Combat

    Actions

        Attack

            Add +2 Damage if single melee weapon

            Divine Smith - Can call after hit

        Dodge

        Disengage

        Lay Hands - Heal for up to paladin Levelx5 points

        Healing Hands - Heal up to 3hp

        Divine Sense - detect fey, fiend and celstials

    Bonus Actions

        Channel Divinity

            Legendary Strike - Crits are 19 or 20

            Peerless Athlete - advantage on athelletics or acrobatics

    Reaction

        Attack of Oppurtunity

Features

Divine Health - Immune to disease

Dueling - +2 damage

Celestial Resistence - half necrotic and radiant damage

Resources

	Count	Restored				
1st Level Spell Slot	3	Long	☐ ☐ ☐			
Lay hands	15	Long				
Healing Hands	1	Long	☐			
Divine Sense	5	Long	☐ ☐ ☐ ☐ ☐			
Channel Divinity	1	Short	☐			

Combat Spells   Spell Save: 14   Attack Bonus: +6

Name	Casting Time	Duration	Concentration	Level	Range	Hit	Save	Damage	Type	Target	Notes
Searing Smith	Bonus	1 min	Y	1	Sword	--	CON	1d6, 1d6	Fire	1 hit	Fire sword and lights target on Fire
Thunderous Smite	Bonus	1 min	Y	1	Sword	--	STR	2d6	Thunder	1 hit	On failed save, knocked back and prone
Guiding Bolt	Action	Instant		1	120	Y	--	4d6, 1d6	Radiant	1 creature	Spirit Bomb. If hits, next attack has advantage
Divine Smite	--	Hit		1	Sword	--	--	2d8, 1d8	Radiant	1 hit	Radiant Sword

Utility Spells

Name	Casting Time	Duration	Concentration	Level	Range	Hit	Save	Target	Effect		
Light	Action	1 hour		Cantrip	Touch	--	--	Item	Makes item 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		