* **2nd Level – Undying Inner Flame:**
  + Whenever you deal damage to a creature with an alignment opposed to yours (good & evil, lawful & chaotic, neutral & neutral), you may increase the damage dealt by 8d8 (DNS)
  + Your will and ideals cannot be shattered or broken. You are immune to any effect that would change your alignment, force you to act under another creature’s compulsion, or act in a manner counter to your ideals
  + You have a supernatural mastery of administering aid. You can take the Help action as a bonus action; additionally, whenever you take the Help action on a creature you can help by bolstering its defense and resolve, not only offering advantage on the next saving throw it makes before the start of your next turn, but also granting the creature a bonus to its AC equal to your Charisma modifier (min. 0) – lasting until the start of your next turn
  + Nothing can stand in your way when it comes to pursuing your ideals and sticking to your justice, not even death. The first time per long rest that you would hit 0 hit points, you may instead immediately regain half your hit point maximum and resolve one of the following effects (no reaction required):
    - Until the end of your next turn, you have immunity to all damage
    - You may immediately interrupt the current turn and take one of your own. After you conclude this additional turn, the original turn continues
    - Any other creatures of your choice that can see and hear you also immediately regain half their hit point maximum