

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

Name:

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