

Paladin 5e Level Guide

THE PALADIN			—Spell Slots per Spell Level—				
Level	Proficiency 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	+2	Ability Score Improvement	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 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

Paladin 5e level guide is an essential resource for players looking to master this iconic class in Dungeons & Dragons 5th Edition. The Paladin is a powerful blend of martial prowess and divine magic, serving as a beacon of hope and justice in a world filled with darkness. Whether you are a seasoned player or a newcomer to the game, understanding the intricacies of leveling up your Paladin can greatly enhance your gameplay experience. This guide will take you through each level, detailing abilities, spellcasting, and optimal choices to help you create a formidable Paladin.

Understanding the Paladin Class

Before diving into the leveling guide, it's important to grasp the core aspects of the Paladin class. Paladins are holy warriors who combine the art of combat with divine magic. They are often seen as champions of a particular cause, deity, or moral code. The Paladin class is defined by several key features:

- **Hit Points:** Paladins have a strong hit point pool, gaining 1d10 per level, making them durable on the battlefield.

- **Primary Ability:** Strength is the primary ability for melee combat, while Charisma enhances spellcasting and class features.
- **Armor Proficiencies:** Paladins are proficient with all armor and shields, allowing them to maintain a high Armor Class (AC).
- **Weapon Proficiencies:** They can use simple and martial weapons, providing flexibility in combat styles.
- **Spellcasting:** Paladins have access to divine spells, which they can use to heal allies, smite foes, and provide various buffs.

Leveling Up Your Paladin

As you progress through the levels, your Paladin will gain new abilities, spells, and features. Here's a comprehensive guide to what you can expect at each level.

Level 1: The Foundation

At level 1, you establish your Paladin's foundation. You gain the following features:

- **Divine Sense:** This ability allows you to detect good and evil within a certain radius, which is invaluable for identifying fiends, undead, and celestial beings.
- **Lay on Hands:** This healing ability lets you restore a number of hit points equal to your Paladin level times five. You can use this feature to heal yourself or your allies.

Level 2: Fighting Style and Spellcasting

Upon reaching level 2, you choose a Fighting Style that enhances your combat effectiveness. Here are some popular options:

- Defense: Gain a +1 bonus to AC when wearing armor.
- Dueling: Gain a +2 bonus to damage rolls when wielding a melee weapon in one hand and no other weapons.
- Great Weapon Fighting: Reroll 1s and 2s on damage dice for two-handed weapons.

Additionally, you gain spellcasting abilities, allowing you to access a limited number of spells from the Paladin spell list.

Level 3: Sacred Oath

At level 3, you choose a Sacred Oath that further defines your Paladin's abilities and role. The Oaths available include:

- Oath of Devotion: Focused on honor and justice, gaining abilities like Sacred Weapon and Turn the Unholy.
- Oath of the Ancients: Emphasizing nature and protection, granting abilities such as Channel Divinity: Nature's Wrath.
- Oath of Vengeance: Centered on retribution, featuring abilities like Vow of Enmity and Relentless Avenger.

Each Oath provides unique spells and features that will shape your Paladin's capabilities.

Level 4: Ability Score Improvement (ASI)

At level 4, you receive an Ability Score Improvement (ASI) or a Feat. This is a crucial choice for enhancing your Paladin's effectiveness. Consider increasing your Strength or Charisma, or take a Feat that complements your build, such as Great Weapon Master or Shield Master.

Level 5: Extra Attack and Spells

Level 5 is a significant milestone as you gain the Extra Attack feature, allowing you to attack twice whenever you take the Attack action. You also gain access to 2nd-level spells, such as:

- Lesser Restoration: Heal a target and remove conditions like blindness or paralysis.
- Zone of Truth: Create an area where creatures cannot lie, perfect for interrogation scenarios.

Levels 6–9: Enhancing Your Skills

As you progress through levels 6 to 9, your Paladin continues to improve:

- Level 6: You gain Aura of Protection, providing a bonus to saving throws for you and nearby allies equal to your Charisma modifier.
- Level 7: You gain access to 3rd-level spells, including powerful options like Remove Curse and Aura of Life.
- Level 8: Another ASI or Feat opportunity. Consider increasing your Charisma for better spellcasting.
- Level 9: You gain the ability to cast 4th-level spells, such as Aura of Purity and Locate Creature.

Levels 10–13: Mastering Your Oath

At levels 10 to 13, your Paladin becomes a formidable force:

- Level 10: You gain improved Channel Divinity options based on your Sacred Oath.
- Level 11: You unlock the powerful Cleansing Touch ability, allowing you to end spells affecting yourself or allies.
- Level 12: Take another ASI or Feat to further enhance your abilities.
- Level 13: Gain access to 5th-level spells, including Dispel Magic and Holy Weapon.

Levels 14–20: The Pinnacle of Power

The final levels of the Paladin offer tremendous power and versatility:

- Level 14: You gain the Aura of Courage, granting immunity to fear effects for you and your allies within the aura.
- Level 15: Gain access to 6th-level spells, like Blade Barrier and Word of Recall.
- Level 16: Another ASI or Feat opportunity.
- Level 17: You gain the Improved Divine Smite, adding extra radiant damage to all your melee attacks.
- Level 18: Access to 7th-level spells, including Etherealness and Regenerate.
- Level 19: Another ASI or Feat opportunity.
- Level 20: You achieve the pinnacle of your class with Holy Nimbus, granting you a powerful aura that damages enemies and heals allies.

Conclusion

The **Paladin 5e level guide** serves as a roadmap for navigating the complexities of this unique class.

By understanding each level's features, spells, and opportunities for growth, you can create a Paladin that embodies your vision of a holy warrior. Remember, the choices you make will shape your character's journey, so choose wisely and enjoy the adventure that awaits! Whether you're defending the weak or pursuing vengeance against evil, your Paladin will be a vital asset to any party. Happy adventuring!

Frequently Asked Questions

What is the best level to multi-class as a Paladin in 5e?

The best level to multi-class as a Paladin is often around level 6, as you gain access to the Aura of Protection and still maintain a strong base in your primary class.

How many spell slots does a Paladin have at level 10?

At level 10, a Paladin has 4 1st-level spell slots and 2 2nd-level spell slots, allowing for a variety of spells to support their allies and enhance their combat abilities.

What are the key features gained at level 3 for a Paladin?

At level 3, a Paladin gains their Sacred Oath, which provides unique abilities and spells, as well as the ability to cast spells for the first time.

How does the Paladin's Divine Smite work at higher levels?

Divine Smite allows a Paladin to expend a spell slot to deal additional radiant damage on a hit. At higher levels, the damage increases, adding 2d8 damage for a 2nd-level spell slot and more for higher levels.

What is the importance of the Aura of Protection feature at level 6?

The Aura of Protection grants all friendly creatures within 10 feet of the Paladin the ability to add the Paladin's Charisma modifier to their saving throws, significantly enhancing the party's survivability.

At what level does a Paladin gain extra attacks?

A Paladin gains an extra attack at level 5, allowing them to attack twice whenever they take the Attack action on their turn.

What is the significance of the Oath of Vengeance at level 3?

The Oath of Vengeance allows a Paladin to pursue and punish wrongdoers with abilities such as Vow of Enmity, which gives advantage on attack rolls against a chosen enemy.

When does a Paladin gain access to 3rd-level spells?

A Paladin gains access to 3rd-level spells at level 9, expanding their spellcasting options to include powerful spells like Aura of Vitality and Spirit Guardians.

How does the Lay on Hands feature scale with level?

The Lay on Hands feature allows a Paladin to heal a total amount equal to 5 times their Paladin level, providing a significant pool of healing that increases as they level up.

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