

CHARACTER NAME

CLASS & LEVEL

RACE

BACKGROUND

SPEED

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

STRENGTH

DEXTERITY

INTELLIGENCE

WISDOM

CHARISMA

Athletics

Acrobatics

Sleight of Hand

Stealth

Arcana

History

Investigation

Nature

Religion

Animal Handling

Insight

Medicine

Perception

Survival

Deception

Intimidation

Performance

Persuasion

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR CLASS

PROFICIENCY BONUS

HIT POINTS

DEATH SAVES

HIT DICE

TEMPORARY HIT POINTS

MAXIMUM

SUCCESSES

FAILURES

CURRENT / TOTAL

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

ARMOR

SHIELD

ADDITIONAL ITEMS

NAME

AC

WEIGHT

PP

GP

SP

CP

EQUIPMENT

OTHER PROFICIENCIES

BASE

LEVEL

SPELLCASTING

SORCEROUS ORIGIN

FONT OF MAGIC

METAMAGIC

ABILITY SCORE IMPROVEMENT

ABILITY SCORE IMPROVEMENT

METAMAGIC +

ABILITY SCORE IMPROVEMENT

ABILITY SCORE IMPROVEMENT

METAMAGIC ++

ABILITY SCORE IMPROVEMENT

ABILITY SCORE IMPROVEMENT

1

1

2

3

4

8

10

12

16

17

19

20

DRACONIC BLOODLINE

DRAGON ANCESTOR

DRACONIC RESILIENCE

ELEMENTAL AFFINITY

DRAGON WINGS

DRACONIC PRESENCE

1

1

6

14

18

CLASS RESOURCE

CURRENT / MAXIMUM

FEATURES & TRAITS

LANGUAGES



CLASS & LEVEL

BACKGROUND

PLAYER NAME

CHARACTER NAME

RACE

SPEED

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

Strength ☐
Dexterity ☐
Constitution ☐
Intelligence ☐
Wisdom ☐
Charisma ☐

DEXTERITY

STRENGTH

Athletics ☐

DEXTERITY

Acrobatics ☐
Sleight of Hand ☐
Stealth ☐

CONSTITUTION

INTELLIGENCE

Arcana ☐
History ☐
Investigation ☐
Nature ☐
Religion ☐

INTELLIGENCE

WISDOM

Animal Handling ☐
Insight ☐
Medicine ☐
Perception ☐
Survival ☐

WISDOM

CHARISMA

Deception ☐
Intimidation ☐
Performance ☐
Persuasion ☐

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME AC WEIGHT

SHIELD

ADDITIONAL ITEMS

PP

GP

SP

CP

HIT POINTS

HIT DICE

CURRENT / TOTAL

MAXIMUM

DEATH SAVES

SUCCESSES ☐ ☐ ☐

FAILURES ☐ ☐ ☐

TEMPORARY HIT POINTS

ARMOR CLASS

PROFICIENCY BONUS

OTHER PROFICIENCIES

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

BASE

LEVEL

SPELLCASTING ☐ 1
SORCEROUS ORIGIN ☐ 1
FONT OF MAGIC ☐ 2
METAMAGIC ☐ 3
ABILITY SCORE IMPROVEMENT ☐ 4
ABILITY SCORE IMPROVEMENT ☐ 8
METAMAGIC + ☐ 10
ABILITY SCORE IMPROVEMENT ☐ 12
ABILITY SCORE IMPROVEMENT ☐ 16
METAMAGIC ++ ☐ 17
ABILITY SCORE IMPROVEMENT ☐ 19
ABILITY SCORE IMPROVEMENT ☐ 20

WILD MAGIC

WILD MAGIC SURGE ☐ 1
TIDES OF CHAOS ☐ 1
BEND LUCK ☐ 6
CONTROLLED CHAOS ☐ 14
SPELL BOMBARDMENT ☐ 18

CLASS RESOURCE

CURRENT / MAXIMUM

FEATURES & TRAITS

LANGUAGES

EQUIPMENT

SORCERER REFERENCE

DRACONIC BLOODLINE
AND WILD MAGIC

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SORCEROUS RESTORATION

At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

BASE FEATURES

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 additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

SPELL SLOTS

The Sorcerer table shows how many spell slots you have to cast your 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.

The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. 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 (found in chapter 5) as a spellcasting focus for your sorcerer spells.

SORCEROUS ORIGIN

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.

FONT OF MAGIC

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

SORCERY POINTS

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

FLEXIBLE CASTING

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

CREATING SPELL SLOTS	
SPELL SLOT LEVEL	SORCERY POINT COST
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

BASE (cont.)

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

EMPOWERED SPELL

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

HEIGHTENED SPELL

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

QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

SUBTLE SPELL

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

DRACONIC BLOODLINE

DRAGON ANCESTOR

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

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.

ELEMENTAL AFFINITY

Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add your Charisma modifier to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

DRACONIC BLOODLINE (cont.)

DRAGON WINGS

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

DRACONIC PRESENCE

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

WILD MAGIC

WILD MAGIC SURGE

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

TIDES OF CHAOS

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

BEND LUCK

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

CONTROLLED CHAOS

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

SPELL BOMBARDMENT

Beginning at 18th level, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use the feature only once per turn.

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ALIGNMENT

EXPERIENCE POINTS

STRENGTH

SAVING THROWS

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

DEXTERITY

STRENGTH

Athletics

DEXTERITY

Acrobatics

Sleight of Hand

Stealth

CONSTITUTION

INTELLIGENCE

Arcana

History

Investigation

Nature

Religion

INTELLIGENCE

WISDOM

Animal Handling

Insight

Medicine

Perception

Survival

WISDOM

CHARISMA

Deception

Intimidation

Performance

Persuasion

CHARISMA

PASSIVE PERCEPTION

INSPIRATION

INITIATIVE

ARMOR

NAME

AC

WEIGHT

SHIELD

NAME

AC

WEIGHT

ADDITIONAL ITEMS

PP

GP

SP

CP

ARMOR CLASS

HIT POINTS

HIT DICE

PROFICIENCY BONUS

DEATH SAVES

TEMPORARY HIT POINTS

NAME

RANGE

ATK BONUS

DAMAGE

TYPE / WEIGHT

AMMUNITION

EQUIPMENT

OTHER PROFICIENCIES

BASE	LEVEL
SPELLCASTING	1
SORCEROUS ORIGIN	1
FONT OF MAGIC	2
METAMAGIC	3
ABILITY SCORE IMPROVEMENT	4
ABILITY SCORE IMPROVEMENT	8
METAMAGIC +	10
ABILITY SCORE IMPROVEMENT	12
ABILITY SCORE IMPROVEMENT	16
METAMAGIC ++	17
ABILITY SCORE IMPROVEMENT	19
ABILITY SCORE IMPROVEMENT	20
*STORM SORCERY	
*WIND SPEAKER	1
*TEMPESTUOUS MAGIC	1
*HEART OF THE STORM	6
*STORM GUIDE	6
*STORM'S FURY	14
*WIND SOUL	18

CLASS RESOURCE

FEATURES & TRAITS

LANGUAGES

SORCERER REFERENCE

STORM SORCERY (SCAG *)

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SORCEROUS RESTORATION

At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

BASE FEATURES

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 additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

SPELL SLOTS

The Sorcerer table shows how many spell slots you have to cast your 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. The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. 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 (found in chapter 5) as a spellcasting focus for your sorcerer spells.

SORCEROUS ORIGIN

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.

FONT OF MAGIC

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

SORCERY POINTS

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

FLEXIBLE CASTING

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

CREATING SPELL SLOTS	
SPELL SLOT LEVEL	SORCERY POINT COST
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

BASE (cont.)

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

EMPOWERED SPELL

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

HEIGHTENED SPELL

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

QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

SUBTLE SPELL

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

*STORM SORCERY

*TEMPESTUOUS MAGIC

Starting at 1st level, you can use a bonus action on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 10 feet without provoking opportunity attacks.

*HEART OF THE STORM

At 6th level, you gain resistance to lightning and thunder damage. In addition, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to half your sorcerer level.

*STORM GUIDE

At 6th level, you gain the ability to subtly control the weather around you. If it is raining, you can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on you. You can end this effect as a bonus action. If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until the end of your next turn. This feature doesn't alter the speed of the wind.

*STORM'S FURY

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker. The damage equals your sorcerer level. The attacker must also make a Strength saving throw against your sorcerer spell save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

*WIND SOUL

At 18th level, you gain immunity to lightning and thunder damage. You also gain a magical flying speed of 60 feet. As an action, you can reduce your flying speed to 30 feet for 1 hour and choose a number of creatures within 30 feet of you equal to 3 + your Charisma modifier. The chosen creatures gain a magical flying speed of 30 feet for 1 hour. Once you reduce your flying speed in this way, you can't do so again until you finish a short or long rest.