

Paladin - Oath of the Ancients

CHARACTER NAME

Tenets of the Ancients

Kindle the Light: Through your acts of mercy, kindness, and forgiveness, kindle the light of hope in the world, beating back despair.

Shelter the Light: Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.

Preserve Your Own Light: Delight in song and laughter, in beauty and art. If you allow the light to die in your own heart, you can't preserve it in the world.

Be the Light: Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

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)

Nature's Wrath: As an action, range 10 ft, one creature makes STR or DEX save or be restrained by spectral vines, repeat save at end of each of its turns, free on save and vines vanish.

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

Oath of the Ancients Spells

LVL 3: *ensnaring strike, speak with animals*

LVL 5: *moonbeam, misty step*

LVL 9: *plant growth, protection from energy*

LVL 13: *ice storm, stoneskin*

LVL 17: *commune with nature, tree stride*

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 Warding LVL 7, 18

You and friends within 10 feet (30 ft at LVL 18) have resistance to damage from spells.

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)

Undying Sentinel LVL 15

(1/long rest) when reduced to 0 HP, drop to 1 HP instead. No drawbacks from old age and can't be aged magically.

Elder Champion LVL 20

(1/long rest) As an action, duration 1 minute, assume form of ancient force of nature with these benefits:

- regain 10 HP at start of each turn
- can cast spells as a bonus action
- Enemies within 10 ft have disad. on saving throws against your paladin spells and Channel Divinity options.