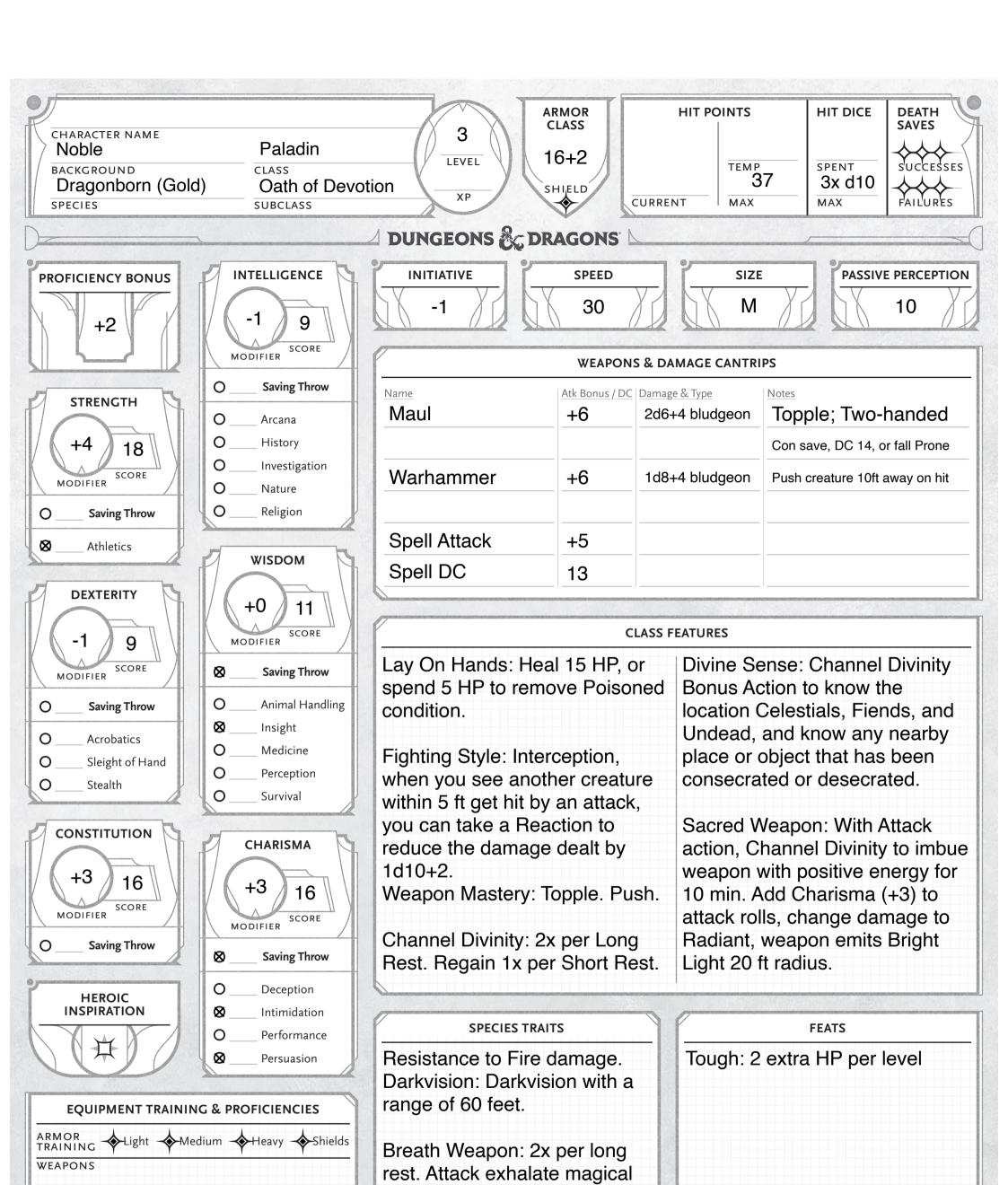


Oath of Devotion Paladin



Fire in either 15ft Cone or 30ft

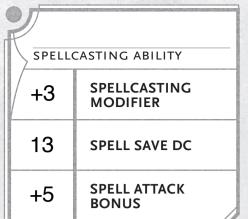
Line. Each creature in that

DC 13 or take 1d10 fire

TOOLS

area must make a Dex save

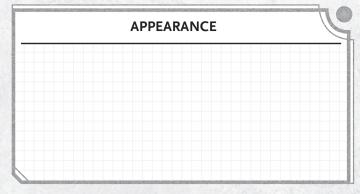
damage. Save = half damage.





SPELL SLOTS									
LEVEL 1	Total Expended 3	Total Expended LEVEL 4 LEVEL 7	Total Expended						
LEVEL 2		LEVEL 5 LEVEL 8							
LEVEL 3	_ \	LEVEL 6	_ \						

			PREPARED		1
Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
1	Divine Smite	_ B	Self	$- \bigcirc \bigcirc$	2d8 extra Radiant damage from attack, 3d to fiend or undead
1	Bless	_ A	30		Bless 3 people, add 1d4 to attack or save
1	Command	A	60	$- \diamondsuit \varepsilon \diamondsuit R \diamondsuit M$	Wis save: Approach, Drop, Flee, Grovel, Halt
1	Compelled Duel	В	30		Wis save, Disadv on attack against anyone other than you. Has to stay within 30ft of you
1	Shield of Faith	В	60		Shimmering shield protects creature of you choice. +2 AC for 10 minutes
1	Heroism	Α	Touch		Gain +3 Temporary HP each turn for 1 minute. Immune to Frightened
1	Protection from Evil & Good	Α	Touch	♦€ ♦R ♦M	A creature type has disadvantage on attact on target, can't charm or frighten for 10 min
				♦€ ♦R ♦M	
				→€ →R →M	
				$- \downarrow_{\mathcal{C}} \rightarrow_{\mathcal{R}} \rightarrow_{\mathcal{M}}$	
				AC AR AM	
			_		
		_	-		
			_		
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			_		
			_	$- \diamondsuit \in \diamondsuit R \diamondsuit M$	
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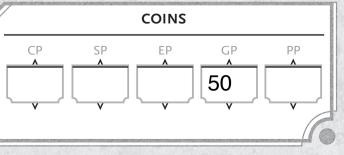
BACKSTORY & PERSONALITY

You are the archetypal knight in shining armour. You live by the highest standards of conduct, holding your vows as sacred: always speaking the truth, protecting the weak, and standing firm in virtue no matter the cost. Your honorable deeds shine as an example for all.

Alignment

LANGUAGES

Common, Sanskrit



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SPELLBOOK

LEVEL 1

BLESS

level 1 - enchantment

Casting Time: Action

Range: 30 feet

Components: V, S, M (a Holy Symbol, worth 5+ GP)

Duration: Concentration, up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

COMMAND

level 1 - enchantment

Casting Time: Action Range: 60 feet Components: V

Duration: Instantaneous

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Choose the command from these options:

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 has the Prone condition and then ends its turn.

Halt. On its turn, the target doesn't move and takes no action or Bonus Action.

Using a Higher-Level Spell Slot. You can affect one additional creature for each spell slot level above 1.

COMPELLED DUEL

level 1 - enchantment

Casting Time: Bonus Action

Range: 30 feet Components: V

Duration: Concentration, up to 1 minute

You try to compel a creature into a duel. One creature that you can see within range makes a Wisdom saving throw. On a failed save, the target has Disadvantage on attack rolls against creatures other than you, and it can't willingly move to a space that is more than 30 feet away from you.

The spell ends if you make an attack roll against a creature other than the target, if you cast a spell on an enemy other than the target, if an ally of yours damages the target, or if you end your turn more than 30 feet away from the target.

DIVINE SMITE

level 1 - evocation

Casting Time: Bonus Action, which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike

Range: Self Components: V Duration: Instantaneous

The target takes an extra 2d8 Radiant damage from the attack. The damage increases by 1d8 if the target is a Fiend or an Undead.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

HEROISM

level 1 - enchantment

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to the Frightened condition and gains Temporary Hit Points equal to your spellcasting ability modifier at the start of each of its turns.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

PROTECTION FROM EVIL AND GOOD

level 1 - abjuration

Casting Time: Action

Range: Touch

Components: V, S, M (a flask of Holy Water worth 25+ GP,

which the spell consumes)

Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against creatures that are Aberrations, Celestials, Elementals, Fey, Fiends, or Undead. The protection grants several benefits. Creatures of those types have Disadvantage on attack rolls against the target. The target also can't be possessed by or gain the Charmed or Frightened conditions from them. If the target is already possessed, Charmed, or Frightened by such a creature, the target has Advantage on any new saving throw against the relevant effect.

SHIELD OF FAITH

level 1 - abjuration

Casting Time: Bonus Action

Range: 60 feet

Components: V, S, M (a prayer scroll) **Duration:** Concentration, up to 10 minutes

A shimmering field surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.