

Oath of the Warrior



Those who take the Oath of the Warrior wage endless wars and gloriously gratuitous and gutsy battles against deadly, dastardly demons and calculating corrupt criminals. Philanthropic, faithful followers of this oath are handily the most holistically honorable and heroic on and off the battlefield and it is said they will loyally lay low their own lives for a fellow warrior.

Warrior Tenets

- **No warrior left behind:** No matter the cost, a fellow warrior does not get left to die alone on the battlefield and it's your duty to ensure they leave alive.
- **Honor the fallen:** All those who are deemed warriors and strong of heart deserve to be honored in their death as they were honored in life.
- **Do not flee:** When faced with the choice, you die fighting rather than fleeing. You will never show your back to the enemy in fear or cowardice.

Oath Spells

You gain oath spells at the paladin levels listed. These spells do count against the number of spells you know and can prepare and are always prepared for you. If a spell listed does not appear on the paladin spell list, it is nonetheless a paladin spell for you.

Paladin Level	Spells
3 rd	Compelled Duel, Guiding Bolt
5 th	Aid, Spiritual Weapon
9 th	Spirit Guardians, Motivational Speech
13 th	Banishment, Aura of Purity
17 th	Destructive Wave, Flame Strike

Channel Divinity

Upon reaching 3rd level you gain access to the following two Channel Divinity options:

Power Overwhelming

You unwavering, unerring uncompromising resolve effortlessly emboldens your strikes. As a reaction upon hitting a creature with a melee weapon attack, you can use your Channel Divinity to maximize all the damage dice of that attack.

Live to Fight

When a wounded warrior falls boldly in brilliant battle you may graciously grant them one last valiant act before passing on. As an action you touch a creature that has dropped to 0 hit points within the last minute and give them one last breath of life. The effected creature rises from the dead with half their maximum hit points and is able to take an extra turn immediately after yours. They resist any damage they take on this turn and after their turn ends, they drop back to 0 hit points and continue to make death saving throws as normal.

Heroic Aura

At 7th level you rakishly radiate an aura of cool, capable confidence and halcyon, harmonious heroism. When you and any creatures of your choice within 10 feet of you roll initiative, you all gain temporary HP equal to your Charisma modifier. At 18th level the radius for this increases to 30 ft.

Warrior's Heart

Starting at 15th level not even death can deter you from your magnificent, magnanimous mission. When you drop to 0 you instead gain temporary HP equal to your Paladin level + your Charisma modifier. While in this state you make death saving throws as normal while fighting, unless you are healed from 0. If you would die as a result of failing death saving throws, you do not die until your temporary HP is depleted. Once the temporary HP is depleted you fall unconscious as normal unless you are no longer at 0 HP. Once you use this feature you can't use it again until you finish a long rest.

True Warrior

Beginning at 20th level you can use your bonus action to breathtakingly bolster and boost yourself, becoming ultimately unchallenged and unbeatable in your superior strength and courage. This transformation lasts 1 minute and while you are under its effects, you gain the following benefits:

- Once on each of your turns when you make a weapon attack and miss, you can cause that attack to hit instead.
- When you take the attack action you may make three attacks instead of 2.
- Your Strength and Charisma scores increase by 4 to a new maximum of 24.

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

Oath of the Warrior

Those who take the Oath of the Warrior wage endless wars and gloriously gratuitous and gutsy battles against deadly, dastardly demons and calculating corrupt criminals. Philanthropic, faithful followers of this oath are handily the most holistically honorable and heroic on and off the battlefield and it is said they will loyally lay low their own lives for a fellow warrior.

Warrior Tenets

- **No warrior left behind:** No matter the cost, a fellow warrior does not get left to die alone on the battlefield and it's your duty to ensure they leave alive.
- **Honor the fallen:** All those who are deemed warriors and strong of heart deserve to be honored in their death as they were honored in life.
- **Do not flee:** When faced with the choice, you die fighting rather than fleeing. You will never show your back to the enemy in fear or cowardice.

Oath Spells

You gain oath spells at the paladin levels listed. These spells do count against the number of spells you know and can prepare and are always prepared for you. If a spell listed does not appear on the paladin spell list, it is nonetheless a paladin spell for you.

Paladin Level	Spells
3 rd	Compelled Duel, Guiding Bolt
5 th	Aid, Spiritual Weapon
9 th	Spirit Guardians, Motivational Speech
13 th	Banishment, Aura of Purity
17 th	Destructive Wave, Flame Strike

Channel Divinity

Upon reaching 3rd level you gain access to the following two Channel Divinity options:

Power Overwhelming

You unwavering, unerring uncompromising resolve effortlessly emboldens your strikes. As a reaction upon hitting a creature with a melee weapon attack, you can use your Channel Divinity to maximize all the damage dice of that attack.

Live to Fight

When a wounded warrior falls boldly in brilliant battle you may graciously grant them one last valiant act before passing on. As an action you touch a creature that has dropped to 0 hit points within the last minute and give them one last breath of life. The effected creature rises from the dead with half their maximum hit points and is able to take an extra turn immediately after yours. They resist any damage they take on this turn and after their turn ends, they drop back to 0 hit points and continue to make death saving throws as normal.

Heroic Aura

At 7th level you rakishly radiate an aura of cool, capable confidence and halcyon, harmonious heroism. When you and any creatures of your choice within 10 feet of you roll initiative, you all gain temporary HP equal to your Charisma modifier. At 18th level the radius for this increases to 30 ft.

Warrior's Heart

Starting at 15th level not even death can deter you from your magnificent, magnanimous mission. When you drop to 0 you instead gain temporary HP equal to your Paladin level + your Charisma modifier. While in this state you make death saving throws as normal while fighting, unless you are healed from 0. If you would die as a result of failing death saving throws, you do not die until your temporary HP is depleted. Once the temporary HP is depleted you fall unconscious as normal unless you are no longer at 0 HP. Once you use this feature you can't use it again until you finish a long rest.

True Warrior

Beginning at 20th level you can use your bonus action to breathtakingly bolster and boost yourself, becoming ultimately unchallenged and unbeatable in your superior

strength and courage. This transformation lasts 1 minute and while you are under its effects, you gain the following benefits:

- Once on each of your turns when you make a weapon attack and miss, you can cause that attack to hit instead.
- When you take the attack action you may make three attacks instead of 2.
- Your Strength and Charisma scores increase by 4 to a new maximum of 24.

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