

Paladin - Oath of Glory

CHARACTER NAME

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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 Glory Spells

LVL 3

You always have these spells prepared.
at LVL 3 *Guiding Bolt*, *Heroism*
at LVL 5 *Enhance Ability*, *Magic Weapon*
at LVL 9 *Haste*, *Protection from Energy*
at LVL 13 *Compulsion*, *Freedom of Movement*
at LVL 17 *Legend Lore*, *Yolande's Regal Presence*

Inspiring Smite

LVL 3

After casting the *Divine Smite* spell.
Cost: 1 use of Channel Divinity. Range: 30 ft.
Take a Temp. HP total = 2d8 + your Paladin level. Divide them between you and all within range however you wish.

Peerless Athlete

LVL 3

Bonus Action. Cost: 1 use of Channel Divinity. Duration: 1 hr.
Adv. on STR (Athletics) and DEX (Acrobatics) checks.
Add 10 ft. to Long and High Jumps increases by 10 feet.

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 Alacrity

LVL 7

Add +10 ft. to your Speed.

Aura of Protection Enhancement. Add + 10 ft. to ally's Speed when they enter your aura or start their turn there. The increase lasts until the end of their next turn.

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.

Glorious Defense

LVL 15

Reaction. 1/your CHA mod. Resets on a Long Rest. Range 10 ft.
When you or an ally that you can see within range is attacked and it hits, add your CHA mod. to the target's AC.
If it misses, you can make one weapon attack (if attacker is within your weapon's range).

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.

Living Legend

LVL 20

Bonus Action. 1/Long Rest or spend a level 5 spell slot. Duration 10 min.

Charismatic. Advantage on all CHA checks.

Saving Throw Reroll. As a Reaction, Reroll a failed saving throw.

Unerring Strike. 1/Turn. Your weapon attack that misses, hits instead.

Trait, Feat or Feature

Name:

Page: