

Paladin - Oath of Vengeance

CHARACTER NAME

Tenets of Vengeance

Fight the Greater Evil: Faced with a choice of fighting my sworn foes or combating a lesser evil. I choose the greater evil.

No Mercy for the Wicked: Ordinary foes might win my mercy, but my sworn enemies do not.

By Any Means Necessary: My qualms can't get in the way of exterminating my foes.

Restitution: If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by their misdeeds.

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)

Abjure Enemy: As an action, range 60 ft, one creature makes WIS save or is frightened for 1 minute or until it takes any damage; its speed is 0; on a save its speed is halved.

Vow of Enmity: As a bonus action, you gain advantage on attack rolls against a creature you can see within 10 ft for 1 minute.

Oath of Vengeance Spells

LVL 3: *bane, hunter's mark*

LVL 5: *hold person, misty step*

LVL 9: *haste, protection from energy*

LVL 13: *banishment, dimension door*

LVL 17: *hold monster, scrying*

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).

Relentless Avenger

LVL 7

When you hit with an opp. attack, you can move half your speed after the attack and as part of your reaction. This doesn't provoke opp. attacks.

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)

Soul of Vengeance

LVL 15

As a reaction, can make weapon attack against against a creature under the effect of your Vow of Enmity if it makes an attack.

Avenging Angel

LVL 20

(1/long rest) As an action, transform for 1 hour.

- Wings sprout from your back - fly speed of 60 feet.
- Aura of menace, 30-ft radius, creatures that enter or start their turn there makes WIS save or is frightened of you for 1 minute, or until it takes damage; attacks against it have advantage.