

Broath of Brotherhood

Paladin Subclass



By Ryan Bennett

BROATH OF BROTHERHOOD

The Oath of Brotherhood is sworn to uphold the force that binds people together in fraternity. Those sworn to the Oath of Brotherhood dedicate themselves their relationships, friendships, and even their lifelong rivalries. Brotherhood transcends gender, race, class and creed, and can be upheld so long as two people are willing to stand by each other's side. These knights understand that sometimes the strongest thing that one can do is to ask for help, because they know that any member of their brotherhood would do the same for them.

TENETS OF BROTHERHOOD

The tenets of the Oath of the Brotherhood—sometimes called "The Bro Code" by common folk—are as old as civilization. This oath emphasizes the principles of camaraderie and spirited competition for the betterment of all involved.

Stand by your Bro. So long as your bro upholds the tenets of this oath, stand by them in victory and defeat. For in victory there is glory, and in defeat there is a good laugh and a story to be shared afterwards.

Respect your Bro. Be there for your bro, even when your Bro isn't there for himself. Never let your bro sacrifice dignity, and always enable your bro to be his best self.

Call out a Bro. Sometimes a bro may stray from their duties. It is the responsibility for a bro to ensure that they get back on path and remain true to themselves, because they would do the same for you.

Support your Bro. Sometimes the best thing you can do for a bro is to lend an ear and offer a kind word. All emotions, whether positive or negative, have a healthy outlet. Brotherhood is knowing how to be there for a friend in times when they can't be there for themselves.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Brotherhood table. See the Sacred Oath class feature for how oath spells work.

OATH OF BROTHERHOOD SPELLS

Paladin Level	Spells
3rd	Healing Word, Heroism
5th	Enhance Ability, Warding Bond
9th	Crusader's Mantle, Life Transference
13th	Aura of Life, Death Ward
17th	Greater Restoration, Skill Empowerment

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CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Call to Arms. You can use your Channel Divinity to imbue an ally with renewed vigor. As a bonus action, you can call upon a willing ally that you can see to use their reaction to immediately make a melee attack on an enemy within range. If the attack hits, it deals additional radiant damage equal to your Paladin level.

Share the Burden. If a willing ally that you can see within 5 feet of you is the target of a melee or ranged attack, you can use your reaction to move into your ally's space without provoking opportunity attacks. Your ally then teleports into an unoccupied space of your choice that you can see within 30 feet of you, and you become the target of that attack.

AURA OF FRATERNITY

By 7th level, you emanate an aura that increases the confidence of your allies. The aura extends 10 feet from you in every direction.

When a creature in your aura other than you takes damage, you can use your reaction to magically reduce the damage taken by half. That creature can then use its reaction to move up to half its speed without provoking opportunity attacks from the attacker.

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

BROS BEFORE FOES

Starting at 15th level, your tenacity drives you into the front line of combat.

You can add your Charisma modifier (minimum of 1) to initiative rolls, and have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

ULTIMATE WINGMAN

At 20th level, you can elevate your presence on the battlefield to assume a form that encourages your allies to unleash their full potential. You can use your action to gain the following benefits for 1 hour:

- Wings sprout from your back and grant you a flying speed of 60 feet.
- When a friendly creature starts its turn within 30 feet of you, they regain hit points equal to your Charisma modifier (minimum of 1) if they can see you and are not incapacitated.
- After you attack a target on your turn, all allies within 30 feet of you can immediately use their reaction to perform an opportunity attack on a target within range.

This effect ends early if you are incapacitated or die. Once you use this feature, you can't use it again until you finish a long rest.