

Paladin Class & Subclass Features

DIVINE SENSE *1st-Level Paladin Feature*

On your turn, no action required, for 1 minute, you know the location of any Celestial, Fiend, or Undead within 60 feet of you that isn't behind total cover. You know the creature type of any being whose presence you sense, but you don't know which specific creature it is. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated with the hallow spell. You can use this feature a number of times equal to your PB + 1. When you finish a long rest, you regain all uses.

LAY ON HANDS *1st-Level Paladin Feature*

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 5 × your paladin level (**15 HP**).

As an action, you can touch a willing creature and draw 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 this feature, expending hit points separately for each one.

As a bonus action, you can use this feature to affect yourself instead of a different creature. This feature has no effect on Constructs or Undead.

DIVINE SMITE *2nd-Level Paladin Feature*

Once per turn, when you hit a creature with a weapon attack, you can expend one Divine spell slot to deal extra radiant damage to the target, in addition to the weapon's normal damage. The extra damage is 2d8 for a 1st-circle spell slot, plus 1d8 for each circle higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is a Fiend or Undead.

MARTIAL ACTION *2nd-Level Paladin Feature*

Your tactical expertise allows you to act quickly on the battlefield. You can take a bonus action on each of your

turns in combat to perform a Weapon Option (**see Weapon Options**) or **one** of the martial actions granted by this feature. Choose one of the following martial actions that you know:

- **Wind Up** *Requires Wielding a Heavy or a Versatile Weapon with Both Hands*

As a bonus action, you ready a powerful attack against a nearby target. Select one target you can see within 10 feet of you. If you hit that target with a melee weapon attack before the end of your turn, the first such attack deals extra damage equal to your PB (of the same damage type as the weapon).

SPELLCASTING *2nd-Level Paladin Feature*

You can cast Divine spells. CHA is your spellcasting ability.

- **Spell Save DC:** 8 + your PB + your CHA modifier
 - **Spell Attack Modifier:** your PB + your CHA modifier
- Casting Spells.** You know a small number of spells and can cast any of them by using a Divine spell slot of the spell's circle or higher. You don't need to prepare spells ahead of time. You regain all used spell slots when you finish a long rest.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your spells.

CHANNEL DIVINITY *3rd-Level Paladin Feature*

- **Channel Divinity: Sacred Weapon**

As an action, you can imbue one weapon you are holding with positive energy. For 1 min, you add your CHA modifier to attack rolls you make with that weapon (minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the affected weapon isn't already magical, it becomes magical for the duration.

You can end this effect on your turn (no action required). It ends early if you fall unconscious

- **Channel Divinity: Sanctifying Light**

As an action, you present your holy symbol and speak a prayer to bathe yourself in a flash of holy light. Each Aberration, Fey, Fiend, and Undead of your choice within 30 feet of you that can see you must make a CHA save. If the creature fails its save, it is blinded for 1 minute. At the end of each of its turns, a target can

make a CON save, ending the effect for itself on a success.

OATH SPELLS *3rd-Level Paladin Feature*

You gain ring spells as part of your subclass. An oath spell is always on your list of known spells & doesn't count against the number of spells you know. Casting an oath spell still expends a spell slot. If an oath spell isn't on the Divine spell list, it still counts as a Divine spell for you. You can't replace oath spells.

1st-Circle: sanctuary

TENETS OF DEVOTION *3rd-Level Paladin Feature*

Though the exact words and strictures of the Oath of Devotion vary, its paladins share these tenets.

- **Compassion.** Protect the weak, aid the helpless, and show mercy to your enemies whenever you are able.
- **Courage.** Though caution is wise, never fear to act.
- **Duty.** Do always as you have sworn to do. Obey those who have authority over you.
- **Honesty.** Never tell a lie when the truth will suffice. Your word is your sacred promise.
- **Honor.** Treat others with fairness. Let your deeds prove your character.

Lineage/Heritage Features & Talents

BREATH WEAPON *Dragonborn Lineage*

As a bonus action, you can exhale magical energy in either a 30-foot line that is 5 feet wide or a 15-foot cone (your choice for each use). Each creature in the area must make a DEX save (DC 8 + your CON modifier + your PB). On a failure, a creature takes 1d10 fire damage. On a success, a creature takes half damage. You can use your Breath Weapon feature a number of times equal to your PB, regaining all expended uses when you finish a long rest.

DRACONIC ANCESTRY. *Dragonborn Lineage*

- **Dragon Type.** Gold dragon ancestry.
- **Dragon Hide.** You have resistance to fire damage.
- **Dragon Sight.** You have darkvision to a range of 60 feet and keensense to a range of 10 feet.

AMBIENT ABSORPTION. *Coterminus Heritage*

When you take cold damage, you can roll a number of d8s equal to half your PB (minimum of 1) and reduce the damage taken by the amount rolled.

ENVIRONMENTAL ACCLIMATIZATION *Coterminus Heritage*

You are proficient on checks and saves made to resist the debilitating effects of hazards native or relating to Cold. If you already have proficiency for such a check, double your PB for the roll.

COMRADE *Rustic Background*

- You can use the Help action as a bonus action on each of your turns.
- When an ally you can see or hear within 30 feet of you spends one or more Luck, you can also spend Luck to increase their roll.
- When an ally within 30 feet of you is reduced to 0 hit points or fails a death save, you gain 2 Luck.

Weapon Options

Weapon Option Save DC: [13]

BASH *Maul Weapon Options*

Make an attack roll with this weapon. On a hit, the target has disadvantage on its next attack roll.

DISARM *Maul Weapon Option*

Make an attack roll. On a hit, the target must succeed on a STR or DEX save (target's choice) or drop a weapon, shield, or object it is wielding. A dropped item lands in an unoccupied space within 5 ft of the target—or at the target's feet.

Spells

* indicates innate or ring spell

^{PG2} indicates Player's Guide 2

^R indicates ritual

1st-Circle Spells

COMMAND *1st-Circle Divine (Enchantment)*

Cast Time: 1 action **Range:** 60 feet

Components: V **Duration:** Instant

You speak a one-word command to a creature you can see within range. The target must succeed on a WIS save or follow the command at the start of its next turn. The spell has no effect if the target is Undead, doesn't understand your language, or your command is directly harmful to it. Some typical commands and their effects follow. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

CURE WOUNDS *1st-Circle Divine (Necromancy)*

Cast Time: 1 action **Range:** Touch

Components: V, S **Duration:** Instant

A creature you touch regains HP equal to 1d8 + your CHA modifier. This spell has no effect on Constructs or Undead.

At Higher Circles. When you cast this spell using a spell slot of 2nd circle or higher, the healing increases by 1d8 for each slot above 1st.

RADIANT SMITE ^{PG2} *1st-Circle Divine (Evocation)*

Cast Time: 1 bonus action **Range:** Self

Components: V, M (melee weapon) **Duration:** Conc, up to 1 minute

You cast this spell on a weapon you're wielding. The first time you hit a creature with that weapon before this spell ends, the attack deals an extra 1d8 radiant damage and the target ignites in holy fire. At the start of each of its turns, a burning target must make a CON save. On a failure, it takes 1d8 radiant damage. On a success, it takes no damage and the flames are extinguished.

At Higher Circles. When you cast this spell using a spell slot of 2nd circle or higher, the initial extra damage increases by 1d8 for each slot above 1st.

SANCTUARY* *1st-Circle Divine (Abjuration)*

Cast Time: 1 bonus action **Range:** 30 feet

Components: V, S, M (small silver mirror) **Duration:** 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a WIS save. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.