CHARACTER NAME

BACKGROUND: Dragonborn (Gold)

SPECIES

CLASS: Sorcerer

SUBCLASS: Draconic Sorcery

LEVEL

XP

ARMOR CLASS: 12
[Level 3] 15
[Level 4] 16

HIT POINTS: CURRENT / TEMP / MAX
HP = 7 x Level + 2

HIT DICE: SPENT / d6 (x Level) / MAX

DEATH SAVES: SUCCESSES / FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS: +2
+3 at Level 5

INITIATIVE: +2

SPEED: 30

SIZE: Medium

PASSIVE PERCEPTION: 11

STRENGTH: -1 MODIFIER / 8 SCORE
- ○ Saving Throw
- ○ Athletics

DEXTERITY: +2 MODIFIER / 14 SCORE
- ○ Saving Throw
- ○ Acrobatics
- ○ Sleight of Hand
- ○ Stealth

CONSTITUTION: +2 MODIFIER / 14 SCORE
- ⊗ Saving Throw

HEROIC INSPIRATION

INTELLIGENCE: +0 MODIFIER / 10 SCORE
- ○ Saving Throw
- ⊗ Arcana
- ○ History
- ○ Investigation
- ○ Nature
- ○ Religion

WISDOM: +1 MODIFIER / 12 SCORE
- ⊗ Saving Throw
- ○ Animal Handling
- ⊗ Insight
- ○ Medicine
- ○ Perception
- ○ Survival

CHARISMA: +3 MODIFIER / 17 SCORE
+4 (18) at Level 4
- ⊗ Saving Throw
- ⊗ Deception
- ⊗ Intimidation
- ○ Performance
- ○ Persuasion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Sorcerous Burst	+5	1d8 choice	acid, cold, fire, lightning, poison, psychic or thunder
	[Level 4] +6 [Level 5] +7	[Level 5] 2d8	
Mind Sliver	INT 13	1d6 psychic	-1d4 on next Saving Throw
	[Level 4] 14 [Level 5] 15	[Level 5] 2d6	

CLASS FEATURES PHB pg. 139

[Level 1] Innate Sorcery. Spell save DC +1, Adv. on spell attacks for 1 min., twice per Long Rest

[Level 2] Font of Magic. Use Sorcery Points (# = Level); Convert Spell Slot to Sorc. Points equal to Slot Level; Create Spell Slot by spending Sorc. Point:
- Level 1 Slot = 2 Points
- Level 2 Slot = 3 Points
- Level 3 Slot = 5 Points

[Level 5] Sorcerous Restoration. Restore 2 SP after Short Rest (once per Long Rest)

[Level 2] Metamagic. Spend Sorc. Points for Spell Effect:
- *Quickened* (2 SP): Change casting time from Action to Bonus Action
- *Careful Spell* (1 SP): Exclude up to 2 creatures from Spell Effect Area [Level 4 = up to 3]

[Level 3] Draconic Resilience. Extra HP (included); AC = 10 + CHA + DEX

SPECIES TRAITS PHB, pg. 187

[Level 1] Dragonborn Traits
• Drac. Breath Weapon. Instead of one Attack, Breathe 30ft-line or 15-ft. cone causing 1d10 fire damage (DC 12 DEX save for half) [Level 5 = DC 13]; 2x/Long Rest [Level 5 = 3x]
• Damage Resistance (half damage vs. fire)
• Darkvision: 60 feet

FEATS

[Level 1] Lucky [PHB 2024, p. 201]: Gain 3 Luck Points, each of which may give adv. on an ability check, save, or attack, or impose disadv. on one attacker targeting you. Regain expended points in a long rest.

[Level 4] Elemental Adept. Fire Spells ignore Resistance; treat any 1 on fire damage die as 2.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light / Medium / Heavy / Shields

WEAPONS
simple weapons

TOOLS
Forgery Kit

Charisma

SPELLCASTING ABILITY

+3 **SPELLCASTING MODIFIER** [Level 4] +4

13 **SPELL SAVE DC** [Level 4] 14 [Level 5] 15

+5 **SPELL ATTACK BONUS** [Level 4] +6 [Level 5] +7

SPELL SLOTS

	Total	Expended
Level 1		
Level 2		
Level 3		

[Level 1] 2x 1st-Level Slots
[Level 2] 3x 1st-Level Slots
[Level 3] 4x 1st-Level + 2x 2nd-Level Slots
[Level 4] 4x 1st-Level + 3x 2nd-Level Slots
[Level 5] 4x 1st-Level + 3x 2nd-Level + 2x 3rd-Level Slots

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Minor Illusion			C R M	
0	Mind Sliver			C R M	
0	Sorcerous Burst			C R M	
0	Prestidigitation			C R M	
0	[Level 4] Mage Hand			C R M	
1	Shield			C R M	
1	Burning Hands			C R M	
1	[Level 2] Silent Image			R M	
1	[Level 2] Feather Fall			R M	
1	[Level 3] Command			R M	
1	[Level 3] Chromatic Orb			C R M	
2	[Level 3] Alter Self			C R M	
2	[Level 3] Dragon's Breath			C R M	
2	[Level 3] Flaming Sphere			C R M	
2	[Level 3] Misty Step			C R M	
2	[Level 4] Invisibility			C R M	
3	[Level 5] Fear			C R M	
3	[Level 5] Fly			C R M	
3	[Level 5] Fireball			C R M	
3	[Level 5] Counterspell			C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Draconic, Elvish

EQUIPMENT

two (2) daggers, quarterstaff, spear, dungeoneer's pack (backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days' rations, waterskin, 50 feet of hempen rope on the side), forgery kit, arcane focus: crystal, belt pouch, set of common clothes, set of traveler's clothes, merchant's scale.

1 potion of healing

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			10	

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