

Paladin - Oath of Vengeance

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 Vengeance Spells

LVL 3

You always have these spells prepared.

at **LVL 3** *Bane, Hunter's Mark*

at **LVL 5** *Hold Person, Misty Step*

at **LVL 9** *Haste, Protection from Energy*

at **LVL 13** *Banishment, Dimension Door*

at **LVL 17** *Hold Monster, Scrying*

Vow of Enmity

LVL 3

Cost: 1 Channel Divinity. Range: 30 ft. Duration: 1 min. or until you use this again. **Adv. on Attack rolls** against a creature you can see within range. If the creature drops to 0 HP, and duration remains, the Adv. can switch to attacks against a different creature within range.

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.

Relentless Avenger

LVL 7

When you hit with an Opportunity Attack, the target's Speed becomes 0 until the end of the current turn. You can then move 1/2 your Speed as part of the same Reaction and not provoke Opportunity Attacks.

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.

Soul of Vengeance

LVL 15

Reaction. After a creature under the effect of your Vow of Enmity attacks and hits or misses, you can make a melee attack against it if it's within 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.

Avenging Angel

LVL 20

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

Flight. You have a Fly Speed of 60 feet, and can hover.

Aura of Protection Enhancement - Frightful Aura. An enemy that starts its turn in your aura makes a WIS save or becomes Frightened for 1 min. or until it takes damage. While Frightened, attacks against it have Adv.

Trait, Feat or Feature

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