

PALADIN: OATH OF THE SHERIFF

The wilds are cruel places where simple citizens are killed faster than you might think. The only line of defense for townspeople is their sheriff, who is elected by popular vote. When a sheriff is elected, they must take the oath of office, which begins their journey as paladins.

Tenets of the Sheriff

Protect the People. You've been granted this power as a servant of the people and must only use it to defend the people. Whether they be your dear friends or just neighbors, you must protect them.

Respect the Badge. The power invested in you is represented by your badge, which should serve as an extension of your being. You must protect it at all costs.

Consider Your Allies. Fighting alone will only kill you, but fighting with the wrong people will get you tortured. Choose your deputies wisely.

Oath Spells

You gain oath spells at the paladin levels listed in the Oath of the Sheriff Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE SHERIFF SPELLS

PALADIN LEVEL	SPELLS
3rd	hunter's mark, quickdraw*
5th	find steed, hold person
9th	dispel magic, tin star*
13th	banishment, death ward
17th	full throttle*, hold monster

Cowboys from Hell*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Deputize. As an action, you present your badge to an allied creature within 5 feet, turning it into your deputy using your Channel Divinity. For the next hour, the creature learns all spells you have prepared for the day (including your oath spells) and may cast them using either its or your spell slots and gains access to all your Aura abilities. Your Auras still only count once and cannot stack.

Sheriff's Bounty. As a bonus, you choose a creature within 60 feet and place a bounty upon its head, turning it into an outlaw with your Channel Divinity. For the next minute, the creature must succeed on a Charisma saving throw whenever it would turn invisible, teleport, or attempt to alter its appearance or fail to do so. In addition, you can use your Divine Smite on any ranged weapon attacks you make against this creature.



Aura of Authority

Starting at 7th level, you emanate an aura of authority, allowing you to use your status as leverage. At the end of each short or long rest, choose between Intimidation or Persuasion. You and allies within 10 feet of you have advantage on checks that use the chosen skill against non-hostile targets, as long as you are not incapacitated.

You can change the chosen skill as a bonus action. You and your deputy (if you have one) can have different skills chosen simultaneously.

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

Sheriff's Grit

Beginning at 15th level, you've developed a thick skin and a strong spirit, making you particularly hard to put down. Whenever a creature hits you with a critical hit, you may use your reaction and 10 points from your Lay on Hands pool to turn that hit into a regular hit. If that creature was your Bounty, your next successful weapon attack against it is automatically a critical hit.

Once you've used this feature, you can't do so again until you finish a long rest.

Holy Authority

At 20th level, you tap into the authority invested in you, using it to empower your allies. As a bonus action, you may choose a number of deputies up to your Charisma modifier (minimum of 1). You and your deputies gain the following benefits for the next minute:

- All deputies learn your prepared spells (including oath spells) and may cast them using either their spell slots or yours.
- You are immune to critical hits.
- You have advantage on all Charisma (Intimidation) and Charisma (Persuasion) checks.
- You are permanently under the effect of all your paladin auras, regardless of whether you are unconscious.

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

