

NAME
Halfling
KIT

SORCERER

DESCRIPTION

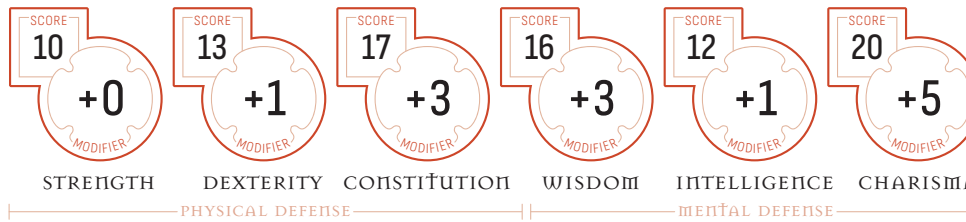
LEVEL

4

ONE UNIQUE THING

ABILITY SCORES

ARMOR CLASS



DEFENSES & INITIATIVE



Metallic Protector Heritage and Spell Fist may provide increases to defences

AT-WILL SPELL

Burning Hands Close-Quarters Spell
SPELL

4d8 fire damage / 18 / - vs PD
HIT DAMAGE/TYPE AVG MISS

2 nearby grouped enemies/Nat 1-10 take 4 damage.
TARGET/EFFECT

AT-WILL SPELL

Chaos Bolt Ranged Spell
SPELL

14 special random damage / 4 vs ?
HIT DAMAGE/TYPE MISS

One nearby enemy/See FEATURES, POWERS & SPELLS
TARGET/EFFECT

BACKGROUNDS

BACKGROUND BONUS

Background description area.

SKILL CHECK = **4** (LEVEL) + ABILITY MODIFIER + BACKGROUND

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 8 temporary hit points.

Gatherum
For every non-mook creature that has dropped to 0hp at least once this combat, gain 8 temporary hit points.

ICON RELATIONSHIPS

#D6	+ / ± / -*	ICON	5+	USED
			□□□	□□□
			□□□	□□□
			□□□	□□□

* + 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. Cold/fire/lightning 16-18: 5 ongoing (easy save ends) 19: stuck 20: weakened Psychic 16-18: dazed. 19: charmed 20: confused	HH168
Std	Echoing Thunder	CQ Spell, <i>reverberate</i> . Target: 1 nearby enemy. +9 vs PD. Hit: 23 thunder damage. Miss: 8 damage. Effect: The first enemy to hit you in melee before the start of your next turn takes 14 damage (doubled if empowered).	HH169
Std	Energy Wave	CQ Spell. Target: 1d4+1 nearby grouped enemies. +9 vs PD. Hit: 26 random energy damage. Miss: 12 damage. Effect: Deal 8 damage (double if empowered) to each ally engaged with a target unless they succeed on a normal save.	HH170
Std	Lightning Fork	Ranged Spell, <i>chain</i> . Target: 1 nearby enemy. +9 vs PD. Hit: 28 lightning damage. Miss: 12 damage.	HH170

Chain Adventurer Feat When casting a *chain* spell add one target, dealing half damage, no chains. 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

HIT POINTS & RECOVERIES

27 STAGGERED 54 MAX HP -27 DEAD 8 MAX RECOVERIES

MAX HP

CURRENT HP

RECOVERIES

AVERAGE 20

4d6+6

RECOVERY DICE

Use your current Skulls instead of the ESC/DIE if higher.

TEMP HP

CONDITIONS & OTHER EFFECTS SAVE

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

