

Elephira Dawnstrider

CHARACTER NAME

Draconic Bloodline Sorcerer 1 Noble  
 CLASS & LEVEL BACKGROUND PLAYER NAME  
 Half-Elf Chaotic Good  
 RACE ALIGNMENT EXPERIENCE POINTS

**STRENGTH**  
-1  
8

**DEXTERITY**  
2  
14

**CONSTITUTION**  
2  
15

**INTELLIGENCE**  
0  
10

**WISDOM**  
1  
12

**CHARISMA**  
3  
17

INSPIRATION

2 PROFICIENCY BONUS

- 1 Strength
  - 2 Dexterity
  - 4 Constitution
  - 0 Intelligence
  - 1 Wisdom
  - 5 Charisma
- SAVING THROWS

- 2 Acrobatics (Dex)
  - 1 Animal Handling (Wis)
  - 2 Arcana (Int)
  - 1 Athletics (Str)
  - 5 Deception (Cha)
  - 2 History (Int)
  - 3 Insight (Wis)
  - 5 Intimidation (Cha)
  - 0 Investigation (Int)
  - 1 Medicine (Wis)
  - 0 Nature (Int)
  - 1 Perception (Wis)
  - 3 Performance (Cha)
  - 5 Persuasion (Cha)
  - 0 Religion (Int)
  - 2 Sleight of Hand (Dex)
  - 2 Stealth (Dex)
  - 1 Survival (Wis)
- SKILLS

11 PASSIVE WISDOM (PERCEPTION)

TOOL: Dragonchess Set  
 LANGUAGE: Common, Draconic, Elvish, Giant  
 WEAPON: Dagger, Dart, Light Crossbow, Quarterstaff, Sling

OTHER PROFICIENCIES & LANGUAGES

15 ARMOR CLASS

2.14 INITIATIVE

30 ft. SPEED

Hit Point Maximum 9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1 HIT DICE

SUCCESSES FAILURES DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Fire Bolt	+5	1d10 Fire
Shocking Grasp	+5	1d8 Lightning
Magic Missile		1d4+1 Force
Explorer's Pack...	1	-1
Explorer's Pack...	1	-1
Dagger	+4	1d4+2 Piercing

ATTACKS & SPELLCASTING

CP	SP	EP	GP	PP
		25		
1 Arcane Focus				
1 Explorer's Pack (Two-Handed)				
2 Dagger				
1 Backpack				
1 Bedroll				
1 Mess Kit				
1 Tinderbox				

EQUIPMENT

STRATEGIC THINKER – I exemplify the difference between moment-to-moment crisis management and navigating the challenges and steps of a bigger plan, and I am known for examining every angle of a problem and not just resolving momentary issues, but moving the whole project forward with my solutions.  CHARISMATIC AND INSPIRING – These qualities combine to allow me to inspire and invigorate others. People actually want me to be their leader, and this in turn helps me to accomplish ambitious goals that could never be finished alone.

PERSONALITY TRAITS

★ STRIVING FOR GREATNESS - At the negotiating table, I am dominant, relentless, and unforgiving. This isn't because I am coldhearted or vicious per se – it's more that I genuinely enjoy the challenge, the battle of wits, the repartee that comes from this environment, and if the other side can't keep up, that's no reason for me to fold on my own core tenet of ultimate victory.

IDEALS

I will face any challenge to win the approval of my family.

BONDS

INTOLERANT – "It's my way or the highway" – I am notoriously unsupportive of any idea that distracts from my primary goals, and even more so of ideas based on emotional considerations. I won't hesitate a second to make that fact clear to those around me.

FLAWS

Age \_\_\_\_\_  
 Size \_\_\_\_\_  
 Darkvision \_\_\_\_\_  
 Fey Ancestry \_\_\_\_\_  
 Skill Versatility \_\_\_\_\_  
 Languages \_\_\_\_\_  
 Position of Privilege \_\_\_\_\_  
 Spellcasting \_\_\_\_\_  
 Draconic Bloodline (Gold) \_\_\_\_\_

FEATURES & TRAITS





CHARISMA	13	5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

0	CANTRIPS
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- Message
- Fire Bolt
- Shocking Grasp
- Prestidigitation

SPELL LEVEL	SLOTS TOTAL		SLOTS EXPENDED	
	1	2		

- Shield
- Magic Missile

2	0		
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3	0		
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4	0		
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5	0		
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6	0		
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7	0		
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8	0		
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9	0		
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# FEATURES & TRAITS

## Age

Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.

## Size

Half-elves are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

## Darkvision

Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

## Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

## Skill Versatility

You gain proficiency in two skills of your choice.

## Languages

You can speak, read, and write Common, Elvish, and one extra language of your choice.

## Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

## Spellcasting

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the sorcerer spell list. **Cantrips**[-] At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 4th level and another at 10th level. **Spell Slots**[-] The Sorcerer table shows how many spell slots you have to cast your sorcerer spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot. **Spells Known of 1st Level and Higher**[-] You know two 1st-level spells of your choice from the sorcerer spell list. You learn an additional sorcerer spell of your choice at each level except 12th, 14th, 16th, 18th, 19th, and 20th. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level. Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots. **Spellcasting Ability**[-] Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one. **Spell save DC** = 8 + your proficiency bonus + your Charisma modifier **Spell attack modifier** = your proficiency bonus + your Charisma modifier **Spellcasting Focus**[-] You can use an arcane focus as a spellcasting focus for your sorcerer spells.

## Draconic Bloodline (Gold)

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. **Dragon Ancestor PHB p102**[-] 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. **Draconic Resilience PHB p102**[-] 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 + your Dexterity modifier.

# SPELLS

## Message

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature within range

**Components:** V S M

**Duration:** 1 round

**Description:**

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

## Fire Bolt

Evocation cantrip

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature or object within range

**Components:** V S

**Duration:** Instantaneous

**Description:**

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## Shocking Grasp

Evocation cantrip

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature you try to touch

**Components:** V S

**Duration:** Instantaneous

**Description:**

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

## Prestidigitation

Transmutation cantrip

**Casting Time:** 1 action

**Range:** 10 feet

**Target:** See text

**Components:** V S

**Duration:** Up to 1 hour

**Description:**

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. You instantaneously light or snuff out a candle, a torch, or a small campfire. You instantaneously clean or soil an object no larger than 1 cubic foot. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

## Shield

Abjuration 1

**Casting Time:** 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

**Range:** Self

**Target:** Self

**Components:** V S

**Duration:** 1 round

**Description:**

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.

## Magic Missile

Evocation 1

**Casting Time:** 1 action

**Range:** 120 feet

**Target:** A creature of your choice that you can see within range

**Components:** V S

**Duration:** Instantaneous

**Description:**

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 above 1st.