**Character Name**

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

**Armor Class** 15 (natural armor)  
**Hit Points** 30 (Hit Dice 4d6)  
**Speed** 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (+0)</td>
<td>14 (+2)</td>
<td>14 (+2)</td>
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<tr>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (+0)</td>
<td>12 (+1)</td>
<td>17 (+3)</td>
</tr>
</tbody>
</table>

| 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, 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 or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target.  
  Hit: 1d4 + 2 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, shocking grasp, true strike
- 1st level (4 slots): chromatic orb, magic missile, shield
- 2nd level (3 slots): blur, scorching ray

**Font of Magic (Recharges after You Finish a Long Rest).** You have 4 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>
</tr>
</tbody>
</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.

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), explorer’s pack, hunting trap, drum crafted from a bear’s skull, component pouch including a 50 gp diamond, potion of healing (2), vial of acid, traveler’s clothes, belt pouch.