

OATH OF ACCESSIBILITY

The Tenets of the Oath of Accessibility are about creating an equal opportunity for all, regardless of the circumstances or any previous discrimination. People can and should be encouraged to follow their dreams, which is one of the strongest beliefs a Paladin of this Oath upholds.



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TENETS OF ACCESSIBILITY

The Tenets of the Oath of Accessibility are about making any aspect of life easier with no barriers to entry.

Support Ambition: Everyone has the right to follow their calling.

Fight Ignorance: Those who bar access should be educated.

Society Adapts: Change the environment, not the people.

You Too Shall Pass: Differences should not mean being disqualified from having access to every aspect of life.

OATH SPELLS

As a Paladin of this Oath, you have access to an expanded list of spells. These are all chosen with accessibility in mind, as guided by the Oath.

3rd Level: Expeditious Retreat, Sanctuary

5th Level: Enhance Ability, Rope Trick

9th Level: Catnap, Tongues

13th Level: Freedom of Movement, Guardian of Faith

17th Level: Skill Empowerment, Bigby's Hand

CHANNEL DIVINITY

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

Celebrate Diversity: You can use your Channel Divinity to help remove barriers of communication. As a bonus action, anyone you can see within 20ft of you is granted the ability to understand any spoken language they hear. When the target speaks any creature that knows at least one language and can hear the target understands what it says.

Additionally, if the target is unable to speak vocally or has reduced hearing they can communicate via telepathy.

Your Channel Divinity lasts for one hour.

Inclusion Elevates All: As an action, you can select a number of creatures equal to your Charisma modifier plus proficiency modifier. Those selected are not affected by difficult terrain and gain a levitation speed equal to their movement, being able to move vertically or horizontally, but not both at the same time. This lasts for 10 minutes.

KNOW ME FOR MY ABILITIES

By 7th level, you can use your unique skills to assist others. Using a reaction, when someone within 30ft of you hits with a melee weapon attack, you can expend a spell slot and grant them the use of your smite class ability.

SPOON SMITES

Starting at 15th level, you can expend your lay on hands to power through additional casting or smites. As an action, you can restore a level 1 spell slot for 30 points of your lay on hands ability, with an additional 10 points for each spell slot above 1.



WE RISE BY LIFTING OTHERS

At 20th level, you can literally lend your strength to others. Select characters equal to your Charisma modifier within 30ft that you can see or hear, and for 1 hour their Strength score and Constitution score become equal to yours. They also gain proficiency in these saving throws. Once you use this feature, you can't use it again until you finish a long rest.

FIND STEED & FIND GREATER STEED

When using the Combat Wheelchair, the Find Steed and Find Greater Steed spells have the following changes that can be used:

Find Steed: When this spell is cast while in a Combat Wheelchair you can choose to send the original chair to a harmless pocket dimension. The chair is immediately replaced by a sentient Combat Wheelchair. This chair can be controlled telepathically and when summoned has 2 upgrades from the Combat Wheelchair Upgrade list. The chair is disabled after 3 consecutive critical hits, after which the original chair instantly replaces it. All other rules of the Combat Wheelchair and spell apply.

Find Greater Steed: When this spell is cast while in a Combat Wheelchair you can choose to send the original chair to a harmless pocket dimension. The chair is immediately replaced by a sentient Combat Wheelchair. This chair can be controlled telepathically and when summoned, has 3 upgrades from the Combat Wheelchair Upgrade list and now requires 4 critical hits to be disabled. All other rules of the Combat Wheelchair and spell apply.

Rule for the Combat Wheelchair (Created by Sara Thompson) can be found here: <https://tinyurl.com/combatwheelchairrules>

REFERENCES & CREDITS

Reviewed by our team, but written by **Isaac Cooke-Khan!** This is one of our Community Added Content works. This is one of our Bristol UK Children's Hospital charity partnership works.

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