13th Age — Sorcerer

NAME

KIN

DESCRIPTION

LEVEL

One Unique Thing

Backgrounds

BACKGROUND | BONUS

SKILL CHECK = LEVEL + ABILITY MODIFIER + BACKGROUND

Icon Relationships

#D6	+/±/–*	ICON	5+	USED
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐
			☐☐☐	☐☐☐

*+ positive, ± conflicted, or – negative relationship.

Usage

AT-WILL & RECHARGE	PER BATTLE	PER ARC
Gather Power	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐

* **Chain Spell:** If first attack roll is natural odd, spend for battle but not for arc.

Ability Scores

ARMOR CLASS

STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA
SCORE / MODIFIER	SCORE / MODIFIER	SCORE / MODIFIER	SCORE / MODIFIER	SCORE / MODIFIER	SCORE / MODIFIER

PHYSICAL DEFENSE | MENTAL DEFENSE

Talents, Sorcerous Heritages, & Overspill Effects

OVERSPILL EFFECT

OVERSPILL EFFECT

OVERSPILL EFFECT

Features, Powers, & Spells

ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	Gather Power	Prepare to cast an *empowered* spell with your next standard action. *Empowered* sorcerer spells deal double damage on hit or miss. Additionally, you can use your quick action this turn to generate an *overspill effect*.	HH163

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

changes/refresh at new level | changes at new level or with incremental advance | refresh at new arc | refresh at end of battle

Defenses & Initiative

PHYSICAL DEFENSE | ARMOR CLASS | MENTAL DEFENSE | INITIATIVE

At-Will Spell

SPELL

HIT DAMAGE/TYPE / AVG / MISS

VS

TARGET/EFFECT

At-Will Spell

SPELL

HIT DAMAGE/TYPE / AVG / MISS

VS

TARGET/EFFECT

Hit Points & Recoveries

STAGGERED | DEAD

MAX HP

MAX RECOVERIES

RECOVERIES

CURRENT HP

DEAD

AVERAGE

RECOVERY DICE

TEMP HP

CONDITIONS & OTHER EFFECTS | SAVE

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Magic Items

Max Attuned

More Features, Talents, & Spells

Action	Name	Trigger/Target/Effect	Page #
Std	**Assist**	Give a nearby ally a +2 on an upcoming attack, save, or check during combat.	HH298
Move	**Disengage**	Roll *disengage check* (11+, +1 per each engaged foe beyond first). On success, move without drawing opportunity attacks. On fail, stay engaged.	HH294
Int	**Intercept**	While unengaged, move to engage enemy that is moving past you.	HH296
Std	**Rally**	Spend a recovery to heal. If used, quick action normal save (11+) to use again.	HH298
Std	**Dancing Lights**	For 5 min, varicolored globes bloom in and out of existence within 5-30 feet.	HH163
Std	**Unearthly Glamour**	CQ spell. Spend 1/arc spell to cast. Gain +5 to CHA skill checks for _____	HH164

Usage

At-Will & Recharge	Per Battle	Per Arc
Assist	☐ Rally	☐ Unearthly Glamour
Disengage	☐ ☐	☐ ☐
Intercept	☐ ☐	☐ ☐
Dancing Lights	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐
	☐ ☐	☐ ☐

* **Chain Spell:** If first attack roll is natural odd, spend for battle but not for arc.

Potions & Runes

Spell List

At-will spell

At-will spell

# of Spells*

* Number of spells in addition to the two at-will spells.

During your turn: one each of **standard** > **move** > **quick**, and any number of **free** actions. Between your turns: one **interrupt** action.

Basic Melee Attack

Weapon

Hit Damage / Avg / Miss

vs AC

Basic Ranged Attack

Weapon

Hit Damage / Avg / Miss

vs AC — Near / Far

Gear & Notes

Armor

Armor AC

+Shield

=Base AC

Gold

Feats

Feature	Tier	Feature	Tier
	A		A
	A		A

A = adventurer tier (lvl 1-4); C = champion tier (lvl 5-7); E = epic tier (lvl 8-10)

Sorcerer Base Armor

Armor	Base AC	Atk
None	10	+0
Light	10	+0
Heavy	11	-2
Shield	+1	-2

Sorcerer Weapon Damage/Attack Penalty

Weapon	1 Hand	2 Hands	Thrown	Bow	Crossbow
Small (daggers, staves, hand crossbows)	d4/+0	d6/+0	d4/+0	–	d4/+0
Light/Simple (shortswords, spears, javelins, shortbows, light crossbows)	d6/+0	d8/-1*	d6/+0	d6/-2*	d6/-1*
Heavy/Martial (longswords, greatswords, longbows)	d8/-2	d10/-2*	–	d8/-4*	d8/-3*

* Penalty applies to casting spells too.

Incremental Advances

- △ Gain next level feat
- △ Increase max HP to next level
- △ +1 magical item attunement
- △ Gain next level power or spell
- △ +1 to physical defense
- △ +1 to 3/4/5 ability scores at level 3/6/9
- △ Gain 2x/4x ability multipliers at level 4/7
- △ +1 to skill & initiative checks
- △ +1 to mental defense

changes/refresh at new level · changes at new level or with incremental advance · refresh at new arc · refresh at end of battle

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Sorcerous Spell Types

Empowered

After you have gathered power, you can use your next standard action to cast an ***empowered*** sorcerer spell. *Empowered* sorcerer spells deal double damage on a hit or a miss (roll damage, double the result). If you empower a spell that deals ongoing damage, the ongoing damage is doubled for the first turn only. Most non-damage spells also list other *ad hoc* benefits for when they are *empowered*. If you do not use the next standard action to cast a spell, you lose the power you have gathered.

Adventurer Feat: Gain *Surge Shield* overspill effect.

Surge Shield Overspill Effect
1/battle | Quick action after gathering power

You gain +2 bonus to Armor Class until the end of your next turn. At 5th level bonus applies to Physical Defense too. At 8th level it applies to all defenses.

Chain

If you roll a natural even number on an attack with a ***chain*** spell, make another attack against the nearest enemy within nearby range of the previous target. Each enemy can be targeted only once. Repeat this process as long as you roll even and there are targets available.

If the first attack roll is natural odd, the spell is not spent this arc, although you cannot use it again this battle.

Adventurer Feat: Once per arc, when casting a *chain* spell, you may chain to one extra additional target. This extra attack deals half damage and has no chance of chaining.

Reverberate/Special Feat

Special Champion Feat: Once per arc, you can cast a ***reverberate*** spell a second time in the round immediately after casting it the first time.

Surging/Special Feat

Special Adventurer Feat: Twice per arc, you can reroll the number of targets of a ***surging*** spell.

Wild Breath/Special Feat

Special Adventurer Feat: When you cast a ***wild breath*** spell, deal 5 damage to an additional nearby enemy that is not otherwise targeted by the spell. At 5th level damage goes up to 10, at 8th level is 20.

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Breath Weapon

When casting a ***breath weapon*** spell, your crit range is extended by the escalation die. For example, when the escalation die is 2, if your current critical hit is 20, your casting of this spell crits if you roll 18+ instead.

***Breath Weapon* Spells by Level**

1st: ***Breath of blue lightning*** deals lightning damage to one target and an ongoing "spark" of lightning damage that sometimes spreads to other foes.

1st: ***Breath of white ice*** deals cold damage to up to two nearby enemies.

3rd: ***Breath of black acid*** hits up to two foes with acid damage, plus ongoing damage that's easy to shake off.

3rd: ***Golden shield*** hits a foe (or two engaged foes) with some fire damage and raises both your hit points and maximum hit points until the end of the battle.

5th: ***Breath of green poison*** poisons up to three enemies, including ongoing damage that's tough to shake off.

5th: ***Breath of silver mist*** deals some cold damage to up to two enemies, and it grants the sorcerer a measure of the silver dragons' toughness (that is, a bonus to defenses).

7th: Sorcerers are unable to wield the Great Red Wyrm's fiery power. If your sorcerer is the exception to this rule, ***breath of red fire*** burns up to four foes, but it may damage allies engaged with those enemies.

9th: ***Breath of empty void*** deals necro damage to a foe and *hinders* them if they end up *staggered*. On a miss, it deals half damage, plus some damage to the caster.

Random Energy

Random energy spells deal damage of a random type. You and the gm decide how often this changes: every level, arc, battle, or even every time you cast a *random energy* spell.

D4	Energy Type
1	Cold
2	Fire
3	Lightning
4	Thunder

Current Random Energy Type

When casting a *random energy* spell you can try to change the energy type for that particular casting. If you succeed at a hard save (16+) choose one from the table.

Wracking Echo/Special Feat

Special Epic Feat: Once per arc, deal an additional 20 ongoing damage to one target that you hit with a ***wracking echo*** spell.

Ranger's Pet

Name | Species

Pet Abilities

- ☐ **Close Your Eyes And Let Your Pet Tell You What To Hit:** Once per battle, while *dazed, hindered, weakened,* or *stunned,* you can make an attack as if you were not affected.
- ☐ **Your End Is Not Your End:** The first time you drop to 0 hp in a battle, roll a normal save (11+). If you succeed, you don't take a Skull. Additionally, your first death save each battle has a +5 bonus as your pet tries to wake you up.

Adventurer Feat: Your pet gains another ability.

Champion Feat (replaces adv): As above, and your pet gives a +5 bonus to your first two death saves each battle, and a +3 bonus to all last gasp saves.

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Sorcerer's Familiar

Name | Species

Pet Abilities

- ☐ **Close Your Eyes And Let Your Familiar Aim:** Once per battle, while *dazed, hindered, weakened,* or *stunned,* you can cast a spell as if you were not affected by the condition.
- ☐ **The End Is Not The End:** When you use your last limited-use spell, roll a normal save (11+). On success, pick a spell that you didn't cast this arc; you familiar grants it as if prepared. On a failure, spend a standard action to reroll the save.

Adventurer Feat: Familiar gains *tough* as permanent ability.

Champion Feat: Familiar gains another permanent ability.

Epic Feat (replaces adv): As adventurer feat, and save to obtain your familiar's spell becomes an easy save (6+).

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Wizard's Familiar

Name | Species

Pet Abilities

- ☐ **Close Your Eyes And Let Your Familiar Aim:** Once per battle, while *dazed, hindered, weakened,* or *stunned,* you can cast a spell as if you were not affected by the condition.
- ☐ **The End Is Not The End:** When you use your last limited-use spell (other than *cyclic,* utility, or cantrip), roll normal save (11+). On a success, pick a spell you didn't cast this arc, gain it prepared. On a failure, use standard action to reroll.

Adventurer Feat: Familiar gains another ability.

Champion Feat: Save to get familiar's spell turns easy (6+).

Epic Feat (replaces champ): You get your familiar's spell with no save, immediately after casting last limited-use spell.

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