

NAME  
**Halfling**  
KIT

## SORCERER

DESCRIPTION

LEVEL



### ONE UNIQUE THING

Grid for writing 'One Unique Thing'.

### ABILITY SCORES

ARMOR CLASS

SCORE: 10 +0 MODIFIER	SCORE: 13 +1 MODIFIER	SCORE: 17 +3 MODIFIER	SCORE: 16 +3 MODIFIER	SCORE: 12 +1 MODIFIER	SCORE: 20 +5 MODIFIER
STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA

PHYSICAL DEFENSE | MENTAL DEFENSE

### DEFENSES & INITIATIVE

18	19	19	+7
PHYSICAL DEFENSE	ARMOR CLASS	MENTAL DEFENSE	INITIATIVE

Metallic Protector Heritage and Spell Fist may provide increases to defences

### BACKGROUNDS

BACKGROUND BONUS

Grid for writing background bonuses.

### TALENTS, SORCEROUS HERITAGES, & OVERSPILL EFFECTS

<b>Metallic Heritage</b> HH166 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 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 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> <b>Scales of Gold</b> Gain a bonus to your AC equal to the <i>ESC DIE</i> until the start of your next turn.	<b>OVERSPILL EFFECT</b> <b>Rippling Power</b> For each enemy engaged with you, gain <b>18</b> temporary hit points.	<b>OVERSPILL EFFECT</b> <b>Gatherum</b> For every non-mook creature that has dropped to 0hp at least once this combat, gain <b>18</b> temporary hit points.

### AT-WILL SPELL

**Burning Hands** Close-Quarters Spell  
SPELL  
5d10 fire damage / 28 / -  
HIT DAMAGE/TYPE AVG MISS  
2 nearby grouped enemies/Nat 1-10 take 6 damage.  
TARGET/EFFECT

### AT-WILL SPELL

**Chaos Bolt** Ranged Spell  
SPELL  
23 special random damage / 6  
HIT DAMAGE/TYPE MISS  
One nearby enemy/See *FEATURES, POWERS & SPELLS*  
TARGET/EFFECT

SKILL CHECK = **6** (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	<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>+11</b> vs PD. Hit: <b>36</b> thunder damage. Miss: <b>12</b> damage. Effect: The first enemy to hit you in melee before the start of your next turn takes <b>22</b> damage (doubled if empowered).	HH169
Std	<b>Energy Wave</b>	CQ Spell. Target: 1d4+1 nearby grouped enemies. <b>+11</b> vs PD. Hit: <b>39</b> random energy damage. Miss: <b>18</b> damage. Effect: Deal <b>12</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>+11</b> vs PD. Hit: <b>45</b> lightning damage. Miss: <b>18</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.

☀ 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

45 STAGGERED | 90 MAX HP | -45 DEAD

8 MAX RECOVERIES

RECOVERIES: 33 (AVERAGE)  
6d6+12 (RECOVERY DICE)

RECOVERY DICE

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.

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 <i>disengage check</i> (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 checks for <b>30 mins</b>	HH164
Std Head Wrecker	Ranged spell, <i>chain</i> . Target: 1 nearby enemy. <b>+11</b> vs MD. Against the first target you have a +2 bonus to your crit range. Each subsequent target expands this by a further 2. Hit: <b>39</b> psychic damage. Miss: <b>18</b> damage.	HH171
- Reverberate	You can cast an expended <i>reverberate</i> spell that you cast this battle.	HH164
Std Unhallowed Torment	Ranged spell, <i>reverberate</i> . You can choose to target: 1 nearby enemy or: 1d3+1 nearby enemies. <b>+11</b> vs PD. Hit with one target: <b>39</b> necro damage. Miss with one target: <b>20</b> damage. Hit with multiple targets: <b>33</b> damage. Miss with multiple targets: <b>6</b> damage.	HH171

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

POTIONS & RINES

SPELL LIST



# OF SPELLS\*

**Burning Hands**  
AT-WILL SPELL  
**Chaos Bolt**  
AT-WILL SPELL

- Energy Wave
- Echoing Thunder
- Lightning Fork
- Head Wrecker
- Unhallowed Torment

BASIC MELEE ATTACK

<b>Staff</b>			
WEAPON			
<b>6d6</b> damage	/ <b>21</b> /	<b>6</b>	<b>+6</b>
HIT DAMAGE	AVG	MISS	VS AC

BASIC RANGED ATTACK

<b>Javelin</b>			
WEAPON			
<b>6d6+2</b> damage	/ <b>23</b> /	-	<b>+7 +5</b>
HIT DAMAGE	AVG	MISS	VS AC NEAR-FAR

GEAR & NOTES

<b>Light Armour</b>	<b>10</b>	<b>0</b>	<b>10</b>	<b>GOLD</b>
ARMOR	ARMOR AC	+SHIELD	=BASE AC	

SORCERER BASE ARMOR			SORCERER WEAPON DAMAGE/ATTACK PENALTY					
ARMOR	BASE AC	ATK	WEAPON	1 HAND	2 HANDS	THROWN	BOW	CROSSBOW
None	10	+0	SMALL (DAGGERS, STAVES, HAND CROSSBOWS)	d4/+0	d6/+0	d4/+0	-	d4/+0
LIGHT	10	+0	LIGHT/SIMPLE (SHORTSWORDS, SPEARS, JAVELINS, SHORTBOWS, LIGHT CROSSBOWS)	d6/+0	d8/-1*	d6/+0	d6/-2*	d6/-1*
HEAVY	11	-2	HEAVY/MARTIAL (LONGSWORDS, GREATSWORDS, LONGBOWS)	d8/-2	d10/-2*	-	d8/-4*	d8/-3*
SHIELD	+1	-2						

\* Penalty applies to casting spells too.

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

- ☀ changes/refresh at new level
- ☀ changes at new level or with incremental advance
- 🔄 refresh at new arc
- 🔄 refresh at end of battle

USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
Assist	<input type="checkbox"/> Rally	<input type="checkbox"/> Unearthly Glamour
Disengage		<input type="checkbox"/> Head Wrecker*
Intercept		<input type="checkbox"/> Reverberate
Dancing Lights		
<input type="checkbox"/> Unhallowed Torment (11+)		

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

FEATS

FEATURE	TIER	FEATURE	TIER
<b>Echoing Thunder</b>	A	<b>Strong Recovery</b>	A
<b>Undead Heritage</b>	A	<b>Chain</b>	A
<b>Spell Fist</b>	C	<b>Reverberate</b>	C

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

INCREMENTAL ADVANCES

△ GAIN NEXT LEVEL FEAT	△ +1 TO 3/4/5 ABILITY SCORES AT LEVEL 3/6/9
△ INCREASE MAX HP TO NEXT LEVEL	△ GAIN 2X/4X ABILITY MULTIPLIERS AT LEVEL 4/7
△ +1 MAGICAL ITEM ATTUNEMENT	△ +1 TO SKILL & INITIATIVE CHECKS
△ GAIN NEXT LEVEL POWER OR SPELL	△ +1 TO MENTAL DEFENSE
△ +1 TO PHYSICAL DEFENSE	

