

# Sorcerer - Draconic Bloodline

CHARACTER NAME

## Dragon Ancestor

LVL 1

Choose one type of dragon as your ancestor.

**Dragon Type:** Damage Type

- Black:** Acid
- Blue:** Lightning
- Brass:** Fire
- Bronze:** Lightning
- Copper:** Acid
- Cold:** Fire
- Green:** Poison
- Red:** Fire
- Silver:** Cold
- White:** Cold

You can speak, read, and write Draconic. Your proficiency bonus is doubled on CHA checks when interacting with dragons.

## Draconic Resilience

LVL 1

Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. 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.

## Sorcery Points

LVL 2

(regain at long rest)  
The number of sorcery points you have is equal to your Sorcerer level.

## Flexible Casting

LVL 2

As a bonus action, you can spend sorcery points to get more spell slots. The created spell slots vanish at the end of a long rest.  
LVL 1 cost 2 points, LVL 2 cost 3 points, LVL 3 cost 5 points, LVL 4 cost 5 points, LVL 5 cost 7 points.  
As a bonus action, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

## Metamagic

LVL 3, 10, 17

You have 2, your choice. (+1 at LVL 10 and LVL 17)  
You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

- Careful Spell:**(1 sorcery point) Choose creatures (number of creatures = up to your CHA modifier) to automatically succeed on saving throw against your spell.
- Distant Spell:**(1 sorcery point) Double the range of the spell. Touch spells will have a range of 30 ft.
- Empowered Spell:**(1 sorcery point) Reroll number of damage damage up to your CHA modifier. Can use this with other Metamagic options.
- Extended Spell:**(1 sorcery point) Double the duration of your spell, up to 24 hours.
- Heightened Spell:**(3 sorcery points) Give one target of the spell disadvantage on its first saving throw against this spell.
- Quickened Spell:**(2 sorcery points) Cast a spell that has a casting time of 1 action as a bonus action.
- Subtle Spell:**(1 sorcery point) Cast a spell without any somatic or verbal components.
- Twinned Spell:**(1 sorcery point/spell level, or 1 for a cantrip) Target a second creature in range with the same spell that targets only one creature.

## Ability Score Improvement

LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

## Elemental Affinity

LVL 6

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

## Dragon Wings

LVL 14

As a bonus action, you can sprout wings and gain a flying speed equal to your current speed. You can dismiss them as a bonus action. You can't be wearing armor that hasn't been modified to accommodate the wings, and clothing not made to accommodate your wings might be destroyed.

## Draconic Presence

LVL 18

(5 sorcery points) As an action, you can exude an aura of awe or fear (your choice) out to 60 feet. Each hostile creature that starts its turn in this aura must succeed on a WIS save or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. Duration: concentration up to 1 minute. A creature that succeeds on this saving throw is immune for 24 hours.

## Sorcerous Restoration

LVL 20

Regain 4 sorcery points whenever you finish a short rest.

## Traits - Feats - Features

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