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1 Vengeance Paladin Features

- Spell slots: 4-3
 - 5 prepared spells (CHA + floor(paladin level / 2))
 - Spell save DC 13 (8 + CHA + PB)
- Blessed Warrior fighting style
 - Thaumaturgy, Word of Radiance
- Divine Health: Immune to disease

1.1 Spells (as of 4/4/21, 5/5 prepared)

1.1.1 Cantrips

- Thaumaturgy
- Sacred Flame

1.1.2 1st Level

- Thunderous Smite
- Shield of Faith
- Bane
- Hunter's Mark
- Command

1.1.3 2nd Level

- Aid
- Zone of Truth
- Hold Person
- Misty Step

1.2 Divine Sense

- 1 + CHA uses per long rest, **action** to use, 60 foot radius
- Know location and type of any celestial, fiend, or undead within 60 feet that isn't behind total cover
- Doesn't reveal identity
- Detects consecrated or desecrated ground

1.3 Lay on Hands

- 30 points (paladin level * 5) per long rest
- **Action** to use
- Replenish HP, or use 5 points to cure one disease or neutralize one poison.
- Can cure multiple diseases/poisons with one action - each costs 5 points

1.4 Divine Smite

- After landing an attack, you can expend a spell slot to deal bonus radiant damage.
- 2d8 for 1st level slot
- Additional 1d8 for higher level slots (max +3d8 from this item, using a 4th level slot)
- Additional 1d8 if target is fiend or undead

1.5 Channel Divinity

Once per short or long rest. You have three options for your Channel Divinity:

1.5.1 Abjure Enemy (action)

- 1 creature within 60 feet makes WIS save against being frightened
- Fiends/undead have disadvantage on the save
- Effects last for 1 minute or until creature is damaged, regardless of successful/failed save
- On failed save, the creature is frightened, has speed 0, and cannot get any bonuses to its speed.
- On successful save, the creature's speed is halved

1.5.2 Vow of Enmity (bonus action)

- Choose 1 creature within 10 feet
- All of your attack rolls against this creature have advantage for 1 minute, or until it drops to 0 HP or falls unconscious.

1.5.3 Harness Divine Power (bonus action)

- Regain an expended spell slot, max level 2 (ceiling(PB / 2))
- Usable once per long rest. Gain additional use per long rest at 7th and 15th level.

1.6 Aura of Protection

If you are conscious, you and all allies within 10 feet get a +2 bonus to all saves (equal to your CHA)

1.7 Relentless Avenger

When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

2 Feats

2.1 Tough

Additional 2 HP per level

2.2 War Caster

- Advantage on concentration checks (CON saves to maintain concentration)
- Can cast a spell as an opportunity attack (still uses reaction)
 - Casting time must be 1 action
 - Must target only the creature that provoked the opportunity attack

3 Magic Items

3.1 Goat Greatsword

Description

This weapon is the result of applying a token of the Goat Mother's power to the pommel of a finely-crafted greatsword. It imbues the wielder with the power and agility of the finest goats in the land.

Usage (requires attunement)

While attuned to this weapon, the weapon gains +1 to attack and damage rolls.

In addition, you gain the ***Charge*** feature:

- If you move at least 20 feet straight toward a target and then hit it with an attack on the same turn, the target takes an additional 1d4 bludgeoning damage.
- If the target is a creature, it must succeed on a Strength saving throw against your spell save DC or be knocked prone.