

NAME  
**Halfling**  
KIT

## SORCERER

DESCRIPTION

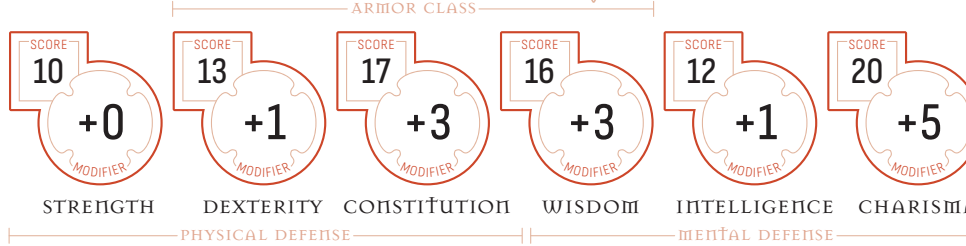
LEVEL

5

### ONE UNIQUE THING

### ABILITY SCORES

### DEFENSES & INITIATIVE



### BACKGROUNDS

BACKGROUND BONUS

Background description area.

SKILL CHECK = **5** (LEVEL) + ABILITY MODIFIER + BACKGROUND BONUS

### TALENTS, SORCEROUS HERITAGES, & OVERSPILL EFFECTS

|   |  |   |
|---|--|---|
| <b>Metallic Heritage</b> HH166<br>Whenever you cast a limited use spell, gain a +1 bonus to all defences until the start of your next turn. | <b>Spell Fist</b> HH167<br>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. | <b>Undead Heritage</b> HH167<br>The first critical hit you take each battle is only a normal hit. In addition, you add either the <i>ESC/DIE</i> or your current Skulls to your attacks, whichever is higher. Take half damage from opp. attacks. |
| <b>OVERSPILL EFFECT</b><br><b>Scales of Gold</b><br>Gain a bonus to your AC equal to the <i>ESC/DIE</i> until the start of your next turn.  | <b>OVERSPILL EFFECT</b><br><b>Rippling Power</b><br>For each enemy engaged with you, gain <b>15</b> temporary hit points.  | <b>OVERSPILL EFFECT</b><br><b>Gatherum</b><br>For every non-mook creature that has dropped to 0hp at least once this combat, gain <b>15</b> temporary hit points.   |

**AT-WILL SPELL**

**Burning Hands** Close-Quarters Spell  
 SPELL  
**5d8** fire damage / **23** / -  
 HIT DAMAGE/TYPE AVG MISS  
 2 nearby grouped enemies/Nat 1-10 take 5 damage.  
 TARGET/EFFECT

**AT-WILL SPELL**

**Chaos Bolt** Ranged Spell  
 SPELL  
**18** special random damage / **5**  
 HIT DAMAGE/TYPE MISS  
 One nearby enemy/See *FEATURES, POWERS & SPELLS*  
 TARGET/EFFECT

### 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    | <b>Gather Power</b>          | 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   | <b>Evasive</b>               | Force an enemy that hits you with an attack to reroll with a -2 penalty.  | HH40   |
| Std    | <b>Chaos Bolt</b>            | When you cast <i>chaos bolt</i> roll a d4 to determine it's random energy. You cannot make a save to change this. <b>1: Cold. 2: Fire. 3: Lightning. 4: Psychic.</b> 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: <b>10</b> ongoing (easy save ends) 19: stuck 20: weakened <i>Psychic</i> 16-18: dazed. 19: charmed 20: confused | HH168  |
| Std    | <b>Echoing Thunder</b>       | CQ Spell, <i>reverberate</i> . Target: 1 nearby enemy. <b>+10</b> vs PD. Hit: <b>28</b> thunder damage. Miss: <b>10</b> damage. Effect: The first enemy to hit you in melee before the start of your next turn takes <b>17</b> damage (doubled if empowered).   | HH169  |
| Std    | <b>Energy Wave</b>           | CQ Spell. Target: 1d4+1 nearby grouped enemies. <b>+10</b> vs PD. Hit: <b>32</b> random energy damage. Miss: <b>15</b> damage. Effect: Deal <b>10</b> damage (double if empowered) to each ally engaged with a target unless they succeed on a normal save.   | HH170  |
| Std    | <b>Lightning Fork</b>        | Ranged Spell, <i>chain</i> . Target: 1 nearby enemy. <b>+10</b> vs PD. Hit: <b>35</b> lightning damage. Miss: <b>15</b> damage.   | HH170  |
| -      | <b>Chain Adventurer Feat</b> | When casting a <i>chain</i> 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.

### HIT POINTS & RECOVERIES

36 STAGGERED | **72** | -36 DEAD

MAX HP

RECOVERIES: 8 MAX RECOVERIES

CURRENT HP

RECOVERY DICE: **5d6+12** (AVERAGE: 30)

TEMP HP

CONDITIONS & OTHER EFFECTS | SAVE

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

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



