Pip Emberwick
CHARACTER NAME

Criminal
BACKGROUND

Tiefling - Infernal
SPECIES

Sorcerer
CLASS

Draconic Sorcery
SUBCLASS

6
LEVEL

XP

ARMOR CLASS
15
SHIELD

HIT POINTS
44
CURRENT

0
TEMP

44
MAX

HIT DICE
0
SPENT

6d6
MAX

DEATH SAVES
SUCCESSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS
+3

INITIATIVE
+5

SPEED
30 ft

SIZE
Small

PASSIVE PERCEPTION
11

STRENGTH
-1 MODIFIER | 8 SCORE

- -1 Saving Throw
- -1 Athletics

DEXTERITY
+2 MODIFIER | 15 SCORE

- +2 Saving Throw
- +2 Acrobatics
- +5 Sleight of Hand
- +5 Stealth

CONSTITUTION
+2 MODIFIER | 15 SCORE

- +5 Saving Throw

HEROIC INSPIRATION

INTELLIGENCE
+0 MODIFIER | 10 SCORE

- +0 Saving Throw
- +0 Arcana
- +0 History
- +0 Investigation
- +0 Nature
- +0 Religion

WISDOM
+1 MODIFIER | 12 SCORE

- +1 Saving Throw
- +1 Animal Handling
- +1 Insight
- +1 Medicine
- +1 Perception
- +1 Survival

CHARISMA
+3 MODIFIER | 17 SCORE

- +6 Saving Throw
- +6 Deception
- +3 Intimidation
- +3 Performance
- +6 Persuasion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Dagger	+5	1d4+2 P	See p. 13
Spear	+2	1d6-1 P	See p. 13
Fire Bolt	+6	2d10 Fire	See p. 13

CLASS FEATURES

Innate Sorcery: Bonus Action: for 1 minute, your Sorcerer spell save DC increases by 1 and you have Advantage on Sorcerer spell attack rolls. 2 uses; regain all on Long Rest.
Font of Magic: 6 Sorcery Points maximum; regain all on Long Rest. Spend a slot with no action to gain points equal to slot level. Bonus Action: spend points to create one slot, at most level 5; it vanishes on Long Rest. Slot cost and required Sorcerer level: Ref p. 2.
Sorcerous Restoration: When you finish a Short Rest, you may regain up to 3 expended Sorcery Points; once used, regain this feature on Long Rest.
BA=Bonus Action; Ref=SRD reference PDF
More features: notes pp. 4, 5, 6

Metamagic: Spend the listed Sorcery Points to modify a spell with a chosen Metamagic option. Normally one option per casting unless an option allows more. Replace one option on gaining a Sorcerer level. Chosen options: facts below in notes p. 5; effects/costs: Ref p. 3; earned option count: Ref p. 2.
Careful Spell: When casting a spell that forces other creatures to save, spend 1 Sorcery Point and choose up to your Charisma modifier of those creatures, minimum 1. They automatically succeed on their save against the spell, and take no damage if a successful save would normally halve it. Current limit: 3 creatures.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light, Medium, Heavy, Shields

WEAPONS

Simple weapons

TOOLS

Thieves' Tools

SPECIES TRAITS

Tiefling traits: Humanoid; Small; Speed 30 ft; Darkvision 60 ft. Infernal: Fire Resistance; Fire Bolt and Thaumaturgy cantrips. Charisma for all trait spells. Hellish Rebuke and Darkness always prepared; each has 1 slot-free cast/Long Rest, or use appropriate-level spell slots. Spell rules: Ref p. 9.

FEATS

Alert: When you roll Initiative, may add your Proficiency Bonus (3). Immediately after rolling, may swap Initiative with one willing ally in the same combat; neither can be Incapacitated.
Ability Score Improvement: The feat grants +2 to one chosen ability or +1 to each of two chosen abilities, maximum 20. Repeatable; each acquisition has its own increases.

Charisma	
SPELLCASTING ABILITY	
+3	SPELLCASTING MODIFIER
14	SPELL SAVE DC
+6	SPELL ATTACK BONUS



SPELL SLOTS

	Total	Expended		Total	Expended		Total	Expended
Level 1	4		Level 4	0		Level 7	0	
Level 2	3		Level 5	0		Level 8	0	
Level 3	3		Level 6	0		Level 9	0	

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Elementalism	Action	30 feet	C R M	p. 8
0	Fire Bolt	Action	120 feet	C R M	p. 9
0	Mage Hand	Action	30 feet	C R M	p. 9
0	Minor Illusion	Action	30 feet	C R M	p. 9
0	Prestidigitation	Action	10 feet	C R M	p. 9
0	Sorcerous Burst	Action	120 feet	C R M	p. 9
0	Thaumaturgy	Action	30 feet	C R M	p. 9
1	Burning Hands	Action	Self	C R M	p. 10
1	Chromatic Orb	Action	90 feet	C R M	p. 10
1	Command	Action	60 feet	C R M	p. 10
1	Detect Magic	See p. 10	Self	C R M	p. 10
1	Disguise Self	Action	Self	C R M	p. 10
1	Hellish Rebuke	R	60 feet	C R M	1/LR free; p. 10
1	Shield	R	Self	C R M	p. 11
2	Alter Self	Action	Self	C R M	p. 11
2	Darkness	Action	60 feet	C R M	1/LR free; p. 11
2	Dragon's Breath	BA	Touch	C R M	p. 11
2	Flaming Sphere	Action	60 feet	C R M	p. 11
2	Invisibility	Action	Touch	C R M	p. 12
2	Misty Step	BA	Self	C R M	p. 12
2	Scorching Ray	Action	120 feet	C R M	p. 12
3	Counterspell	R	60 feet	C R M	p. 12
3	Fear	Action	Self	C R M	p. 12
3	Fireball	Action	150 feet	C R M	p. 12
3	Fly	Action	Touch	C R M	p. 13
				C R M	
				C R M	
				C R M	
				C R M	
				C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Dwarvish, Elvish

EQUIPMENT

Spear, 2 Daggers, Arcane Focus (crystal), Dungeoneer's Pack
2 Daggers, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
0	0	0	44	0

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Character notes and conditional values

Character sheet and notes. Ref means the separate SRD reference PDF; other page pointers on the official sheet refer to this file. Complete source text is in the SRD reference PDF.

Your idea: Make me Pip Emberwick, a level 6 tiefling sorcerer with the Criminal background. He was a pickpocket until his hands started throwing sparks in the middle of a job, and now everything he touches tends to catch fire, so I'd like him to lean into fire magic.

Sorcerer 6; Sorcerer: Draconic Sorcery; total character level 6.

Hit Dice: 6d6.

Subclass mechanics: Sorcerer: Draconic Sorcery. Draconic Sorcery supplies Sorcerer subclass rules through Sorcerer level 6 (SRD 5.2.1 p. 66). Story themes are separate from these rule selections and do not grant features from a different or unearned subclass.

Starting equipment assumption: No higher-level wealth or magic items were supplied. This character uses its class/background starting equipment and gold; arrange campaign gear with the GM.

Source: Player request /SRD starting equipment

Infernal legacy resistance: Resistance to Fire damage from Fiendish Legacy. The chosen legacy spellcasting ability is Charisma; it does not change class spellcasting.

Source: SRD 5.2.1 p. 86

level 4: Ability Score Improvement: Charisma +2

Source: SRD 5.2.1 p. 87–88

Elemental Affinity: Resistance to Fire damage. When you cast a spell that deals Fire damage, you can add your Charisma modifier (+3) to one damage roll of that spell. This optional, conditional bonus is applied manually; it is not added to every attack or target.

Source: SRD 5.2.1 p. 70

Attack table damage: S = Slashing, P = Piercing, B = Bludgeoning, Rad = Radiant. Full damage and conditions appear at each attack reference.

Spellcasting sources

Sorcerer: Charisma +3, attack +6, save DC 14.

Infernal lineage: Charisma +3, attack +6, save DC 14.

Draconic Spells: Charisma +3, attack +6, save DC 14.

Recorded slot inventory: Spellcasting level 1 (4), level 2 (3), level 3 (3). Use a slot only when the spell's grant permits it.

Spell table: BA = Bonus Action; R = Reaction; LR = Long Rest; SR = Short Rest. Free allowances are per grant, do not spend a spell slot, and recover at the stated rest. A + separates distinct grants. Cantrips need no spell slot; casting time, components and restrictions still apply. Each spell reference identifies its grants, abilities and restrictions.

At this level

Sorcerer level 6

Progression values read from the SRD class table.

Sorcery Points	*6*
Cantrips	*5*
Prepared spells	*10*
Level 1 slots	*4*
Level 2 slots	*3*
Level 3 slots	*3*

Source: SRD 5.2.1, p. 65

Class features

Spellcasting

Spellcasting: Charisma; Arcane Focus. Cast prepared Sorcerer spells using slots; regain all slots on Long Rest. Prepare spells at levels allowed by your Sorcerer level/table, as single-classed; higher shared multiclass slots only upcast them. On gaining a Sorcerer level, replace one Sorcerer cantrip and one prepared spell with eligible Sorcerer choices. Always-prepared feature spells do not count against your preparation limit. Current counts: Sorcerer progression notes p. 4; slot inventory: notes p. 3.

Full rules: Ref p. 1.
Source: SRD 5.2.1, p. 64, p. 65

Innate Sorcery

Innate Sorcery: Bonus Action: for 1 minute, your Sorcerer spell save DC increases by 1 and you have Advantage on Sorcerer spell attack rolls. 2 uses; regain all on Long Rest.

Full rules: Ref p. 2.
Source: SRD 5.2.1, p. 65, p. 66

Font of Magic

Font of Magic: *6* Sorcery Points maximum; regain all on Long Rest. Spend a slot with no action to gain points equal to slot level. Bonus Action: spend points to create one slot, at most level 5; it vanishes on Long Rest. Slot cost and required Sorcerer level: Ref p. 2.

Full rules: Ref p. 2.
Source: SRD 5.2.1, p. 66

Metamagic

Metamagic: Spend the listed Sorcery Points to modify a spell with a chosen Metamagic option. Normally one option per casting unless an option allows more. Replace one option on gaining a Sorcerer level. Chosen options: facts below in notes p. 5; effects/costs: Ref p. 3; earned option count: Ref p. 2.

Full rules: Ref p. 2.
Source: SRD 5.2.1, p. 66

Sorcerer Subclass

Subclass identity and its earned features are represented separately; this entry grants no separate action.

Full rules: Ref p. 2.
Source: SRD 5.2.1, p. 66

Ability Score Improvement

The selected advancement is applied to accepted ability scores or represented by its selected feat.

Full rules: Ref p. 3.
Source: SRD 5.2.1, p. 66

Sorcerous Restoration

Sorcerous Restoration: When you finish a Short Rest, you may regain up to 3 expended Sorcery Points; once used, regain this feature on Long Rest.

Full rules: Ref p. 3.
Source: SRD 5.2.1, p. 66

Draconic Resilience

Draconic Resilience: Without armor, base AC = 10 + Dexterity + Charisma modifiers. The HP maximum increase (3 at Sorcerer 3, then 1 per Sorcerer level) is already included in HP.

Full rules: Ref p. 3.
Source: SRD 5.2.1, p. 69

Draconic Spells

Draconic Spells: The Draconic spells for your earned Sorcerer levels are always prepared. Use only the earned entries in the subclass spell table; full level/spell table: Ref p. 3.

Full rules: Ref p. 3.
Source: SRD 5.2.1, p. 70

Elemental Affinity

Elemental Affinity: Resistance to your chosen Acid, Cold, Fire, Lightning, or Poison damage type. When casting a spell dealing that type, you may add your Charisma modifier to one damage roll of the spell.

Full rules: Ref p. 3.

Selected option	Fire

Source: SRD 5.2.1, p. 70

Careful Spell

Careful Spell: When casting a spell that forces other creatures to save, spend 1 Sorcery Point and choose up to your Charisma modifier of those creatures, minimum 1. They automatically succeed on their save against the spell, and take no damage if a successful save would normally halve it. Current limit: 3 creatures.

Full rules: Ref p. 3.
Source: SRD 5.2.1, p. 66, p. 67

Quickened Spell

Quickened Spell: When casting an action-time spell, spend 2 Sorcery Points to change its casting time to a Bonus Action for this casting. You cannot use this after already casting a level 1+ spell this turn, nor cast a level 1+ spell afterward on this turn.

Full rules: Ref p. 3.
Source: SRD 5.2.1, p. 67

Species traits

Tiefling traits

Tiefling traits: Humanoid; Small; Speed 30 ft; Darkvision 60 ft. Infernal: Fire Resistance; Fire Bolt and Thaumaturgy cantrips. Charisma for all trait spells. Hellish Rebuke and Darkness always prepared; each has 1 slot-free cast/Long Rest, or use appropriate-level spell slots. Spell rules: Ref p. 9.

Full rules: Ref p. 4.

Selected option	Infernal
Selected option	Casting ability: Charisma
Selected option	Size: Small

Source: SRD 5.2.1, p. 86

Background

Criminal background

Ability Scores: Dexterity, Constitution, Intelligence Feat: Alert (see "Feats") Skill Proficiencies: Sleight of Hand and Stealth Tool Proficiency: Thieves' Tools

Source: SRD 5.2.1, p. 83

Feats

Alert

Alert: When you roll Initiative, may add your Proficiency Bonus (3). Immediately after rolling, may swap Initiative with one willing ally in the same combat; neither can be Incapacitated.

Full rules: Ref p. 4.

Gained from	Criminal background

Source: SRD 5.2.1, p. 87

Ability Score Improvement

Ability Score Improvement: The feat grants +2 to one chosen ability or +1 to each of two chosen abilities, maximum 20. Repeatable; each acquisition has its own increases.

Full rules: Ref p. 4.

Gained from	Sorcerer - Sorcerer level 4

Source: SRD 5.2.1, p. 87

Weapons

Dagger

Dagger 1d4 Piercing Finesse, Light, Thrown (Range 20/60) 1 lb. 2 GP

Dexterity modifier	+2
Training	Proficient
Attack	+5
Base damage	1d4 Piercing +2

Source: SRD 5.2.1, p. 91

Spear

Spear 1d6 Piercing Thrown (Range 20/60), Versatile (1d8) 3 lb. 1 GP

Strength modifier	-1
Training	Proficient
Attack	+2
Base damage	1d6 Piercing -1

Source: SRD 5.2.1, p. 91

Training and Proficiencies

Training does not add possessions. Owned equipment is listed separately below.

Armor training	None

Weapons	Simple weapons
Tools	Thieves' Tools

Sorcerer proficiencies and equipment

Core Sorcerer Traits Primary Ability Charisma Hit Point Die D6 per Sorcerer level Saving Throw Proficiencies Constitution and Charisma Skill Proficiencies Choose 2: Arcana, Deception, Insight, Intimidation, Persuasion, or Religion Weapon Proficiencies Simple weapons Armor Training None

Selected option	Skills: Deception, Persuasion

Source: SRD 5.2.1, p. 64

Languages (suggested)

Common, Dwarvish, Elvish.

Source: SRD 5.2.1, p. 20

Owned equipment

Package contents and purchases below are separate ownership records. Keep quantities from each package, including repeated items. Statistics and included-item details describe this equipment without adding another copy.

Class equipment - package A

Spear, 2 Daggers, Arcane Focus (crystal), Dungeoneer's Pack, and 28 GP

Source: SRD 5.2.1, p. 64

Background equipment - package A

2 Daggers, Thieves' Tools, Crowbar, 2 Pouches, Traveler's Clothes, 16 GP

Source: SRD 5.2.1, p. 83

Remaining coins

44 GP remaining. No purchases beyond the chosen packages.

Source: SRD 5.2.1, p. 64, p. 83

Elementalism - cantrip

Sorcerer; cantrip; Charisma. Spell attack +6; save DC 14.

Casting time: Action | Range: 30 feet
Components: V, S | Duration: Instantaneous

SRD 5.2.1 p. 127 | Full spell text: SRD reference p. 6.

Fire Bolt - cantrip

Infernal lineage; cantrip; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 6.

Casting time: Action | Range: 120 feet
Components: V, S | Duration: Instantaneous

SRD 5.2.1 p. 132 | Full spell text: SRD reference p. 9.

Mage Hand - cantrip

Sorcerer; cantrip; Charisma. Spell attack +6; save DC 14.

Casting time: Action | Range: 30 feet
Components: V, S | Duration: 1 minute

SRD 5.2.1 p. 145 | Full spell text: SRD reference p. 6.

Minor Illusion - cantrip

Sorcerer; cantrip; Charisma. Spell attack +6; save DC 14.

Casting time: Action | Range: 30 feet
Components: S, M (a bit of fleece) | Duration: 1 minute

SRD 5.2.1 p. 149 | Full spell text: SRD reference p. 6.

Prestidigitation - cantrip

Sorcerer; cantrip; Charisma. Spell attack +6; save DC 14.

Casting time: Action | Range: 10 feet
Components: V, S | Duration: Up to 1 hour

SRD 5.2.1 p. 154 | Full spell text: SRD reference p. 5.

Sorcerous Burst - cantrip

Sorcerer; cantrip; Charisma. Spell attack +6; save DC 14.

Casting time: Action | Range: 120 feet
Components: V, S | Duration: Instantaneous

SRD 5.2.1 p. 163 | Full spell text: SRD reference p. 5.

Thaumaturgy - cantrip

Infernal lineage; cantrip; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 6.

Casting time: Action | Range: 30 feet
Components: V | Duration: Up to 1 minute

SRD 5.2.1 p. 169 | Full spell text: SRD reference p. 9.

Burning Hands - level 1

Sorcerer; prepared; Charisma. Spell attack +6; save DC 14.

Casting time: Action | Range: Self
Components: V, S | Duration: Instantaneous

SRD 5.2.1 p. 114 | Full spell text: SRD reference p. 7.

Chromatic Orb - level 1

Draconic Spells; always prepared; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 5.

Casting time: Action | Range: 90 feet
Components: V, S, M (a diamond worth 50+ GP) | Duration: Instantaneous

SRD 5.2.1 p. 115 | Full spell text: SRD reference p. 10.

Command - level 1

Draconic Spells; always prepared; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 5.

Casting time: Action | Range: 60 feet
Components: V | Duration: Instantaneous

SRD 5.2.1 p. 116 | Full spell text: SRD reference p. 10.

Detect Magic - level 1

Sorcerer; prepared; Charisma. Spell attack +6; save DC 14.

Casting time: Action or Ritual | Range: Self
Components: V, S | Duration: Concentration, up to 10 minutes

SRD 5.2.1 p. 123 | Full spell text: SRD reference p. 7.

Disguise Self - level 1

Sorcerer; prepared; Charisma. Spell attack +6; save DC 14.

Casting time: Action | Range: Self
Components: V, S | Duration: 1 hour

SRD 5.2.1 p. 124 | Full spell text: SRD reference p. 7.

Hellish Rebuke - level 1

Infernal Fiendish Legacy: Hellish Rebuke is always prepared. This normal route uses an available spell slot of the appropriate level; its separate free route is once per Long Rest. Infernal lineage; always prepared; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 6.

Casting time: Reaction, which you take in response to taking damage from a creature that you can see within 60 feet of yourself | Range: 60 feet
Components: V, S | Duration: Instantaneous

Infernal Fiendish Legacy only: cast Hellish Rebuke once without a spell slot per Long Rest; track this spell separately. Infernal lineage; Cast through feature; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 6. Feature route - use only its recorded permission and cost.

SRD 5.2.1 p. 140 | Full spell text: SRD reference p. 9.

Shield - level 1

Sorcerer; prepared; Charisma. Spell attack +6; save DC 14.

Casting time: Reaction, which you take when you are hit by an attack roll or targeted by the Magic Missile spell | Range: Self
Components: V, S | Duration: 1 round

SRD 5.2.1 p. 161, 162 | Full spell text: SRD reference p. 7.

Alter Self - level 2

Draconic Spells; always prepared; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 5.

Casting time: Action | Range: Self
Components: V, S | Duration: Concentration, up to 1 hour

SRD 5.2.1 p. 107 | Full spell text: SRD reference p. 10.

Darkness - level 2

Infernal Fiendish Legacy: Darkness is always prepared. This normal route uses an available spell slot of the appropriate level; its separate free route is once per Long Rest. Infernal lineage; always prepared; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 6.

Casting time: Action | Range: 60 feet
Components: V, M (bat fur and a piece of coal) | Duration: Concentration, up to 10 minutes

Infernal Fiendish Legacy only: cast Darkness once without a spell slot per Long Rest; track this spell separately. Infernal lineage; Cast through feature; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 6. Feature route - use only its recorded permission and cost.

SRD 5.2.1 p. 122 | Full spell text: SRD reference p. 9.

Dragon's Breath - level 2

Draconic Spells; always prepared; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 5.

Casting time: Bonus Action | Range: Touch
Components: V, S, M (a hot pepper) | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 126 | Full spell text: SRD reference p. 11.

Flaming Sphere - level 2

Sorcerer; prepared; Charisma. Spell attack +6; save DC 14.

Casting time: Action | Range: 60 feet

Components: V, S, M (a ball of wax) | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 132, 133 | Full spell text: SRD reference p. 8.

Invisibility - level 2

Sorcerer; prepared; Charisma. Spell attack +6; save DC 14.

Casting time: Action | Range: Touch
Components: V, S, M (an eyelash in gum arabic) | Duration: Concentration, up to 1 hour

SRD 5.2.1 p. 143 | Full spell text: SRD reference p. 8.

Misty Step - level 2

Sorcerer; prepared; Charisma. Spell attack +6; save DC 14.

Casting time: Bonus Action | Range: Self
Components: V | Duration: Instantaneous

SRD 5.2.1 p. 150 | Full spell text: SRD reference p. 8.

Scorching Ray - level 2

Sorcerer; prepared; Charisma. Spell attack +6; save DC 14.

Casting time: Action | Range: 120 feet
Components: V, S | Duration: Instantaneous

SRD 5.2.1 p. 159, 160 | Full spell text: SRD reference p. 8.

Counterspell - level 3

Sorcerer; prepared; Charisma. Spell attack +6; save DC 14.

Casting time: Reaction, which you take when you see a creature within 60 feet of yourself casting a spell with Verbal, Somatic, or Material components | Range: 60 feet
Components: S | Duration: Instantaneous

SRD 5.2.1 p. 120 | Full spell text: SRD reference p. 9.

Fear - level 3

Draconic Spells; always prepared; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 5.

Casting time: Action | Range: Self
Components: V, S, M (a white feather) | Duration: Concentration, up to 1 minute

SRD 5.2.1 p. 130 | Full spell text: SRD reference p. 11.

Fireball - level 3

Sorcerer; prepared; Charisma. Spell attack +6; save DC 14.

Casting time: Action | Range: 150 feet

Components: V, S, M (a ball of bat guano and sulfur) | Duration: Instantaneous

SRD 5.2.1 p. 131 | Full spell text: SRD reference p. 8.

Fly - level 3

Draconic Spells; always prepared; Charisma. Spell attack +6; save DC 14; full grant: character sheet p. 5.

Casting time: Action | Range: Touch
Components: V, S, M (a feather) | Duration: Concentration, up to 10 minutes

SRD 5.2.1 p. 133 | Full spell text: SRD reference p. 11.

Dagger - attack

+5; 1d4 Piercing +2. Dagger 1d4 Piercing Finesse, Light, Thrown (Range 20/60) 1 lb. 2 GP

Spear - attack

+2; 1d6 Piercing -1. Spear 1d6 Piercing Thrown (Range 20/60), Versatile (1d8) 3 lb. 1 GP

Fire Bolt - attack

+6; 2d10 Fire. Infernal lineage; cantrip; Charisma. 120 feet; Action. See spell reference for full timing and effects.

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Indexed source text, repaired PDF line wrapping, selected entries and code-derived core math.

Rules and spell descriptions from SRD 5.2.1 (2024 rules).