

INSPIRED PALADIN

Level	Proficiency Bonus	Standard Features	Elite Features	Inspiration Dice		Invocations Known	— Spell Slots per Spell Level —				
				Number	Type		1st	2nd	3rd	4th	5th
1st	+2	Divine Sense, Lay on Hands	Divine Inspiration, Saving Throw Proficiency	1	d6	—	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Divine Smite	Bonus Hit Dice, Paladin Class Skills, Skill Training	1	d6	—	2	—	—	—	—
3rd	+2	Divine Health, Sacred Oath	Divine Invocations	1	d6	2	3	—	—	—	—
4th	+2	Ability Score Improvement	Bonus Hit Dice, Inspired Skill, Skill Training	1	d6	2	3	—	—	—	—
5th	+3	Extra Attack	Combat Prayer (one use)	1	d8	2	4	2	—	—	—
6th	+3	Aura of Protection	Bonus Hit Dice, Ability Score Improvement	1	d8	2	4	2	—	—	—
7th	+3	Sacred Oath Feature	Battle Blessing	2	d8	2	4	3	—	—	—
8th	+3	Ability Score Improvement	Bonus Hit Dice, Inspired Resistance, Saving Throw Proficiency, Skill Training	2	d8	2	4	3	—	—	—
9th	+4	—	Channel Divinity (2/rest)	2	d8	4	4	3	2	—	—
10th	+4	Aura of Courage	Bonus Hit Dice, Ability Score Improvement	2	d8	4	4	3	2	—	—
11th	+4	Improved Divine Smite	Improved Divine Sense	2	d10	4	4	3	3	—	—
12th	+4	Ability Score Improvement	Bonus Hit Dice, Advanced Skill Training	2	d10	4	4	3	3	—	—
13th	+5	—	Battle Blessing (2)	3	d10	4	4	3	3	1	—
14th	+5	Cleansing Touch	Bonus Hit Dice, Ability Score Improvement	3	d10	4	4	3	3	1	—
15th	+5	Sacred Oath Feature	Extra Attack (2)	3	d10	6	4	3	3	2	—
16th	+5	Ability Score Improvement	Bonus Hit Dice, Advanced Skill Training	3	d10	6	4	3	3	2	—
17th	+6	—	Combat Prayer (two uses)	3	d12	6	4	3	3	3	1
18th	+6	Aura Improvements	Bonus Hit Dice, Inspired Accuracy	3	d12	6	4	3	3	3	1
19th	+6	Ability Score Improvement	Battle Blessing (3), Channel Divinity (3/rest)	4	d12	6	4	3	3	3	2
20th	+6	Sacred Oath Feature	Bonus Hit Dice, Improved Divine Smite (2d8)	4	d12	4	4	3	3	3	2

CLASS FEATURES

As an inspired paladin, you gain the following class features.

HIT POINTS

Hit Dice: 2d10 per inspired paladin level

Hit Points at 1st Level: 20 + two times your Constitution modifier

Hit Points at Higher Levels: 2d10 (or 11) + two times your Constitution modifier per inspired paladin level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose any two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

DIVINE SENSE

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence

you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

At 11th level you can activate Divine Sense as a bonus action, and it lasts 1 minute.

LAY ON HANDS

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you finish a long rest. With that pool, you can restore 5 hit points.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

DIVINE INSPIRATION

Your faith can inspire you to greater efforts. You gain one Divine Inspiration die, a d6.

When you make an ability check, attack roll, or saving throw, you can roll the die and add the number rolled to the ability check, attack roll, or saving throw. You can wait until after you roll the d20 before deciding to use the Divine Inspiration die, but you must decide before the DM says whether the roll succeeds or fails. Once the Divine Inspiration die is rolled, it is expended. You regain all expended Divine Inspiration dice when you finish a short or long rest.

While you have at least one Divine Inspiration die, you cannot gain another Inspiration die from another source, such as Bardic Inspiration.

Your Divine Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 11th level, and a d12 at 17th level.

You gain another Divine Inspiration die at 7th level, a third at 13th level, and a fourth at 19th level.

SAVING THROW PROFICIENCY

At 1st level, and again at 8th level, you gain proficiency in saving throws using an ability score of your choice.

FIGHTING STYLE

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style more than once, even if you later get to choose again.

Whenever you gain a level in a class that has the Fighting Style feature, you can replace a fighting style you know with another style available to your class. This change represents a shift in focus in your martial training and practice, causing you to lose the benefits of one style and gain the benefits of another style.

BLESSED WARRIOR

You learn two cantrips of your choice from the cleric spell list. They count as paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.

BLIND FIGHTING

Being unable to see a creature doesn't impose disadvantage on your attack rolls against it, provided the creature isn't hidden from you.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

INTERCEPTION

When a creature you can see hits a target that is within 5 feet of you, you can use your reaction to reduce the damage the target takes by $1d10 + \text{your proficiency bonus}$ (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +1 bonus to the damage roll.

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to $1d6 + \text{your Strength modifier}$. If you strike with two free hands, you increase the damage die from a d6 to a d8.

When you successfully start a grapple, you can deal $1d4$ bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

SPELLCASTING

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

PREPARING AND CASTING SPELLS

The Inspired Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available to you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell save DC = your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use a holy symbol as a spellcasting focus for your paladin spells.

DIVINE SMITE

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one paladin spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or fiend.

BONUS HIT DICE

At 2nd level, you gain a pool of bonus hit dice equal to your Constitution modifier (minimum 0). These bonus hit dice do not increase your hit point maximum, but may be spent to regain hit points. You regain all spent bonus hit dice when you complete a long rest.

Your number of bonus hit dice increases at 4th level and at every even-numbered level thereafter to half your level multiplied by your Constitution modifier (minimum 0).

INSPIRED PALADIN CLASS SKILLS

At 2nd level, you gain the following skills as inspired paladin class skills: Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion. You can add half your proficiency bonus, rounded down, to any ability check you make using an inspired paladin class skill that doesn't already use your proficiency bonus.

SKILL TRAINING

At 2nd level, and again at 4th level and 8th level, you gain proficiency with two skills. If you are not proficient with all paladin class skills, you must choose at least one paladin class skill.

DIVINE HEALTH

By 3rd level, the divine magic flowing through you makes you immune to disease.

SACRED OATH

When you reach 3rd level, you swear an Oath of Devotion that binds you as a paladin forever.

OATH OF DEVOTION

The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good use their gods' tenets as the measure of their devotion. They hold angels – the perfect servants of good – as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

TENETS OF DEVOTION

Though the exact words and strictures of the Oath of Devotion vary, paladins of this oath share these tenets.

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.

OATH SPELLS

The Oath of Devotion has a list of associated spells. You gain access to these oath spells at the paladin levels listed.

OATH OF DEVOTION SPELLS

Paladin Level	Spells
3rd	<i>protection from evil and good, sanctuary</i>
5th	<i>lesser restoration, zone of truth</i>
9th	<i>beacon of hope, dispel magic</i>
13th	<i>freedom of movement, guardian of faith</i>
17th	<i>commune, flame strike</i>

Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

If you gain a spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

CHANNEL DIVINITY

The Oath of Devotion allows you to channel divine energy to fuel magical effects.

When you use your Channel Divinity, you choose which option to use. You must finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity require your target to make a saving throw to resist the effects. The saving throw DC equals your paladin spell save DC.

Beginning at 9th level, you can use your Channel Divinity twice between rests, and beginning at 19th level, you can use it three times between rests. You regain your expended uses when you finish a short or long rest.

When you take the Oath of Devotion at 3rd level, you gain the following Channel Divinity options.

Harness Divine Power. You can expend a use of your Channel Divinity to fuel your spells or your divine inspiration. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended 1st-level spell slot or Divine Inspiration die.

Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Turn the Unholy. As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a

space 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

DIVINE INVOCATIONS

At 3rd level, you learn two divine invocations of your choice, which are fuelled by your Divine Inspiration dice. You learn an additional two divine invocations of your choice at 9th level and again at 15th level.

You can replace one divine invocation you know with a different divine invocation whenever you finish a long rest. This change reflects your spiritual preparation for the day ahead.

Some divine invocations require your target to make a saving throw to resist the effects. The saving throw DC equals your paladin spell save DC.

CASTIGATE THE UNHOLY

When you use your Channel Divinity to Turn the Unholy, you can expend one Divine Inspiration die to invoke divine wrath on your targets. Each fiend or undead that fails its saving throw against your use of Turn the Unholy takes radiant damage equal to the number you roll on your Divine Inspiration die. This radiant damage does not end the turning effect.

While you have one or more creatures turned, as a standard action, you may expend one Divine Inspiration die to invoke divine wrath on them. Each fiend or undead that you have turned within 30 feet of you must make a Wisdom saving throw. On a failed saving throw, the creature takes radiant damage equal to the number you roll on your Divine Inspiration die. This radiant damage does not end the turning effect. On a successful saving throw, creature takes no damage, and the turning effect ends.

If you are proficient in Religion, when you expend a Divine Inspiration die to activate either effect, you increase the DC of the saving throw by 2. If you have expertise in Religion, the DC of the saving throw increases by 4 instead.

CHALLENGING STRIKE

You have *compelled duel* prepared, and it doesn't count against the number of spells you can prepare. When you hit a creature with a melee weapon attack, you can expend one Divine Inspiration die to issue a divine challenge. The target takes additional radiant damage equal to the number you roll on your Divine Inspiration die, and for the next minute, it has disadvantage on the initial saving throw and subsequent saving throws made to resist the effects of a *compelled duel* cast by you.

DEFY DEATH

You can cast the *spare the dying* cantrip as a paladin spell. When you take damage that would reduce you to 0 hit points, you can expend one Divine Inspiration die to draw on your reserves of faith to sustain you. Make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point, and you regain hit points equal to the number you roll on your Divine Inspiration die.

DIVINE ASSISTANCE

You can cast the *guidance* cantrip as a paladin spell. When a creature that can hear you makes an ability check or an attack roll, you can use your reaction and expend one Divine Inspiration die to speak words of divine encouragement. Roll the Divine Inspiration die and add the result to the creature's ability check or attack roll.

DIVINE RESISTANCE

You can cast the *resistance* cantrip as a paladin spell. When a creature that you can see within 30 feet of you makes a saving throw, you can use your reaction and expend one Divine Inspiration die to utter a quick prayer of protection. Roll the Divine Inspiration die and add the result to the creature's saving throw.

DIVINE RESPITE

When you use your action to Dodge, you can expend one Divine Inspiration die to heal yourself. You regain hit points equal to the number you roll on your Divine Inspiration die. In addition, you may spend Hit Dice to regain hit points, as if you had finished a short rest. You can spend a maximum number of Hit Dice equal to half your proficiency modifier (rounded down).

DIVINE SHIELD

You have *shield of faith* prepared, and it doesn't count against the number of spells you can prepare. If you cast *shield of faith* on yourself, for the duration of the spell, when you take damage, you can use your reaction and expend one Divine Inspiration die to intensify the effect of the spell. Roll the Divine Inspiration die and reduce the damage by the number you roll on your Divine Inspiration die + your Charisma modifier.

INSPIRED COMMAND

You have *command* prepared, and it doesn't count against the number of spells you can prepare. When you cast *command*, you can expend one Divine Inspiration die to enhance the effects of the spell. Each target affected by this casting of the spell takes psychic damage equal to the number you roll on your Divine Inspiration die if it fails its saving throw against the spell. In addition, if you are proficient in Persuasion, you increase your spell saving throw DC by 2 for this casting of the spell. If you have expertise in Persuasion, your spell saving throw DC increases by 4 instead.

INSPIRED FLAME

You have *searing smite* prepared, and it doesn't count against the number of spells you can prepare. You can expend one Divine Inspiration die when you hit with a melee weapon attack and deal fire damage with *searing smite* to enhance the effects of the spell. You add the Divine Inspiration die to the fire damage roll, and you can roll a die of the same type as your Divine Inspiration dice to determine the fire damage taken by the target on a failed Constitution saving throw at the start of its turns.

INSPIRED HEROISM

You have *heroism* prepared, and it doesn't count against the number of spells you can prepare. When you cast *heroism*, you can expend one Divine Inspiration die to enhance the effects of the spell. The first time the target gains temporary hit points from the spell, it gains temporary hit points equal to the number you roll on your Divine Inspiration die plus your Charisma modifier. In addition, for the duration of this casting, the temporary hit points gained by the target at the start of each of its turns equals your Charisma modifier or the number rolled on your Divine Inspiration die, whichever is higher.

INSPIRED RECOVERY

You have *cure wounds* prepared, and it doesn't count against the number of spells you can prepare. When you expend a spell slot to cast a paladin spell, you can expend one Divine Inspiration die to channel part of the spell's energy to heal yourself. You regain hit points equal to the number you roll on your Divine Inspiration die. If you are proficient in Medicine, you regain additional hit points equal to the level of the spell slot expended. If you have expertise in Medicine, you regain additional hit points equal to twice the level of the spell slot expended.

INSPIRED WRATH

You have *wrathful smite* prepared, and it doesn't count against the number of spells you can prepare. You can expend one Divine Inspiration die when you hit with a melee weapon attack and deal psychic damage with *wrathful smite* to enhance the effects of the spell. You add the Divine Inspiration die to the psychic damage roll and, if you are proficient in Intimidation and the target is a creature, you increase your spell saving throw DC by 2 for this casting of the spell. If you have expertise in Intimidation, your spell saving throw DC increases by 4 instead.

RADIANT CHARGE

When you use your action to Dash, you can expend one Divine Inspiration die to make one melee weapon attack at the end of your action. If you hit, you deal additional radiant damage equal to the number you roll on your Divine Inspiration die. If you have the ability to make two or more attacks when you take the Attack action, e.g. with the Extra Attack feature, you can also roll your weapon's damage dice one additional time and add the result to your weapon damage for each additional attack that you can make.

RADIANT FLAME

You can cast the *sacred flame* cantrip as a paladin spell. When you deal damage to a creature with *sacred flame*, you can expend one Divine Inspiration die to increase the power of the spell. Add your Divine Inspiration die to the damage roll.

RADIANT RETRIBUTION

You can cast the *light* cantrip and as a paladin spell. If you cast *light* on your armor or your shield, for the duration of the spell, when a creature hits you with a melee attack, you can use your reaction and expend one Divine Inspiration die to focus the light into a retributive blast of radiance. The creature who attacked you takes radiant damage equal to the number you roll on your Divine Inspiration die.

SMITE THE UNHOLY

When you make a melee weapon attack against a fiend or undead while your Divine Sense is active, you can expend one Divine Inspiration die to improve the accuracy of your attack. You gain advantage on the attack roll, and if you hit, you deal additional radiant damage equal to the number you roll on your Divine Inspiration die.

THUNDER STRIKE

You have *thunderous smite* prepared, and it doesn't count against the number of spells you can prepare. When you hit a creature with a melee weapon attack, you can expend one Divine Inspiration die to infuse your weapon with thunder. You deal additional thunder damage equal to the number you roll on your Divine Inspiration die, and the target must make a Strength saving throw. On a failed save, you can choose to either push the target up to 10 feet away from you or knock it prone.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 10th, 12th, 14th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Each time you gain this feature, you may also replace one of your skill proficiencies with proficiency in an inspired paladin class skill. At 12th, 14th, 16th and 19th level, you may replace expertise in one of your skills with expertise in an inspired paladin class skill instead.

This change represents one of your skills atrophying as you focus on a different skill.

INSPIRED SKILL

Beginning at 4th level, when you use a Divine Inspiration die to improve the result of an ability check using a paladin class skill in which you are proficient, you may choose to re-roll the ability check instead of adding the result of the Divine Inspiration die to the ability check. If you do so, you must use the new roll. You can wait until after you roll the Divine Inspiration die before deciding to re-roll the ability check, but you must decide before the DM says whether the roll succeeds or fails.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 15th level in this class.

COMBAT PRAYER

Starting at 5th level, you can achieve a brief state of intense focus and call on divine power while fighting. When you take the Attack action, you can cast a paladin spell, use Lay on Hands, or use Channel Divinity as part of the same action. Beginning at 14th level, you can also use Cleansing Touch as part of the same action. The spell or ability takes effect after the Attack action is resolved.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice between rests, and you regain your expended uses when you finish a short or long rest.

AURA OF PROTECTION

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

AURA OF DEVOTION

(OATH OF DEVOTION FEATURE)

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

BATTLE BLESSING

Starting at 7th level, you can call on battle blessings which allow you to modify the following paladin spells: *bless*, *divine favor*, *heroism*, *protection from evil and good*, and *shield of faith*. When you cast one of these spells, you may expend a battle blessing to modify it as follows:

- If the spell has a casting time of 1 action, the casting time changes to 1 bonus action for this casting.
- The range of the spell changes to Self if it does not already have that range. A spell cast with a battle blessing affects only yourself, even if the spell normally allows you to affect multiple targets.
- The duration of the spell changes to 1 minute. Although you do not need to maintain concentration on the spell, you can have only one spell cast with a battle blessing active at a time. At 13th level, you may have up to two such spells active at a time, and at 19th level, you may have up to three such spells active at a time. You may end the effect of any spell cast with a battle blessing at any time (no action required).
- You do not need to expend a spell slot to cast a spell with a battle blessing.

You can use this feature a number of times equal to your Charisma modifier (minimum 1). You regain all expended uses when you finish a short or long rest.

INSPIRED RESISTANCE

Beginning at 8th level, when you use a Divine Inspiration die to improve the result of a saving throw that you are proficient in, you may choose to re-roll the ability check instead of adding the result of the Divine Inspiration die to the saving throw. If you do so, you must use the new roll. You can wait until after you roll the Divine Inspiration die before deciding to re-roll the saving throw, but you must decide before the DM says whether the roll succeeds or fails.

AURA OF COURAGE

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

IMPROVED DIVINE SMITE

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

At 20th level, the extra radiant damage increases to 2d8.

ADVANCED SKILL TRAINING

At 12th level, and again at 16th level, choose two paladin class skills in which you are proficient. You gain expertise in the selected skills, which means your proficiency bonus is doubled for any ability check you make that uses either of the skills.

Alternatively, you may gain proficiency with one paladin class skill or expertise in one paladin class skill in which you are proficient, and proficiency with one other skill.

CLEANSING TOUCH

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

PURITY OF SPIRIT

(OATH OF DEVOTION FEATURE)

Beginning at 15th level, you are always under the effects of a *protection from evil and good* spell.

INSPIRED ACCURACY

Beginning at 18th level, when you use a Divine Inspiration die to improve the result of an attack roll, you may choose to re-roll the ability check instead of adding the result of the Divine Inspiration die to the ability check. If you do so, you must use the new roll. You can wait until after you roll the Divine Inspiration die before deciding to re-roll the attack roll, but you must decide before the DM says whether the roll succeeds or fails.