



The **Oath of Democracy Paladin** champions the indomitable spirit of Super Earth, swearing to spread the ideals of freedom and democracy across the galaxy. These stalwart defenders embody the principles of unity, sacrifice, and relentless pursuit of liberty, using their divine powers to protect their allies and inspire valor in the face of tyranny.

TENETS OF DEMOCRACY

The Tenets of Democracy guide paladins who swear this oath to uphold the principles of freedom, unity, and justice, through the lens of strategic combat and unwavering leadership.

Unity Over Individuality: Your strength comes from your allies. Stand together, fight as one, and do your part!

Strategic Sacrifice: The mission and the team are paramount. Sacrifice your advantage for the group's benefit and strategize for the greater good.

Voice of Command: Lead with conviction and authority. Your voice directs the tide of battle, steering your allies away from harm and towards victory.

Super Earth's Shield: Protect the liberties of all. Be the bulwark against tyranny and oppression, even if it means standing in the path of danger yourself.

OATH SPELLS (3RD LEVEL)

At 3rd level, you gain oath spells at the paladin levels listed.

Class Level	Spells
3rd	<i>Cause Fear, Sanctuary</i>
5th	<i>Enhance Ability, Skywrite</i>
9th	<i>Stinking Cloud, Sending</i>
13th	<i>Dimension Door, Freedom of Movement</i>
17th	<i>Cloudkill, Flame Strike</i>

CHANNEL DIVINITY (3RD LEVEL)

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

Tactical Dive: Use your Channel Divinity to direct an ally under attack within 30 feet to dive up to half their speed as a reaction, becoming prone, and gaining +5 to their AC and their saving throw causing the attack to potentially miss. This movement does not provoke opportunity attacks and grants temporary hit points equal to your Charisma modifier + your proficiency bonus.

Rallying Command: As a bonus action, bolster the spirits and resilience of your allies. Each ally within 30 feet gains temporary hit points equal to your paladin level and advantage on their next saving throw.

AURA OF COORDINATION (7TH LEVEL)

Beginning at 7th level, you and allies within 10 feet gain a bonus to initiative rolls equal to your Charisma modifier.

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

CHAIN OF COMMAND (15TH LEVEL)

At 15th level, you can use your reaction to grant advantage on saving throws against spells or effects to a number of allies within 30 feet up to your proficiency bonus until the start of your next turn.

MASTER DRILL SERGEANT (20TH LEVEL)

At 20th level, you can assume the mantle of the ultimate democratic warrior. For 1 minute, you gain the following benefits:

Allies within 30 feet have their speed increased by 20 feet.

Once on each of your turns, you can issue a command as a bonus action. Each ally can immediately use their reaction to make one weapon attack, or move up to their speed, or gain advantage on their next attack roll.

You emit an inspiring presence that grants immunity to the frightened condition for allies within 30 feet.