

Dragonborn Sorcerer, level 2

Dragonborn Features

Draconic Ancestry (Silver). You have a cold breath weapon and resistance to cold damage.

Breath Weapon (Recharges after You Finish a Short or Long Rest). You can use your action to exhale cold energy in a 15-foot cone. Each creature in the area must make a DC Constitution saving throw (DC = 8 + your Con modifier + your proficiency bonus) taking full damage on a failed save, and half as much damage on a successful one.

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.

Font of Magic (Recharges after You Finish a Long Rest). You have 2 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 1st-level spell slot as a bonus action on your turn.

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 spells

cantrips

blade ward

- Abjuration cantrip
- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S
- **Duration:** 1 round

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.

Mage hand

- Conjunction cantrip
- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** 1 minute

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.

Ray of Frost

- Evocation cantrip
- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** Instantaneous

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).

True strike

- Divination cantrip
- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** S
- **Duration:** Concentration, up to 1 round

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.

1st level spells

Chromatic orb

- 1st-level evocation
- **Casting Time:** 1 action
- **Range:** 90 feet
- **Components:** V, S, M (a diamond worth at least 50 gp)
- **Duration:** Instantaneous

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within range. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Magic Missile

- 1st-level evocation
- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S
- **Duration:** Instantaneous

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.

Shield

- 1st-level abjuration
- **Casting Time:** 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell
- **Range:** Self
- **Components:** V, S
- **Duration:** 1 round

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.