

SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF ADRENALINE

Paladins who swear the Oath of Adrenaline are committing their lives to their one true love: extreme sport. These daredevils seek out thrills wherever they may be found, whether on the gleaming water, in the boundless sky, or atop the highest mountains—but at the same time, they always seek to maintain a cool, relaxed, fun-loving demeanor. On the battlefield, their superior speed and agility allows them to run rings around their enemies, attacking quickly and from unexpected angles.

TENETS OF ADRENALINE

All paladins who swear this oath respect the following ideals:

Extreme. Sometimes called the 'one-word philosophy' of the adrenaline paladins, going to extremes is the defining trait of this oath. Its adherents must always seek to perform the most extreme feats, take the biggest risks and push the boundaries of what is possible.

Style and Substance. Both style and substance are important to this oath. You must not only do great things, but also do them in the most artistic and graceful way. For adrenaline paladins, these two aspects are inseparable.

Competition, Camaraderie and Respect. This oath places great emphasis on how its devotees treat other people and the natural environment. Competition should be intense—anything else would be an insult to one's rivals—but at the end of the day it is essential to put people's health and well-being first, and to ensure that the land itself is protected for future generations to compete on.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>feather fall, grease</i>
5th	<i>enthrall, pyrotechnics</i>
9th	<i>fly, wall of water</i>
13th	<i>freedom of movement, ice storm</i>
17th	<i>skill empowerment, steel wind strike</i>

CHANNEL DIVINITY

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

Abjure the Poser. As an action, you present your holy symbol and issue a taunt or challenge using your Channel Divinity. Choose one creature within 60 feet of you that can hear you to make a Wisdom saving throw. Paladins who have sworn the Oath of Adrenaline are immune to this effect. On a failed save, the creature cannot use bonus actions or reactions, and has disadvantage on all Strength, Dexterity, and Charisma checks for 1 minute or until it takes any damage. On a successful save, the target has disadvantage on Charisma checks for the same duration.

Get Stoked. You can use your Channel Divinity to fill yourself with righteous energy. As a bonus action, you let out a shout of elation and for the next minute you increase your base movement speed by 20 feet, gain immunity to falling damage and can add a bonus equal to your Charisma modifier to any Strength (Athletics) or Dexterity (Acrobatics) checks you make.

AURA OF ADRENALINE

At 7th level, your electric presence galvanizes those around you. You and each friendly creature that starts its turn within 10 feet of you gains a 10-foot bonus to their base movement speed.

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

FREESTYLE

When you reach 15th level, your long and high jump distances are doubled, and standing up from prone does not cost you any movement. Furthermore, whenever you make an ability check you can choose to replace whichever ability the check requires with Charisma.

WICKED SICK

By 20th level, you have mastered every trick in the book. As an action, you can enter a zen-like state of peerless athletic ability. For 10 minutes, you gain the following benefits:

- You gain the benefits of the *spider climb* and *water walking* spells.
- You can add 1d6 to your weapon attack and damage rolls.
- You automatically succeed on Strength and Dexterity saving throws.
- You can perform two bonus actions on your turn, and two reactions before the start of your next turn.

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