

The following items are commonly overlooked nuances of the paladin toolkit. Most of this is on the wiki, but sometimes gets lost in the noise.

Spell 1602

- Instantly adds 3 seconds to a target it's used against to offset cast time
- Can increase the search time you have for non-corp creatures. Non-corp creatures won't decay until their current RT completes, so if you kill them just after their last action with 1602 active you have a substantial amount of time to search them.

Spell 1604

- Can be used to pop the GY gate
- Can be used to restore expired food products (including manna bread) to an edible condition
- Can be used on sanctified armor, shields, and addons in addition to weapons
- Can be used on an eligible tier 0 1625 weapon to get holy flares before reaching tier 3.
- Is reactive on shield blocks.

Spell 1605

- Works with thrown weapons in addition to melee.

Spell 1607

- If you just need health EVOKE this spell instead of casting it, you can save the stamina replenishment portion until you're low on stamina.

Spell 1608

- Can be EVOKE'd to just apply the enhance armor rank portion if you don't want to taunt
- Can be cast while holding a dead person just before using 1640 to protect them in the field.

Spell 1609

- When in an aggressive stance, any blocks will reduce time to your next swift justice charge by 5 seconds. So a higher block rate will speed up your haste charges.

Spell 1611

- This spell helps with open aiming weapons. The aiming bonus isn't capped, so a level 100 paladin may not actually require any ambush ranks to hit specific body parts with a melee weapon.

Spell 1613

- This spell can be CAST with no target while the paladin is alive to see all current anchor points that are within his range, and who is currently in them.
- At 20 ranks of summoning lore, a paladin can use this spell while dead as long as he has at least 20 mana. He can use BESEECH LOCATIONS to see all anchor points within his range and the people currently in them.

Spell 1614

- This can be used on a single target for only 7 mana.
- This counts as a 7 mana spell when infused into a 1625 weapon.

Spell 1650

- This can't be dispelled.
- Unused divine energy will reduce the cooldown of this spell.

- The armor aspect has a daily emergency use that doesn't require this spell to be active.

Paladins can appraise other characters to determine spirit levels, if they've been preserved, if they're linked to a cleric in preparation for being raised, and if they have symbol of restoration active.

Paladins can sense rooms with holy influence, and eligible anchor points.

Paladins can appraise items to determine if they are holy and if so, for which arkati.

Paladins tend to forget they have access to the stamina options under the STAMINA verb. Free options that can go a long way to helping with psm skills

- **STAMINA BURST** requires 100 ranks of [Physical Fitness](#) and grants +15% stamina regeneration for 3 [pulses](#), followed by a -15% penalty for 3 pulses.
- **STAMINA SECOND WIND** requires 150 ranks of Physical Fitness and grants up to +30 on offensive CMAN rolls for 30 seconds. Offensive CMAN skills and their profession guild equivalents will cost 0 stamina for the 30 second duration. This verb has a 1 hour cooldown.