

PALADIN OATH

OATH OF SANITY VI.2

The Oath of Sanity is the oath of someone that has survived exposure to the horrors that lay beyond the veil, or perhaps someone that has prepared for them through a mystical order, a forgotten tradition... or particularly vivid and over active imagination.

While most who have glimpsed into the Far Realm suffer instant and irrevocable madness, these Paladins have glimpsed beyond and sworn to remain sane, no matter what the cost. They reject shielding their fragile mind from what they've seen in comforting shroud of madness.

An Oath of Sanity Paladin will usually seem to others as true neutral or lawful neutral following obscure codes incomprehensible to those who haven't experienced a brush with the beyond, their morality coming in blue and orange rather than black and white. Almost universally they are dedicated preventing the threats beyond from consuming the material world and shattering the fragile minds within.

TENETS OF SANITY

- **Order.** Never act on random or chaotic impulses. These are the cracks of madness.
- **Vigilance.** Never let your attention wander, least you miss the signs madness.
- **Discipline.** Never indulge in a lapse of behavior, your habits keep you safe from madness.
- **Solemnity.** Your work is terrible. Never take pleasure in it. That leads to the comfort of madness
- **Sanity.** No matter what, never give into madness.

OATH SPELLS

You gain oath Spells at the paladin levels listed:

Level	Spells
3rd	<i>detect magic, protection from good and evil</i>
5th	<i>see invisibility, nullify effect^K</i>
9th	<i>dispel magic, remove curse</i>
13th	<i>banishment, dimension door</i>
17th	<i>banishing smite, dispel evil and good</i>

CHANNEL DIVINITY

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

Turn the Aberrant: As an action, you can make any aberration or undead, provided that it's within 30 feet and that can see or hear you, make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

If the creature's true form is concealed by an illusion, shapeshifting, or other effect, that form is revealed while it is turned.

Deny the Supernatural: Immediately after you deal damage to a creature with your Divine Smite feature, you can use your Channel Divinity as a bonus action to attempt to strip the target of its powers. The target must make a Charisma saving throw or be unable to cast spells or use psionic abilities until the end of its next turn.

ACTIVE MIND

Beginning at 7th level, you can save against effects that allow you to save at the end of end of your turn at the start of your turn instead.

Starting at 18th level, you can use your reaction to extend this benefit to another creature you can see within 30 feet that starts their turn under an effect they can save against at the end of their turn.

CONSTANT VIGILANCE

Starting at 15th level, you can no longer be surprised, and your passive perception remains the same even while unconscious so long as you have at least 1 health.

Additionally, when you roll for initiative, if the total result of your roll is less than your passive perception, you can replace the result with your passive Perception value.

CLARITY OF PURPOSE

At 20th level, as an action, you can fully perceive the world around you for what it is, shattering the foul magics that bind and piecing the veils that hide, unrelenting and focused, gaining the following benefits for 1 minute:

- You can gain truesight with a range of 120 feet.
- You are immune to psychic damage.
- You have advantage on saving throws against magical or psionic effects.
- When you strike an enemy with a Divine Smite you can choose to cast *dispel magic* on the target as a bonus action without expending a spell slot. If the level of the spell slot spent on Divine Smite was higher than 3rd level, you cast *dispel magic* at the level of spell slot spent.

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

NEW SPELLS

NULLIFY EFFECT

2nd-level psionic

Casting Time: : 1 reaction, which you take when you are forced to make an Intelligence, a Wisdom, or a Charisma saving throw

Range: Self

Components: S

Duration: 1 round.

You gain advantage on Intelligence, Wisdom, and Charisma saving throws until the start of your next turn. You also gain resistance to Psychic and Force damage until the start of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can roll an additional d20 as part of your advantage roll. If you cast this at the 5th level or higher, it grants immunity to Psychic and Force damage for the duration.

OATH OF SANITY QUIRKS

The following are some optional quirks for a player of this Oath to choose from - these can be either preexisting, signaling their inevitable path toward this Oath, or appear over time due to the influence of their experiences. It is recommended that your roll **twice** on the quirk on table... this Oath rarely results in individuals that would be considered normal.

d12	Quirk
1	You refer to others as sheltered little lambs. They have no idea.
2	You talk to yourself to help you stay sane in stressful times. The second personality can be reassuring to have around.
3	You compare how bad anything could be to eldritch monsters ending reality.
4	You occasionally bark out "constant vigilance!".
5	You keep a list of people you suspect will betray you.
6	You frequently change your plan to throw off mind readers.
7	You never turn your back on a portal.
8	You are deeply suspicious of anyone casting spells on you, even if they are buff or heals.
9	You don't believe in coincidence. It's always cosmic forces conspiring. You might be right.
10	You have a one hundred and one superstitions.
11	You frequently try to explain the danger of perfectly normal activities in great depth.
12	You keep a tin lining on your helmet.



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