

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

CONDITIONAL

SAVING THROWS

Acrobatics (Dex)

Animal Handling (Wis)

Arcana (Int)

Athletics (Str)

Deception (Cha)

History (Int)

Insight (Wis)

Intimidation (Cha)

Investigation (Int)

Medicine (Wis)

Nature (Int)

Perception (Wis)

Performance (Cha)

Persuasion (Cha)

Religion (Int)

Sleight of Hand (Dex)

Stealth (Dex)

Survival (Wis)

SKILLS

PASSIVE PERCEPTION

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

CP

SP

EP

GP

PP

WEIGHT

EQUIPMENT

INITIATIVE

NAME

RANGE

ATTACK

DAMAGE / TYPE

FEATURES & TRAITS

Draconic Ancestry.

Silver. Your draconic ancestry is silver. Your damage type is cold. Your breath weapon is 15 ft. cone (dex. save).

Breath Weapon (Action—1/Short Rest). Exhale destructive energy. Your breath weapon does 2d6 cold damage in a 15 ft. cone (dex. save) DC 12

Damage Resistance. You have resistance to cold.

Sorcerous Origin.

Draconic Bloodline. Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors.

Dragon Ancestor. You can speak, read, and write Draconic. Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Silver (Cold). You choose the silver dragon as your ancestor. The cold damage type is used by features you gain later.

Draconic Resilience. When you aren't wearing armor, your AC equals 14.

Armor Proficiencies. –

Weapon Proficiencies. Dagger, Dart, Sling, Quarterstaff, Crossbow, Light

Tool Proficiencies. Drum

Languages. Common, Draconic, Sylvan

PROFICIENCIES & LANGUAGES

ATTACKS & SPELLCASTING



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

I once ran twenty-five miles without stopping to warn to my clan of an approaching orc horde. I'd do it again if I had to.

PERSONALITY TRAITS

Honor. If I dishonor myself, I dishonor my whole clan. (Lawful)

IDEAL

My family, clan, or tribe is the most important thing in my life, even when they are far from me.

BOND

Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

FLAW

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.

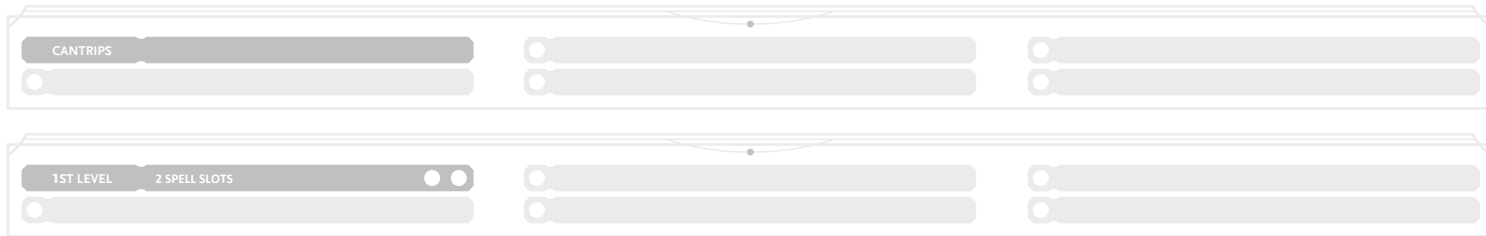
BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

ADDITIONAL TREASURE



Blade Ward

Abjuration Cantrip

CASTING TIME	1 action
RANGE	Self
DURATION	1 round
COMPONENTS	V, S

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Spellcasting (Sorcerer)

Player's Handbook

Mage Hand

Conjuration Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	1 minute
COMPONENTS	V, S

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Spellcasting (Sorcerer)

Player's Handbook

Ray of Frost

Evocation Cantrip

CASTING TIME	1 action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V, S

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spellcasting (Sorcerer)

Player's Handbook

True Strike

Divination Cantrip

CASTING TIME	1 action
RANGE	30 feet
DURATION	Concentration, up to 1 round
COMPONENTS	S

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Spellcasting (Sorcerer)

Player's Handbook

Magic Missile

1st-level evocation

CASTING TIME	1 action
RANGE	120 feet
DURATION	Instantaneous
COMPONENTS	V, S

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

Spellcasting (Sorcerer)

Player's Handbook

Shield

1st-level abjuration

CASTING TIME	1 reaction
RANGE	Self
DURATION	1 round
COMPONENTS	V, S

Reaction trigger: You are hit by an attack or targeted by the magic missile spell. An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

Spellcasting (Sorcerer)

Player's Handbook

You have draconic ancestry. Choose one type of dragon from the Draconic Ancestry table. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

DRACONIC ANCESTRY

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Dex. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Dex. save)
White	Cold	15 ft. cone (Dex. save)

You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$. A creature takes $2d6$ damage on a failed save, and half as much damage on a successful one. The damage increases to $3d6$ at 6th level, $4d6$ at 11th level, and $5d6$ at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

You have resistance to the damage type associated with your draconic ancestry.

Choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline or Wild Magic, both detailed at the end of the class description.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

Draconic Ancestry

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

You choose the silver dragon as your ancestor. The cold damage type is used by features you gain later.

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals $13 + \text{your Dexterity modifier}$.