

NAME
Halfling
KIT

SORCERER

DESCRIPTION

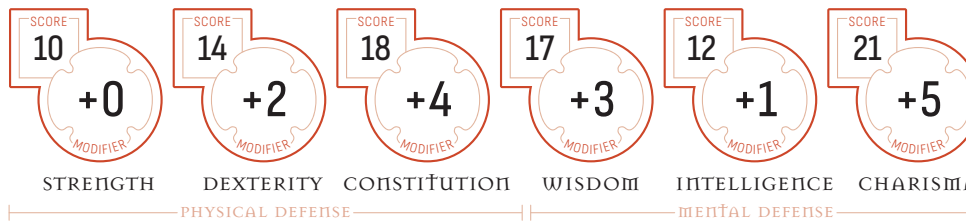
LEVEL

8

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. 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 *ESC DIE* +2 until the start of your next turn.

OverSpill Effect: Rippling Power: For each enemy engaged with you, gain 32 temporary hit points.

OverSpill Effect: Gatherum: For every non-mook creature that has dropped to 0hp at least once this combat, gain 32 temporary hit points.

Burning Hands Close-Quarters Spell: 50 fire damage. 2 nearby grouped enemies/Nat 1-10 take 10 damage.

Chaos Bolt Ranged Spell: 40 special random damage. One nearby enemy/See *FEATURES, POWERS & SPELLS*.

SKILL CHECK = 8 (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: <i>Cold</i> . 2: <i>Fire</i> . 3: <i>Lightning</i> . 4: <i>Psychic</i> . <i>Psychic</i> 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: 20 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. +13 vs PD. Hit: 60 thunder damage. Miss: 16 damage. Effect: The first enemy to hit you in melee before the start of your next turn takes 35 damage (doubled if empowered).	HH169
Std	Energy Wave	CQ Spell. Target: 1d4+1 nearby grouped enemies. +13 vs PD. Hit: 65 random energy damage. Miss: 24 damage. Effect: Deal 16 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. +13 vs PD. Hit: 70 lightning damage. Miss: 24 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.

HIT POINTS & RECOVERIES

MAX HP: 160 (80 Staggered, -80 Dead). MAX RECOVERIES: 8. RECOVERY DICE: 8d6+33 (Average 61). TEMP HP: []

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

MAGIC ITEMS



MAX ATTUNED

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
- Accursed Drain

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 1 hour	HH164
Std Head Wrecker	Ranged spell, <i>chain</i> . Target: 1 nearby enemy. +13 vs MD. Against the first target you have a +4 bonus to your crit range. Each subsequent target expands this by a further 4. Hit: 60 psychic damage. Miss: 24 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. +13 vs PD. Hit with one target: 60 necro damage. Miss with one target: 30 damage. Hit with multiple targets: 50 damage. Miss with multiple targets: 8 damage.	HH171
Std Accursed Drain	Ranged spell, <i>reverberate</i> . You can cast as necro or psychic. Necro Target: 1 nearby or far-away enemy. +13 vs PD. Hit: 30 necro damage and gain 40 temporary hp. Even miss: 15 damage. Odd miss: 8 damage. Psycic Target: 1d3 nearby enemies. If you roll 1 target, a hit weakens until the end of your next turn, on 2 targets a hit dazes until the end of your next turn. +13 vs MD. Hit: 45 psychic damage. Miss: 8 damage.	HH171

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

BASIC MELEE ATTACK

Staff
WEAPON
8d6+5 damage / **33** / **8**
HIT DAMAGE AVG MISS

+8 vs AC

BASIC RANGED ATTACK

Javelin
WEAPON
8d6+13 damage / **41** / -
HIT DAMAGE AVG MISS

+10 +8 vs AC (NEAR-FAR)

GEAR & NOTES

Light Armour
ARMOR

10 ARMOR AC **0** +SHIELD **10** =BASE AC

GOLD

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.

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

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

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
Echoing Thunder	A	Strong Recovery	A
Undead Heritage	A	Chain	A
Spell Fist	C	Reverberate	C
Metallic Heritage	C	Head Wrecker	E

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	

