

# DRAGONBORN SORCERER 3

“Do you hear that? It is the roaring in my blood.”



You are a ferocious wanderer of the untrodden ways, a survivor who constantly tests yourself against the dangers of the wild—and conquers.

Despite your self-sufficiency, you tire of a life alone. Your clan is far, but these companions are the closest thing to a tribe. As long as they can prove themselves worthy of your company, you will travel with them.

## BACKGROUND (OUTLANDER)

You grew up in the wilds, a fiercely proud member of a noble clan. The clan outweighs everything else in your life, even the stated law of the land.

**Wanderer.** You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

**Faction.** You are a member of the Emerald Enclave, defenders of the wild lands.

**Personality Trait.** You once ran 25 miles to warn your clan of an approaching threat, and you'd do the same again.

**Ideal.** To dishonor yourself is to dishonor the clan.

**Bond.** Your clan is the most important thing in your life, even when they are far from you.

**Flaw.** It is nature's way that the strong survive and the weak perish.

## DRAGONBORN TRAITS

**Draconic Ancestry (Silver).** You have a cold breath weapon and resistance to cold damage.

**Breath Weapon (Recharges after You Finish a Short or Long Rest).** You can use your action to exhale cold energy in a 15-foot cone. Each creature in the area must make a DC Constitution saving throw (DC = 8 + your Con modifier + your proficiency bonus) taking full damage on a failed save, and half as much damage on a successful one.

## CHARACTER NAME

Medium humanoid (silver dragonborn),  
Draconic Bloodline, neutral good

**Armor Class** 14 (natural armor)

**Hit Points** 23 (Hit Dice 3d6)

**Speed** 30 ft.

STR	DEX	CON
10 (+0)	13 (+1)	14 (+2)

INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)

**Proficiencies** (+2 proficiency bonus)

**Saving Throws** Con +4, Cha +6

**Skills** Arcana +2, Athletics +2,  
Intimidation +5, Survival +3

**Tools** drum

**Weapons** daggers, darts, slings,  
quarterstaves, light crossbows

**Damage Resistances** cold

**Senses** passive (Perception) 11

**Languages** Common, Draconic,  
Sylvan

## SORCERER FEATURES

**Dragon Ancestor.** Whenever you make a Charisma check when interacting with dragons, your proficiency is doubled if it applies to the check.

**Draconic Resilience.** As magic flows through your body, it causes physical traits of your dragon ancestor to emerge. Your hit point maximum increases by 1 at 1st level and whenever you gain a sorcerer level.

Additionally, parts of your body are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

**Spellcasting.** Charisma is your spellcasting ability for your sorcerer spells. You use your Charisma whenever a spell refers to your spellcasting ability.

To cast a spell, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

**Spell save DC:** 13

**Spell attack modifier:** +5

## ACTIONS

**Attack.** You can attack once when you take this action, using the following:

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

*Hit:* 1d8 bludgeoning damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target.

*Hit:* 1d4 + 1 piercing damage.

**Dart.** *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target.

*Hit:* 1d4 + 1 piercing damage.

**Cold Breath.** 15-foot cone; each creature in the area must make a DC 12 Constitution saving throw, taking 2d6 cold damage on a failed save, and half as much damage on a successful one.

**Spellcasting.** Sorcerer feature

## BONUS ACTIONS

**Flexible Casting.** Sorcerer feature

## OPTIONS

**Metamagic.** Sorcerer feature

## Spells Known:

Cantrips (at will): *blade ward, mage hand, ray of frost, true strike*

1st level (4 slots): *chromatic orb, magic missile, shield*

2nd level (2 slots): *blur*

**Font of Magic (Recharges after You Finish a Long Rest).** You have 3 sorcery points, which you can spend on a variety of magical effects (listed under this feature).

**Flexible Casting.** You can transform 2 unexpended sorcery points into one spell slot as a bonus action on your turn.

## CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3

As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the spell's level.

## SORCERER FEATURES

(CONT'D)

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*Metamagic.* You have the following Metamagic options. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

**Distant Spell:** When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery points to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

**Empowered Spell:** When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

## EQUIPMENT

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Quarterstaff (serves as an arcane focus), dart (20), daggers (2), explorer's pack, drum crafted from a bear's skull, hunting trap, component pouch including a 50 gp diamond, *potion of healing*, traveler's clothes, belt pouch.