

Channel Divinity - Bonus Action

Two uses - regain one on short rest, all on long rest

Divine Sense: As a Bonus Action, you can open your awareness to detect Celestials, Fiends, and Undead. For the next 10 minutes or until you have the Incapacitated condition, you know the location of any creature of those types within 60 feet of yourself, and you know its creature type. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the Hallow spell.

Vow of Enmity: When you take the Attack action, you can expend one use of your Channel Divinity to utter a vow of enmity against a creature you can see within 30 feet of yourself. You have Advantage on attack rolls against the creature for 1 minute or until you use this feature again. If the creature drops to 0 Hit Points before the vow ends, you can transfer the vow to a different creature within 30 feet of yourself (no action required).

So you want to be a Paladin. Things to remember:

- Swap one Paladin spell at long rest

- Divine Smite can be cast once per long rest without using a spell slot

- Channel Divinity can be cast twice, regain one use on short rest

- Extra attack when you....attack.

- Aura of Protection: You and your allies in the aura gain a bonus to saving throws equal to your Charisma modifier (minimum bonus of +1).

- Great Weapon Fighting: When you roll damage for an attack you make with a Melee weapon that you are holding with two hands, you can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

- Guardian: Immediately after a creature within 5 feet of you takes the Disengage action or hits a target other than you with an attack, you can make an Opportunity Attack against that creature.

Sentinel (Feat)

Guardian: Immediately after a creature within 5 feet of you takes the Disengage action or hits a target other than you with an attack, you can make an Opportunity Attack against that creature.

Halt: When you hit a creature with an Opportunity Attack, the creature's Speed becomes 0 for the rest of the current turn.



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Page 1 of 1.

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