

PALADIN: OATH OF LIBERTY

Paladins who swear the Oath of Liberty are the mightiest warriors in all the land — and they will tell you so, unprompted, at every opportunity. Armed with firearms, unwavering confidence, and a diet that would kill a lesser being, these Paladins spread freedom whether the locals want it or not.

TENETS OF LIBERTY

Freedom. No creature has the right to dominate another. Except you. You can do whatever you want.

Unity. You are strongest alongside others. Especially if those others are also you.

Expansion. Stand still and you stagnate. There is always more frontier. Always.

Plenty. Share what you have. But keep the good stuff.

LEVEL 3: OATH SPELLS

Your oath ensures you always have certain spells prepared. These spells don't count against the number of spells you can prepare.

Paladin Level	Spell
Level 3	Command, Heroism
Level 5	Enlarge/Reduce, Warding Bond
Level 9	Fireball, Haste
Level 13	Freedom of Movement, Fabricate
Level 17	Destructive Wave, (American) Dream

Capitalism. When you cast an Oath spell, you can ignore any Material components that have a cost. Taxation is theft.

LEVEL 3: BORN FREE

You were born free. You gain the following benefits.

The Second Amendment. You gain proficiency with firearms. You can use your Strength modifier instead of Dexterity for attack and damage rolls made with firearms. The Constitution says you can. In addition, hitting with an attack from a firearm counts as a trigger for casting a Paladin Smite spell.

Land of Opportunity. During a long rest, if you can observe or speak with an ally, you may borrow one skill or tool proficiency they possess. You also gain that proficiency until you finish your next long rest.

LEVEL 3: DON'T TREAD ON ME

When a creature you can see within 30 feet of you hits an ally with an attack, you can use your Reaction and expend a use of Channel Divinity to fix them with a stare so profoundly offended that they must succeed on a Wisdom saving throw against your Spell Save DC or be Frightened of you for 1 minute. The creature can reroll this save with disadvantage at the end of each of its turns. While Frightened in this way, allies have Advantage on attack rolls against it.

LEVEL 7: HOME OF THE BRAVE

You and your allies are immune to the Frightened condition while within your Aura of Protection. Fear is for other countries.

LEVEL 15: COLONIALISM

You gain one Origin or General feat of your choice. Instead of the Ability Score Increase it provides, you can increase any ability score of your choice by 1. You can swap this feat for a different eligible feat whenever you finish a Long Rest. You saw someone else doing it and decided it was yours now.

LEVEL 20: MANIFEST DESTINY

As a free action, you make a declaration of purpose — and gain the benefits below for 1 hour. Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

- You gain a flying speed of 60 feet.
- You gain one additional attack whenever you take the Attack action.
- You can apply an additional Weapon Mastery property of your choice to every attack you make with a firearm.
- Your reach increases by 10 feet.
- When you hit with a weapon attack, you deal an additional 1d20 fire or radiant damage, chosen each time you hit.
- You gain 100 GP