

Paladin - Oath of Devotion

CHARACTER NAME

Tenets of Devotion

Honesty: Don't lie or cheat. Let your word be your promise.
Courage: Never fear to act, though caution is wise.
Compassion: Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.
Honor: Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.
Duty: Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Divine Sense LVL 1

(1+CHA mod. times / long rest)
 As an action, until the end of your next turn, radius of 60 feet, know the location of any celestial, fiend, undead, or place or object that has been consecrated or desecrated, that is not behind total cover

Lay on Hands LVL 1

(1/long rest) restore Pool of HP = paladin level X 5
 As an action, target = creature touched, restore as many HP from pool as desired -or- spend 5 HP from the pool to cure of one disease or neutralize one poison

Fighting Style LVL 2

You have one, your choice

- Defense:** +1 to AC when wearing armor
- Dueling:** +2 to damage when attacking with only 1 melee weapon
- Great Weapon Fighting:** reroll any 1 or 2 on damage when attacking with a two-handed or versatile melee weapon held in both hands.
- Protection:** can use reaction to give opponent disad. on attacks to targets adjacent to you
- Two-Weapon Fighting:** add ability modifier to damage of off-hand attack

Divine Smite LVL 2

When you hit with a melee weapon, expend one 1st level spell slot to deal extra 2d8 radiant damage (+ 1d8 for each spell slot higher than 1st, to maximum of 5d8). +1d8 more damage to undead or a fiend.

Divine Health LVL 3

You are immune to disease.

Channel Divinity LVL 3

You have two Channel Divinity options (1/rest)

Sacred Weapon: As an action, for one minute, one weapon you are holding adds CHA mod to attack rolls; it emits light (bright 20 ft, dim 20 ft beyond that); it becomes magical for the duration; effects end if no longer carrying the weapon or you fall unconscious.

Turn the Unholy: As an action, present your holy symbol and speak a prayer, all fiends or undead within 30 ft make WIS save or flee for 1 minute or until it takes damage.

Oath of Devotion Spells

LVL 3: *protection from evil and good, sanctuary*
LVL 5: *lesser restoration, zone of truth*
LVL 9: *beacon of hope, dispel magic*
LVL 13: *freedom of movement, guardian of faith*
LVL 17: *commune, flame strike*

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Extra Attack LVL 5

Can attack twice with an attack action.

Aura of Protection LVL 6, 18

You and Friends within 10 ft (30 ft at LVL 18), gain a saving throw bonus = your CHA mod (min +1).

Aura of Devotion LVL 7, 18

You and friends within 10 feet (30 ft at LVL 18) can't be charmed while you are conscious.

Aura of Courage LVL 10

You and Friends within 10 ft (30 ft at LVL 18), can't be frightened.

Improved Divine Smite LVL 11

Whenever you hit with a melee weapon, it deals an extra 1d8 radiant damage. Also add this damage to Divine Smite attacks.

Cleansing Touch LVL 14

As an action, end one spell on yourself or on one willing creature that you touch.
 (number of times = your CHA mod. / long rest)

Purity of Spirit LVL 15

You are always under the effects of a *protection from evil and good* spell.

Holy Nimbus LVL 20

(1/long rest) As an action, for 1 minute, light shines from you (bright 30 ft, dim 30 ft beyond that); enemy that starts its turn in the bright light takes 10 radiant damage; you have adv. on saves against spells cast by fiends or undead.

Trait, Feat or Feature

Name: Page: