

DEITY PAST OF THE DEMIDEITY

A demideity is a child of at least one deity, and dieties with this divine past are able to occasionally invoke the power of their parents to aid them on their adventures, though the bulk of their powers still come from their followers. Some demidities find themselves birthed with abilities representing a cross or mutual point between their parents' domains, or as a subcategory of one of them, while others compete with a different demideity.

Some demidities go out seeking their own followers for the power, some for the satisfaction of "making it" as a deity, some are sent out by the parents for the previous two reasons, and some are cast out as a competitor to their own parents' domains.

These dieties are more at home in a humanoid body than other dieties of a divine creation, and this aids their abilities in martial combat.

PARENTAL SMITE

Starting at level 1, as a bonus action on your turn, you may attempt to send a blast of holy power towards a foe. This might is derived from your divine heritage and your mighty parents. When you do, select a target within 120 feet of you, and make a spell attack against it. On a hit, you deal radiant damage equal to 1d10 + your Charisma modifier.

You may only use this ability up to a number of times equal to your Charisma modifier (minimum of once) before you must complete a short or long rest before you may use this ability again.

DIVINE HERITAGE

At level 1, select two cleric domains. These are the domains of your parents, and often reflect your own (more specific and niche) domain.

BONUS PROFICIENCIES

At level 1, you gain proficiency with light armor, medium armor, shields, and simple and martial weapons.

SECOND ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

UNBRIDLED CHAMPION

At level 10, select a fighting style from the Paladin's or the Ranger's list of fighting styles. You and your champion gain all the benefits from the chosen fighting style, as long as you do not already benefit from that style. If your champion changes, the previous one loses this benefit.

FAMILIAL MIRACLE

Beginning with 14th level, once between long rests, you may activate a Channel Divinity ability from either of the two cleric domains you selected for your Divine Heritage. When you do, use your deity level instead of your cleric level and your Charisma modifier instead of your Wisdom modifier.

COMBATIVE CASTING

Starting with 20th level, you may use your bonus action on your turn to cast spells from either of your Chosen Domains if they have a casting time of one action.