Burden of Atonement

For all the wrong you have done in your life, the gods have graced you with an undeserved second chance. Your burden is to atone, to undo all the evils you have done in your life, and to seek redemption before the gods. How you accomplish this is your choice, so long as you remove any dark marks you leave behind. Ultimately, your final martyrdom might be a grand act, averting a great disaster or banishing a force of evil, or it might be as humble as redirecting the life of an evil person and causing them to seek redemption, passing the torch to a new martyr of atonement.

BURDEN SPELLS

You gain burden spells at the martyr levels listed.

Martyr Level Spells

3rd cure wounds, sanctuary

5th calm emotions, lesser restoration

9th remove curse, speak with dead

13th death ward, fire shield

17th greater restoration, mass cure wounds

BONUS PROFICIENCIES

Starting at 1st level, you gain proficiency in heavy armor.

SELF-SACRIFICE

Also at 1st level, you can dive in the way of an attack. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to change the target of the attack to yourself instead. Once you use this ability, you can’t use it again until you finish a short or long rest.

BLOODED REPRIEVE

Starting at 6th level, whenever you use your Torment feature against a hostile creature and you reduce the target to 0 hit points, you lose no hit points from using the ability.

DRAW AGGRESSION

Beginning at 14th level, as a bonus action on your turn, you can invoke the ire of your foes to protect your allies. Until the beginning of your next turn, each hostile creature you choose within 5 feet of you that can see you has disadvantage on attack rolls against creatures other than you, and advantage on attack rolls against you.

SIN EATER

Starting at 18th level, you can use your action to transfer negative effects from any number of willing creatures within 60 feet to yourself. You can transfer one of the following effects from each creature:

- One level of exhaustion
- One disease or poison
- One curse, including the target’s attunement to a cursed magic item
- Any reduction to one of the target’s ability scores
- One effect reducing the target’s hit point maximum
- The blinded, charmed, deafened, paralyzed, petrified, or poisoned condition

The effect ends for the creature and targets you as if you were the original target, with the effect’s original duration. You can transfer multiple negative effects of the same type to yourself, affecting you only once each time you use this ability.

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