

<b>Combat</b>						
	<b>Actions</b>					
		Attack				
		Add +2 Damage if single melee weapon				
		Divine Smith - add 2d8. Additional 1d8/level. Additional 1d8 if undead/fiend				
		Dodge				
		Disengage				
		Lay Hands - Heal for up to paladin Level points				
		Healing Hands - Heal up to 3				
		Divine Sense				
	<b>Bonus Actions</b>					
		Channel Divinity				
		Legendary Strike				
		Peerless Athlete				
	<b>Features</b>					
		Divine Health - Immune to disease				
		Dueling - +2 damage				
		Celestial Resistance - half necrotic and radiant damage				
	<b>Resources</b>		Count	Restored		
		Spell Slots	x	long		
		Lay hands	15	long		
		Healing Hands	1	long		
		Divine Sense	5	long		
		Channel Divinity	1	short		

Combat					Spell Sav	Attack Bonus							
	Name	Casting Time	Duration	Concentration	Level	Range	Hit	Save	Damage	Type	Target	Notes	
	Searing Smith	Bonus	1 min	Y	1	Self	--	CON	1d6, 1d6	Fire	1 hit	Add fire damage and lights target on Fire	
	Thunderous Smite	Bonus	1 min	Y	1	Self	--	STR	2d6	Thunder	1 hit	Failed save, then knocked back and prone	
Utility													
	Name	Casting Time	Duration	Concentration	Level	Range	Hit	Save	Target	Effect			
	Light	Action	1 hour		Cantrip	Touch	--	--	Item	Makes it light up			
	Bless	Action	1 min	Y	1	30	--	--	3 creatures	Add 1d4 to next attack or save			
	Command	Action	1 round		1	60	--	WIS	1 Creature	Say 1 word command, creature obeys.			
	Detect Magic	Action	10 mins	Y	1	30	--	--	Sight	Dect Magic and school			
	Expeditious Retreat	Bonus Action	10 mins	Y	1	Self	--	--	Self	Can now cast Dash as bonus			