

Paladin - Oath of Devotion

CHARACTER NAME

Lay on Hands

LVL 1

Bonus Action. HP Pool = 5 x Paladin level. Replenish on a Long Rest. Spend HP from the pool to heal yourself or one you touch. Or spend 5 Hit Points from the pool to cure Poison.

Weapon Mastery

LVL 1

Choose 2 weapons you are proficient with to have Weapon Mastery. On each Long Rest, you can change the kinds of weapons you chose.

Fighting Style

LVL 2

Fighting Style. Choose a Fighting Style feat.

-or-

Blessed Warrior. Choose 2 Cleric cantrips. *Guidance* and *Sacred Flame* are recommended. These count as Paladin spells for you. You can replace one with a different one whenever you gain a Paladin level.

Paladin's Smite

LVL 2

The *Divine Smite* spell is always prepared.
1/Long Rest. You can cast it without using a spell slot.

Channel Divinity

LVL 3

2 uses at LVL 3, 3 at LVL 11. Regain 1 use on a Short Rest. Regain all on a Long Rest. The DC for saves = 8 + CHA mod. + PB.

Divine Sense. Bonus Action. Duration: 10 minutes or until you are Incapacitated. Range: 60 ft. You can detect Celestials, Fiends, and Undead and you know its creature type. You also detect the presence of any place or object that has been consecrated or desecrated, as with the *Hallow* spell.

Oath of Devotion Spells

LVL 3

You always have these spells prepared.
at LVL 3 *Protection from Evil and Good*, *Shield of Faith*
at LVL 5 *Aid*, *Zone of Truth*
at LVL 9 *Beacon of Hope*, *Dispel Magic*
at LVL 13 *Freedom of Movement*, *Guardian of Faith*
at LVL 17 *Commune*, *Flame Strike*

Sacred Weapon

LVL 3

Attack Action. Cost: 1 use of Channel Divinity. Duration: 10 minutes, or until you use this feature again, or aren't carrying the weapon, or you choose to end it early.

Choose a weapon. It emits Bright Light for 20-foot and Dim Light for 20 ft. further. Add your CHA mod. to attack rolls you make with it, and it can do normal or Radiant damage.

Ability Score Improvement

LVL 4, 8, 12, 16

You gain the Ability Score Improvement feat or another of your choice for which you qualify.

Faithful Steed

LVL 5

You always have the *Find Steed* spell prepared.
Once per Long Rest, You can cast the spell without expending a spell slot.

Aura of Protection

LVL 6

AoE: 10-foot Emanation. Inactive if you are Incapacitated.
You and your allies in the aura gain a bonus to saving throws = your CHA mod. A creature can benefit from only one Aura of Protection at a time.

Aura of Devotion

LVL 7

Aura of Protection Enhancement. You and your allies are immune to being Charmed. If a Charmed ally enters the aura, he is not Charmed while there.

Abjure Foes

LVL 9

Magic action. Cost: 1 use of Channel Divinity. Range: 60 ft.

Target: Number of creatures = your CHA mod.

Duration: 1 minute or until target takes damage.

Each target makes a WIS save or becomes Frightened and can only move, take an action, or take a Bonus Action.

Aura of Courage

LVL 10

Aura of Protection Enhancement. You and your allies have Immunity to being Frightened. If a Frightened ally enters the aura, he is not Frightened while there.

Radiant Strikes

LVL 11

Mellee weapons and Unarmed Strikes deal +1d8 Radiant damage.

Restoring Touch

LVL 14

Lay On Hands Enhancement. Cost: 5 HP from the pool for each condition removed. Rather than healing Hit Points, you can remove any of the following conditions: Blinded, Charmed, Deafened, Frightened, Paralyzed, or Stunned.

Smite of Protection

LVL 15

Aura of Protection Enhancement. When you cast the spell *Divine Smite*, you and your allies have Half Cover while in your aura until the start of your next turn.

Aura Expansion

LVL 18

Aura of Protection Enhancement. Emanation is 30 ft..

Epic Boon

LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. Irresistible Offense is recommended.

Holy Nimbus

LVL 20

1/Long Rest or spend a level 5 spell slot. Bonus Action. Duration 10 minutes or until you end them.

Aura of Protection Enhancements. All of the following.

Holy Ward. You get Adv. on any save a Fiend or an Undead requires you to make.

Radiant Damage. Enemies that start their turn in the aura take Radiant damage = your CHA mod. + PB.

Sunlight. The aura is filled with Bright Light that is sunlight.

Trait, Feat or Feature

Name:

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