

## Oath of the Fableist Paladin

### Tenants of Fableism

- **Explore:** Whatever you do or wherever your story may lead you, live life to the fullest and discover every facet that life has to offer.
- **Empower and Preserve:** Every soul is on its own adventure, do anything you can to guide another soul further on its path.
- **Fate:** Everything is by design; fate is the most powerful and sacred force in the world.
- **Adapt and Grow:** A progressive life is a life of growth. Keep this in mind when faced with internal conflict.

### Class Overview

- 3<sup>rd</sup>: Oath Spells, Channel Divinity
- 7<sup>th</sup>: Aura of Preservation
- 15<sup>th</sup>: Empowered Spirit
- 20<sup>th</sup>: Champion of the Writer

### Oath Spells

3<sup>rd</sup>: Gift of Alacrity, Sanctuary

5<sup>th</sup>: Augury, Fortune's Favor

9<sup>th</sup>: Tongues, Haste

13<sup>th</sup>: Divination, Fabricate

17<sup>th</sup>: Commune, Legend Lore

### Channel Divinity

- **Binds of Fate:** As a reaction, you can remove advantage or disadvantage from a creature making a roll within 30 feet of you. Additionally, you can add or subtract your proficiency bonus to that roll.
- **Emissary of Passion:** As a bonus action, you grant yourself a +5 bonus to performance checks for the next 10 minutes

### Aura of Preservation

Beginning at 7<sup>th</sup> level, friendly creatures within 10 feet of you are given extra endurance by your guidance and Protection. When a friendly creature in your aura who is not at 1hp would drop to 0 hp, they instead drop to 1 hp and you take the remaining damage from the incoming attack.

### Empowered Spirit

Starting at 15<sup>th</sup> level, when you are reduced to fewer than half hp, your will to live and grow empower you to keep on fighting. When you take damage, you can reflect a portion of the

damage back at the attacker. Reduce your damage taken by 1d12. The attacker then takes radiant damage equal to the number rolled.

#### Champion of the Writer

At 20<sup>th</sup> level, your connection to the story of the Writer is so great that fate bends in epic ways at your whim. Once per day, you may impose an automatic critical on any roll that you can see. You may choose if the roll is a critical success or a critical failure.