

THE PALADIN

Level	Proficiency Bonus	Features	— Spell Slots Per Spell Level —		
			1st	2nd	3rd
1st	+2	Divine Sense, Lay on Hands, Campaigner, Weapon Mastery	—	—	—
2nd	+2	Divine Smite, Weapon Style, Spellcasting	2	—	—
3rd	+2	Divine Health, Sacred Oath	3	—	—
4th	+3	Feat, Weapon Proficiency	3	1	—
5th	+3	Extra Attack	4	2	—
6th	+3	Aura of Protection, Sacred Oath Feature	4	2	—
7th	+4	Aura of Courage	4	3	—
8th	+4	Sacred Oath Feature, Feat, Weapon Proficiency (2)	4	3	1
9th	+4	Improved Divine Smite	4	3	2
10th	+5	Sacred Oath Feature, Extra Attack (2), Improved Auras	4	3	3

PALADIN

[Insert Class Description Here]

HIT POINTS

Hit Dice: 1d10

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

Hit Points at Higher Levels: 1d10 (or 5) + your Constitution modifier per Paladin level after 1st

PROFICIENCIES

Armor: light armor, medium armor, heavy armor, shields

Weapons Training

Proficient: All simple + 3 martial weapons + god's sacred weapon (if any).

Specialization: Choose three weapons in which you are proficient.

Tools: none

Saving Throws: Wisdom, Charisma

Skills (choose two): Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

Skills Specialties: Choose one Skill Specialty from one of your skill proficiencies.

STARTING EQUIPMENT

You start with the following items, plus anything provided by your background. Choose a or b from each row

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail and a holy symbol

Alternatively, you may start with 5d4 × 10 gp to buy your own equipment.

MULTICLASSING

Ability Score Minimum: Strength 13, Wisdom 13, and Charisma 13

When you gain a level in paladin for the first time after already having another class, you gain only some of that class's starting proficiencies and none of its starting equipment.

Armor: light armor, medium armor, shields

Weapons

Proficiency: All simple weapon and martial weapons.

Specialization: Up to any three weapons

(If your previous class grants starting specializations, subtract that number from 4. This is how many specializations you gain.)

CLASS FEATURES

WEAPON MASTERY

Paladins may unlock weapon masteries, accessing abilities with weapons in which they are specialized. At first level, you gain an additional weapon proficiency that can only be used to gain weapon mastery in a weapon in which you are specialized. You may use that weapon's mastery feature.

CAMPAIGNER

Paladins know how to carry a weapon so that it doesn't weigh them down as much. Choose a weapon in which you are proficient, it costs one less encumbrance slot for you (minimum 0). This benefit can only be used in regard to one weapon at a time.

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 by calling on your god and concentrating. When you do so, 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 or that has been a site of great evil or holy glory.

Divine Sense has a duration of concentration up to 10 minutes. It is impossible to use divine sense clandestinely, as the words and gestures must be clearly spoken and made. 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.

LAY ON HANDS

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level × 5.

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 10 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 SMITE

Starting at 2nd level, once per turn when you hit a creature with a melee weapon attack, 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 4d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 5d8.

FIGHTING STYLE

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

- *Blessed Warrior.* You learn two cantrips of your choice from the cleric spell list of one of the 13 Gods. The oath you make at 3rd level must be to this god. 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.

- *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, nor a shield, 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 use whichever of the two results you prefer. The weapon must have the two-handed or versatile property for you to gain this benefit.
- *Interception.* When a creature you can see hits an adjacent target, other than you, with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + 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 an adjacent target other than 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 paladin 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 for 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.

For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd-level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

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 = 8 + 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. The focus can stand in for any material component not tagged as “rare” and without a listed cost.

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 the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose from the list of available oaths: Oath of Devotion, Oath of the Union, or Oath of Vengeance,

Your choice grants you features at 3rd level and again at 6th, 8th, and 10th level. Those features include oath spells and the Channel Divinity feature.

OATH SPELLS

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. 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 an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

CHANNEL DIVINITY

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

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

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

FEAT

When your character level reaches 4th gain a feat (regardless of which classes make up that total, if you are multiclassed). Choose a feat from the available feat list for which you meet the prerequisites. The most common feat to choose is Ability Score Improvement, which provides an ability score improvement.

You gain this benefit (choosing again) at 8th level.

WEAPON PROFICIENCY

At 4th level, you gain an additional weapon proficiency. You may use this to choose one martial weapon in which to be trained, to specialize in a weapon in which you are already proficient, or to unlock a weapon mastery in a weapon in which you are specialized. You gain another weapon proficiency to use in the same way at 8th level.

MARTIAL VERSATILITY

Whenever you reach a level that grants the Ability Score Improvement feature (so 4th and 8th levels), you can replace a fighting style you know with another fighting style available to paladins. This replacement represents a shift of focus in your martial practice.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You gain an additional extra attack upon achieving 10th level.

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. When you reach 10th level, this aura increases to 20 feet.

IMPROVED CHANNEL DIVINITY

Starting at 7th level, you can use your Channel Divinity feature twice between short or long rests.

AURA OF COURAGE

Starting at 9th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious. At 10th level, the range of this aura increases to 20 feet.

IMPROVED DIVINE SMITE

By 9th 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.

SACRED OATHS

OATH OF DEVOTION

Gods Allowed: Almathea, Cyrene, Elyssion, Nyra, Zenithos

The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. 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 good and 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

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>protection from outsiders, sanctuary</i>
5th	<i>lesser restoration, zone of truth</i>
7th	<i>dispel magic, hero's mantle</i>
9th	<i>banishment, death ward</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- *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. 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 that can see or hear you 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 within 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.

AURA OF DEVOTION

Starting at 6th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

PURITY OF SPIRIT

At 8th level, you cannot be charmed, frightened, or possessed by celestials, elementals, fey, fiends, or undead. If you use your Action to touch a creature that is charmed, frightened or possessed by creatures of those types, they get an immediate save against the effect adding your Charisma modifier.

HOLY NIMBUS

At 10th level, as an Action you can expend a use of your Channel Divinity feature to emanate an aura of sunlight. All enemies within 60 feet must immediately make a Constitution saving throw or be blinded until the end of their next turn. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that. Whenever a fiend or undead creature starts its turn in the bright light, the creature takes 10 radiant damage. In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead. Immediately after using this feature you gain 1 level of Exhaustion. You cannot use it again until after an Extended Rest or a Long Rest on ground holy to your chosen god.

OATH OF THE UNION

Gods Allowed: Almathea, Byrrhus, Orostos, Zenithos

The Oath of the Union (sometimes called the Oath of the People, or the Oath of the Charter) is sworn to uphold the ideals of the Republic. The paladins who swear this oath dedicate themselves to serving society and, in particular, the democratic virtues that hold Makrinos together. These paladins are the watchful guardians for enemies foreign and domestic that would try to undermine democracy and reinstate the old monarchies and titles. Most commonly, the paladins who swear this oath are members of an order of knighthood called Aurum Drakon, or the Gold Dragons, who members are assigned to serve the three branches of the government in turns as deputized officers. There are, however, other paladins who take this oath who refuse to work under the auspices of the government, considering it a holy duty to remain impartial to politicking.

TENETS OF THE UNION

The tenets of the Oath of the Union are taken from the Charter of Peers to which their oath is sworn, but generally emphasize the following tenets.

- **Law.** The law is paramount. It is the mortar that holds the stones of civilization together, and it must be applied justly and equally among all citizens.
- **Courage.** You must be willing to do what needs to be done for the sake of the Republic, even in the face of overwhelming odds.
- **Responsibility.** You must deal with the consequences of your actions, and you are responsible for fulfilling your duties and obligations.
- **Defender.** Your role is to amplify the voices of the people and defend the Republic's citizens from tyranny

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>command, compelled duel</i>
5th	<i>augury, zone of truth</i>
7th	<i>dispel magic, tongues</i>
9th	<i>freedom of movement, locate creature</i>

ORATOR

Choose one of the following skills: insight intimidation, or persuasion, you gain proficiency in that skill. If you already have proficiency in all three, then choose a skill specialty in sensing motives (insight), authority (intimidation), or leadership (persuasion) instead.

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Turn the Tide.** As a Bonus Action, you can bolster injured creatures with your Channel Divinity. Each Bloodied creature of your choice that can hear you within 30 feet of you regains hit points equal to 1d6 + your Charisma modifier.
- **E Pluribus Unum.** As an Action, you can expend a use of your Channel Divinity and choose a hostile creature within 60 feet. Until the end of your next turn, every ally (including yourself) within 30 feet who targets that creature with an attack, gains a +1d4 to their attack roll and an increasing bonus to their damage roll based on how many allies have successfully struck the chosen creature since your turn. This bonus damage (of the same type as the source it modifies) starts at +1d4 and increases up the dice chain to a maximum of 1d12. Each ally only gains this bonus once per turn.

CIVIC ALLEGIANCE

Starting at 6th level, when a creature within 30 feet that you can see takes damage, you can use your Reaction to magically substitute your own health for that of the target creature, causing that creature not to take the damage. Instead, you take it as psychic damage. Even if you have a means of reduce or prevent psychic damage, you cannot take less than half the damage in this way.

CENSORIOUS MARK

You can focus the power of your oath to make it easier to bring in those with warrants or other charges against them alive to stand and face the court authority. Starting at 8th level, you may censure a creature within 30 feet by stating its crimes aloud. The creature's CR must be $\frac{1}{2}$ your paladin level or lower, and you must either name them or witnessed them commit a crime firsthand. The mark lasts for up to 1 minute, but you must concentrate on the mark, as if it were a spell. Every time the marked creature takes bludgeoning damage from you or an ally also within 30 feet of you, they must make a Wisdom saving throw against a DC equal to 10 or $\frac{1}{2}$ the damage dealt (rounded down) whichever is greater. If they fail, they are unconscious. If during this time, if they are brought to 0 hps from bludgeoning damage dealt by you or an ally and are dying, they are automatically stabilized. Unconscious creatures remain that way for 1d4x10 minutes. You may not use this feature again until after a Long Rest. Constructs and undead and any creatures immune to the Unconscious condition cannot be marked in this way.

PUBLIC CHAMPION

At 10th level your presence can bolster the spirits of allies and those share in your cause of defending the

Republic. You can use your action to gain the following benefits for 1 hour:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
- Choose one: Fire, Cold, Lightning, or Thunder. You are immune to that form of damage.
- Your allies have advantage on death saving throws while within 30 feet of you.
- You have advantage on Wisdom saving throws, as do your allies within 30 feet of you.

This effect ends early if you are incapacitated or die. When the effect ends you suffer one level of Exhaustion. Once you use this feature, you can't use it again until you finish either an extended rest or a Long Rest on holy ground dedicated to your chosen god.

OATH OF VENGEANCE

Allowed Gods: Cyrene, Jurto, Lyssara, Myraxus, Orostos, Vynorax, Zenithos

The Oath of Vengeance is a solemn commitment to punish those who have committed a grievous sin. When evil forces slaughter helpless villagers, when an entire people turns against the will of the gods, when a thieves' guild grows too violent and powerful, when a rival church desecrates a site holy to your god—at times like these, paladins arise and swear an Oath of Vengeance to set right that which has gone wrong. To these paladins—sometimes called avengers or dark knights—their own purity is not as important as delivering justice.

TENETS OF VENGEANCE

The tenets of the Oath of Vengeance vary by paladin, but all the tenets revolve around punishing wrongdoers by any means necessary. Paladins who uphold these tenets are willing to sacrifice even their own righteousness to mete out justice upon those who do evil, so the paladins are often neutral or lawful neutral in alignment. The core principles of the tenets are brutally simple.

- *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.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>bane, hunter's mark</i>
5th	<i>branding smite, hold person</i>
7th	<i>dispel magic, speak with dead</i>
9th	<i>banishment, freedom of movement</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- *Abjure Enemy.* As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.
- *Vow of Enmity.* As Bonus Action, you can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

RELENTLESS AVENGER

By 6th level, your supernatural focus helps you close off a foe's retreat and gain the two following benefits:

- When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.
- When an adjacent enemy takes the Disengage action, you can move up to your speed to follow them and remain adjacent to it.

SOUL OF VENGEANCE

Starting at 8th level, the authority with which you speak your Vow of Enmity gives you greater power over your foe. When a creature under the effect of your Vow of Enmity makes an attack, you can use your Reaction to make a melee weapon attack against that creature if it is within reach.

AVENGING ANGEL

At 10th level, you can assume the form of an angelic avenger. Using your action, you undergo a

transformation. For 1 hour, you gain the following benefits:

- Wings sprout from your back and grant you a flying speed of 60 feet.
- You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have Advantage.

Immediately after using this feature you gain 1 level of Exhaustion. You cannot use it again until after an Extended Rest or a Long Rest on ground holy to your chosen god.

BREAKING YOUR OATH

A paladin tries to hold to the highest standards of conduct, but even the most virtuous paladin is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a paladin to transgress his or her oath.

A paladin who has broken a vow typically seeks absolution from a cleric who shares his or her faith or from another paladin of the same order. The paladin might spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the paladin starts fresh.

If a paladin willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the DM's discretion, an impenitent paladin might be forced to abandon this class and adopt another, or perhaps to take the Oathbreaker paladin option (ask your DM).