

ONE UNIQUE THING

Grid for One Unique Thing.

ABILITY SCORES

ARMOR CLASS

SCORE: 10 +0 MODIFIER	SCORE: 14 +2 MODIFIER	SCORE: 18 +4 MODIFIER	SCORE: 17 +3 MODIFIER	SCORE: 12 +1 MODIFIER	SCORE: 21 +5 MODIFIER
STRENGTH	DEXTERITY	CONSTITUTION	WISDOM	INTELLIGENCE	CHARISMA

PHYSICAL DEFENSE | MENTAL DEFENSE

DEFENSES & INITIATIVE

20	20	20	+9
PHYSICAL DEFENSE	ARMOR CLASS	MENTAL DEFENSE	INITIATIVE

Metallic Protector Heritage and Spell Fist may provide increases to defences

BACKGROUNDS

BACKGROUND BONUS

Grid for Backgrounds.

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 <i>ESC DIE</i> or your current Skulls to your attacks, whichever is higher. Take half damage from opp. attacks.
OVERSPILL EFFECT Scales of Gold You and one nearby ally gain a bonus to your AC equal to the <i>ESC DIE</i> +2 until the start of your next turn.	OVERSPILL EFFECT Rippling Power For each enemy engaged with you, gain 21 temporary hit points.	OVERSPILL EFFECT Gatherum For every non-mook creature that has dropped to 0hp at least once this combat, gain 21 temporary hit points.

AT-WILL SPELL

Burning Hands Close-Quarters Spell
 SPELL
8d8 fire damage / **36** / -
 HIT DAMAGE/TYPE AVG MISS
 2 nearby grouped enemies/Nat 1-10 take 8 damage.
 TARGET/EFFECT

AT-WILL SPELL

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

HIT POINTS & RECOVERIES

60 **120** -60
 STAGGERED DEAD
 MAX HP
 CURRENT HP
 RECOVERIES **8** MAX RECOVERIES
 AVERAGE **39**
7d6+14
 RECOVERY DICE
 Use your current Skulls instead of the *ESC DIE* if higher.
 TEMP HP
 CONDITIONS & OTHER EFFECTS SAVE

SKILL CHECK = **7** (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: 10 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. +12 vs PD. Hit: 46 thunder damage. Miss: 14 damage. Effect: The first enemy to hit you in melee before the start of your next turn takes 28 damage (doubled if empowered).	HH169
Std	Energy Wave	CQ Spell. Target: 1d4+1 nearby grouped enemies. +12 vs PD. Hit: 52 random energy damage. Miss: 21 damage. Effect: Deal 14 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. +12 vs PD. Hit: 55 lightning damage. Miss: 21 damage.	HH170
-	Chain Adventurer Feat	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

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

