Abilities

Divine Sense	As an action you can know the location of any celestial, fiend, or undead within 60'. Can be used a number of times equal to 1 + CHA modifier. Resets on long rest.
Lay on Hands	As an action you can touch a creature to heal them. You have a number of points equal to 5 x your Paladin level. Can expend 5 charges to remove 1 disease or poison effect. Can remove multiple effects in one action if you spent the right number of points.
Divine Smite	When you hit a creature with a melee weapon attack, can expend one spell slot to deal radiant damage, in addition to weapon damage. 1st level spell slot: 2d8 +1d8 for each additional spell level, up to 5d8. Increases by 1d8 if target is undead or fiend.
Divine Health	You are immune to disease.
Extra Attack	Beginning at 5th level when you take an attack action you can attack twice.
Aura of Protection	Starting at 6th level, you and friendly creatures within 10' makes a saving throw, add your charisma modifier to the roll

Abilities (copy)

Channel Divinity	Your oath allows you to channel divine energy once per day into one of your channel divinity abilities.
Channel Divinity: Nature's Wrath	As an action, cause psectral vines to spring up and reach for a creature within 10' of you that you can see. Creature must succeed on a STR or DEX saving throw (its choice) or be restrained. Creature repeats saving throw at end of each of its turns.
Channel Divinity: Turn the Faithless	As an action, present your holy symbol and each fey or fiend within 30' of you that can hear, must make a WIS saving throw. On a failure, the creature must spend it's turn trying to move away from you, can't move within 30' of you. Lasts 1 minute or until it takes damage.
Aura of Warding	Starting at 7th level, you and all friendly creatures within 10' have resistance to damage from spells.