

Paladin

Oath of Privacy

Safeguard Secrets from All-Seeing Tyranny

Paladins who swear the Oath of Privacy believe in the sovereign right to exist unobserved, unrecorded, and free. They stand firm against oppressors who threaten these gifts—surveillance regimes, omnipresent corporations, or megalomaniacal villains—and teach others to resist their influence.

These paladins share the following tenets:

Preserve Confidentiality. Protect the secrets of others.

Defy Oppressors. Stand against those who abuse knowledge and surveillance.

Know Your Boundaries. Do not seek or exploit information for personal gain.

Level 3: Ghost in the Wind

As a **Bonus Action**, you can expend one use of your Channel Divinity to enhance your privacy. For **1 hour**, you have **Advantage** on Dexterity (Stealth) checks and you leave no digital trace while accessing a technomantic device.

Level 3: Oath of Privacy Spells

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of Privacy Spells table, you thereafter always have the listed spells prepared.

OATH OF PRIVACY SPELLS

Paladin Level	Spells
3	<i>Detect Technomancy*</i> , <i>Disguise Self</i>
5	<i>Arcane Firewall*</i> , <i>Pass Without Trace</i>
9	<i>Major Image</i> , <i>Sensor Cloak*</i>
13	<i>Freedom of Movement</i> , <i>Greater Invisibility</i>
17	<i>Commune with Technology*</i> , <i>Hallow</i>

* See chapter 6 - Spells

Level 3: Vanishing Smite

Immediately after you cast Divine Smite, you can expend one use of your Channel Divinity and become **Invisible** until the end of your next turn. This Invisibility ends early if you make an attack roll, deal damage, or cast a spell.

Level 7: Aura of Secrecy

You and allies in your Aura of Protection are immune to effects that read a target's mind and have a **bonus** to Charisma (Deception) checks equal to your Charisma modifier (minimum of +1).

In addition, whenever you use your Vanishing Smite, you can choose a number of other creatures within your Aura of Protection equal to your Charisma modifier (minimum of one creature). Each of those creatures also gains the effects of Vanishing Smite, and it can immediately take a **Reaction** and move up to **10 feet**.

Level 15: Defiant Rebuke

When you see an enemy use a trait or action to impose the Charmed, Frightened, Grappled, Restrained, or Prone conditions on you or another creature you can see within **30 feet** of yourself, you can take a **Reaction** to deal Force damage to it equal to your Paladin level. In addition, if that condition would be imposed as the result of a failed save, you give one creature making that save **Advantage** on the roll.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Level 20: Inscrutable Myth

As a **Bonus Action**, you gain the benefits below for **10 minutes** or until you end them (no action required). Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

Unholdable. You have **Immunity** to the Grappled, Restrained, and Prone conditions, and you can spend **5 feet** of movement to automatically escape from nonmagical restraints.

Unknowable. You cannot be targeted by a Divination spell unless you allow it.

Unseeable. At the start of each of your turns, each enemy in your Aura of Protection must succeed on a **Constitution saving throw** or be **Blinded** until the start of your next turn or until it takes damage.

Oath of Privacy Spells

Arcane Firewall

Level 2 Abjuration (Technomancy)

Casting Time: Action

Range: Touch

Components: V, S, M (electrum dust worth 25+ Credits, which the spell consumes)

Duration: Until dispelled

Classes: Wizard

You touch the terminal of a technomantic device and secure it against unauthorized access attempts for the duration. You can set a password that, when entered into the terminal, allows access to the device for **1 minute**.

While affected by this spell, the device is more difficult to hack; the **DC** to hack into it increases by **10**.

Commune with Technology

Level 5 Divination (Technomancy)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Warlock, Wizard

You open your senses to technology and gain knowledge of the surrounding area. If you're above ground, the spell gives you knowledge of the area within **1 mile** of you. If you're underground, the radius is limited to **300 feet**. The spell doesn't function if no modern technology is within **60 feet** of you.

Choose three of the following facts; you learn those facts as they pertain to the spell's area:

- Locations of outlets, power cells, power generators, and other sources of strong power.
- Locations of wide-ranging broadband transmission sources
- Location of one Challenge Rating 10+ creature (GM's choice) with the **TECHNOMANCY** tag
- The most prevalent kind of person, animal, vehicle, or creature with the **TECHNOMANCY** tag as collectively detected by cameras and sound recorders in the area (you choose which to learn)
- The most prevalent presence and extent of an artificial intellect's influence, if any

In addition, if you're in a Gridspace, you can choose from a wider pool of facts:

- Locations of Ingress portals
- Locations of creatures or avatars belonging to creatures that originated from outside the Gridspace
- The most prevalent kind of program that inhabits the Gridspace

For example, you could determine the location of a powerful technomantic creature in the area, the locations of strong power sources, and whether the area has been influenced by an artificial intellect. If you were in a Gridspace, you could determine the locations of Ingress portals rather than the locations of strong power sources.

Detect Technomancy

Level 1 Divination (Technomancy)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Paladin, Ranger, Sorcerer, Wizard

For the duration, you sense the presence of sophisticated technomancy within **30 feet** of you, including devices that rely on arcane programming such as batteries, cameras, holopads, holoscreens, and terminals — as well as creatures, spells, and items with the **TECHNOMANCY** tag. This spell ignores basic and commonplace components such as keypads, personal lights, and wires. If you sense such technomancy, you can take the **Magic** action to see a faint aura around any visible creature or object in the area that has it.

The spell is blocked by **1 foot** of stone, dirt, or wood; **1 inch** of metal; or a thin sheet of lead.

Sensor Cloak

Level 3 Illusion (Technomancy)

Casting Time: Action

Range: 20 feet

Components: V, S, M (a glass mirror)

Duration: Concentration, up to 1 hour

Classes: Bard, Ranger, Sorcerer, Warlock, Wizard

For the duration of the spell, each creature and object of your choice within range become undetectable to technomantic sensors such as cameras, radar, or scanners. Cameras fail to depict the cloaked targets and scanners can't glean any information on them. The targets still remain detectable by physical senses such as sight or hearing. A technomantic sensor enchanted with Truesight bypasses this spell.

Using a Higher-Level Spell Slot. The spell's range increases by **20 feet** for each spell slot level above 3.