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.
**Sorcerer Features**

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**Creating Spell Slots**

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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.

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

- **Careful Spell:** When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell’s full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (a minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

- **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**

Quarterstaff (serves as an arcane focus), dart (20), daggers (2), +1 wand of the war mage, explorer’s pack, hunting trap, manacles, bag of caltrops, ball bearings, drum crafted from a bear’s skull, component pouch including a 50 gp diamond, potion of greater healing, vial of acid (2), traveler’s clothes, belt pouch.