

SACRED OATH

At 3rd level, a Paladin gains the Sacred Oath feature. The following Patron-exclusive option can be made available in addition to the Sacred Oaths available in official context:

Alternate Oath of the Blade

OATH OF THE BLADE

Paladins who swear the Oath of the Blade dedicate their lives to becoming masters of combat. Often given the title of *Blade Master*, these paragons of battle strive for mastery with the armaments of war. Some serve as mercenaries, and others as guardians or bodyguards. However, no matter their station Paladins of the Blade always look to test their martial skills.

Paladin Level Feature

3rd	Tenets of the Blade, Channel Divinity, Martial Exploits
7th	Masterful Technique
15th	Skillful Counter
18th	Masterful Technique Improvement
20th	Warrior of Legend

TENETS OF THE BLADE

3rd-level Oath of the Blade feature

Though their specific Oath and cause may vary, all Paladins who swear an Oath of the Blade uphold the following Tenets:

Fair Play	<i>True warriors will always level the playing field for a fair fight.</i>
Respect	<i>All fellow warriors deserve your respect, even the most bitter of your foes.</i>

CHANNEL DIVINITY

3rd-level Oath of the Blade feature

Swearing this Oath grants the following Channel Divinity:

SACRED DUEL

As bonus action, you can hold aloft your holy symbol to begin a Sacred Duel between you and another creature that agrees to the duel within 30 feet of you, designating you as duelists.

For 1 minute, or until one of the duelists falls unconscious, you both have resistance to all damage, except damage from the other duelist, but you can only target each other with your attacks, spells, and all other features for the duration.

MARTIAL EXPLOITS

3rd-level Oath of the Blade feature

You have studied various exploits to increase your skill with the armaments of war. You gain the following features:

Exploit Dice. The Blade Exploits table shows how many Exploit Dice you have to use Exploits. To use an Exploit, you expend an Exploit Die, and you regain all your expended Exploit Dice when you finish a short or long rest.

High Degree. Your Paladin level limits the technicality of the Exploits you are able to perform. This limit is reflected in the High Degree column of the Blade Exploits table.

Exploits. You learn two Martial Exploits of your choice from those available to the **Alternate Fighter**. You can only use one Exploit per ability check, attack, or saving throw.

When you gain a Paladin level, you can replace one Exploit you know with another Martial Exploit of your choice.

Saving Throws. If an Exploit requires a creature to make a saving throw, the saving throw DC is calculated as follows:

$$\text{Exploit save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

BLADE EXPLOITS

Paladin Level	Exploits Known	Exploit Die	Exploit Dice	High Degree
3rd	2	d4	2	1st
4th	2	d4	2	1st
5th	3	d4	2	1st
6th	3	d4	2	1st
7th	4	d6	3	2nd
8th	4	d6	3	2nd
9th	4	d6	3	2nd
10th	4	d6	3	2nd
11th	5	d6	3	2nd
12th	5	d6	3	2nd
13th	5	d6	3	2nd
14th	5	d6	3	2nd
15th	6	d8	4	3rd
16th	6	d8	4	3rd
17th	6	d8	4	3rd
18th	6	d8	4	3rd
19th	7	d8	4	3rd
20th	7	d8	4	3rd



MASTERFUL TECHNIQUE

7th-level Oath of the Blade feature

Your martial skills are especially potent when used in a Duel. Once per turn, when you force the target of your Sacred Duel to make a saving throw to resist the effects of an Exploit, you can force it to make its saving throw with disadvantage.

When you reach 18th level, the target of your Sacred Duel has disadvantage on all saving throws against your Exploits.

SKILLFUL COUNTER

15th-level Oath of the Blade feature

You ruthlessly strike back at those who dare strike you. When a creature you can see hits you with a melee attack, you can use your reaction to make a single weapon attack against it.

If this attacker is your opponent in a Sacred Duel, you also gain a single Exploit Die that you can expend as part of this special reaction attack, if not, you lose that Exploit Die.

WARRIOR OF LEGEND

20th-level Oath of the Blade feature

You can use a bonus action on your turn to enter a trance that enhances your combat skills to legendary levels. For 1 minute, or until you are incapacitated, you can use one Exploit you know as part of each melee weapon attack you make without expending an Exploit Die. If the Exploit requires an Exploit Die roll, you use a d6 in its place.

Once you use this feature, you must complete a long rest before you can use it again. When you have no uses left, you can expend a 5th-level spell slot to use this feature again.

MULTICLASSING & EXPLOITS

Your martial skill depends partly on your combined levels in classes that learn Exploits, and partly on your individual levels in each class. If your group uses the optional rule for multiclassing and you learn Exploits from more than one class, you use the following rules: [Alternate Martial Multiclassing](#).



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