

SORCERER CARD DECK



SPELLS
CLASS FEATURES + TALENTS

*Customizable Character Class Deck
compatible with 13th Age™, and The Archmage Engine™*

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BREATH OF THE WHITE

CLOSE-QUARTERS SPELL

DAILY

BREATH WEAPON

Target: 1d2 nearby enemies in a group

Attack: Charisma + Level vs. PD

HIT

3 d6 + Charisma cold damage.

MISS

Half damage.

3rd LEVEL SPELL

LEARNED



5 d6 cold damage.

5th LEVEL SPELL

LEARNED



4 d10 cold damage.

7th LEVEL SPELL

LEARNED



6 d12 cold damage.

9th LEVEL SPELL

LEARNED



10 d12 cold damage.

BREATH OF THE WHITE

SPELL USED

DAILY

BREATH WEAPON

For the rest of the battle, roll a d20 at the start of each of your turns. On a 16+, you can use *breath of the white* that turn if you wish.

BURNING HANDS

CLOSE-QUARTERS SPELL

AT-WILL

Target: Up to two nearby enemies in a group

Attack: Charisma + Level vs. PD

HIT

1 d6 + Charisma fire damage.

MISS

— *see adventurer feat*3rd LEVEL SPELL

LEARNED ✧

1 d8 fire damage.

5th LEVEL SPELL

LEARNED ✧

2 d8 fire damage.

7th LEVEL SPELL

LEARNED ✧

3 d8 fire damage.

9th LEVEL SPELL

LEARNED ✧

5 d8 fire damage.

BURNING HANDS

REUSABLE SPELL

AT-WILL

*You can re-use an at-will power freely.
It never runs out.*

ADVENTURER FEAT

LEARNED



When you miss with *burning hands*, you deal fire damage to the target equal to each damage die that rolled its maximum possible result.

CHAMPION FEAT

LEARNED



When you roll a natural 18+ with a *burning hands* attack roll, you can choose another nearby target for the spell. The new target doesn't have to be part of the original group.

EPIC FEAT

LEARNED



You can now target each enemy engaged with you with your *burning hands* spell in addition to any other targets.

CHAOS BOLT

RANGED SPELL

AT-WILL

Special: The first time you use *chaos bolt* each battle, determine a random energy type. The spell deals that type of damage each time you use it that battle.

Target: Either a single nearby enemy or a single far away enemy with a -2 attack penalty

Attack: Charisma + Level vs. PD

HIT

1d8 + Charisma random energy damage, and if the natural attack roll was even, you gain a *chaotic benefit* as if you had *gathered power*.

MISS

Damage equal to your level.

CHAOS BOLT†

REUSABLE SPELL

AT-WILL

*You can re-use an at-will power freely.
It never runs out.*

3rd LEVEL SPELL

LEARNED ✧

3 d8 random energy damage.

5th LEVEL SPELL

LEARNED ✧

5 d8 random energy damage.

7th LEVEL SPELL

LEARNED ✧

7 d8 random energy damage.

9th LEVEL SPELL

LEARNED ✧

9 d8 random energy damage.

ADVENTURER FEAT

LEARNED ✧

You don't take the -2 penalty for attacking a far away enemy with the spell.

CHAMPION FEAT

LEARNED ✧

If you are a champion-tier sorcerer, roll any *chaotic benefit* gained with this spell on the epic *chaotic benefits* table. If you are an epic-tier sorcerer, choose the epic *chaotic benefit* you want instead of rolling.

LIGHTNING FORK

RANGED SPELL

RECHARGE

CHAIN SPELL

Target: One nearby enemy

Attack: Charisma + Level vs. PD

HIT

3 d6 + Charisma lightning damage.

MISS

Half damage.

3rd LEVEL SPELL

LEARNED ✧

7 d6 lightning damage.

5th LEVEL SPELL

LEARNED ✧

6 d10 lightning damage.

7th LEVEL SPELL

LEARNED ✧

10 d10 lightning damage.

9th LEVEL SPELL

LEARNED ✧

2 d8 × 10 lightning damage.

LIGHTNING FORK

SPELL USED

RECHARGE 16+ AFTER BATTLE

champion feat: 11+

ADVENTURER FEAT

USED



LEARNED



Once per battle, you can reroll one of your *lightning fork* attacks rolls.

CHAMPION FEAT

LEARNED



If you miss all targets with *lightning fork*, you don't expend it.

EPIC FEAT

LEARNED



The recharge roll for *lightning fork* is now 11+.

CHAIN SPELL

Each time you make a natural even attack roll, you can attack a different target with the spell.

RESIST ENERGY

RANGED SPELL

RECHARGE

Target: You or one nearby ally

Attack: Charisma + Level vs. PD

EFFECT

Until the end of the battle, the target gains *resist damage* 12+ to the following energy type of your choice: cold, fire, lightning, thunder.

3rd LEVEL SPELL

LEARNED ✧

Choose two types of energy the target gains resistance to.

5th LEVEL SPELL

LEARNED ✧

Resistance is now 16+.

7th LEVEL SPELL

LEARNED ✧

The spell now affects two targets.

9th LEVEL SPELL

LEARNED ✧

Recharge roll is now 11+.

RESIST ENERGY

SPELL USED

RECHARGE 16+ AFTER BATTLE

9th level spell: 11+

ADVENTURER FEAT

LEARNED ✦

You can target an additional creature with the spell.

RESISTANCE

When an attack with a damage type you are resistant to targets you, the natural attack roll must equal or exceed your resistance number to deal full damage.

If the roll is lower than your resistance, the attack deals half damage.

If you take *ongoing damage* of a type you resist, use the original attack roll to determine whether you take the full amount of ongoing damage or half the amount (rounded down).

SCORCHING RAY

RANGED SPELL

AT-WILL

Target: One nearby enemy

Attack: Charisma + Level vs. PD

HIT

1 d6 + Charisma fire damage, and if the natural attack roll is even, the target also takes 1 d8 ongoing fire damage.

MISS

Damage equal to your level.

3rd LEVEL SPELL

LEARNED ✧

3 d6 fire damage; 2 d4 ongoing fire damage.

5th LEVEL SPELL

LEARNED ✧

4 d6 fire damage; 2 d6 ongoing fire damage.

7th LEVEL SPELL

LEARNED ✧

6 d6 fire damage; 3 d6 ongoing fire damage.

9th LEVEL SPELL

LEARNED ✧

10 d6 fire damage; 5 d6 ongoing fire damage.

SCORCHING RAY

REUSABLE SPELL

AT-WILL

*You can re-use an at-will power freely.
It never runs out.*

ADVENTURER FEAT

LEARNED



You can now use the spell against a far away target, but with a -2 attack penalty.

CHAMPION FEAT

LEARNED



Each time you cast the spell, you can have the attack deal random energy damage instead of fire damage. Replace the fire entry on the random energy table with your choice of negative energy or acid.

EPIC FEAT

LEARNED



You don't take the -2 penalty for attacking a far away enemy with the spell.

BREATH OF THE GREEN

CLOSE-QUARTERS SPELL

DAILY

BREATH WEAPON

Target: 1d4 nearby enemies in a group

Attack: Charisma + Level vs. PD

HIT

15 + Charisma ongoing poison damage.

MISS

5 ongoing poison damage.

5th LEVEL SPELL

LEARNED



25 + Charisma ongoing poison damage;
10 ongoing poison damage on a miss.

7th LEVEL SPELL

LEARNED



35 + Charisma ongoing poison damage;
15 ongoing poison damage on a miss.

9th LEVEL SPELL

LEARNED



50 + Charisma ongoing poison damage;
25 ongoing poison damage on a miss.

BREATH OF THE GREEN

SPELL USED

DAILY

BREATH WEAPON

For the rest of the battle, roll a d20 at the start of each of your turns. On a 16+, you can use *breath of the green* that turn if you wish.

CHAOS PULSE

RANGED SPELL

AT-WILL

Target: One random nearby enemy

Attack: Charisma + Level vs. PD

HIT

3 d10 + Charisma random energy damage.

MISS

Even miss: Half damage.*Odd miss:* Damage equal to your level.5th LEVEL SPELL

LEARNED ✧

5 d10 damage.

7th LEVEL SPELL

LEARNED ✧

7 d10 damage.

9th LEVEL SPELL

LEARNED ✧

9 d10 damage.

CHAOS PULSE

REUSABLE SPELL

AT-WILL

*You can re-use an at-will power freely.
It never runs out.*

DRAGON'S LEAP

RANGED SPELL

DAILY

BREATH WEAPON

Quick action to cast

Target: You

EFFECT

You can fly at the rate you normally move until the end of your turn. (So if you don't land or find someplace to hang from, you'll fall.)

5th LEVEL SPELL

LEARNED ✧

You can now fly until the end of your next turn.

7th LEVEL SPELL

LEARNED ✧

You can now fly twice as fast as you normally move on the ground. You also gain a +5 bonus to disengage checks.

9th LEVEL SPELL

LEARNED ✧

The spell is now recharge 16+ after battle instead of daily.

DRAGON'S LEAP

SPELL USED

DAILY

9th level spell: Recharge 16+

BREATH WEAPON

For the rest of the battle, roll a d20 at the start of each of your turns. On a 16+, you can use *dragon's leap* this turn if you wish.

Yeah, we know it's not actually a breath weapon, but it works as part of the draconic sorcerer package.

ECHOING THUNDER

RANGED SPELL

AT-WILL

Target: One nearby enemy

Attack: Charisma + Level vs. PD

HIT

3 d6 + Charisma thunder damage, and the first enemy that hits you with a melee attack before the start of your next turn takes 2 d6 thunder damage. (An empowered spell does not double this aftershock damage.)

MISS

Damage equal to your level.

5th LEVEL SPELL

LEARNED ✧

5 d6 thunder damage;
2 d6 aftershock thunder damage.

7th LEVEL SPELL

LEARNED ✧

7 d6 thunder damage;
3 d6 aftershock thunder damage.

9th LEVEL SPELL

LEARNED ✧

9 d6 thunder damage;
4 d6 aftershock thunder damage.

ECHOING THUNDER

REUSABLE SPELL

AT-WILL

*You can re-use an at-will power freely.
It never runs out.*

CHAMPION FEAT

LEARNED



The spell's aftershock damage is now also doubled when *echoing thunder* is empowered.

BREATH OF THE BLACK

CLOSE-QUARTERS SPELL

DAILY

BREATH WEAPON

Target: One nearby enemy

Attack: Charisma + Level vs. PD

HIT

10 d6 + Charisma acid damage,
and 20 ongoing acid damage.

MISS

10 ongoing acid damage. *epic feat: double damage*

7th LEVEL SPELL

LEARNED ✧

10 d10 acid damage, and 40 ongoing acid damage;
20 ongoing acid damage on a miss.

9th LEVEL SPELL

LEARNED ✧

2 d6 × 10 acid damage, and 60 ongoing acid damage;
30 ongoing acid damage on a miss.

BREATH OF THE BLACK

SPELL USED

DAILY

EPIC FEAT

LEARNED



Double the spell's ongoing damage on a miss.

BREATH WEAPON

For the rest of the battle, roll a d20 at the start of each of your turns. On a 16+, you can use *breath of the black* that turn if you wish.

THE ELVEN SHADOWS

RANGED SPELL

DAILY

Special: Once you cast this spell in a battle, you can cast it at-will for the rest of that battle.

Target: One nearby enemy

Attack: Charisma + Level vs. MD

HIT

8d6 + Charisma psychic damage, and if the natural attack roll is even, you can teleport to a nearby location you can see.

MISS

Damage equal to your level.

7th LEVEL SPELL

LEARNED ✧

9d10 psychic damage.

9th LEVEL SPELL

LEARNED ✧

10d12 psychic damage.

THE ELVEN SHADOWS

SPELL USED

DAILY

EPIC FEAT

USED



LEARNED



Once per battle, the teleport from a hit with the *elven shadows* can be to a far away location you can see.

THREE DOOMS

RANGED SPELL

RECHARGE

CHAIN SPELL

Target: One nearby enemy

Attack: Charisma + Level vs. PD

HIT

2d4 × 10 random energy damage, and you take damage of the same type equal to the unmodified dice roll (2d4, 2d8, or 2d12). (Note that there's no Charisma bonus to damage.)

MISS

Half damage, and you still take random energy damage equal to the unmodified dice roll.

7th LEVEL SPELL

LEARNED



2d8 × 10 random energy damage.

9th LEVEL SPELL

LEARNED



2d12 × 10 random energy damage.

THREE DOOMS

SPELL USED

RECHARGE 16+ AFTER BATTLE

CHAIN SPELL

Each time you make a natural even attack roll, you can attack a different target with the spell.

UNEARTHLY GLAMOUR

RANGED SPELL

DAILY

Target: You

EFFECT

You gain a +5 bonus to all Charisma skill checks for the next five minutes.

If you fail a Charisma skill check during this time, however, anyone you were attempting to convince or influence with the check is freaked out or disgusted by the supernatural glamour attached to you and has extremely negative reactions to you.

7th LEVEL SPELL

LEARNED ✧

The effect lasts for 1 hour.

9th LEVEL SPELL

LEARNED ✧

The effect lasts for 2 hours.

SORCERER SPELL LEVEL 5

UNEARTHLY GLAMOUR

SPELL USED

DAILY

BREATH OF THE BLUE

CLOSE-QUARTERS SPELL

DAILY

BREATH WEAPON

Target: One nearby enemy

Attack: Charisma + Level vs. PD

HIT

10 d12 + Charisma lightning damage, and at the start of the target's next turn, 1d6 of its nearby allies take 20 lightning damage.

MISS

Half damage, and no damage to target's allies.

9th LEVEL SPELL

LEARNED



2 d10 × 10 lightning damage;
25 lightning damage to nearby allies.

BREATH OF THE BLUE

SPELL USED

DAILY

EPIC FEAT

LEARNED ✦

You can now target a far away enemy with the spell (no attack penalty).

BREATH WEAPON

For the rest of the battle, roll a d20 at the start of each of your turns. On a 16+, you can use *breath of the blue* that turn if you wish.

STOLEN FACES

RANGED SPELL

DAILY

Free action to cast, before initiative is rolled

Target: 1d4+1 nearby allies

EFFECT

You steal the once-per-battle racial powers of your allies this battle, but you don't get the advantage of your allies' feats or items that improve those powers.

Each ally you steal a racial power from can roll an easy save (6+). Success means they get to use their power also this battle. Failure means they can't; you took it fully.

You can't steal racial powers you already possess.

9th LEVEL SPELL

LEARNED



You get to use your allies' powers as if you also had any of their feats that improve those powers.

SORCERER SPELL LEVEL 7

STOLEN FACES

SPELL USED

DAILY

TOUCH OF EVIL

CLOSE-QUARTERS SPELL

DAILY

Quick action to cast

Special: If you are fighting one or more demons, roll an easy save (6+) at the start of each of your turns. Failure means that you are *confused* that turn.

Target: You

EFFECT

You gain a random demon-style power for the rest of the battle, similar to the abilities demons possess but not identical. **Roll a d8 to see which power you gain:**

1 RESIST ENERGY 16+

When an attack that deals energy damage targets you, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

2 INFERNAL BATTERY

Until the end of the battle, you can use a quick action once each round to make recharge rolls for your expended recharge spells. Each time you do so, you take damage equal to half the natural result of your recharge roll.

3 BACKLASH

The first time you are *staggered* this battle, the enemy who *staggered* you becomes *confused* (save ends).

TOUCH OF EVIL

SPELL USED

DAILY

4 SPELL FRENZY

You enter a spell frenzy (see *Infernal Heritage* talent). If you were already in a spell frenzy, you now roll 3 d20 for each attack and take damage equal to triple the target's level for each roll that misses.

5 FEAR AURA

Enemies engaged with you that have fewer hit points than double your current hit points are *dazed*. They cannot use the escalation die.

6 TELEPORT

1 d3 + 1 times this battle, as a move action, you can teleport anywhere you can see nearby.

7 DEMONIC SPEED

You can take an extra standard action each turn that the escalation die is even. You lose 2 d10 hit points each time you use the extra action.

8 EYE OF THE DEMON

Choose any two features you want. For the rest of this day, all your icon relationships disappear and are replaced by an identical number of conflicted points with a villainous icon (preferably one that is demonic).

BREATH OF THE VOID

CLOSE-QUARTERS SPELL

DAILY

BREATH WEAPON

Target: One nearby enemy

Attack: Charisma + Level vs. MD

HIT

2 d12 × 10 + Charisma negative energy damage, and the target moves down 2 d6 points in initiative order, to a minimum of 1.

MISS

Half damage.

BREATH OF THE VOID

SPELL USED

DAILY

BREATH WEAPON

For the rest of the battle, roll a d20 at the start of each of your turns. On a 16+, you can use *breath of the void* that turn if you wish.

CALLING THE BLOOD

CLOSE-QUARTERS SPELL

DAILY

Target: You

EFFECT

Randomly select an icon (preferably a sorcerous one). You gain some surprising or bizarre magical effect associated with the power of that icon to assist you. The effect is entirely up to the GM, though the immediate impact of the spell should always be favorable for you.

The long-term consequences of randomly invoking the power of an icon that may be an enemy might not be favorable for you, and should be played for narrative interest by the GM, particularly if the impact of the spell was huge for you.

Since this is a daily spell, sizeable impact is fine, but don't award any extra effect for empowered casting, especially since the spell can be cast effectively out of combat.

CALLING THE BLOOD

SPELL USED

DAILY

EPIC FEAT

LEARNED



Randomly choose twice, then choose the single result you prefer.

SILVER FLAME

CLOSE-QUARTERS SPELL

DAILY

Quick action to cast

EFFECT

Roll your relationship dice that you have with a sorcerous heroic icon.

For each 6 you roll, you gain one 7th level or lower spell from any spellcasting class that you can cast this battle. For each 5 you roll, you gain one 5th level or lower spell from any spellcasting class that you can cast this battle.

If the escalation die is 5+, you can swap the escalation die for one of your rolls. If you get no successes, you regain the spell after this battle.

You can acquire one of the new spells the same round you cast this spell. Then select and acquire any other gained spells at the start of your next turn.

You can use your Charisma as the ability score that provides the acquired spells' attack bonuses and damage bonuses (if any). Other ability score references remain unchanged.

As you might expect, each 5 you roll also invokes an icon-related complication or obligation in the tradition of rolling 5s on relationship checks.

SORCERER SPELL LEVEL 9

SILVER FLAME

SPELL USED

DAILY

ACCESS TO WIZARDRY

Starting at 3rd level, you can take a wizard spell in place of a sorcerer spell. The wizard spell must be two levels lower than the sorcerer spell.

BREATH WEAPON

The *breath weapon* power lasts for a single battle only.

Spells with the *breath weapon* keyword have a chance to be re-used during battle. Each spell lists the chance of re-using it (usually 16+). At the start of each round after you've cast the spell, make the re-use roll. Success indicates that you may re-use that spell as a standard action, for that round only. If you fail the re-use roll, you don't have the option to re-use the spell, but you get another chance at the beginning of the next round.

You can have only one *breath weapon* spell active at a time. If you cast a different *breath weapon* spell, the new spell cancels the earlier spell.

Failing a death save cancels any active *breath weapon* spell.

ADVENTURER FEAT

LEARNED 

Failing a death save no longer cancels your *breath weapon* spells. Keep rolling the entire battle.

CHAIN

When you attack with a *chain* spell and get a natural even roll, you can roll another attack against a different enemy within range. Keep on rolling attacks as long as you get even rolls and don't run out of new targets. Each enemy can be targeted only once.

DANCING LIGHTS

You can cast the *dancing lights* spell as a standard action. The spell produces a number of varicolored light globes that bloom within 5 to 30 feet of the sorcerer every two to five seconds. The sorcerer has very little control over the exact location or illumination provided by the lights, meaning that they can occasionally be used for dramatic plot purposes.

RANDOM ENERGY

Some sorcerer spells deal damage of a random type. If it matters for the situation, use a d4 to determine which type of damage the spell deals.

ROLL 1D4

1: Cold 2: Fire 2: Lightning 4: Thunder

GATHER POWER

GATHER POWER

EFFECT

Once initiative has been rolled and a battle is underway, a sorcerer can spend a standard action to gather magical power, preparing themselves for casting a double-strength spell with their next standard action. Gathering power is loud and very noticeable.

Sorcerers who want to gather power before initiative has been rolled can go through the motions but won't get any benefit from the act.

GATHER POWER

When a sorcerer gathers power, it does not count as casting a spell; you can gather power without taking opportunity attacks.

In addition, because you spend your standard action to gather power, you generate a small magical benefit. This benefit is chaotic rather than perfectly reliable, so you must make a random check to see what benefit you get. Roll a d6 and consult the appropriate table.

If you get a benefit that deals damage to enemies, you can choose the type of damage (cold, fire, lightning, or thunder).

GATHER POWER

CHAOTIC BENEFIT, ADVENTURER TIER

levels 1–4

1–2: You gain a +1 bonus to AC until the start of your next turn.

3–4: Deal damage equal to your level to all nearby *staggered* enemies.

5–6: Deal damage equal to your level to one nearby enemy.

CHAOTIC BENEFIT, CHAMPION TIER

levels 5–7

1–2: You gain a +1 bonus to AC and Physical Defense until the start of your next turn.

3–4: Deal damage equal to your level + your Charisma modifier to all nearby *staggered* enemies.

5–6: Deal damage equal to your level + your Charisma modifier to one nearby enemy.

CHAOTIC BENEFIT, EPIC TIER

levels 8–10

1–2: You gain a +1 bonus to all defenses until the start of your next turn.

3–4: Deal damage equal to your level + twice your Charisma mod. to all nearby *staggered* enemies.

5–6: Deal damage equal to your level + twice your Charisma modifier to one nearby enemy.

GATHER POWER

SPENDING POWER ON EMPOWERED CASTING

EFFECT

After you have gathered power, you can use your next standard action to cast an empowered sorcerer spell.

Empowered sorcerer spells deal double the damage of a normal sorcerer spell. This means that you double the damage results of the hit or a miss from the single spell. Non-attack spells generally don't improve when cast empowered; use empowered casting for attacks.

If you do not or are not able to use your next standard action to cast a sorcerer attack spell, you lose the power you've gathered. You can use another standard action to gather power again, but the spell you eventually cast will still only do double damage.

You can spend your move actions and quick actions any way you like after you gather power and before casting your next empowered spell.

ONGOING DAMAGE

If you've gathered power for a spell that deals ongoing damage, the ongoing damage is doubled the first time it is dealt, but not on subsequent rounds, if any.

GATHER POWER

SPENDING POWER ON EMPOWERED CASTING

BREATH WEAPON

Breath weapon spells add an extra wrinkle. Of course you can gather power the first time you cast a breath weapon spell in a battle.

Later in the fight it's a question of whether you gathered power the turn before a breath weapon spell roll goes your way. You can be all ready with gathered power but roll too low to use the breath weapon spell, forcing you to cast a different spell with the gathered power.

ADVENTURER FEAT

USED



LEARNED



Once per battle, you can choose the *chaotic benefit* you want instead of rolling for it.

CHAMPION FEAT

USED



LEARNED



Once per battle when the escalation die is 4+, you can *gather power* as a quick action.

EPIC FEAT

LEARNED



When you *gather power*, if the escalation die is 2+, you can roll two *chaotic benefits*. Unlike most effects, the benefits stack if you roll the same result twice.

ARCANER HERITAGE

HERITAGE TALENT

Although magic is in the blood of every sorcerer, you have a greater understanding of magic than most sorcerers and even some wizards.

EFFECT

You gain a **+2 bonus to a background that involves or suggests magical knowledge or talent**, up to your normal maximum background point limit.

You can also **use one of your sorcerer spell choices to choose any wizard spell of the same level**. You get only one such equal-level wizard spell at a time; all others have to be purchased using the 2-level penalty in the *Access to Wizardry* class feature described on the corresponding card.

ADVENTURER FEAT

LEARNED ✧

Use your Charisma as the attack ability for the wizard spell you choose with your *Arcane Heritage* talent.

CHAMPION FEAT

LEARNED ✧

You can cast your wizard spells empowered as if they were sorcerer powers. Generally, empowering wizard spells only helps by doubling the damage.

SORCERER TALENT

ARCANÉ HERITAGE

HERITAGE TALENT

BLOOD LINK

TALENT

EFFECT

Choose one of your sorcerous heritage talents. You gain 1 relationship point with the icon associated with that heritage; you choose whether the point is positive, conflicted, or negative.

This point can add to your normal relationship points but you can't exceed the normal relationship maximums with it.

(Remember that positive relationships with villainous icons are limited to 1 point.)

CHAMPION FEAT

LEARNED ✦

Gain another relationship point with an icon associated with one of your heritage talents. As above, you must follow the relationship maximums.

SORCERER TALENT

BLOOD LINK

TALENT

CHROMATIC DESTROYER

HERITAGE TALENT

EFFECT

You can have multiple *breath weapon* spells active at the same time.

You don't gain extra actions, so if you succeed with multiple *breath weapon* spells, you'll generally have to choose which one to use.

ADVENTURER FEAT

LEARNED



You gain a +2 attack bonus with empowered *breath weapon* spells.

CHAMPION FEAT

USED



LEARNED



Once per day, turn a failed *breath weapon* re-use roll into a success.

EPIC FEAT

USED



LEARNED



One battle per day, gain *resist dragon attack* 16+ (all attacks made by dragons; dragons must roll a natural 16+ with the attack or it deals only half damage).

SORCERER TALENT

CHROMATIC DESTROYER

HERITAGE TALENT

FEY HERITAGE

HERITAGE TALENT

DAILY

EFFECT

One battle per day, when you roll initiative, you can choose to invoke your *Fey Heritage* and **gain the racial power of one the elven races** in addition to your own racial power. Roll on the table below.

If you roll your own race's power, you gain the half-elf's *surprising* racial power instead.

RACIAL POWER (ROLL 1D6)

1–2: *Cruel* (drow)

3–4: *Highblood teleport* (high elf)

5–6: *Elven grace* (wood elf)

Or: *Surprising* (half-elf)

FEY HERITAGE

HERITAGE TALENT USED

DAILY

adventurer feat: two battles each day

ADVENTURER FEAT

USED



LEARNED



You can now invoke your *Fey Heritage* talent in two battles each day.

CHAMPION FEAT

LEARNED



You gain a +2 attack bonus against elves and monsters in the elven sphere of influence (including the Drider, Storm Giant, and Medusa).

EPIC FEAT

USED



LEARNED



Once per battle when the escalation die reaches 6+, as a free action, you can gain an elf racial power that you have not already used in this battle.

INFERNAL HERITAGE

HERITAGE TALENT

DAILY

QUICK ACTION

EFFECT

Once per day, as a quick action when the escalation die is 1+, you can enter a spell frenzy until the end of the battle.

While in a spell frenzy, you **roll 2 d20 for each of your sorcerer spell attacks**. Use the highest die as your attack roll, but track whether the other die hits.

For each die that misses, you take damage equal to double the level of the target of your attack.

INFERNAL HERITAGE

HERITAGE TALENT USED

DAILY

ADVENTURER FEAT

LEARNED ✦

You gain *resist energy* damage 12+ to fire and to one of the following types of energy of your choice: acid, cold, lightning, psychic, thunder.

CHAMPION FEAT

LEARNED ✦

Increase one of your resistances to 16+.

EPIC FEAT

LEARNED ✦

In addition to your normal use of spell frenzy, you can also enter a spell frenzy as a free action while the escalation die is 5+.

METALLIC PROTECTOR

HERITAGE TALENT

EFFECT

Your rolls to re-use *breath weapon* spells during a fight gain a +2 bonus.

ADVENTURER FEAT

LEARNED ✧

As a quick action at the start of each battle, you can gain *resist energy* 12+ to one of the following types of energy of your choice: acid, cold, fire, lightning, or poison.

CHAMPION FEAT

LEARNED ✧

When you *gather power* and your *chaotic benefit* increases your defenses, you can choose one nearby ally to gain the same defense bonus.

EPIC FEAT

USED ✧ LEARNED ✧

One battle per day, you can choose to gain *resist demon attack* 16+ instead of *resist energy* 12+ from your *Metallic Protector Heritage* talent.

SORCERER TALENT

METALLIC PROTECTOR

HERITAGE TALENT

SORCERER'S FAMILIAR

NAME

ANIMAL OR CREATURE

*Choose one permanent ability (you may not choose tough).
Each full heal-up, randomly determine two abilities:*

AGILE

PERMANENT

LEARNED

You gain a +2 bonus to Dexterity skill checks.

ALERT / INSIGHTFUL

PERMANENT

LEARNED

You gain a +2 bonus to Wisdom skill checks.

COUNTER-BITE

PERMANENT

LEARNED

Each battle, if your familiar is close to you, it bites the first enemy that hits you with a melee attack after that attack, dealing 1d4 damage per level (no attack roll) to that enemy.

FLIGHT

PERMANENT

LEARNED

Flies as well as an overly cerebral hawk, which might in fact be precisely correct. It doesn't fly that often and usually sticks with you, but it can do so when its other abilities allow.

MIMIC

PERMANENT

LEARNED

One battle per day, you gain the use of the racial power (without feats) of one nearby ally.

POISONOUS

PERMANENT ✦

LEARNED ✦

Once per battle, when you hit an enemy engaged with you, add 5 ongoing poison damage per tier to the damage roll.

SCOUT

PERMANENT ✦

LEARNED ✦

Once per day, your familiar can separate itself from you and make a reconnaissance run of an area or location, and it may even manage that feat unseen (easy skill check for the environment to get your familiar to scout unseen).

TOUGH

LEARNED ✦

You gain a +1 save bonus; *tough* counts as two familiar abilities if you choose it.

TALKATIVE

PERMANENT ✦

LEARNED ✦

Your familiar can talk like a person; but note that the GM speaks for the familiar more than you do.

ADVENTURER FEAT

LEARNED ✦

Your familiar gains a third randomly changing ability.

CHAMPION FEAT

USED ✦

LEARNED ✦

Once per level, if your familiar is close to you, it can cast one of your spells as a free action on your initiative count, even if you have already expended the spell. The spell functions as if you had cast it.

EPIC FEAT

LEARNED ✦

Your familiar gains a fourth randomly changing ability.

SPELL FIST

TALENT

Your style of sorcery emphasizes close-range fighting. There are two advantages and one possible drawback to your style.

EFFECT

You gain a **+2 bonus to AC**.

You can **use ranged spells while engaged with enemies** without taking opportunity attacks.

You use your **Constitution modifier instead of your Charisma modifier** to determine the damage you add to all your sorcerer spells.

SPELL FIST

TALENT

ADVENTURER FEAT

LEARNED ✦

When you miss with a sorcerer spell against an enemy you are engaged with, add your Charisma modifier to the damage you deal. At 5th level, add double your Charisma modifier; at 8th level, triple it.

CHAMPION FEAT

USED ✦ LEARNED ✦

Once per battle, you can include one enemy engaged with you as an additional target of any attack spell you cast that targets other enemies.

EPIC FEAT

USED ✦ LEARNED ✦

Once per day when you cast an empowered spell, each enemy engaged with you becomes an additional target of that spell if it's not already targeted by the spell.

UNDEAD REMNANT

HERITAGE TALENT

EFFECT

You have *resist negative energy* 12+ and gain a +1 attack bonus against undead.

You can also include negative energy damage on your personal random energy damage type table, swapping out an energy type you don't want to access randomly.

ADVENTURER FEAT

LEARNED



Decrease your total recoveries by 1; you gain a +2 bonus to death saves.

CHAMPION FEAT

LEARNED



Your *resist negative energy* power improves to 16+, and the attack bonus against undead increases to +2.

EPIC FEAT

LEARNED



If you put out one of your eyes and cut off one of your hands, you gain a +1 bonus to all attacks.

UNDEAD REMNANT

HERITAGE TALENT

RESISTANCE

When an attack with a damage type you are resistant to targets you, the natural attack roll must equal or exceed your resistance number to deal full damage.

If the roll is lower than your resistance, the attack deals half damage.

If you take *ongoing damage* of a type you resist, use the original attack roll to determine whether you take the full amount of ongoing damage or half the amount (rounded down).

SORCERER SPELL PROGRESSION

SPELL PROGRESSION

SORCERER	SPELL LEVEL				
	1 st	3 rd	5 th	7 th	9 th
Level 1	4	—	—	—	—
Level 2	5	—	—	—	—
Level 3	3	3	—	—	—
Level 4	—	6	—	—	—
Level 5	—	3	4	—	—
Level 6	—	—	7	—	—
Level 7	—	—	3	5	—
Level 8	—	—	—	8	—
Level 9	—	—	—	3	6
Level 10	—	—	—	—	9

SPELL PROGRESSION

- There are five spell levels: 1, 3, 5, 7, and 9. The levels correspond to the character level at which you gain access to those spells for the first time.
- You know all of the spells in the rulebook for your class.
- You have a certain number of “spell slots” you can use. The number of spell slots you have of each level is listed on the spell progression table. These numbers are NOT cumulative. You do lose your lower-level slots as you level up. You’re expected to put lower-level spells in higher-level slots.
- After a full heal-up, you fill up your spell slots with spells that you know. Any spell you know can be chosen (only once unless stated otherwise) to fill a slot of its level or a higher level.
- A spell’s effect is based on the level of the slot you put it in. The level of the slot you choose for a spell does not affect your attack rolls with that spell — in other words, you always add your level to your attack rolls, not the level of the spell.
- Unlike weapon attacks, spell damage does NOT improve just because you level up.
- You must actually put the spell in a higher-level slot to get the damage increase listed for the higher-level spell. The ability score modifier added to damage does increase to double at level 5 and to triple at level 8 even if you are casting a spell that happens to be lower level than 5th/8th, but that’s it (not including wizards). The feats you’ve taken for a spell apply to the spell regardless of the spell slot you choose for it.

SORCERER BASIC ATTACKS

MELEE ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Strength + Level vs. AC

HIT

Weapon + Strength damage

MISS

Damage equal to your level

RANGED ATTACK

BASIC ATTACK

AT-WILL

Target: One enemy

Attack: Dexterity + Level vs. AC

HIT

Weapon + Dexterity damage

MISS

—

ARMOR AND AC

<i>Armor Type</i>	None	Light	Heavy	Shield
<i>Base AC</i>	10	10	11	+1
<i>Attack Penalty</i>	—	—	-2	-2

MELEE WEAPONS

ONE-HANDED

TWO-HANDED

SMALL

1d4 dagger

1d6 staff

LIGHT OR SIMPLE

1d6 shortsword

1d8 spear

HEAVY OR MARTIAL

1d8 (–2 attack) longsword

1d10 (–2 attack) greatsword*

RANGED WEAPONS

THROWN

CROSSBOW

BOW

SMALL

1d4
dagger

1d4
hand crossbow

—

LIGHT OR SIMPLE

1d6
javelin

1d6 (–1 attack)
light crossbow*

1d6 (–2 attack)
shortbow*

HEAVY OR MARTIAL

—

1d8 (–3 attack)
heavy crossbow*

1d8 (–4 attack)
longbow*

*If you take a penalty for using a two-handed weapon, the penalty also applies to your spells.