

PALADIN OATH OF THE SPEEDRUNNER

"This strat isn't marathon-safe!"
"Life isn't marathon-safe!"

THE SPEEDING EDGE

The Oath of the Speedrunner requires incredible devotion, bordering on obsession. You have dedicated your life to adventuring as quickly and as efficiently as you possibly can. You've run the same dungeons, hundreds, if not thousands, of times. You have tinkered with the rules of your reality enough to know how to break them, even beyond what the creation gods could have foreseen. Your paladin abilities come from these skills, sometimes as a reflection of your dedication to your craft, sometimes because you snap reality in a way that gives you the powers you need.

TENETS OF THE SPEEDRUNNER

Many speedrunners have come before you, paving the way for your current records. The oath you take is represented by the lessons they learned while creating this path.

Finish. There is no honor in constant resets. You must practice the end of your adventure as much as the beginning.

Attitude. The most remembered speedrunners are the ones with the most memorable personalities. Be good or be evil, just make sure you're being big.

Speed. Gotta go fast. No, you don't understand, faster than that. Gotta. Go. Faster.

Time. Someone is always just a few seconds behind you. Don't forget that your final time is the only thing that matters.

OATH OF SPEEDRUNNER SPELLS

Paladin Level Spells

3rd *Expeditious Retreat, Longstrider*

5th *Levitate, Misty Step*

9th *Blink, Haste*

13th *Dimension Door, Hallucinatory Terrain*

17th *Passwall, Teleportation Circle*

CHANNEL DIVINITY

When you take this oath at 3rd level, you unlock the following Channel Divinity options.

ISG. As a bonus action, you can glitch the hitbox of your sword to cause it to hit a creature multiple times. Until the end of your next turn, each time you hit a target with an attack, you can double the damage dice of the weapon. This glitch cannot be combined with another other magic or effects, such as a smite spell or attack (with the exception of **Improved Divine Smite**) but can be used with a basic attack from magical weapons.

Loose Collision. As a bonus action, you begin moving in such a bizarre way that walls become more of a suggestion to you. Until the end of your turn, you can move through any non-magical object or wall as if it were difficult terrain. If you end your turn inside of an object or wall, you are ejected to the nearest unoccupied space, taking 1d6 force damage for every 10 feet you were moved (minimum 1d6).



SPLIT

When you choose this oath at 3rd level, you unlock the ability to retry your smites. Whenever you use the Divine Smite ability, you can roll the damage dice of the smite, using either roll. You can use this ability a number of times equal to your Charisma modifier (minimum of once) before finishing a long rest.

THE GRIND

At 7th level, you have begun to master the art of mob smashing. If you have defeated 10 or more of a certain type of foe, you gain a deep understanding of how to best them in all future encounters. At the start of your turn, you can then tap into that knowledge and focus to gain +1 to attack and damage rolls against that kind of enemy until the end of your turn. You can use this ability a number of times equal to your Charisma modifier (minimum of once) before finishing a long rest.

This ability is only usable for enemies who share the same stat block or a minor variation of that stat block (such as a goblin or a goblin with an axe). The ability is not transferable to other species, creature types, or even similar but distinct stat blocks (such as a goblin vs a goblin boss). The GM has final say on which stat blocks count towards your defeated creatures total.

At 15th level, the possible attack and damage bonus increases to +2 if you have defeated 25 or more of a type of enemy.

At 20th level, the possible attack and damage bonus increases to +3 if you have defeated 50 or more of a type of enemy. In addition, you gain a permanent +1 bonus to your attack and damage rolls against creatures you have defeated 50 or more of.

TOOL ASSISTED

At 15th level, you have begun to play outside of what is naturally possible for you. Whenever you make an ability check, attack roll, or saving throw, you can choose to have the GM roll as well, using either result. If the GM is controlling any creatures or NPCs, the GM adds the relevant modifier of the highest CR creature to their roll. If there are no creatures present, the GM simply rolls the dice, allowing you to use the rolled number.

LOOT TABLES

At 20th level, your understanding of the mechanics behind the world have allowed you to sense treasure when others may not have ever thought to look. As an action, you can open any unopened container (such as a box, barrel, pack, or chest) and draw a single magical item from inside. Before opening the box, roll a d20. On a 1, the container is either trapped, has something negative inside, or is even a **mimic** (the full extent is up to the GM). On a 2-10, there can be any common magical item of your choice inside. On an 11-19 there can be any uncommon magical item of your choice inside. On a 20, there can be any rare magical item of your choice inside. You can use this ability a number of times equal to your Charisma modifier (minimum of once) before finishing a long rest. You cannot use this ability on the same container twice and must travel at least 1,000 feet or wait one hour before using this ability again. The item inside must be able to fit within the container and cannot be the same item twice within a single day.

Alternatively, you can find gold pieces equal to 10 times your d20 roll.

Like this kind of nonsense, consider supporting more silly creations!

Design: [@Snickelsox](#) | [Patreon.com/Snickelsox](#)