



## PALADIN OATH

### OATH OF SOLIDARITY

The Oath of Solidarity is for paladins who stand up for the common folk, who fight against injustice and evil when it lurks in the hearts of men. Solidarity paladins are always willing to lift their blades against dark powers and otherworldly forces - but more quotidian evils are their sacred foes.

They stick to the cities and the towns, protecting the people from oppressors and ruthless overlords. Their relationships to knightly orders and nobility are...touchy, at best. Royalty and nobles may sing the praises of Solidarity paladins in public, but in private, their interests rarely align.

#### TENETS OF SOLIDARITY

Paladins who swear the Oath of Solidarity vow to protect the weak against the strong, always.

- **Stand for the Downtrodden.** Those with the least power need the most protection.
- **Beware Temptation.** Earthly rewards may distract you from your calling.
- **Trust No Power.** Even the kindest lords are never on the side of their subjects.

### OATH OF SOLIDARITY FEATURES

| Paladin Level | Features                      |
|---------------|-------------------------------|
| 3rd           | Oath Spells, Channel Divinity |
| 7th           | Aura of Support               |
| 15th          | Sword of Revolution           |
| 20th          | Power From the People         |

### OATH OF SOLIDARITY SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the table below. The spell counts as a paladin spell for you, but it doesn't count against the number of paladin spells you know.

| Paladin Level | Spells                                       |
|---------------|--|
| 3rd           | <i>bless, sanctuary</i>                      |
| 5th           | <i>captivate*</i> , <i>warding bond</i>      |
| 9th           | <i>beacon of hope, create food and water</i> |
| 13th          | <i>dimension door, private sanctum</i>       |
| 17th          | <i>dominate person, seeming</i>              |

Spells marked with \* are included in an appendix to this document.



## CHANNEL DIVINITY

You gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

### FACE IN THE CROWD

As a bonus action, you can use your Channel Divinity to give yourself a blessing of stealth to blend into crowds and escape notice. You can change your appearance as if you cast *disguise self* without any components. While disguised in this way, other creatures have disadvantage on Wisdom (Perception) checks to locate you.

### LEND YOUR STRENGTH

You can use your Channel Divinity to save an ally whose strength is failing. As a reaction when a creature within 30 feet takes damage which would drop them to 0 hit points, you can redirect the damage to yourself. The target creature is immediately affected by the *sanctuary* spell until the end of your next turn.

### AURA OF SUPPORT

Starting at 7th level, all creatures around you are buoyed by your strength of spirit. Before a creature attempts a saving throw while affected by your Aura of Protection, they gain temporary hit points equal to your proficiency bonus.

### SWORD OF REVOLUTION

At 15th level, your oath empowers you to step forward and lead, especially in times of crisis and change. You gain advantage on initiative rolls, and before you take your second turn in any combat, any ally who goes after you has advantage to hit a target you have previously damaged.

### POWER FROM THE PEOPLE

At 20th level, you can mystically summon the will of the masses. As an action, you can become an avatar of the cause for 1 minute, gaining the following benefits:

- When damage would reduce you to 0 hit points, as long as you are not incapacitated you can make a Constitution saving throw with a DC equal to half the damage suffered. On a success, you drop to 1 hit point instead.
- All your attacks against enemies at full health have advantage, and are critical hits on a roll of 19 or 20.
- Allies who start their turns within your Aura of Protection gain 10 feet of additional movement until the start of their next turn.

Once you use this feature, you can't use it again until you finish a long rest.

## APPENDIX 1: SPELLS

### CAPTIVATE

*2nd-level enchantment*

**Classes:** Bard, Warlock

**Casting Time:** 1 action

**Range:** Self (60 foot radius)

**Components:** V, S

**Duration:** 1 minute

You enact a performance laced with subtle magic, your gestures and voice causing others to focus on you to the exclusion of all else. Creatures of your choice within range must make a Wisdom saving throw or be charmed by you. If you or your companions are fighting a creature, it has advantage on the save. While charmed by you in this way, a creature has disadvantage on Dexterity (Initiative) rolls as well as Wisdom (Perception) checks made to perceive any creature other than you until the spell ends or until the target can no longer see or hear you. Additionally, if a creature rolls initiative while affected by this spell, its speed is reduced by 10 feet and it cannot take reactions until after its first turn ends. The spell ends if you are incapacitated or you can no longer speak. Creatures do not realize that you used magic to influence them.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 minute and the radius increases by 10 feet for each slot level above 2nd.

### OATH OF SOLIDARITY QUIRKS

The following are some optional quirks for a player of this Oath to choose from.

#### d6 Quirk

- 1 You regularly address your allies as "comrade".
- 2 You have a reputation for rushing headfirst into the fight.
- 3 Your armor is always clean and gleaming.
- 4 You intentionally smudge your armor with grease and dirt to help blend in.
- 5 You cannot resist insulting nobles when you meet them.
- 6 You draw rude graffiti on a coat-of-arms every chance you get.



# CHANGE LOG

## V0.2

- Small fix to Power From the People
- Buffed Aura of Support

## V0.1

- Rough Draft

## CREDITS & REFERENCES:

- Oath of Solidarity created by somanyrobots

### Art

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