

DRAGONBORN

(CHARACTER NAME)

CLASS: SORCERER

PLAYSTYLE: SHOOTER

RACE:

DIFFICULTY: MEDIUM

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT:

+0
STRENGTH

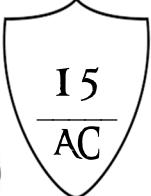
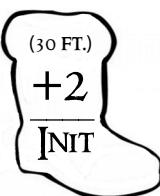
+2
DEXTERITY

+4
CONSTITUTION

+0
INTELLIGENCE

+0
WISDOM

+5
CHARISMA



SPECIAL

Dragon's Breath.

As a bonus action, temporarily empower your breath. While active, you may use an action to deal damage of your draconic element to creatures in a 15-ft. cone. [Self range, 3d6 *element, lasts 1 min. (DEX save: 1/2 dmg)].

REACTIONS

Draconic Siphon.

When you take damage of your draconic element, you may roll a d6 and reduce the damage by the result. Add this result to the damage you deal on your next turn.

ITEMS

EQUIPMENT:

Main Hand.

Off-Hand.

Armor. Armored Scales.

TOOLS/KITS:

Three-Dragon Ante. A card set of the popular gambling card game.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d6+2.

BACKPACK:

Dungeoneer's Pack.

- crowbar
- hammer, pitons (10)
- tinderbox, torches (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

ATTACKS (+5)

Dragon Bolt. ∞

Ranged (120 ft.), 1d10 *element.

Dragon Claw. ∞

Melee, 1d8 slashing. Target cannot react for 1 turn.

BONUS ACTIONS

Dragon's Wrath.

Unleash your draconic element from your hands to a 15-ft. cone in front of you. [Self range, 3d6 *element (DEX save: 1/2 dmg)].

ABILITIES (DC 13)

Dash. ∞

You have double your move speed this turn.

Harden Scales. ∞

You have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks this turn.

FEATURES

Draconic Element. At the start of the adventure, choose the element of your draconic ancestry. This is the type of damage dealt when indicated by *element, and you also have resistance to it. Choose from the following:

- Acid
- Fire
- Ice
- Lightning
- Poison