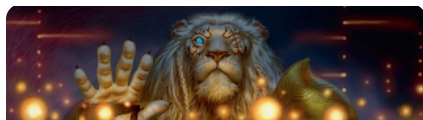


DIVINE SENSE



1st-level paladin feature

Casting Time 1 Action

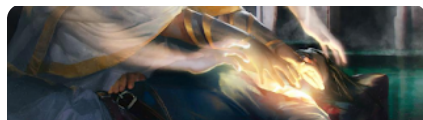
Duration Until end of next turn

Casts per Long Rest 1 + Charisma modifier

you can open your awareness to detect such forces. 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 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.

PHB 84

LAY OF HANDS



1st-level paladin feature

Casting Time 1 Action

Range Touch

Healing Pool 5 x Paladin level

Replenish Long Rest

You can touch a creature and draw power from the pool to restore a number of Hit Points to that creature, up to the 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 ailments with a single use, expending Hit Points for each one. This has no effect on Undead and constructs.

PHB 84

DEFENSE

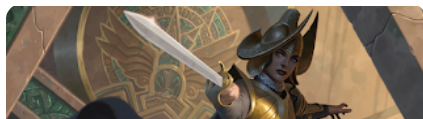


Paladin Fighting Style

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

PHB 84

DUELING

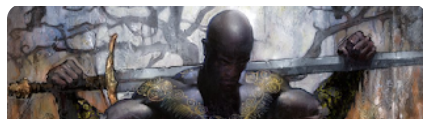


Paladin Fighting Style

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.

PHB 84

GREAT WEAPON FIGHTING

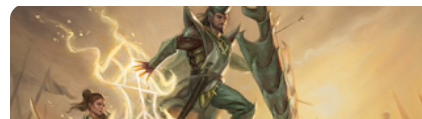


Paladin Fighting Style

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.

PHB 84

PROTECTION



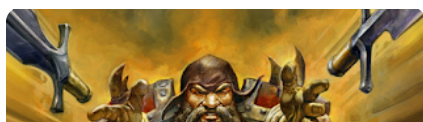
Paladin Fighting Style

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.

Reaction. An instant response that can occur in response to a trigger. When you take a reaction, you can't take another one until the start of your next turn.

PHB 84

CLOSE QUARTERS SHOOTER



Paladin Fighting Style

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

Unearthed Arcana

TUNNEL FIGHTER

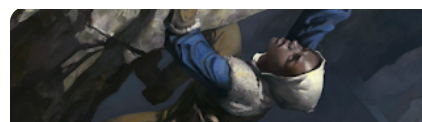


Paladin Fighting Style

As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

Unearthed Arcana

MARINER



Paladin Fighting Style

As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

Unearthed Arcana

DIVINE SMITE



2nd-level paladin feature

When you hit a creature with a melee weapon Attack, you can expend a 1st-level spell slot to deal an additional 2d8 radiant damage to the target. The damage increases by 1d8 if the target is an undead or a fiend.

AT HIGHER LEVEL

1d8 for each additional spell slot level, to a maximum of 5d8.

PHB 85

DIVINE HEALTH

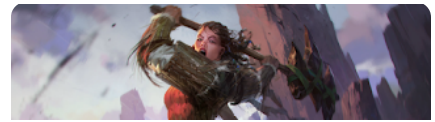


3rd-level paladin feature

The Divine Magic flowing through you makes you immune to disease.

PHB 85

EXTRA ATTACK

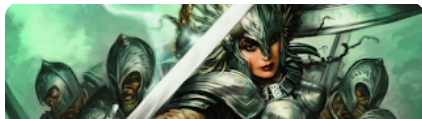


5th-level paladin feature

You can Attack twice, instead of once, whenever you take the Attack action on your turn.

PHB 85

AURA OF PROTECTION



6th-level paladin feature

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 HIGHER LEVEL

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

PHB 85

AURA OF COURAGE



10th-level paladin feature

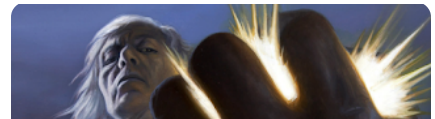
You and friendly creatures within 10 feet of you can't be Frightened while you are conscious.

AT HIGHER LEVEL

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

PHB 85

IMPROVED DIVINE SMITE

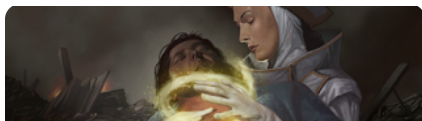


11th-level paladin feature

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.

PHB 85

CLEANSING TOUCH



14th-level paladin feature

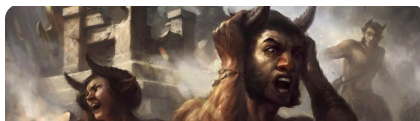
Casting Time 1 Action
Range Self or Touch
Casts per Long Rest Charisma modifier

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.

PHB 85

ABJURE ENEMY



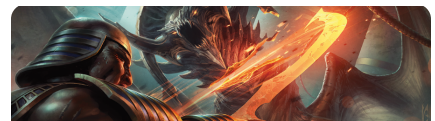
Channel Divinity of Vengeance

As an action, 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.

Only 1 divinity can be cast between rest.

PHB 88

VOW OF ENMITY



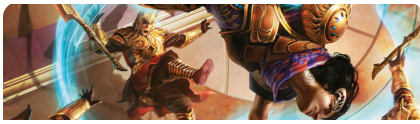
Channel Divinity of Vengeance

As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Only 1 divinity can be cast between rest.

PHB 88

RELENTLESS AVENGER

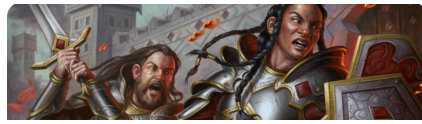


7th-level Oath of Vengeance

By 7th level, 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.

PHB 88

SOUL OF VENGEANCE

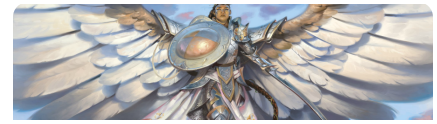


15th-level Oath of Vengeance

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.

PHB 88

AVENGING ANGEL



20th-level Oath of Vengeance

Casting Time 1 Action **Duration** 1 hour
Replenish Long Rest

You transform and gain the following abilities:

1. Wings sprout from your back and grant you a flying speed of 60 feet.
2. 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.

PHB 88