

STEVVIN HORVAIN

SORCERER (DRACONIC BLOODLINE—FIRE) 9

"SOME INHERIT LANDS, OTHERS TITLES. I INHERITED FIRE AND SHADOW. I KNOW WHICH ONE SURVIVES THE LONGEST."

MEDIUM HUMANOID (HUMAN)

CHAOTIC NEUTRAL

Armor Class 15 (Draconic Resilience)

Hit Points 74

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	20 (+5)

Proficiency Bonus +4

Saving Throws Constitution +7, Charisma +9

Skills Arcana +6, Deception +9, Persuasion +9, History +5

Senses Passive Perception 10

Languages Common, Draconic, Infernal

PROFICIENCIES

Armor: None (Draconic Resilience provides AC)

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

CLASS FEATURES & TRAITS

SORCEROUS ORIGIN — DRACONIC BLOODLINE (FIRE)

Dragon Ancestor Fire (shadowflame flavor). You can speak, read, and write Draconic (already known) and your spells linked to fire are thematically marked by shadowy embers.

Draconic Resilience AC = 13 + Dex while not wearing armor; your hit point maximum increases by 1 per sorcerer level (+9 total).

Elemental Affinity When you cast a spell that deals fire damage, add your CHA mod (+5) to one damage roll of that spell. Spend 1 sorcery point to gain resistance to fire for 1 hour.

FONT OF MAGIC

Sorcery Points: 9 (regain on long rest). Convert between slots and points per PHB rules.

METAMAGIC

- **Quickened Spell:** 2 SP → cast a 1-action spell as a bonus action.
- **Subtle Spell:** 1 SP → cast a spell without verbal or somatic components.



ACTIONS

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing.

Fire Bolt (Cantrip). Ranged Spell Attack: +9 to hit, range 120 ft., one target. Hit: 3d10 fire. (Add +5 once to damage if using Elemental Affinity.)

Chill Touch (Cantrip). Ranged Spell Attack: +9 to hit, range 120 ft., one target. Hit: 3d8 necrotic; target can't regain HP until start of your next turn; undead has disadvantage on attack rolls against you until end of your next turn.

Ray of Frost (Cantrip). Ranged Spell Attack: +9 to hit, range 60 ft., one target. Hit: 3d8 cold and target's speed is reduced by 10 ft. until the start of your next turn.

BONUS ACTIONS

Quicken Spell.

Convert Sorcery Points ↔ Spell Slots

REACTIONS

Counterspell

Absorb Elements

SPELLCASTING (SORCERER 9)

Spellcasting Ability Charisma (spell save DC 17, spell attack +9).

Cantrips Fire Bolt, Chill Touch, Ray of Frost, Prestidigitation, Mage Hand

1st Level (4) Shield, Mage Armor, Disguise Self

2nd Level (3) Mirror Image, Hold Person

3rd Level (3) Fireball, Counterspell

4th Level (3) Greater Invisibility, Phantasmal Killer

5th Level (1) Telekinesis

