



I will protect my companions and vanquish evil at all costs. Various orders of these zealous, holy warriors have attained great physical and radiant strength through absolute devotion to a higher power in the form of oaths. Through their strength, both physical and radiant, nothing can sway them from their hunger for justice and their fervent pursuit and hatred of evil.

The mark of a true Oathsworn, however, is their willingness to lay down their life for their friends. As an Oathsworn, you can:

- **Defend with Devotion.** Shield your allies from harm and channel righteous judgment. The more you face evil, the more potent your strikes become.
- **Divinely Protect.** Stand as a bastion of defense, safeguarding allies even from afar. Your presence brings justice to every corner of the realm.
- **Beacon of Virtue.** Mend wounds, discern truth from ill intent, and inspire others to embrace your noble cause with unwavering conviction.



# OATHSWORN

**Key Stats:** STR, WIL **Hit Die:** 1d10 **Starting HP:** 17  
**Saves:** STR+, DEX- **Armor:** All Armor **Weapons:** STR Weapons  
**Starting Gear:** Mace, Rusty Mail, Wooden Buckler, Manacles

**LEVEL 1** **Radiant Judgment.** Whenever an enemy attacks you, if you have no Judgment Dice, roll your Judgment dice (2d6). On your next melee attack this encounter, if you hit, deal that much additional radiant damage. The dice are expended whether you hit or miss.

**Lay on Hands.** Gain a magical pool of healing power. This pool's maximum is always equal to 5×LVL and recharges on a Safe Rest. Action: Touch a target and spend any amount of remaining healing power to restore that many HP.

**LEVEL 2** **Mana and Radiant Spellcasting.** You know Radiant cantrips, tier 1 Radiant spells, and gain a mana pool. Your mana pool is equal to WIL + LVL and recharges on a Safe Rest.

**Zealot.** Whenever you attack with a melee weapon, you may spend mana (up to your highest unlocked spell tier) to choose one for each mana spent:

- **Condemning Strike.** Deal +5 radiant damage.
- **Blessed Aim.** Decrease your target's armor by 1 step for this attack.

**Paragon of Virtue.** Advantage on Influence checks to convince someone when you are forthrightly telling the truth, disadvantage when misleading.

**LEVEL 3** **Subclass.** Commit yourself to an Oath and gain its benefits.

**Radiant Judgment (2).** Your Judgment Dice are d8s.

**Sacred Decree.** Learn 1 Sacred Decree.

**Serve Selflessly.** Whenever you perform a notable selfless act during a Safe Rest, you may choose different Oathsworn options available to you.

**LEVEL 4** **My Life, for My Friends.** You can Interpose for free.

**Tier 2 Spells.** You may now cast tier 2 spells and upcast spells at tier 2.



**Key Stat Increase.** +1 STR or WIL.

- LEVEL 5** **Radiant Judgment (3).** Your Judgment Dice are d10s.  
**Upgraded Cantrips.** Your cantrips grow stronger.  
**Secondary Stat Increase.** +1 DEX or INT.
- LEVEL 6** **Tier 3 Spells.** You may now cast tier 3 spells and upcast spells at tier 3.  
**Sacred Decree (2).** Learn a 2nd Sacred Decree.
- LEVEL 7** **Subclass.** Gain your Oathsworn subclass feature.  
**Master of Radiance.** Choose 1 Radiant Utility Spell.
- LEVEL 8** **Tier 4 Spells.** You may now cast tier 4 spells and upcast spells at tier 4.  
**Radiant Judgment (4).** Your Judgment Dice are d12s.  
**Key Stat Increase.** +1 STR or WIL.
- LEVEL 9** **Sacred Decree (3).** Learn a 3rd Sacred Decree.  
**Secondary Stat Increase.** +1 DEX or INT.
- LEVEL 10** **Tier 5 Spells.** You may now cast tier 5 spells and upcast spells at tier 5.  
**Upgraded Cantrips.** Your cantrips grow stronger.  
**Radiant Judgment (5).** Your Judgment Dice are d20s.
- LEVEL 11** **Subclass.** Gain your Oathsworn subclass feature.  
**Master of Radiance (2).** Choose a 2nd Radiant Utility Spell.
- LEVEL 12** **Sacred Decree (4).** Learn a 4th Sacred Decree.  
**Key Stat Increase.** +1 STR or WIL.
- LEVEL 13** **Tier 6 Spells.** You may now cast tier 6 spells and upcast spells at tier 6.  
**Secondary Stat Increase.** +1 DEX or INT.
- LEVEL 14** **Sacred Decree (5).** Learn a 5th Sacred Decree.  
**Radiant Judgment (6).** Whenever you roll Judgment Dice, roll 1 more.
- LEVEL 15** **Subclass.** Gain your Oathsworn subclass feature.  
**Upgraded Cantrips.** Your cantrips grow stronger.
- LEVEL 16** **Sacred Decree (6).** Learn a 6th Sacred Decree.  
**Key Stat Increase.** +1 STR or WIL.
- LEVEL 17** **Tier 7 Spells.** You may now cast tier 7 spells and upcast spells at tier 7.  
**Secondary Stat Increase.** +1 DEX or INT.
- LEVEL 18** **Unending Judgment.** While you have no Judgment Dice, gain +5 damage to melee attacks.
- LEVEL 19** **Epic Boon.** Choose an Epic Boon (see pg. 23 of the *GM's Guide*).
- LEVEL 20** **Glorious Paragon.** +1 to any 2 of your stats. Defend for free whenever you Interpose.  
**Upgraded Cantrips.** Your cantrips grow stronger.



# SACRED DECREES

**Blinding Aura.** (1/Safe Rest) Action: Enemies in your aura are Blinded until the end of their next turn.

**Courage!** (1/encounter) When you or an ally in your aura would drop to 0 HP, set their HP to 1 instead.

**Explosive Judgment.** (1/encounter) 2 actions: Expend your Judgment Dice, deal that much radiant damage to all enemies in your aura.

**Improved Aura.** +2 aura Reach.

**Radiant Aura.** Action: End any single harmful condition or effect on yourself or another willing creature within your aura. You may use this ability WIL times/Safe Rest.

**Harmful Conditions.** Ending "Dying" grants 1 HP, ending "Dazed" grants 1 action, etc.

**Reliable Justice.** Whenever you roll Judgment

Dice, roll with advantage (roll one extra and drop the lowest).

**Shining Mandate.** The first time each round you are attacked while you already have Judgment Dice, select an ally within your aura to roll one and apply it to their next attack. You have advantage on skill checks to see through illusions.

**Stand Fast, Friends!** When you roll Initiative, grant allies temp HP equal to your STR+WIL. You and allies within your aura have advantage against fear and effects that would move or knock Prone.

**Unstoppable Protector.** Gain +1 speed. You may Interpose even if you are restrained, stunned, or otherwise incapacitated. If you Interpose for a non-combatant NPC, you may Interpose again this round.

**Well Armored.** Whenever you Interpose, gain temp HP equal to your STR.

**Serve Selflessly.** Whenever you perform a notable selfless act during a Safe Rest, you may choose different Oathsworn options available to you.



## SUBCLASSES

# — OATH OF — VENGEANCE

- LEVEL 3** **Aura of Zeal.** Whenever you roll Judgment Dice, roll 1 more. Gain an aura with a Reach of 4. Your Radiant Judgment also triggers when an ally within your aura is attacked while you have no Judgment Dice.
- LEVEL 7** **Avenger.** Whenever you or an ally within your aura gain any Wounds, set up to that many Judgment Dice to their max. Then, move up to half your speed for free.
- LEVEL 11** **Unerring Judgment.** Increase your primary die rolls on melee attacks by 1 whenever you have Judgment Dice.
- LEVEL 15** **Maximum Judgment.** Whenever you are attacked, set a Judgment Die to its max.

# — OATH OF — REFUGE

- LEVEL 3** **Aura of Refuge.** Your shields gain +WIL armor and count as your spellcasting focus. Gain an aura with a Reach of 4; you can Interpose for an ally anywhere within your aura.
- LEVEL 7** **Face Me, Foul Creature!** When you Interpose, the attacking enemy is also Taunted by you until the end of their next turn.
- LEVEL 11** **Glorious Reprieve.** You and allies in your aura cannot drop below 1 HP. Whenever this triggers, they gain 1 Wound instead (heroes still die at max Wounds).
- LEVEL 15** **Divine Grace.** You are resistant to all damage while Interposing.