

Sorcerer - Draconic Sorcery

CHARACTER NAME

Spellcasting

LVL 1

Refer to the Player's Handbook (PHB).

Innate Sorcery

LVL 1

Bonus Action. 2 uses, Refresh on a Long Rest. Duration: 1 minute.

- The spell save DC of your Sorcerer spells increases by 1.
- You have Adv. on attack rolls of Sorcerer spells you cast.

Font of Magic

LVL 2

You have 2 Sorcery Points at first level, and you gain more as you reach higher levels (refer to the PHB).

You regain all Sorcery Points on a Long Rest.

Converting Spell Slots to Sorcery Points. You can spend a spell slot to gain one Sorcery Point for each level of the spell slot.

Creating Spell Slots. *Bonus Action.* You can spend Sorcery Points to gain a spell slot. Refer to the Creating Spell Slots table in the PHB.

Meta magic

LVL 2, 10, 17

You get two Metamagic options of your choice from the 10 "Metamagic Options" listed in the PHB. You use them to modify spells you cast by spending Sorcery Points.

Whenever you gain a Sorcerer level, you can replace one of your Metamagic options with one you don't know. You gain two more options at Sorcerer level 10 and two more at Sorcerer level 17.

Draconic Resilience

LVL 3

- Your HP maximum increases by 3, and by another 1 whenever you gain another Sorcerer level.
- While not wearing armor, your base AC = 10 + your DEX and CHA mods.

Draconic Spells

LVL 3

You always have these spells prepared.

at **LVL 3** *Alter Self, Chromatic Orb, Command, Dragon's Breath*

at **LVL 5** *Fear, Fly*

at **LVL 7** *Arcane Eye, Charm Monster*

at **LVL 9** *Legend Lore, Summon Dragon*

Ability Score Improvement

LVL 4, 8, 12, 16

You gain the Ability Score Improvement feat or another of your choice for which you qualify.

Sorcerous Restoration

LVL 5

1 use /Long rest, after a Short Rest.

Regain 1/2 your Sorcerer level in spent Sorcery Points.

Elemental Affinity

LVL 6

You have Resistance to Acid, Cold, Fire, Lightning, or Poison damage (your choice).

When you cast a spell that deals damage of that type, you can add your CHA mod. to one damage roll of that spell.

Sorcery Incarnate

LVL 7

Innate Sorcery enhancement.

- If you have no uses left, you can regain 1 use by spending 2 Sorcery Points when you take the Bonus Action to activate.
- While active, you can use up to 2 Meta magic options on each spell you cast.

Dragon Wings

LVL 14

Bonus Action. 1 use /Long Rest or you spend 3 Sorcery Points.

Duration 1 hr. or you dismiss them.

Draconic wings appear on your back. You have a Fly Speed of 60 feet for the duration.

Dragon Companion

LVL 18

You cast the *Summon Dragon* spell.

With these enhancements.

- You can cast it without a Material component.
- You can cast it without a spell slot 1/Long Rest.
- You can cast it so it doesn't require Concentration, but the spell's duration reduces to 1 minute.

Epic Boon

LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. *Dimensional Travel* is recommended.

Arcane Apotheosis

LVL 20

Innate Sorcery enhancement.

While active, you can use one Meta magic option on each of your turns without spending Sorcery Points.

Trait, Feat or Feature

Name:

Page:

Name:

Page:

Name:

Page:

Name:

Page: