

PALADIN

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Level	Proficiency Bonus	Features	Mana	Max Spell Level
1st	+2	Divine Sense, Fighting Style	—	—
2nd	+2	Lay on Hands, Spellcasting	2	1st
3rd	+2	Divine Smite, Sacred Oath	3	1st
4th	+2	Ability Score Improvement	3	1st
5th	+3	Extra Attacks	8	2nd
6th	+3	Aura of Belief	8	2nd
7th	+3	Sacred Oath Feature	10	2nd
8th	+3	Ability Score Improvement	10	2nd
9th	+4	—	16	3rd
10th	+4	Divine Health	16	3rd
11th	+4	Improved Divine Smite	19	3rd
12th	+4	Ability Score Improvement	19	3rd
13th	+5	—	23	4th
14th	+5	Cleansing Touch	23	4th
15th	+5	Sacred Oath Feature	27	4th
16th	+5	Ability Score Improvement	27	4th
17th	+6	—	36	5th
18th	+6	Aura Improvement	36	5th
19th	+6	Ability Score Improvement	41	5th
20th	+6	Sacred Oath Feature	41	5th

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: Light armor, Medium armor, Heavy armor, Shields

Weapons: Simple weapons, choose four Martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose 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 (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.

FIGHTING STYLE

At 1st level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

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

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.

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 \times 5.

As an bonus 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.

SPELLCASTING

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. See Spells Rules for the general rules of spellcasting and the Spells Listing for the paladin spell list.

PREPARING AND CASTING SPELLS

The Paladin table shows how much mana you have to cast your paladin spells. To cast one of your paladin spells of 1st level or higher, you must expend a amount of mana equal to the spell's level or higher. You regain all expended mana 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 mana.

For example, if you are a 5th-level paladin, you have 8 mana. 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 at 1st-level or 2nd-level. 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 (see the Adventuring Gear section) as a spellcasting focus for your paladin spells.

DIVINE SMITE

Starting at 3rd level, when you hit a creature with a attack, you can expend mana to deal radiant damage to the target, in addition to the attack's damage. The extra damage is 2d8 for a 1 mana, plus 1d8 for each additional mana, to a maximum of 5d8. The damage increases by 1d8 if the target is an oath enemy, to a maximum of 6d8.

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.

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 the Oath of Devotion detailed at the end of the class description or one from another source.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th 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.

OATH ENEMIES

Each oath has an antagonistic relationship with two creature types, the most common are fiends and undead, but each oath allows you to swap them with two other options.

ELEMENTAL ATTUNEMENT

Some oaths have an option to switch the divine smite's damage from radiant to another damage type.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

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

AURA OF BELIEF

Starting at 6th level, your devotion to your ideals and beliefs has granted you influence over your immediate vicinity. Choose one of the following beliefs:

BALANCE

When a creature you can see within 15 feet of you is about to roll a d20 with advantage or disadvantage, you can use your reaction to prevent the roll from being affected by advantage and disadvantage. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

COURAGE

When a creature you can see within 15 feet of you has to make a saving throw against being frightened, you can grant it advantage. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

PROTECTION

When a creature you can see within 15 feet of you must make a saving throw, you can grant the creature a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

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

DIVINE HEALTH

By 10th level, the divine magic flowing through you makes you immune to disease and poison.

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.