

	<b>Combat</b>						<b>Features</b>										
	<b>Actions</b>						Protector										
	Attack																
	Divine Smite																
	Dodge						<b>Resources</b>		Count	Restored							
	Disengage						1st Level Spell Slot		2	long	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
	Cure Wounds						Divine Sense		3	long	<input type="checkbox"/>	<input type="checkbox"/>					
	Bless																
	<b>Bonus Actions</b>																
	Searing Smite																
	<b>Reaction</b>																
	Attack of Oppurtunity																
	Protector																
	<b>Combat</b>			Spell Save: 12			Attack Bonus: +4										
	<b>Name</b>	<b>Casting Time</b>	<b>Duration</b>	<b>Concentration</b>	<b>Level</b>	<b>Range</b>	<b>Hit</b>	<b>Save</b>	<b>Damage</b>	<b>Type</b>	<b>Target</b>	<b>Notes</b>					
	Searing Smite	Bonus	1 min	Y	1	Self	--	CON	1d6, 1d6	Fire	Melee	On hit, will light target on fire					
	<b>Utility</b>																
	<b>Name</b>	<b>Casting Time</b>	<b>Duration</b>	<b>Concentration</b>	<b>Level</b>	<b>Range</b>	<b>Hit</b>	<b>Save</b>	<b>Target</b>	<b>Effect</b>							
	Bless	Action	1 min	Y	1	30ft	--	--	3 creatures, +1	Grant 1d4 for attack/saves							
	Cure Wounds	Action	Action		1	Touch	--	--	1 creature	Heal for 1d8+2 (spell casting mod)							