



Natural Adaptation (Agile)

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

Occult Studies

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

AGILE & OCCULT STUDIES



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 _____

LAY ON HANDS



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



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

Total _____	Uses _____
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1 + Proficiency/Long Rest

DIVINE SENSE



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



Range: 30 ft
Duration: Up to 1 minute

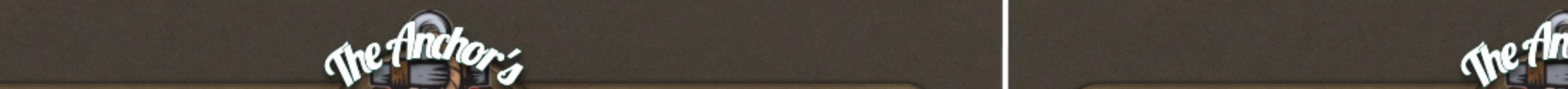
- Your voice booms up to three times as louder
- You cause flames to flicker, brighten, dim, or change color
- You cause harmless tremors.
- You create an instantaneous sound that originates from a point of your choice within range
- You cause an unlocked door or window to open or close
- You alter the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

FAVORED DISCIPLE (THAUMATURGY)



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 $4d6(+1d6/\text{spell circle above 1st used})$
AND next attack vs Target has advantage until the end of your next turn.

GUIDING BOLT 1ST CIRCLE SPELL

