

PATH OF TÝR

The old warrior stood in front of the crowd raising his stump as they all fell silent. "Týr sacrificed his hand to save the gods!" he yells to the young warriors in front of him. "We, the law bringers, must do the same, justice and law at all costs, even when it takes away a part of you! May the One-Handed god protect you all!" he says as his limb drops and the gruesome sacrifice takes place. Some scream, some grunt, but all have a burning desire in their eyes, to become a warrior of Týr. All of the young warriors bring down their weapons as hands fall to the ground. A bloody sacrifice in order to prove to the world that these men and women put justice and law above anything else. "ARISE, LAW BRINGERS! ARISE, WARRIORS OF TYR!" he shouts rattling their bones as if Týr himself was calling them.

RESTRICTION: RITUAL SACRIFICE

All that take the path of Týr, sacrifice their hand to prove that they will always keep a promise like their god and will pursue justice and law, even at the cost of their lives. In exchange, they can wield 2 handed weapons with one hand, losing that benefit if they regrow the limb or another hand.

EYE FOR AN EYE

Starting at level 3, You can choose to take more pain to inflict more pain. While raging, when an enemy damages you with a melee attack that deals piercing, slashing or bludgeoning damage, you can choose to let the damage bypass your resistance. If you do so, you can, in retaliation, use your reaction to make a single melee weapon attack against them.

EMBODIMENT OF LAW

At level 6, You become proficient in Insight if you are not already. In addition you have advantage on Insight checks, and can use Insight (Constitution) checks instead of Insight (Wisdom) checks for them, using your body as your guide.

In addition, once per turn when you roll a 1 or 2 on a damage die for an attack you make with a melee weapon, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

EMBODIMENT OF JUSTICE

At level 10, while raging, you can force justice to shine through. You can cast the *compelled duel* spell at will, your rage doesn't prevent the casting or the concentration on this spell.

EMBODIMENT OF WAR

At level 14, you are shattering the battlefield. While raging, once per turn, when you miss with a melee weapon attack, you can reroll the attack roll.

