PALADIN
QUICK REFERENCE
— D&D 5E —
**Level** | **Prof. Bonus** | **Features** | **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 | +3 | Ability Score Increase | 3 | — | — | — | —
5th | +3 | Extra Attack | 4 | 2 | — | — | —
6th | +3 | Aura of Protection | 4 | 2 | — | — | —
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 Improvement | 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

**Paladin**

**Hit Points**

*Hit Dice.* 1d10 per paladin level  
*Hit Points at 1st level.* 10 + your Constitution modifier  
*Hit Points at Higher levels.* 1d10 (or 8) + your Constitution modifier per paladin level after 1st

**Proficiencies**

**Armor.** All armor, shields  
**Weapons.** Simple weapons, martial weapons  
**Saving Throws.** Wisdom, Charisma  
**Skills.** Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

**Equipment**

You start with the following equipment:

- (a) a martial weapon and a shield or (b) two martial weapons  
- (a) five javelins or (b) any simple melee weapon  
- (a) a priest’s pack or (b) an explorer’s pack  
- Chain mail and a holy symbol

**Lay on Hands**

You have a pool of healing power, with points equal to 5 times your paladin level. As an action, you can touch a creature and draw from the pool, healing them for up to the remaining points in the pool. Alternatively, you can spend 5 points from the pool to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and poisons in one use, expending the points separately for each one. This feature has no effect on undead and constructs.

**Fighting Style**

Choose one of the following. You cannot take a Fighting Style option more than once.

**Defense**

While wearing armor, you gain +1 bonus to AC

**Dueling**

When wielding a melee weapon in one hand and no other weapons, gain +2 bonus to attack damage rolls with that weapon

**Great Weapon Fighting**

When you roll a 1 or 2 on a damage die for attacks made with two handed weapons, you can reroll that die, and must use the new roll.

**Protection**

When a creature you can see attacks a target other than you who is within 5ft of you, you can use your reaction to impose disadvantage on the attack. You must be wielding a shield.

**Close Quarters Shooter**

When making a ranged attack while within 5ft of a hostile creature, you don’t have disadvantage. Ranged attacks ignore half cover and three quarters cover against targets within 30ft. You also gain +1 bonus to attack rolls on ranged attacks.

**Tunnel Fighter**

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

**Mariner**

As long as you are not wearing heavy armor or using a shield, you have a swimming and climbing speed equal to your normal speed, and gain +1 bonus to AC.
**Divine Sense**
As an action, you can detect good and evil. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60ft of you that is not behind total cover. You know the type of any these beings, but not its identity. You also detect the presence of any place or object that has been consecrated or desecrated. You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all uses.

**Spellcasting**
At 2nd level, you have learned to cast divine magic.

**Preparing And Casting Spells**
The Paladin table shows how many spell slots you have of 1st level and higher. Casting spells expends a slot of the spell's level or higher. You regain all spell slots when you take a long rest.

You prepare a list of paladin spells that are available for you to cast, choosing from all paladin spells. When you do, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (min 1). The spells must be of a level for which you have spell slots. Casting the spell doesn't remove it from your list of prepared spells.

You can change your prepared spells when you finish a long rest. Changing spells requires time: at least 1 minute per spell level for each spell on your list.

**Spellcasting Ability**
Charisma is your spellcasting ability for paladin spells.

- **Spell Save DC** = 8 + proficiency bonus + Charisma modifier
- **Spell Attack Modifier** = proficiency bonus + Charisma modifier

**Spellcasting Focus**
Your holy symbol is a spellcasting focus for paladin spells.

**Divine Smite**
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.

**Divine Health**
At 3rd level, you are immune to disease.

**Ability Score Increase**
You can increase one ability score by 2, or two scores by 1, at 4th, 8th, 12th, 16th, and 19th level. You can't increase an ability score above 20 using this feature.

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

**Aura of Protection**
At 6th level, whenever you or a friendly creature within 10ft of you makes a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (minimum of 1). You must be conscious to grant this bonus.

**Aura of Courage**
At 10th level, you and friendly creatures within 10ft of you can't be frightened while you are conscious.

**Improved Divine Smite**
At 11th level, whenever you hit a creature with a melee weapon, it takes an extra 1d8 radiant damage. You can also use Divine Smite.

**Cleansing Touch**
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 (min 1). You regain uses when you finish a long rest.

**Aura Improvement**
At 18th level, the range of all of your auras are increased to 30ft.

**Sacred Oath**
At 3rd level, you swear an oath that binds you as a paladin forever. It grants bonuses at 3rd, 7th, 15th, and 20th level.

**Oath Spells**
Each oath has a list of oath spells that you gain at the noted level. Oath spells are always prepared, and don't account against the number of spells you can prepare each day. These spells count as paladin spells.

**Channel Divinity**
Your oath allows you to channel divine energy. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use it again.

**Oath of Devotion**

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<thead>
<tr>
<th>Oath</th>
<th>Spells</th>
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<tbody>
<tr>
<td>3rd Protection from Evil and Good, Sanctuary</td>
<td></td>
</tr>
<tr>
<td>5th Lesser Restoration, Zone of Truth</td>
<td></td>
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<tr>
<td>9th Beacon of Hope, Dispel Magic</td>
<td></td>
</tr>
<tr>
<td>13th Freedom of Movement, Guardian of Faith</td>
<td></td>
</tr>
<tr>
<td>17th Commune, Flame Strike</td>
<td></td>
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</tbody>
</table>

**Sacred Weapon**
As an action, you can imbue one weapon you're holding with Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (min 1). It also emits bright light in a 20ft radius and dim light 20ft beyond that. The weapon is considered magical for the duration.

You can end this effect on your turn as a part of any other action. It also ends if you drop the weapon, or fall unconscious.
**Turn the Unholy.** As an action, you turn fiends and undead. Each fiend or undead that can see or hear you within 30ft of you must make a Wisdom saving throw. On a fail, it is turned for 1 minute or until it’s damaged.

Turned creatures must spend its turns trying to move away from you, and it can’t willingly move to a space within 30ft of you. It can’t take reactions. 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**
At 7th level, you and friendly creatures within 30ft of you can’t be charmed while you are conscious.

**Purity of Spirit**
At 15th level, you are always under the effects of a Protection from Evil and Good 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 30ft radius, and dim light shines 30ft beyond that. Regardless of its form, a creature that enters the aura or starts its turn within it must make a Constitution saving throw. On a fail, it is turned for 1 minute or until it takes damage. Turned creatures must spend their turns trying to move away from you, and they can’t willingly move to a space within 30ft of you. They can’t take reactions. They 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 Warding**
At 7th level, you and friendly creatures within 10ft of you have resistance to damage from spells.

**Undying Sentinel**
At 15th level, when you are reduced to 0 hit points and aren’t killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can’t use it again until you finish a long rest. Additionally, you suffer no drawbacks from old age, and can’t be aged magically.

**Elder Champion**
At 20th level, you can use your action to undergo a transformation. For 1 minute, you gain the following benefits:

- At the start of your turns, you regain 10 hit points.
- Whenever you cast a paladin spell with a casting time of 1 action, you can cast it as a bonus action.
- Enemy creatures within 10ft of you have disadvantage on saving throws against spells cast by fiends or undead.

**Oath of Vengeance**

**Channel Divinity**

- **Abjure Enemy.** As an action, choose one creature within 60ft 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, it is frightened for 1 minute or until it takes any damage. While frightened, its speed is 0, and can’t benefit from any bonus to its speed. On a successful save, the creature’s speed is halved for 1 minute, or until it takes any damage.

- **Vow of Enmity.** As a bonus action, you can target a creature you can see within 10ft of you. You gain advantage on attack rolls against it for 1 minute, or until it drops to 0 hit points or falls unconscious.

**Relentless Avenger**
At 7th level, when you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack as part of the same reaction. This movement doesn’t provoke opportunity attacks.

**Soul of Vengeance**
At 15th level, when the creature you targeted with Vow of Enmity makes an attack, you can use your reaction to make a melee weapon attack against it if its within range.
Avenging Angel
At 20th level, using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

• Wings sprout from your back and grant a flying speed of 60ft.
• You emanate an aura of menace in a 30ft radius. The first time an enemy enters the aura or starts its turn there during a battle, it must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes 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.

Oath of the Crown


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<thead>
<tr>
<th>Paladin Level</th>
<th>Spells</th>
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<tbody>
<tr>
<td>3rd</td>
<td>Command, Compelled Duel</td>
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<td>5th</td>
<td>Warding Bond, Zone of Truth</td>
</tr>
<tr>
<td>9th</td>
<td>Aura of Vitality, Spirit Guardians</td>
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<tr>
<td>13th</td>
<td>Banishment, Guardian of Faith</td>
</tr>
<tr>
<td>17th</td>
<td>Circle of Power, Geas</td>
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Channel Divinity

Champion Challenge. You issue a challenge to each creature of your choice that you can see within 30ft of you must make a Wisdom saving throw. On a failed save, it can’t willingly move more than 30ft away from you. This effect ends if you are incapacitated or die or if it moved more than 30ft away from you.

Paladin Spells

1st Level Spells
Bless
Command
Compelled Duel
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Divine Favor
Heroism
Protection from Evil and Good
Purify Food and Drink
Searing Smite
Shield of Faith
Thunderous Smite
Wrathful Smite

2nd Level Spells
Aid
Branding Smite
Find Steed
Lesser Restoration
Locate Object
Magic Weapon
Protection from Poison
Zone of Truth

3rd Level Spells
Aura of Vitality
Blinding Smite
Create Food and Water
Crusader’s Mantle
Daylight
Dazzling Smite
Elemental Weapon
Magic Circle
Remove Curse
Revivify

4th Level Spells
Aura of Life
Aura of Purity
Banishment
Death Ward
Locate Creature
Staggering Smite

5th Level Spells
Banishing Smite
Circle of Power
Destructive Smite
Dispels Evil and Good
Geas
Raise Dead

Turn the Tide. As a bonus action, each creature of your choice that can hear you within 30ft of you regains hit points equal to 1d6 + your Charisma modifier (min 1) if it has no more than half of its hit points.

Divine Allegiance
At 7th level, when a creature within 5ft of you takes damage, you can use your reaction to take the damage instead of them. This damage cannot be reduced or prevented in any way.

Unyielding Spirit
At 15th level, you have advantage on saving throws to avoid becoming paralyzed or stunned.

Exalted Champion
At 20th level, you can use your 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 while within 30ft of you.
• You have advantage on Wisdom saving throws, as do your allies within 30ft of you. This effect ends early if you are incapacitated or die. Once you use this feature you can’t use it again until in you finish a long rest.