

PALADIN

A paladin swears an Oath to stand against the forces of evil, committing their lives selflessly to the purpose of serving their God, undaunted by the trials and tribulations that are placed before them - seeing them as tests of their faith, duty and honor. Paladins are all broken people who have shouldered weights, stood straight, and persevered. True strength derives from hardship and challenge, and Paladins believe it is easy for one to remain strong of heart if never challenged with adversity. The Paladin undergoes constant rigorous mental and physical conditioning, but it is the strength of their heart not steel or skill that differentiates a Paladin.

FIRST LIGHT

First Light is the name the Paladin's give to the event when they first see their guardian angel. The Paladin takes on the name of an angel as a symbol of rebirth under the banner of their God.

SELF SACRIFICE

Paladins feel a calling to their work, a drive powered by a divine connection that unites their

physical, mental, and spiritual selves to a level that rivals the Cleric. They take an oath that binds them to their cause. Sometimes their oaths lead them into the service of the crown as leaders of elite groups of knights, but even then their loyalty is first to the cause of righteousness, not to crown and country.

LEADING THROUGH EXAMPLE

A Paladin is a living embodiment of their Oath, leading others through their example. They understand that following their tenets is a calling they have placed upon themselves vs a creed they expect everyone to live by. Many Paladins, rather than preach for those to convert to follow their Oath, will humbly show by example a way to live through adversity and challenge without compromising ones morals.

REPUTATION AND HONOR

A compulsion to be viewed in a favorable light guides the actions and deeds of every Paladin. They all recognize their actions not only reflect on their own character, but have the ability to either tarnish or bolster the opinion other have of their religion and their God.



PALADIN

Level	Prof. Bonus	Features	— Spell Slots per Spell Level —				
			1st	2nd	3rd	4th	5th
1st	+2	Divine Sense, Lay On Hands	—	—	—	—	—
2nd	+2	Fighting Style, Spellcasting, Divine Smite	2	—	—	—	—
3rd	+2	Divine Health, Sacred Oath	3	—	—	—	—
4th	+2	Ability Score Improvement	3	—	—	—	—
5th	+3	Extra Attack	4	2	—	—	—
6th	+3	Aura Of Protection	4	3	—	—	—
7th	+3	Sacred Oath Feature	4	3	—	—	—
8th	+3	Ability Score Improvement	4	3	—	—	—
9th	+4	—	4	3	2	—	—
10th	+4	Aura Of Courage	4	3	2	—	—
11th	+4	Improved Divine Smite	4	3	3	—	—
12th	+4	Ability Score Improvement	4	3	3	—	—
13th	+5	—	4	3	3	1	—
14th	+5	Cleansing Touch	4	3	3	1	—
15th	+5	Sacred Oath Feature	4	3	3	2	—
16th	+5	Ability Score Improvement	4	3	3	2	—
17th	+6	—	4	3	3	3	1
18th	+6	Aura Improvements	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Sacred Oath Feature	4	3	3	3	2

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10 per Paladin level

Hit Points: 1d0 + your Constitution Modifier

SPELLCASTING ABILITY

Spell save DC = 8 + proficiency bonus + Charisma modifier

Spell Attack Modifier = proficiency bonus + Charisma modifier

PROFICIENCIES

Armor: All Armor, Shields

Weapons: Simple weapons, 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, 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.

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 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.

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 option 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

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

Preparing Spells. Each morning following a Long Rest, you may spend time in quiet meditation and prayer and prepare a number of spells equal to your Charisma Modifier + Half Your Paladin Level (rounded down, minimum 1). This requires at least 1 minute per Spell Level that you are preparing.

DIVINE SMITE

Starting at 2nd level, 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 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

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 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.

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.

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

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.

AURA IMPROVEMENTS

At 18th level, the range of your auras increase to 30 feet.



THE SACRED OATH

A Paladin's Oath is a powerful and sacred bond. A commitment that shapes their lives and actions much greater than any other profession. It is a divine promise and vow they have made to their God, and it is the source of power that turns a devout warrior into a blessed champion. A Paladin swears to uphold justice and righteousness, to stand with the good things of the world against the encroaching darkness, and to hunt the forces of evil wherever they may lurk; for as long as it takes.

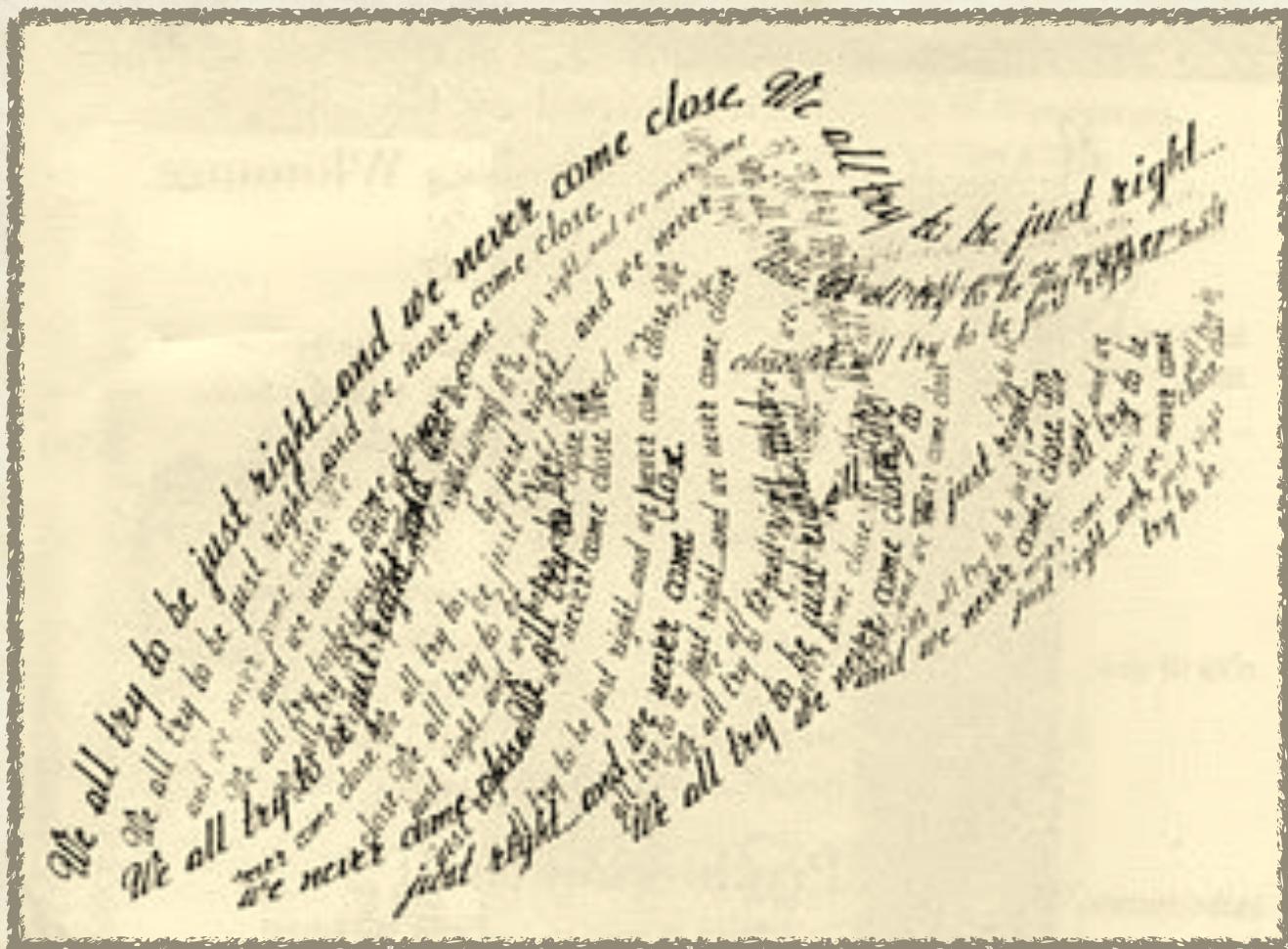
Taking this oath is cemented with the words of their oath tattooed on the Paladin's back. These words are written in the shape of wings, an embodiment of their divine connection. The first ideal is shared by all Paladins

DEEPLY PERSONAL

After a Paladin undergoes one of their Trials, they add to the ideals written on their back. What they write is deeply personal to them, no two Paladins having the same experience. The content deals with their unique flaws, affirmations of walking a just path, and reminders of the tenants of their oath.

The First Ideal

"Light over darkness, Obedience over deceit, Life over death, Death over dishonor".



THE TRIALS

Before becoming a Paladin, one must surpass four trials. These tests harden and mold a person into what we know as a Paladin. Each trial represents a God of Asha and their teaching. They are induced through many hours of meditation and physical manipulation of the body. A master Paladin must guide initiates through this process.

When a trial is successfully completed by an initiate, their spirit is enriched and their soul grows stronger. Often this results in a brief divination with the prospective God. Paladins strongly believe that what is seen and experienced during the trial is for the traveler, and the traveler alone. No questions are asked as to what was witnessed. One major rule is to never undertake a trial alone, always the path must be traveled with a companion.

The Trial Of Qualok is the understanding that there is not an answer to every question. Even Qualok does not possess enough years to fully understand the workings of the universe, which plagues him. This trial should force the Paladin to admit they do not understand, or they do not know.

The Trial Of Lucian is one of tranquility and harmony. To traverse this trial, one must attune one's soul to The Gods. You must not allow your mind to cloud your soul, purify oneself with Lucian's wisdom. This trial should force the Paladin to help an enemy, or someone they hate and despise.

The Trial Of Kombar is readiness. Like Kombar, one must prepare for the turmoil that all creatures must face. A Paladin never sees the end of this path, and continues to train until the day they become one with The Gods. This trial should test the limits of their battle experience and endurance.

The Trial Of Xander tests the very limits of a Paladin's training. This is the most feared and brutal trial. The pain and anguish caused by this test has broken many of individuals who have fallen from the Knighthood, unable to endure the sacrifice that Xander suffered. This path should attempt to fatigue, confuse, and frighten the Paladin.



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OATH OF THE CROWN

The Oath Of The Crown is sworn to the ideals of civilization, Law, and Fairness. They dedicate themselves to serving society and, in particular, the just laws that hold it together.

These paladins are the watchful guardians on the walls, standing against the chaotic tides of barbarism that threaten to tear down all that civilization has built. Often, paladins who swear this oath are members of an order of knighthood in service to a nation or a sovereign, and undergo their oath as part of their admission to the order's ranks.

CHAMPION CHALLENGE. As a bonus action, you issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is more than 30 feet away from you.

TURN THE TIDE. As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to $1d6 + \text{your Charisma modifier}$ (minimum of 1) if it has no more than half of its hit points.



TENETS OF THE CROWN

The following tenets are emphasized.

LAW. The law is paramount. It is the mortar that holds the stones of civilization together, and it must be respected.

LOYALTY. Your word is your bond. Without loyalty, oaths and laws are meaningless.

COURAGE. You must be willing to do what needs to be done for the sake of the order, even in the face of overwhelming odds. If you don't act, who will?

RESPONSIBILITY. You must deal with the consequences of your actions, and you are responsible for fulfilling duties and obligations.

CHANNEL DIVINITY

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

DIVINE ALLEGIANCE

Starting at 7th level, when a creature within 5 feet of you 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 the damage. This damage to you can't be reduced or prevented in any way.

UNYIELDING SAINT

Starting at 15th level, you have advantage on saving throws to avoid becoming paralyzed or stunned.

EXALTED CHAMPION

At 20th level, your presence on the field of battle is an inspiration to those dedicated to your cause. You can use an action to gain the following benefits for 1 hour:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- Your allies have advantage on death saving throws 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.

Once you use this feature, you can't use it again until you finish a long rest.



OATH OF DEVOTION

The Oath Of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. These paladins act 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 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 and 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 unbreakable 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 action and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

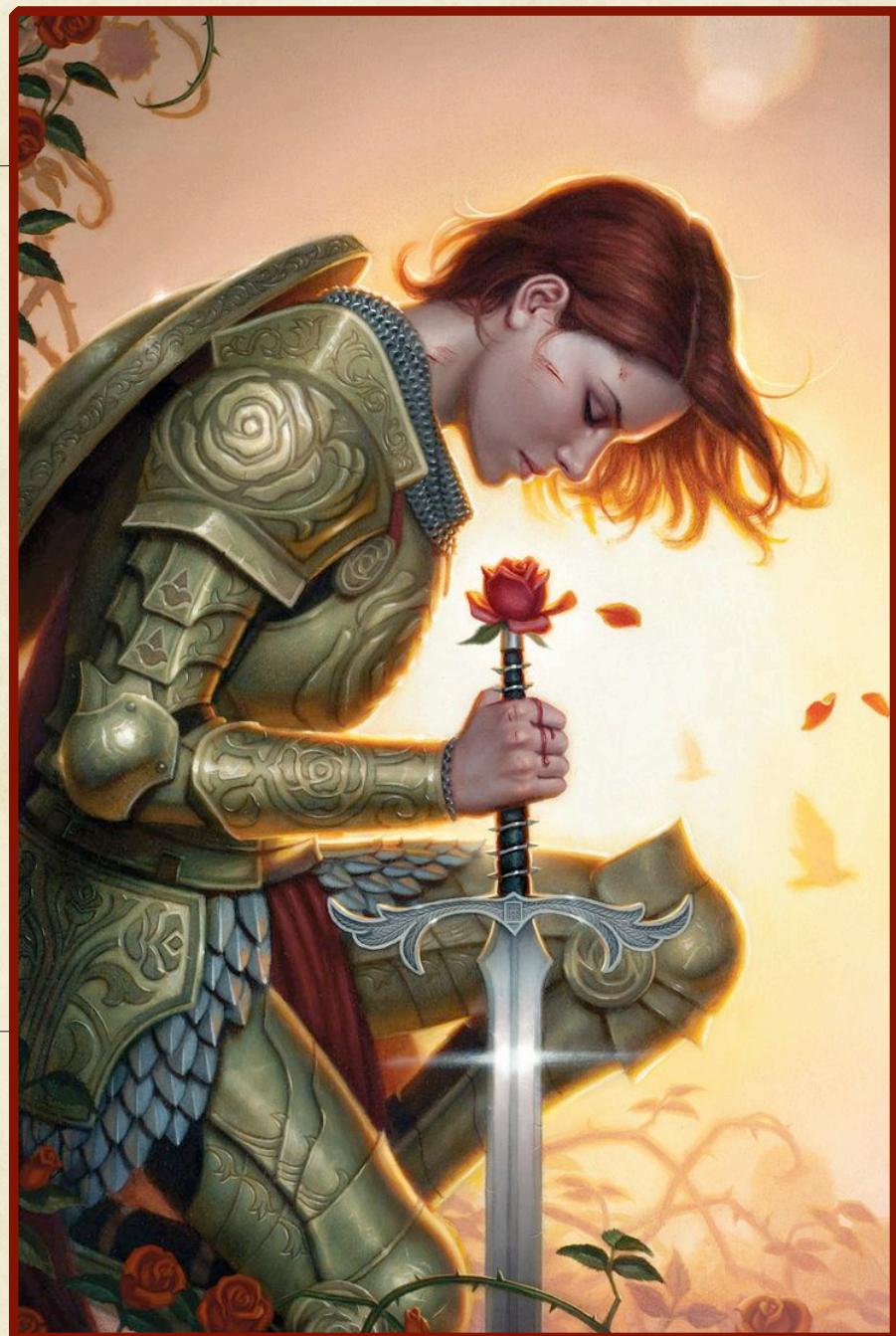
CHANNEL DIVINITY

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 (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 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

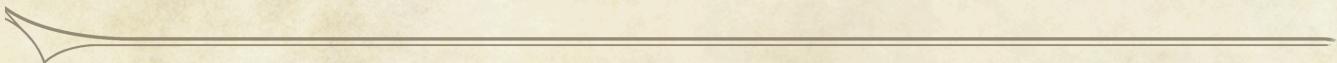
Starting at 7th level, you and friendly creatures within 10 feet of you can't be Charmed while you are conscious. At 18th level, this range increases to 30 feet.

PURITY OF SPIRIT

Beginning at 15th level, you are always under the effects of a Soul Beacon spell.

HOLY NIMBUS

At 20th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30 foot radius, and dim light shines 30 feet beyond that. Whenever an enemy 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. Once you use this feature, you can't use it again until you finish a long rest.



OATH OF REDEMPTION

The Oath Of Redemption sets a Paladin on a difficult path, one that requires a holy warrior to use violence only as a last resort. Paladins who dedicate themselves to this oath believe that any person can be redeemed and that the path of benevolence and justice is one that anyone can walk. These paladins face evil creatures in the hope of turning their foes to the light, and they slay their enemies only when such a deed will clearly save other lives. Paladins who follow this path are known as Redeemers. While Redeemers are idealists, they are no fools. Redeemers know that undead, demons, devils, and other supernatural threats can be inherently evil. Against such foes, paladins who swear this oath bring the full wrath of their weapons and spells to bear. Yet the Redeemers still pray that, one day, even creatures of wickedness will invite their own redemption.

TENETS OF REDEMPTION

The tenets of the Oath Of Redemption hold a paladin to a high standard of peace and justice.

PEACE. Violence is a weapon of last resort. Diplomacy and understanding are the paths to long-lasting peace.

INNOCENCE. All people begin life in an innocent state, and it is their environment or the influences of dark forces that drives them to evil. By setting the proper example, and working to heal the wounds of a deeply flawed world, you can set anyone on a righteous path.

PATIENCE. Change takes time. Those who have walked the path of the wicked must be given reminders to keep them honest and true. Once you have planted the seed of righteousness in a creature, you must work day after day to allow that seed to survive and flourish.

WISDOM. Your heart and mind must stay clear, for eventually you will be forced to admit defeat. While every creature can be redeemed, some are so far along the path of evil that you have no choice but to end their lives for the greater good. Any such action must be carefully weighed and the consequences fully understood, but once you have made the



decision, follow through with it knowing your path is just.

CLARITY. Keep a clear mind and clear heart. Partake not of alcohol or drugs, or vices that influence your mind. Glamour is not the path to redemption, evil must come along the path on their own.

CHANNEL DIVINITY

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

EMISSARY OF PEACE. You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

REBUKE THE VIOLENT. You can use your Channel Divinity to rebuke those who use violence. Immediately after an attack within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a

failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

AURA OF THE GUARDIAN

Starting at 7th level, you can shield others from harm at the cost of your own health. When a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

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

PROTECTIVE SPIRIT

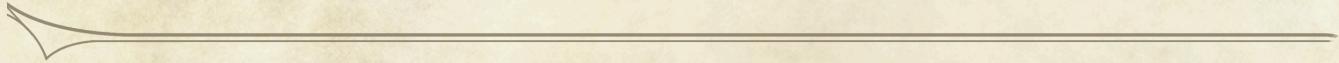
Starting at 15th level, a holy presence mends your wounds in battle. You regain hit points equal to $1d6 + \text{half your paladin level}$ if you end your turn in combat with fewer than half your hit points remaining and you aren't incapacitated.

EMISSARY OF REDEMPTION

At 20th level, you become an avatar of peace, which gives you two benefits:

- * You have resistance to all damage dealt by other creatures (their attacks, spells, and other effects)
- * Whenever a creature hits you with an attack, it takes radiant damage equal to half the damage you take from the attack

If you attack a creature, cast a spell on it, or deal damage to it by any means but this feature, neither benefit works against that creature until you finish a long rest.



OATH OF VENGEANCE

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 dragon rampages through the countryside – at times like these, those who follow an Oath of Vengeance arise to set right that which has gone wrong. To these paladins, their own purity is not as important as delivering justice.

TENETS OF VENGEANCE

The tenets of the Oath Of Vengeance hold a paladin to the ideals of conflict and warfare:

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.

HONOR THOSE WHO FALL. Not only your brothers who fall beside you, but those who fall against you as well.

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.

PROTECTION. Shield those that stand behind you.



- 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 a 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

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

RELENTLESS ANGER

By 7th level, your supernatural focus helps you close off a foe's retreat. 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.

SOUL OF VENGEANCE

Starting at 15th 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 range.

AVENGING ANGEL

At 20th 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.

Once you use this feature, you can't use it again until you finish a long rest.

