

PALADIN (SPELL POINT POOL VARIANT)

Level	Proficiency		-- Spell Slots per Spell Level --					Spell Point Pool
	Bonus	Features	1st	2nd	3rd	4th	5th	
1st	+2	Divine Restoration, Divine Sense, Lay on Hands	–	–	–	–	–	–
2nd	+2	Fighting Style, Spellcasting, Divine Smite (one use)	1	–	–	–	–	2
3rd	+2	Divine Health, Sacred Oath	1	–	–	–	–	4
4th	+2	Ability Score Improvement	1	–	–	–	–	4
5th	+3	Extra Attack	1	1	–	–	–	9
6th	+3	Aura of Protection	1	1	–	–	–	9
7th	+3	Sacred Oath Feature	1	1	–	–	–	12
8th	+3	Ability Score Improvement	1	1	–	–	–	12
9th	+4	–	1	1	1	–	–	17
10th	+4	Aura of Courage	1	1	1	–	–	17
11th	+4	Improved Divine Smite	1	1	1	–	–	22
12th	+4	Ability Score Improvement	1	1	1	–	–	22
13th	+5	–	1	1	1	1	–	22
14th	+5	Cleansing Touch	1	1	1	1	–	22
15th	+5	Sacred Oath Feature	1	1	1	1	–	28
16th	+5	Ability Score Improvement	1	1	1	1	–	28
17th	+6	Divine Smite (two uses)	1	1	1	1	1	34
18th	+6	Aura Improvements	1	1	1	1	1	34
19th	+6	Ability Score Improvement	1	1	1	1	1	41
20th	+6	Sacred Oath Feature	1	1	1	1	1	41

CLASS FEATURES

As a paladin, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per paladin level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per 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 RENEWAL

Through meditation and prayer, you can renew your reserves of stamina and will. Once per day when you finish a short rest, you can recover expended Hit Dice equal to half your paladin level (rounded up). You can immediately spend one or more of these recovered Hit Dice to regain hit points.

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 (the vampire Count Strahd von Zarovich, for instance). 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. Starting at 2nd level, when you finish a short rest, you can also regain expended uses by spending 2 or more spell points from your spell point pool. You regain one expended use for every 2 spell points spent.

LAY ON HANDS

Your blessed touch can heal wounds. As an action, you can touch a creature and spend one or more Hit Dice, up to your proficiency bonus, to restore hit points to that creature. For each Hit Die spent in this way, you roll the die and add your Charisma modifier to it. The target regains hit points equal to the total. You can decide to spend an additional Hit Die after each roll.

If you restore 5 or more hit points to the target, you can reduce the number of hit points regained by the target by 5 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, reducing the hit points regained separately for each one.

Once you use this feature, you must finish a short or long rest before you can use it again.

This feature has no effect on undead and constructs.

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.

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.

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.

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 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.

In addition, you have a pool of spell points which you can use to recover expended spell slots. Your paladin level determines the number of spell points you have, as shown in the Spell Point Pool column of the Paladin table. When you finish a short rest, you can spend spell points from your spell point pool to regain expended spell slots. The Spell Point Cost table shows the cost of regaining a spell slot of a given level. You regain all spent spell points when you finish a long rest.

SPELL POINT COST

Spell Slot Level	Spell Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

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 on your turn, you can expend one 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.

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 before a rest, but only once on the same turn.

DIVINE HEALTH

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

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 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.

EXTRA ATTACK

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

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 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.

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. When you finish a short rest, you can also regain expended uses by spending 5 or more spell points from your spell point pool. You regain one expended use for every 5 spell points spent.