DUALINK

Oath of the Balance

Paladin Subclass



Bleach Edition

Oath of the Balance

The Oath of the Balance binds a paladin to the belief that fortune and misfortune are debts that must be repaid. Paladins of this oath correct outcomes that tilt too far, shielding the undeserving from calamity and returning unearned advantage as judgment.

Tenets of the Balance

The tenets of the Oath of the Balance are often recorded as brief maxims.

- **No Wind Without Weight.** Every boon carries a burden.
- **Share the Burden.** Do not permit the weak to pay for the strong.
- **Deny the Unfair.** Correct advantage that is taken without right.
- **Judgment, Not Malice.** Restore measure; do not indulge cruelty.

Oath Spells

You gain oath spells at the paladin levels listed.

- 3rd: *bane, shield of faith*
- 5th: *lesser restoration, warding bond*
- 9th: *bestow curse, dispel magic*
- 13th: *death ward, freedom of movement*
- 17th: *hold monster, wall of force*

Channel Divinity

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

Scale of Judgment

When a creature you can see within 30 feet of you hits with an attack roll, you can use your reaction to present your holy symbol and force the attacker to reroll the d20. The

attacker must use the lower of the two rolls.

If this feature causes the attack to miss, the attacker takes radiant damage equal to your paladin level, and you can move up to 10 feet without provoking opportunity attacks.

Reversal of Fortune

As a bonus action, you present your holy symbol and choose one creature you can see within 60 feet of you. The creature must make a Wisdom saving throw against your Spell Save DC. if it fails, the creature is marked for 1 minute.

The mark ends early if you are incapacitated or if you use this Channel Divinity again.

While the creature is marked, the first time on each round that the creature makes an attack roll, an ability check, or a saving throw the outcome of the roll is considered a 10.

Aura of Equilibrium

Starting at 7th level, you emanate an aura that redistributes harm.

The aura extends 10 feet from you in every direction, but not through total cover.

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

When a creature of your choice in the aura takes damage, you can use your reaction to reduce that damage by an amount equal to your Charisma modifier (minimum reduction of 1).

When you reduce damage in this way, you take radiant damage equal to the amount reduced. This radiant

damage can't be reduced in any way.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Unfair Advantage

Starting at 15th level, you can punish decisive luck.

When a creature you can see within 30 feet of you scores a critical hit, you can use your reaction to turn that critical hit into a normal hit. When you do so, the attacker takes radiant damage equal to 2d8 + your Charisma modifier, and its speed is reduced by 10 feet until the start of its next turn.

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

Avatar of the Balance

At 20th level, you can assume the perfect measure of fortune and misfortune.

As an action, you can emanate a mantle of judgment for 1 minute. The mantle ends early if you are incapacitated.

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

For the duration, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage.
- When a creature you can see within 30 feet of you deals damage to a creature other than itself, you can use your reaction to reduce the damage dealt by an

amount equal to your Charisma modifier (minimum reduction of 1). Choose yourself or another creature you can see within 30 feet of you; the chosen creature then takes radiant damage equal to the amount reduced. This radiant damage can't be reduced in any way.

- Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target. If the target had advantage on the attack roll it used most recently to hit you or one of your allies since the end of your last turn, the extra damage becomes 3d8 instead.