D&D BEYOND

Sylphira Willowbone

CHARACTER NAME

Sorcerer 7 [Draconic Bloodline]	
CLASS & LEVEL	PLAYER NAME
Half-Elf	Courtier
RACE	BACKGROUND
	EXPERIENCE POINTS

STRENGTH	-1 (8)
DEXTERITY	+3 (16)
CONSTITUTION	+3 (16)
INTELLIGENCE	-1 (8)
WISDOM	+0 (10)
CHARISMA	+4 (18)

○	-1	Strength
○	+3	Dexterity
⊙	+6	Constitution
○	-1	Intelligence
○	+0	Wisdom
⊙	+7	Charisma

Saving Throw Modifiers

Advantage against being charmed, and magic can't put you to sleep

SAVING THROWS

○	+3	Acrobatics	DEX
○	+0	Animal Handling	WIS
○	-1	Arcana	INT
○	-1	Athletics	STR
Ⓟ	+7	Deception	CHA
○	-1	History	INT
Ⓟ	+3	Insight	WIS
Ⓟ	+7	Intimidation	CHA
○	-1	Investigation	INT
○	+0	Medicine	WIS
○	-1	Nature	INT
Ⓟ	+3	Perception	WIS
○	+4	Performance	CHA
Ⓟ	+7	Persuasion	CHA
○	-1	Religion	INT
○	+3	Sleight of Hand	DEX
Ⓟ	+6	Stealth	DEX
○	+0	Survival	WIS
○			
○			
○			

SKILLS

+3 INITIATIVE

ARMOR 16 CLASS

DEFENSES

INSPIRATION

+3 PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP	Current HP	Temp HP
58		--

HIT POINTS

Total 7d6

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== WEAPONS ===
Crossbow, Light, Dagger, Dart, Quarterstaff, Sling

=== LANGUAGES ===
Common, Draconic, Dwarvish, Elvish, Gnomish, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Sorcery Points • 7 / Long Rest
You have limiteduse - No limited use data available sorcery points that you regain when you finish a long rest.

=== BONUS ACTIONS ===
Convert Sorcery Points
You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

=== SPECIAL ===
Elemental Affinity
When you cast a spell that deals damage of the type associated with your draconic ancestry, you can add +4 to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Magical Guidance
When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

ACTIONS

13	PASSIVE WISDOM (PERCEPTION)
13	PASSIVE WISDOM (INSIGHT)
9	PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 120 ft.

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Crossbow, Light, +1	+7	1d8+4 Piercing	Simple, Ammunition, Loading, Range, Two-Handed, Range (80/320)
Dagger	+6	1d4+3 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger, +1	+7	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Dagger, +1	+7	1d4+4 Piercing	Simple, Finesse, Light, Thrown, Range (20/60)
Fire Bolt	+7	2d10 Fire	V/S
Unarmed Strike	+2	0 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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	Half-Elf / Courtier	
	RACE / BACKGROUND	EXPERIENCE POINTS

=== SORCERER FEATURES ===

* Additional Sorcerer Spells • TCoE 65
Your Sorcerer has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Hit Points • PHB 100

* Proficiencies • PHB 100

* Spellcasting • PHB 101
You can cast known sorcerer spells using CHA as your spellcasting modifier (Spell DC 15, Spell Attack +7). You can use an arcane focus as a spellcasting focus.

* Sorcerous Origin • PHB 101

| Draconic Bloodline

* Dragon Ancestor • PHB 102
You have a specific dragon type as your ancestor. You can speak, read, and write Draconic and you double your proficiency bonus for CHA checks involving dragons.

| Silver Dragon • PHB

* Draconic Resilience • PHB 102
Your max HP increases by 7. When you aren't wearing armor, your AC equals 16.

* Font of Magic • PHB 101
You have 7 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action.

| Sorcery Points: 7 / Long Rest • 1 Action

| Convert Sorcery Points: 1 Bonus Action

* Metamagic • PHB 101
You gain the ability to twist spells to suit your needs.

| Quickened Spell • PHB
When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

| Metamagic - Quickened Spell: Special

| Twinned Spell • PHB
You can spend sorcery points equal to a spell's level (1 for a cantrip) to target a second creature in range with the same spell, as long as the spell at the level it's being cast is incapable of targeting more than one creature.

| Metamagic - Twinned Spell: Special

* Sorcerous Versatility • TCoE 66
Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing the magic within you flowing in new ways:
- Replace one of the options you chose for the Metamagic feature with a different Metamagic option available to you.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the sorcerer spell list.

* Ability Score Improvement • PHB 102

* Magical Guidance • TCoE 66
When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

| Special

* Elemental Affinity (Poison) • PHB 102
When you cast a spell that deals damage of the type associated with your draconic ancestry, you can add +4 to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

| Elemental Affinity: Special

=== HALF-ELF RACIAL TRAITS ===

* Darkvision • BR 39
You can see in darkness (shades of gray) up to 60 ft.

* Fey Ancestry • BR 39
You have advantage on saving throws against being charmed, and magic can't put you to sleep.

* Skill Versatility • BR 39
You gain proficiency in two skills of your choice.

FEATURES & TRAITS

CP	0	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
		Crossbow, Light, +1	1	5 lb.	Potion of Healing	1	0.5 lb.
		Dagger, +1	1	1 lb.	Pouch	1	1 lb.
SP	0	Dagger, +1	1	1 lb.	Rations (1 day)	10	20 lb.
		Dagger	1	1 lb.	Rope, Silk (50 feet)	1	5 lb.
EP	0	Goggles of Night	1	--	Soap	1	--
		Bloodwell Vial, +1	1	--	Tinderbox	1	1 lb.
GP	5	Crossbow Bolts	20	1.5 lb.	Torch	5	5 lb.
		Backpack	1	5 lb.	Waterskin	1	5 lb.
PP	4	Bedroll	1	7 lb.	Whetstone	1	1 lb.
WEIGHT CARRIED		Blanket	1	3 lb.			
72.18 lb.		Caltrops (bag of 20)	20	2 lb.			
ENCUMBERED		Case, Crossbow Bolt	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
120 lb.		Clothes, Traveler's	1	4 lb.			
PUSH/DRAG/LIFT		Flask or Tankard	1	1 lb.			
240 lb.		Mess Kit	1	1 lb.			

EQUIPMENT

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Sylphira Willowbone

CHARACTER NAME

Female	23	Medium	5' 5"	158
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Lawful Good	Bahamut	Fair	Hazel	Brunette
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I'm a snob who looks down on those who can't appreciate fine art. I'm rude to people who lack my commitment to hard work and fair

PERSONALITY TRAITS

Community. It is the duty of all civilized people to strengthen the bonds of community and the security

IDEALS

I pursue wealth to secure someone's love.

BONDS

I'll do anything to get my hands on something rare or priceless.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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Sorcerer

SPELLCASTING CLASS

CHA	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Fire Bolt	Sorcerer	+7	1A	120 ft.	V,S	Instantaneous	PHB 242	V/S
O	Prestidigitation	Sorcerer	--	1A	10 ft.	V,S	1 hour	PHB 267	D: 1h, V/S
O	Minor Illusion	Sorcerer	--	1A	30 ft./5 ft. Cube	S,M	1 minute	PHB 260	D: 1m, 5 ft. Cube, S/M
O	Shape Water	Sorcerer	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
O	Mage Hand	Sorcerer	--	1A	30 ft.	V,S	1 minute	PHB 256	D: 1m, V/S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Shield	Sorcerer	--	1R	Self	V,S	1 round	PHB 275	D: 1Rnd, V/S
O	Magic Missile	Sorcerer	--	1A	120 ft.	V,S	Instantaneous	PHB 257	V/S
O	Absorb Elements	Sorcerer	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
	=== 2nd LEVEL ===	3 Slots OOO							
O	Maximilian's Earthen Grasp <C>	Sorcerer	STR 15	1A	30 ft./5 ft. Square	V,S,M	Concentration, up to 1 minute	EE 161	D: 1m, 5 ft. Square, V/S/M
O	Misty Step	Sorcerer	--	1BA	Self	V	Instantaneous	PHB 260	V
	=== 3rd LEVEL ===	3 Slots OOO							
O	Fireball	Sorcerer	DEX 15	1A	150 ft./20 ft. Sphere	V,S,M	Instantaneous	PHB 241	20 ft. Sphere, V/S/M
O	Counterspell	Sorcerer	--	1R	60 ft.	S	Instantaneous	PHB 228	Special: (See Description)*, S
	=== 4th LEVEL ===	1 Slots O							
O	Greater Invisibility <C>	Sorcerer	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 246	D: 1m, V/S

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