



Natural Adaptation (Agile)

You have **ADVANTAGE** on saves made to avoid being knocked **PRONE**.

Occult Studies

You have **ADVANTAGE** a checks to recall or interpret information about **CELESTIALS**, **FIENDS**, or creatures with the **OUTSIDER TAG**.

AGILE & OCCULT STUDIES



On your turn, you open your awareness to detect **CELESTIALS**, **FIENDS**, **UNDEAD**, **CONSECRATED OR DESECRATED PLACES OR OBJECTS** within 60 ft, that aren't behind total cover. You know creature type, but not the exact location.

Total

Uses

1 + Proficiency/Long Rest

DIVINE SENSE



Range: 30 ft
Duration: Up to 1 minute

- Your voice booms up to three times as louder
- You cause flames to flicker, brighten, dim, or change color
- You cause harmless tremors.
- You create an instantaneous sound that originates from a point of your choice within range
- You cause an unlocked door or window to open or close
- You alter the appearance of your eyes

FAVORED DISCIPLE (THAUMATURGY)



A: Touch a willing creature to heal HP. Spend 5 HP from your pool to remove a disease or poison.
BA: use on yourself

Total

Uses

5 x paladin level/Long Rest

LAY ON HANDS



1/turn on a **WEAPON HIT**, Spend one Divine spell slot to deal extra damage.

1+SPELL CIRCLE D8
RADIANT Damage
(Max 5d8)

DIVINE SMITE



Raise shield to intercept incoming attacks.
Select an **ENEMY** in 5 feet. That creature has **DISADVANTAGE** on the 1ST attack roll it makes against you or an ally within 5 feet of you before the start of your next turn.

GUARD



Range: Self
Components: V, S
Duration: Con, 1 minute
You recite a prayer to enhance your weapon's damage.
your weapon attacks deal an **EXTRA 1d4 radiant** damage on a hit.

DIVINE FAVOR 1ST CIRCLE SPELL



Range: 120 ft
Components: V, S
Duration: 1 round
Ranged Spell Attack dealing 4d6(+1d6/spell circle above 1st used)
AND next attack vs Target has advantage until the end of your next turn.

GUIDING BOLT 1ST CIRCLE SPELL

