**Character Name**

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

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**Armor Class**: 14 (natural armor)

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

**Speed**: 30 ft.

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<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
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</thead>
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<tr>
<td>10 (+0)</td>
<td>13 (+1)</td>
<td>14 (+2)</td>
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<tr>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tbody>
<tr>
<td>10 (+0)</td>
<td>12 (+1)</td>
<td>16 (+3)</td>
</tr>
</tbody>
</table>

**Proficiencies** (+2 proficiency bonus)

**Saving Throes**: Con +4, Cha +6

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

**Tools**: drum

**Weapons**: daggers, darts, slings, quarterstaffs, light crossbows

**Damage Resistances**: cold

**Senses**: passive (Perception) 11

**Languages**: Common, Draconic, Sylvan

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**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 Weapon Attack: +3 to hit, reach 5 ft. or 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

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**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

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**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): bane

**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.

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**Creating Spell Slots**

<table>
<thead>
<tr>
<th>Spell Slot Level</th>
<th>Sorcery Point Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>2</td>
</tr>
<tr>
<td>2nd</td>
<td>3</td>
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</table>

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)*

*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 point to double the range of the spell.
- **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), 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.