Divine Favor
☐ ☐ ☐ Endure Elements
☐ ☐ ☐ Magic Weapon
☐ ☐ ☐ Protection from Evil
☐ ☐ ☐ Read Magic
☐ ☐ ☐ Resistance
☐ ☐ ☐ Virtue

2ND LEVEL

☐ ☐ ☐ Delay Poison
☐ ☐ ☐ Remove Paralysis
☐ ☐ ☐ Resist Elements
☐ ☐ ☐ Shield Other
☐ ☐ ☐ Undetectable Alignment

2ND LEVEL

☐ ☐ ☐ Delay Poison
☐ ☐ ☐ Remove Paralysis
☐ ☐ ☐ Resist Elements
☐ ☐ ☐ Shield Other
☐ ☐ ☐ Undetectable Alignment

3RD LEVEL

☐ ☐ ☐ Cure Moderate Wounds
☐ ☐ ☐ Discern Lies
☐ ☐ ☐ Dispel Magic
☐ ☐ ☐ Greater Magic Weapon
☐ ☐ ☐ Heal Mount
☐ ☐ ☐ Magic Circle against Evil
☐ ☐ ☐ Prayer
☐ ☐ ☐ Remove Blindness/Deafness

3RD LEVEL

☐ ☐ ☐ Cure Moderate Wounds
☐ ☐ ☐ Discern Lies
☐ ☐ ☐ Dispel Magic
☐ ☐ ☐ Greater Magic Weapon
☐ ☐ ☐ Heal Mount
☐ ☐ ☐ Magic Circle against Evil
☐ ☐ ☐ Prayer
☐ ☐ ☐ Remove Blindness/Deafness

4TH LEVEL

☐ ☐ ☐ Cure Serious Wounds
☐ ☐ ☐ Death Ward
☐ ☐ ☐ Dispel Evil
☐ ☐ ☐ Freedom of Movement
☐ ☐ ☐ Holy Sword
☐ ☐ ☐ Neutralize Poison

4TH LEVEL

☐ ☐ ☐ Cure Serious Wounds
☐ ☐ ☐ Death Ward
☐ ☐ ☐ Dispel Evil
☐ ☐ ☐ Freedom of Movement
☐ ☐ ☐ Holy Sword
☐ ☐ ☐ Neutralize Poison

RANGER SPELLS

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>

Your caster level is one-half your ranger class level.

SPELL SAVE

WIS
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>

Your caster level is one-half your ranger class level.

1ST LEVEL

☐ ☐ ☐ Alarm
☐ ☐ ☐ Animal Friendship
☐ ☐ ☐ Delay Poison
☐ ☐ ☐ Detect Animals or Plants
☐ ☐ ☐ Detect Snakes and Pits
☐ ☐ ☐ Entangle
☐ ☐ ☐ Magic Fang
☐ ☐ ☐ Pass without Trace
☐ ☐ ☐ Read Magic
☐ ☐ ☐ Resist Elements
☐ ☐ ☐ Speak with Animals
☐ ☐ ☐ Summon Nature's Ally I

1ST LEVEL

☐ ☐ ☐ Alarm
☐ ☐ ☐ Animal Friendship
☐ ☐ ☐ Delay Poison
☐ ☐ ☐ Detect Animals or Plants
☐ ☐ ☐ Detect Snakes and Pits
☐ ☐ ☐ Entangle
☐ ☐ ☐ Magic Fang
☐ ☐ ☐ Pass without Trace
☐ ☐ ☐ Read Magic
☐ ☐ ☐ Resist Elements
☐ ☐ ☐ Speak with Animals
☐ ☐ ☐ Summon Nature's Ally I

2ND LEVEL

☐ ☐ ☐ Animal Messenger
☐ ☐ ☐ Cure Light Wounds
☐ ☐ ☐ Detect Chaos
☐ ☐ ☐ Detect Evil
☐ ☐ ☐ Detect Good
☐ ☐ ☐ Detect Law
☐ ☐ ☐ Hold Animal
☐ ☐ ☐ Protection from Elements
☐ ☐ ☐ Sleep
☐ ☐ ☐ Snare
☐ ☐ ☐ Speak with Plants
☐ ☐ ☐ Summon Nature's Ally II

2ND LEVEL

☐ ☐ ☐ Animal Messenger
☐ ☐ ☐ Cure Light Wounds
☐ ☐ ☐ Detect Chaos
☐ ☐ ☐ Detect Evil
☐ ☐ ☐ Detect Good
☐ ☐ ☐ Detect Law
☐ ☐ ☐ Hold Animal
☐ ☐ ☐ Protection from Elements
☐ ☐ ☐ Sleep
☐ ☐ ☐ Snare
☐ ☐ ☐ Speak with Plants
☐ ☐ ☐ Summon Nature's Ally II

3RD LEVEL

☐ ☐ ☐ Control Plants
☐ ☐ ☐ Diminish Plants
☐ ☐ ☐ Greater Magic Fang
☐ ☐ ☐ Neutralize Poison
☐ ☐ ☐ Plant Growth
☐ ☐ ☐ Remove Disease
☐ ☐ ☐ Summon Nature's Ally III
☐ ☐ ☐ Tree Shape
☐ ☐ ☐ Water Walk

3RD LEVEL

☐ ☐ ☐ Control Plants
☐ ☐ ☐ Diminish Plants
☐ ☐ ☐ Greater Magic Fang
☐ ☐ ☐ Neutralize Poison
☐ ☐ ☐ Plant Growth
☐ ☐ ☐ Remove Disease
☐ ☐ ☐ Summon Nature's Ally III
☐ ☐ ☐ Tree Shape
☐ ☐ ☐ Water Walk

4TH LEVEL

☐ ☐ ☐ Cure Serious Wounds
☐ ☐ ☐ Freedom of Movement
☐ ☐ ☐ Nondetection
☐ ☐ ☐ Polymorph Self
☐ ☐ ☐ Summon Nature's Ally IV
☐ ☐ ☐ Tree Stride
☐ ☐ ☐ Wind Wall

4TH LEVEL

☐ ☐ ☐ Cure Serious Wounds
☐ ☐ ☐ Freedom of Movement
☐ ☐ ☐ Nondetection
☐ ☐ ☐ Polymorph Self
☐ ☐ ☐ Summon Nature's Ally IV
☐ ☐ ☐ Tree Stride
☐ ☐ ☐ Wind Wall