

# Paladin - Oath of the Ancients

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 the Ancients Spells

LVL 3

You always have these spells prepared.

at LVL 3 *Ensnaring Strike, Speak with Animals*

at LVL 5 *Misty Step, Moonbeam*

at LVL 9 *Plant Growth, Protection from Energy*

at LVL 13 *Ice Storm, Stoneskin*

at LVL 17 *Commune with Nature, Tree Stride*

## Nature's Wrath

LVL 3

Magic action. Cost: 1 Channel Divinity. Range: 15 ft. Duration: 1 min.

Creatures you choose that you can see within range are Restrained unless they make a STR save. They can repeat the save at the end of each of their turns.

## 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 Warding

LVL 7

**Aura of Protection Enhancement.** While in your aura, you and your allies have Resistance to Necrotic, Psychic, and Radiant damage.

## 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.

## Undying Sentinel

LVL 15

You can't be aged magically, and cease visibly aging.

-and-

1/Long Rest. When dropped to 0 HP (if not killed outright) your HP becomes 1 + (3 X your Paladin level).

## 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.

## Elder Champion

LVL 20

**Aura of Protection Enhancement.**

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

**Diminish Defiance.** Enemies in the aura have Disadv. on saves against your spells and Channel Divinity options.

**Regeneration.** Regain 10 Hit Points at the start of each of your turns.

**Swift Spells.** Whenever you cast a spell that has a casting time of an action, you can cast it using a Bonus Action instead.

## Trait, Feat or Feature

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Page: