

SACRED OATH

When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Devotion detailed at the end of the class description or one from another source.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

OATH OF THE TEMPLAR

Paladins who follow the Oath of the Templar are traveling warriors who use the power of light and the burning Sun to smite their foes and aid their allies. Serving the Eight Divines, these paladins fight with a blazing fury and passion. Their goal is burn out corruption and evil in the world, and serve as a beacon on light that others can look up to.

TENETS OF THE TEMPLAR

The tenets of the Oath of the Templar follow the teachings of the Aedra, the Eight Divines. While each individual Divine's teachings vary, paladins of this oath share these tenets.

Aid your Allies: It is your duty to protect and aid your allies, whether that means restoring their health, strengthening their attacks, or slaying their enemies.

Resist the Occult: Fiends, Evil Mages, and the Undead all will suffer your formidable wrath.

Order and Justice: You must protect the law and order of both the land and the Divines.

Power of the Sun: The Sun is both the giver of life and destroyer of worlds. Use its power to protect those under its warmth, and smite those foolish enough to name you their enemy.

OATH SPELLS

You gain Oath Spells at the paladin levels listed.

OATH OF THE TEMPLAR SPELLS

Paladin Levels	Spells
3rd	Faerie Fire, Guiding Bolt
5th	Scorching Ray, Flaming Sphere
9th	Crusader's Mantle, Daylight
13th	Fire Shield, Guardian of Faith
17th	Flame Strike, Dawn

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Dawn's Wrath: You can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes. As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10+ your Paladin level on a failed save, and half as much damage on a successful one. A creature that has total cover from you is not affected.

Aedric Spear Using your Channel Divinity, you can use your action you transform a melee weapon into a spear of pure magic. For 1 minute, your weapon gains a +1 bonus to its Attack and Damage Rolls, and gains a +5ft bonus to its reach. This bonus to reach does not change the weapon type, damage, or any other weapon properties. In addition, the weapon emits bright light in a 20ft radius and dim light an additional 20ft beyond that. If the weapon is not magical, it becomes magical for the duration.

You can end this effect on your turn as part of any action. If you are no longer carrying this weapon, or if you fall unconscious, this effect ends

AURA OF BURNING LIGHT

Starting at 7th level, the power of your belief in the light strengthens you and your allies critical hits. Whenever you, or an ally within 10 feet of you, rolls a critical hit, you/your ally can roll one of the weapon's damage dice an additional time and add it as extra Radiant damage to the critical hit.

At 18th level, the range of this aura increases to 30 feet.



Image Credit: Elder Scrolls Online

TOPPLING CHARGE

Starting at 15th level, while you are wielding your Aedric Spear, you can perform a powerful charging blow. If you move at least 10 feet in a straight line right before attacking a creature and hit it with an attack, the target must succeed on a Strength Saving throw versus your Spell Save DC or be knocked prone. If the target is prone, you can then make one weapon attack against it as a bonus action. You can only use this feature once on each of your turns.

SUN SHIELD

At 20th level, you harness the power of Aetherium itself. As an action, you begin to glow with light of the Sun, protecting you and harming your enemies. For 1 minute, you gain the following benefits:

- You gain 25 temporary hit points.
- Bright light shines from you in a 30 foot radius, and dim light in a 30 foot radius beyond that. This light is sunlight.
- When you hit a creature, the creature takes extra radiant damage equal to your Charisma modifier.
- When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attack hits or misses. An attacker that can't be blinded is immune to this feature.

Archetype made using the Homebrewery