



# Dragonborn Paladin

Level 5 Player Character (Knight background)

AC	Hit Points	Hit Dice	Prof. Bonus
21	39	5D12	+3

Ability Scores					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	10 (+0)	8 (-1)	16 (+3)

Saving Throws					
STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	+1	+2	+6

Skill Proficiencies					
History +4	Persuasion +6				
Insight +2	Religion +4				

Other Proficiencies					
Heavy Armor	Shields				
Light Armor	Simple Weapons				
Martial Weapons					
Medium Armor					

Equipment					
Amulet					
Morningstar					
Plate					
Shield					
Signet Ring					

## Favorite Attacks

**Morningstar.** *Melee Weapon Attack:* 1d20 +7, reach 5ft, one target. Hit 1d8 +4 piercing damage.

**Guiding Bolt.** *1st-Level Spell.* range 120ft. A flash of light streaks toward your enemy. Make a ranged spell attack causing 4d6 radiant damage on a hit. You also gain advantage on your next attack.

## Spells

Spell Attack Roll  
d20 +6

Spell Save DC  
14

**1st-Level Spell Slots:** 4

**Cure Wounds.** Your healing touch heals an ally.

**Guiding Bolt.** See Favorite Attacks above

**Heroism.** Make your allies braver.

**Thunderous Smite.** Your weapon rings with thunder causing even more damage.

**2nd-Level Spell Slots:** 2

**Enhance Ability.** You magical enhance an ally with the power of an animal.

**Magic Weapon.** You touch a weapon and it becomes magical.

**Shining Strike.** A bright light damages your enemy.

**Zone of Truth.** Anyone in this zone can not lie to you.

## Class Features

**Divine Sense:** 4

You can detect the presence of good and evil.

**Lay on Hands.** You have 25 points of healing power to restore hit points to your allies. You can spend 5 pints to cure them of disease or poison.

**Divine Smite.** You can use a spell slot to do even more damage to your enemies.

**Divine Health.** You are immune to disease.

**Extra Attack.** You can attack twice per action.

## Other Features

**Breath Weapon.** You can breath fire once per short rest.

**Damage Resistance.** Because of your draconic ancestry, you are resistant to fire damage.

**Speaks.** Common, Draconic, Elvish

**Speed.** 30ft.