

NAME **Chandra**

INIT **+1** PROF BONUS **+4** SPEED **30ft.** PASS PERCEP **9**

STR **+0**  +0 SAVING THROWS  +0 ATHLETICS  
**10**

DEX **+1**  +1 SAVING THROWS  +1 ACROBATICS  +1 SLEIGHT OF HAND  +1 STEALTH  
**13**

CON **+2**  +6 SAVING THROWS  
**15**

INT **+1**  +1 SAVING THROWS  +5 ARCANA  +1 HISTORY  +1 INVESTIGATION  +1 NATURE  +5 RELIGION  
**12**

WIS **-1**  -1 SAVING THROWS  -1 ANIMAL HANDLING  +3 INSIGHT  -1 MEDICINE  -1 PERCEPTION  -1 SURVIVAL  
**8**

CHA **+5**  +9 SAVING THROWS  +5 DECEPTION  +9 INTIMIDATION  +5 PERFORMANCE  +9 PERSUASION  
**20**

CLASS **Sorcerer 10**

RACE **Human** SUB CLASS **Draconic Bloodline** ALIGN **Chaotic Good**



PORTRAIT

**ACTIONS**

NAME	RANGE	HIT/DC	DAMAGE
Fire Bolt	120ft.	+9	2d10 Fire

**SPELLS**

NAME	RANGE	HIT/DC	DAMAGE
Cast a Spell	see spell	see spell	see spell

MAGIC THE GATHERING  
DUNGEONS & DRAGONS

ATTACKS

HP CURRENT MAX 72 TEMP AC **14**

DEATH SAVES SUCCESS FAILURE INSP XP **64k**

SPELL CASTING ABILITY **CHA** SAVE DC **17** ATTACK BONUS **+9**

SPELL SLOTS

	MAX	USED		MAX	USED		MAX	USED	NOTES
1	4		4	3		7			
2	3		5	2		8			
3	3		6			9			

SPELLBOOK

LVL	NAME	RANGE	CONCENTRATION	CASTING TIME
0	Control Flames	60ft.	No	Action
0	Create Bonfire	60ft.	Yes	Action
0	Dancing Lights	120ft.	Yes	Action
0	Fire Bolt	120ft.	No	Action
0	Message	120ft.	No	Action
0	Prestidigitation	10ft.	No	Action
1st	Absorb Elements	-Self	No	Reaction
1st	Burning Hands	-Self	No	Action
2nd	Dragon's Breath	Touch	Yes	Bonus Action
2nd	Flaming Sphere	60ft.	Yes	Action
2nd	Scorching Ray	120ft.	No	Action
3rd	Fireball	150ft.	No	Action
3rd	Lightning Bolt	-Self	No	Action
4th	Dimension Door	500ft.	No	Action
4th	Fire Shield	-Self	No	Action
4th	Wall of Fire	120ft.	Yes	Action
5th	Immolation	90ft.	Yes	Action

## SORCERESS FEATURES

**Spellcasting.** You can cast known sorcerer spells using Charisma as your spellcasting ability. You can use an arcane focus as a spellcasting focus.

**Sorcerous Origin** (Draconic Bloodline).

**Dragon Ancestor** (Red Dragon). You have a specific dragon type as your ancestor. You can speak, read, and write Draconic and you double your proficiency bonus for Charisma checks involving dragons. The damage type associated with each dragon is used by features you gain later.

**Draconic Resilience.** 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.

**Font of Magic.** You have 10 sorcery points that you regain when you finish a long rest. You can use your sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points as a bonus action. See the Player's Handbook for further details.

**Elemental Affinity** (Fire). When you cast a spell that deals damage of the type associated with your draconic ancestry, you can add +5 to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

**Metamagic.** You gain the ability to twist spells to suit your needs. See the Player's Handbook for further details.

**Transmuted Spell.** When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

**Empowered Spell.** When you roll damage for a spell, you can spend 1 sorcery point to reroll up to 5 of the dice. You must use the new rolls and you can use this option even if you've already used another Metamagic option.

**Heightened Spell.** When you cast a spell that forces a creature to make a saving throw, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

## FEATS

**Elemental Adept** (Fire). Spells you cast ignore resistance to fire damage, and when you roll damage for a spell you cast that deals fire damage, you can treat any 1 on a damage die as a 2.

## ARMOR

None

## WEAPONS

Light Crossbow  
Dagger  
Dart  
Quarterstaff  
Sling

## TOOLS

None

## LANGUAGES

Common  
Draconic  
Elvish  
Leonin  
Primordial

PROFICIENCIES

Elemental Essence Shard (fire)

Pyromancer's Robes

INVENTORY

NOTES

FEATURES