

PALADIN REFORGED



CONTROL-ORIENTED PALADIN HOMEBREW

This homebrew reimagines the Paladin as a battlefield anchor and inspirational leader. Damage output is intentionally reduced in favor of control, positioning, and aura-driven gameplay.

DESIGN INTENT

Role Shift From nova damage dealer to defensive controller

Identity Auras and presence, not burst

Choice Strength or Charisma paths meaningfully change playstyle

Oath A binding force recognized by the world itself, and blessed by gods, not bound by them, which make them different from the warlock

This document merges design philosophy and finalized mechanics. Sections marked as notes or asides reflect intent and balance context, not mandatory rules text.

CORE MECHANICAL CHANGES

THE PALADIN'S PRESENCE

A Paladin's power is not born from a single prayer or divine favor. It is forged through unwavering commitment.

When you devote yourself to a desire—when you cling to your cause long after it has become difficult—something begins to change.

You have lived through hardship.

You have sacrificed more than was asked.

You have challenged people, laws, good and evil alike.

And in time, others begin to feel your presence.

The world takes notice and issues its challenge: **live by this will, or die for it.**

This is the moment you forge your pact—not with a god, but with the world itself.

Shout your desire. Let the land, the waters, and the winds bear witness. Let them know how your conviction inspires others to follow you, to want what you want, to strive to *become* what you are.

Only then may the gods take notice.

They may hear you.

They may see you.

And if your desire is true—if it is more vital to you than breath itself—they may choose to bless you.

Now we will see how you bind this world to your will.

Now we will see how you bend it.

Only then are you a Paladin.

LEVEL 5 — SMITE FOCUS

At 5th level, Paladins **do not gain Extra Attack**. Instead, they gain access to a **Smite Path**, defining how their attacks, smites, and auras function for the rest of their progression.

You must choose **one** Smite Path:

- **Path of Charisma** — Control & Aura Synergy
- **Path of Strength** — Martial Pressure & Damage

Once chosen, this path cannot be changed.

SMITE PATH: CHARISMA

Battlefield Control & Leadership

Charisma Paladins lead through conviction and presence. Their smites emphasize conditions, positioning, and area control rather than raw damage.

SMITE ATTACKS (CHARISMA)

When you take the **Attack action**, you can choose to attack or use a smite cantrip.

If you cast a **smite cantrip** that is delivered through your weapon.

This smite cantrip:

- Uses your **weapon's damage dice** as its base damage
- Uses **Charisma** for the attack roll
- Applies a **smite effect** on a hit

Attack Limit One smite cantrip per Attack action

Ability Score Charisma

- You add your **Charisma modifier +2** to the attack roll.
- You never gain *Extra Attack*.
- Any additional damage or effects come from the smite itself, not multiple attacks.

For rules purposes, this counts as both a weapon attack and the casting of a cantrip.

BASE SMITE — OATH CANTRIP

At 5th level, you gain your oath's **signature smite** as a **cantrip-level ability**.

- Always available
- No spell slot required
- No concentration
- Applies a **1-turn control effect**
- Automatically applied to your smite attack

Base smites ensure consistent battlefield impact even when resources are depleted.

UPCAST SMITE (CHARISMA)

You may enhance your smite using a **bonus action** and a spell slot.

Upcast Smite

- Requires concentration to keep the effect (up to 1 minute)
- Enhances **control, area, or duration**
- Damage scaling is secondary

You may drop this concentration at any time.

OATH-BOUND SMITE CANTRIPS (CHARISMA)

Smite	Oath	Control Theme
Searing Smite	Vengeance	Area denial
Thunderous Smite	Ancients	Repositioning
Wrathful Smite	Conquest	Fear
Branding Smite	Watchers	Revelation
Blinding Smite	Devotion	Accuracy denial
Staggering Smite	Crown	Action suppression
Banishing Smite	Redemption	Temporary removal

See Appendix B for detailed information

UPCAST SMITE (STRENGTH)

You may enhance your smite using a **bonus action** and a spell slot.

Upcast Smite

- Requires concentration for effects
- Damage-focused scaling
- Each spell level increases damage dice (+1d6 or +1d8)

OATH-BOUND SMITE CANTRIPS (STRENGTH)

Smite	Oath	Damage Type
Searing Smite	Vengeance	Fire
Thunderous Smite	Ancients	Thunder
Wrathful Smite	Conquest	Psychic
Branding Smite	Watchers	Radiant
Blinding Smite	Devotion	Radiant
Staggering Smite	Crown	Psychic
Banishing Smite	Redemption	Force

See Appendix C for detailed information

SMITE PATH: STRENGTH

Martial Pressure & Damage

Strength Paladins remain frontline threats, trading control depth for reliable, focused damage.

SMITE ATTACKS (STRENGTH)

When you take the **Attack action**, you can choose to attack or use a smite cantrip.

If you cast a **smite cantrip** that is delivered through your weapon.

Attack Limit One cantrip per Attack action

Ability Score Strength

- You add your **Strength modifier** to the attack roll.
- You never gain *Extra Attack*.

BASE SMITE — OATH CANTRIP

At 5th level, you gain your oath's **signature smite** as a **cantrip-level ability**.

- No spell slot required
- No concentration
- Higher base damage than Charisma smites
- Limited control rider

AURAS



PALADIN'S POWER DOES NOT BEGIN WITH STEEL or spells.

It begins with **presence**.

Before a Paladin can bend the battlefield, the world must first recognize them.

AURA DICE

Many Paladin abilities refer to **Aura Dice**, representing the weight of your conviction made manifest.

Whenever an aura calls for an Aura Die, use the value shown below.

Charisma Modifier	Aura Dice
+2	Disadvantage(1d4)
+3	1d4 + 1d2
+4	Advantage(2d4)
+5	2d4

- Aura Dice are rolled when the effect triggers.

Aura Dice are intentionally nonlinear. As your Charisma grows, your presence does not merely become stronger — it becomes overwhelming.

THE FIRST AURA — DIVINE BLESSING (LEVEL 1)

At 1st level, your oath is not yet complete.

The world has heard you, but the gods are only beginning to listen.

You project a faint aura in a **5-foot radius**.

This aura represents **divine resonance** — the earliest sign that something greater is watching.

DIVINE RESONANCE

At level 1, the paladin does not choose an Oath.

You are Seen.

EARLY GAME AURAS — DIVINE PRESENCE BY GOD

These auras are not blessings cast outward.

They are **belief made tangible**.

The god is curious and blessed you - so act, and the world shall react.

GENERAL AURA RULES

- You gain **one Divine Aura** at 1st level.
- The aura is **always active** while you are conscious.
- Aura radius is **10 feet**.
- Effects end immediately if you leave the area.
- An aura alters **perception, behavior, and spiritual pressure**, not raw statistics.
- If an effect would have a mechanical impact, it occurs **once per turn** unless stated otherwise.

DIVINE AURAS

See appendix Divine Auras at Appendix A

OATHS AURAS

Will use the aura dice instead of the flat modifier

APPENDIX A— DIVINE AURAS

CHAUNTEA — GODDESS OF LIFE AND COMMUNITY

AURA OF THE HEARTH

Belief Made Manifest: *No one is abandoned.*

- **Sheltering Presence:** Hostile creatures feel reluctance when striking allies near you; aggression feels socially and spiritually wrong.
- **Shared Resolve:** Allies instinctively understand each other's intentions through posture and movement.
- **Refusal to Let Go:** When an ally falls, others feel an immediate pull to protect or aid them.

MORADIN — GOD OF CREATION AND THE FORGE

AURA OF THE FORGE

Belief Made Manifest: *What is made with purpose endures.*

- **Forged Focus:** Allies steady their breath and grip; distraction and panic fade in your presence.
- **Enduring Will:** Pain is accepted, not feared — allies resist breaking concentration or resolve.
- **Master's Eye:** Structural flaws, weak points, and poor craftsmanship stand out clearly.

TALOS OR KORD — GODS OF STORM AND STRENGTH

AURA OF THE STORM

Belief Made Manifest: *Power is imminent and uncontrolled.*

- **Oppressive Charge:** The air feels volatile; enemies sense violence could erupt at any moment.
- **Adrenal Surge:** Allies feel their blood quicken and muscles tense, ready to explode into action.
- **Disrupted Calm:** Maintaining careful focus feels unnatural amid the storm's pressure.

LATHANDER — GOD OF DAWN AND RENEWAL

AURA OF THE LIGHT

Belief Made Manifest: *Truth rises when light is present.*

- **Revealing Presence:** Deception feels exposed; creatures hiding something grow visibly uneasy.
- **Cleansing Dawn:** Despair and fear weaken in your presence, replaced by quiet hope.
- **Strained Falsehoods:** Illusions and lies feel thin, fragile, and difficult to maintain.

KELEMVOR — GOD OF THE DEAD

AURA OF THE GRAVE

Belief Made Manifest: *Death has order — and rules.*

- **Moment of Judgment:** Creatures feel the weight of mortality and hesitate before reckless violence.
- **Undead Deference:** Undead instinctively recognize you as an agent of lawful death.
- **Staying Hand:** Allies resist slipping into unconsciousness as long as purpose remains.

TEMPUS — GOD OF WAR

AURA OF THE WAR

Belief Made Manifest: *Battle is clarity.*

- **Martial Rhythm:** Allies move and strike with instinctive coordination.
- **Momentum of Victory:** Success fuels motion; hesitation feels unnatural after a kill or breakthrough.
- **Battle Awareness:** Allies sense shifts in initiative and opportunity without spoken commands.

TYMORA — GODDESS OF LUCK

AURA OF THE TRICKSTER

Belief Made Manifest: *Fortune favors presence.*

- **Fortune's Mercy:** Disaster feels less final; allies sense when fate can still be nudged.
- **Twisting Odds:** Enemies feel their certainty slip — luck refuses to settle.
- **Lucky Instinct:** Allies land, recover, and adapt in ways that feel improbably fortunate.

VALKUR — GOD OF SAILORS AND THE SEA

AURA OF THE SEA

Belief Made Manifest: *Adapt or be claimed.*

- **Tide-Sense:** Allies instinctively feel safe paths, currents, and shifting danger.
- **Fluid Balance:** Unstable footing feels natural; movement flows instead of falters.
- **Breath of the Deep:** Panic fades underwater or in storms — breath is conserved calmly.

OGHMA — GOD OF KNOWLEDGE

AURA OF KNOWLEDGE

Belief Made Manifest: *Understanding seeks expression.*

- **Clarity of Speech:** Language barriers feel irrelevant; meaning comes through tone and intent.
- **Insightful Glance:** Allies instinctively notice what matters most about a creature or situation.
- **Focused Thought:** Minds quiet and sharpen, allowing rapid comprehension.

TYR — GOD OF JUSTICE

AURA OF THE OATH

Belief Made Manifest: *Words carry weight.*

- **Burden of Truth:** Lies feel heavy and uncomfortable to speak.
- **Binding Promises:** Commitments made in your presence feel spiritually witnessed.
- **Oathbreaker's Unease:** Those who have broken vows feel exposed and diminished near you.

BAHAMUT — THE PLATINUM DRAGON

AURA OF THE PLATINUM DRAGON

Belief Made Manifest: *Power exists to protect.*

- **Noble Bearing:** Allies stand taller and act with greater moral clarity.
- **Guardian's Mark:** Those who harm the innocent feel judged and subtly exposed.
- **Ancient Recognition:** Dragons and dragonkin instinctively assess you as a moral authority, not prey.

These auras do not dominate the battlefield. They **change how it feels to stand near a Paladin who believes.**

APPENDIX B — SMITE SPELLS (CHARISMA PALADIN)



HIS APPENDIX PRESENTS THE FULL RULES TEXT for smite spells used by the **Charisma-focused Paladin**.

Each smite has a **base cantrip-level effect** and an **upcast version** that emphasizes control, area effects, and battlefield manipulation.

Core Rule

- Your oath's smite is always available at **cantrip level**
- Upcasting a smite requires a **bonus action**, **spell slot**, and **concentration**

SEARING SMITE

Evocation

Oath: Vengeance

Casting Time: 1 attack (see text)

Range: Self

Components: V

Duration: Special

BASE EFFECT (CANTRIP)

When you take the Attack action, you make one melee weapon attack.

On a hit, the attack deals an extra **1d4 fire damage**. The target ignites and takes **2d6 fire damage** at the start of its next turn.

The flames then extinguish.

No concentration. No spell slot.

UPCAST (1ST LEVEL OR HIGHER)

As a bonus action, you empower your next smite. For the duration, the next creature you hit ignites, taking **2d6 fire damage** at the start of each of its turns until the spell ends or the flames are extinguished.

Concentration: Up to 1 minute.

At Higher Levels

- **2nd:** Flames spread in a 5-foot radius; creatures entering or starting there take 1d6 fire
- **3rd:** Area increases to 10 feet; target has disadvantage on Dexterity saves
- **4th:** On hit, flames jump to one additional creature within 10 feet
- **5th:** Burning area becomes difficult terrain

THUNDEROUS SMITE

Evocation

Oath: Ancients

Casting Time: 1 attack

Range: Self

Components: V

Duration: Special

BASE EFFECT (CANTRIP)

On a hit, the attack deals an extra **1d6 thunder damage**. The target must succeed on a Strength saving throw or be **pushed 5 feet** and **knocked prone**.

UPCAST (1ST LEVEL OR HIGHER)

As a bonus action, empower your next smite. On a hit, the attack deals **1d10 thunder damage**, and the target is pushed **10 feet** and knocked prone on a failed save.

Concentration: Up to 1 minute.

At Higher Levels

- **2nd:** Shockwave affects creatures within 5 feet of the target
- **3rd:** Creatures affected are **deafened** for 1 minute
- **4th:** You may push in any direction up to 20 feet
- **5th:** 15-foot radius shockwave centered on the target, targets chosen by the player

WRATHFUL SMITE

Enchantment

Oath: Conquest

Casting Time: 1 attack

Range: Self

Components: V

Duration: Special

BASE EFFECT (CANTRIP)

On a hit, the attack deals **1d4 psychic damage**.

The target must succeed on a Wisdom saving throw or be **frightened of you** until the end of its next turn.

UPCAST (1ST LEVEL OR HIGHER)

As a bonus action, empower your next smite. On a hit, the attack deals **1d6 psychic damage**, and the target is frightened for the duration.

The target may use its action to repeat the save, ending the effect on a success.

Concentration: Up to 1 minute.

At Higher Levels

- **2nd:** Fear spreads to creatures within 10 feet
- **3rd:** Frightened creatures have disadvantage on all attack rolls
- **4th:** Affected creatures must Dash away if possible
- **5th:** 20-foot fear aura centered on you, enemies are afraid of your allies

BRANDING SMITE

Evocation

Oath: Watchers

BASE EFFECT (CANTRIP)

On a hit, the attack deals **1d6 radiant damage**.

The target sheds dim light (5 ft) and cannot benefit from invisibility until the end of its next turn.

UPCAST (2ND LEVEL OR HIGHER)

On a hit, the attack deals **2d6 radiant damage**.

The target sheds light and cannot become invisible for the duration.

Concentration: Up to 1 minute.

At Higher Levels

- **3rd:** Reveals invisible creatures within 15 feet
- **4th:** Reveals illusions and true forms within 30 feet
- **5th:** 30-foot radius revelation zone

BLINDING SMITE

Evocation

Oath: Devotion

BASE EFFECT (CANTRIP)

On a hit, the attack deals **2d6 radiant damage**.

The target must succeed on a Constitution save or be **blinded** until the end of its next turn.

UPCAST (3RD LEVEL OR HIGHER)

On a hit, the attack deals **3d8 radiant damage**.

The target is blinded for the duration, repeating the save at the end of each turn.

Concentration: Up to 1 minute.

At Higher Levels

- **4th:** Blinds creatures within 10 feet
- **5th:** Persistent radiant blindness zone (15 ft)

STAGGERING SMITE

Enchantment

Oath: Crown

BASE EFFECT (CANTRIP)

On a hit, the attack deals **2d6 psychic damage**.

On a failed Wisdom save, the target has disadvantage on attack rolls and ability checks and cannot take reactions until the end of its next turn.

UPCAST (4TH LEVEL OR HIGHER)

On a hit, the attack deals **4d6 psychic damage** and applies the same effects.

Concentration: Up to 1 minute.

At Higher Levels

- **5th:** Affects creatures within 10 feet and imposes save disadvantage

BANISHING SMITE

Abjuration

Oath: Redemption

BASE EFFECT (CANTRIP)

On a hit, the attack deals **2d8 force damage**.

If the target is reduced to **10 hit points or fewer**, it is banished until the end of your next turn.

UPCAST (5TH LEVEL OR HIGHER)

On a hit, the attack deals **5d10 force damage**.

If the target is reduced to **50 hit points or fewer**, it is banished for the duration.

Concentration: Up to 1 minute.

At Higher Levels

- **5th (optional):** Threshold increases to 75 HP; may banish a second creature

APPENDIX C – SMITE SPELLS (STRENGTH PALADIN)

WORK IN PROGRESS

it will be damage as damages, prob nerf in the utility
End of Appendix B