

NAME
Halfling
KIT

SORCERER

DESCRIPTION

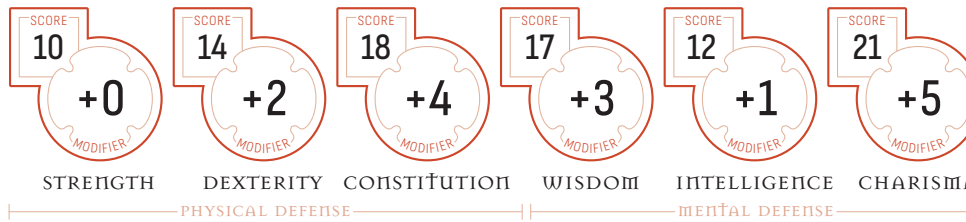
LEVEL

9

ONE UNIQUE THING

ABILITY SCORES

DEFENSES & INITIATIVE



BACKGROUNDS

BACKGROUND BONUS

Grid for background bonuses.

SKILL CHECK = **9** (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 <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 all defences 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 36 temporary hit points.	OVERSPILL EFFECT Gatherum For every non-mook creature that has dropped to 0hp at least once this combat, gain 36 temporary hit points.

AT-WILL SPELL

Burning Hands Close-Quarters Spell
 SPELL
60 fire damage / - / **+14** VS PD
 HIT DAMAGE/TYPE MISS
 2 nearby grouped enemies/Nat 1-10 take 12 damage.
 TARGET/EFFECT

AT-WILL SPELL

Chaos Bolt Ranged Spell
 SPELL
50 special random damage / **9** VS ?
 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	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: 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. +14 vs PD. Hit: 70 thunder damage. Miss: 18 damage. Effect: The first enemy to hit you in melee before the start of your next turn takes 45 damage (doubled if empowered).	HH169
Std	Energy Wave	CQ Spell. Target: 1d4+1 nearby grouped enemies. +14 vs PD. Hit: 80 random energy damage. Miss: 27 damage. Effect: Deal 18 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. +14 vs PD. Hit: 90 lightning damage. Miss: 27 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

HIT POINTS & RECOVERIES

100 STAGGERED | 200 MAX HP | 100 DEAD

8 MAX RECOVERIES

RECOVERIES: 70 (AVERAGE) 9d6+38

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.

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. +14 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: 80 psychic damage. Miss: 27 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. +14 vs PD. Hit with one target: 80 necro damage. Miss with one target: 40 damage. Hit with multiple targets: 60 damage. Miss with multiple targets: 9 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. +14 vs PD. Hit: 40 necro damage and gain 50 temporary hp. Even miss: 20 damage. Odd miss: 9 damage. Psychic 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. +14 vs MD. Hit: 55 psychic damage. Miss: 9 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			
9d6+10 damage	/ 42 / 9	+9	
HIT DAMAGE	AVG MISS		

BASIC RANGED ATTACK

Javelin			
WEAPON			
9d6+18 damage	/ 50 / -	+11 +9	
HIT DAMAGE	AVG MISS		

GEAR & NOTES

Light Armour	10	0	10	GOLD
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						

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

