

# Oath of Karma

“And here they say that a person consists of desires,  
and as is his desire, so is his will;  
and as is his will, so is his deed;  
and whatever deed he does, that he will reap.”

-Brihadaranyaka Upanishad, 7th century BCE

Consequences are inevitable, either for a good deed or an evil act. Without regard for the intent, all good deeds must come with a reward, and evil acts must be followed by a proper punishment. All must take the responsibility for the action they have taken, be it a sin or an act of virtue. Followers of Karma believe that they must step in where the laws and customs of men failed. They take the responsibility where others do not dare. Whether it is fair or ugly, truth must not be denied, and consequences must not be avoided.

Tenets of Karma

Reason: Never rush into mindless actions or emotions.

Check your inner self, conscience and experiences to weigh an act before deciding a fate. Use your reason.

Responsibility: All acts have consequences; so do yours. Do not run from them, whether fair or foul.

You are the architect of your own actions; you are responsible for whatever you have done.

Consequence: All must meet a fate for the deeds they do. All consequences are met, whether by the authorities or society, by the strength of your

hands, or by the keenness of your blade. Bring the consequences to the world.

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### Subclass Options

**Duty:** You must keep your word. Face what you have promised. Giving a word is also a deed that must be faced.

### Optional Feature: Bad Karma

As an optional rule, when a paladin fails to follow the tenets of the oath they swore, instead of becoming an Oathbreaker Paladin, the aspects of chaos such as powerful djinni, offsprings of leviathan, or great beings from chaotic otherworlds reach out to the paladin and attempt to convert them to their chaotic ways. With this method, the paladin becomes a Chaos Domain cleric at the same level. The ability scores will not change, but everything related to class abilities transforms; for instance, the ability to use divine smite will not work.

### Oath of Karma Spells

of a fight. Whenever you or an ally within your aura drops below half of its hit point maximum, you can use your reaction to give them temporary hit points equal to 1d4 + your paladin level. Additionally, if they take damage from a creature within 60 ft. of you, you can force the creature to make a Wisdom saving throw against your spell save DC or be compelled to fight you for 1 minute and take damage equal to half your paladin level (minimum 1) while in your aura when they start their turn in it. They repeat the saving throw at the end of each of their turns. If they do not choose to attack you, they have disadvantage on the attack roll. This aura increases to 30 ft. at 18th level.

**Level 15: Divine Karma:** When you heal an ally, you can take the amount as necrotic damage to yourself

(can't be reduced by any means) and gain an extra healing option. You can heal the same creature or another creature within 30 ft. of you an amount equal to the damage you took.

This feature works with healing spells or features that target one creature.

Level 20: Avatar of Karma: You can use your bonus action to become the Avatar of Karma and gain the following benefits for the next minute.

D Within your Aura of Protection, when an ally takes damage, you can expend a spell slot as a reaction to make the damage bounce back to the attacker.

The attacker takes half the damage it dealt. Also, if you expend a spell slot higher than 1, every spell level increases this damage by 1d8 radiant.

D You are immune to the prone condition.

D You have magic resistance.

You can't enter this state again until you finish a long rest.

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