

NAME
Halfling
KIT

SORCERER

DESCRIPTION

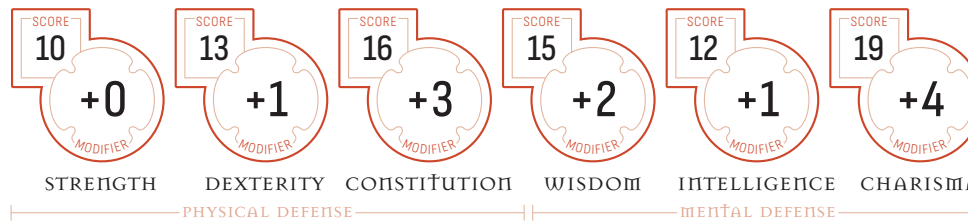
LEVEL

1

ONE UNIQUE THING

ABILITY SCORES

DEFENSES & INITIATIVE



BACKGROUNDS

BACKGROUND BONUS

TALENTS, SORCEROUS HERITAGES, & OVERSPILL EFFECTS

Metallic Heritage HH166
Whenever you cast a limited use spell, gain a +1 bonus to all defences until the start of your next turn.

Spell Fist HH167
When staggered, gain +2 to AC. 1/battle, use a ranged spell without taking an opportunity attack. The crit range of your spells expands by 2 against engaged enemies.

Undead Heritage HH167
The first critical hit you take each battle is only a normal hit. In addition, you add either the *ESC DIE* or your current Skulls to your attacks, whichever is higher.

Scales of Gold
Gain a bonus to your AC equal to the *ESC DIE* until the start of your next turn.

Rippling Power
For each enemy engaged with you, gain 2 temporary hit points.

Gatherum
For every non-mook creature that has dropped to 0hp at least once this combat, gain 2 temporary hit points.

Burning Hands Close-Quarters Spell
2d8 fire damage / 9 / -
HIT DAMAGE/TYPE AVG MISS
2 nearby grouped enemies/Nat 1-10 take 2 damage.
TARGET/EFFECT

Chaos Bolt Ranged Spell
7 special random damage / 7 / 1
HIT DAMAGE/TYPE AVG MISS
One nearby enemy/See *FEATURES, POWERS & SPELLS*
TARGET/EFFECT

SKILL CHECK = **1** (LEVEL) + ABILITY MODIFIER + BACKGROUND

ICON RELATIONSHIPS

#D6	+ / ± / -*	ICON	5+	USED
			<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>

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

FEATURES, POWERS, & SPELLS

ACTION	NAME	TRIGGER/TARGET/EFFECT	PAGE #
Std	Gather Power	Prepare to cast an <i>empowered</i> spell with your next standard action. <i>Empowered</i> sorcerer spells deal double damage on hit or miss. Additionally, you can use your quick action this turn to generate an <i>overspill effect</i> .	HH163
Free	Evasive	Force an enemy that hits you with an attack to reroll with a -2 penalty.	HH40
Std	Chaos Bolt	When you cast <i>chaos bolt</i> roll a d4 to determine it's random energy. You cannot make a save to change this. 1: Cold. 2: Fire. 3: Lightning. 4: Psychic. Psychic targets MD, otherwise target PD. Bonus effects depending on energy type and natural rolls last until the end of your next turn by default. <i>Cold/fire/lightning</i> 16-18: 5 ongoing (easy save ends) 19: stuck 20: weakened <i>Psychic</i> 16-18: dazed. 19: charmed 20: confused	HH168
Std	Echoing Thunder	CQ Spell, <i>reverberate</i> . Target: 1 nearby enemy. +5 vs PD. Hit: 13 thunder damage. Miss: 2 damage. Effect: The first enemy to hit you in melee before the start of your next turn takes 7 damage (doubled if empowered).	HH168
Std	Energy Wave	CQ Spell. Target: 1d4+1 nearby grouped enemies. +5 vs PD. Hit: 13 random energy damage. Miss: 3 damage. Effect: Deal 2 damage (double if empowered) to each ally engaged with a target unless they succeed on a normal save.	HH168

HIT POINTS & RECOVERIES

13 STAGGERED 27 MAX HP -14 DEAD 8 MAX RECOVERIES

MAX HP RECOVERIES

CURRENT HP RECOVERY DICE

7 (AVERAGE) 1d6+3

TEMP HP

CONDITIONS & OTHER EFFECTS SAVE

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

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

