

NAME  
**Halfling**  
KIT

## SORCERER

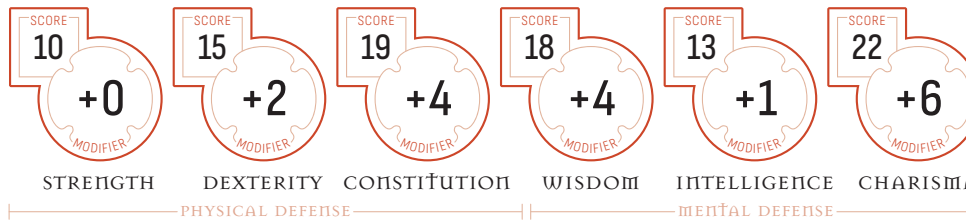
DESCRIPTION

LEVEL **10**

### ONE UNIQUE THING

### ABILITY SCORES

### DEFENSES & INITIATIVE



### BACKGROUNDS

### TALENTS, SORCEROUS HERITAGES, & OVERSPILL EFFECTS

BACKGROUND BONUS

**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 all defences equal to the *ESC DIE* +2 until the start of your next turn.

**OverSpill Effect: Rippling Power**  
For each enemy engaged with you, gain 40 temporary hit points.

**OverSpill Effect: Gatherum**  
For every non-mook creature that has dropped to 0hp at least once this combat, gain 40 temporary hit points.

**AT-WILL SPELL**

**Burning Hands** Close-Quarters Spell  
80 fire damage / - MISS  
2 nearby grouped enemies/Nat 1-10 take 16 damage.  
The first 18+ per cast grants an extra nearby target.

**Chaos Bolt** Ranged Spell  
60 special random damage / 10 MISS  
One nearby enemy/See *FEATURES, POWERS & SPELLS*

SKILL CHECK = **10** (LEVEL) + ABILITY MODIFIER + BACKGROUND

### ICON RELATIONSHIPS

### FEATURES, POWERS, & SPELLS

#D6	+ / ± / - *	ICON	5+	USED
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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. 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	<b>Echoing Thunder</b>	CQ Spell, <i>reverberate</i> . Target: 1 nearby enemy. +16 vs PD. Hit: 70 thunder damage. Miss: 20 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	<b>Energy Wave</b>	CQ Spell. Target: 1d4+1 nearby grouped enemies. +16 vs PD. Hit: 100 random energy damage. Miss: 30 damage. Effect: Deal 20 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. +16 vs PD. Hit: 110 lightning damage. Miss: 30 damage.	HH170
-	<b>Chain Adventurer Feat</b>	When casting a <i>chain</i> spell add one target, dealing half damage, no chains.	HH163

### HIT POINTS & RECOVERIES

120 STAGGERED | 240 MAX HP | -120 DEAD

8 MAX RECOVERIES

RECOVERIES: 8

AVERAGE RECOVERY DICE: 10d6+43

RECOVERY DICE

TEMP HP

CONDITIONS & OTHER EFFECTS | SAVE

\* + positive, ± conflicted, or - negative relationship.

### USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
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\* Chain Spell: If first attack roll is natural odd, spend for battle but not for arc.

MAGIC ITEMS



MAX ATTUNED

POTIONS & RUNES

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
- Breath of Empty Void

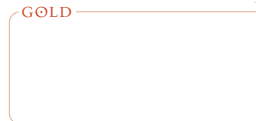
MORE FEATURES, TALENTS, & SPELLS

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>1 hour</b>	HH164
Std Head Wrecker	Ranged spell, <i>chain</i> . Target: 1 nearby enemy. <b>+16</b> 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: <b>100</b> psychic damage. Miss: <b>30</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>+16</b> vs PD. Hit with one target: <b>100</b> necro damage. Miss with one target: <b>50</b> damage. Hit with multiple targets: <b>80</b> damage. Miss with multiple targets: <b>10</b> damage.	HH171
Std Accursed Drain	Ranged spell, <i>reverberate</i> , <i>wracking echo</i> . You can cast as necro or psychic. <b>Necro</b> Target: 1 nearby or far-away enemy. vs PD. Hit: <b>50</b> necro damage and gain <b>60</b> temporary hp. Even miss: <b>25</b> damage. Odd miss: <b>10</b> damage. <b>Psychic</b> 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. <b>+16</b> vs MD. Hit: <b>70</b> psychic damage. Miss: <b>10</b> damage.	HH171
- Breath of Empty Void	CQ Spell, <i>breath weapon</i> . Target: 1 nearby enemy. <b>+16</b> vs MD. Hit: <b>110</b> necro damage, and if the target is now staggered, it is shocked until the end of your next turn. If the spell was empowered, the target is shocked on a hit even if they are not staggered. Miss: <b>100</b> damage and you take damage equal to double the target's level (double if empowered).	HH176
- Spell Fist <i>Epic Feat</i>	Include one enemy engaged with you as an additional target of any spell.	HH167
- Wracking Echo	Add 20 ongoing damage to a target hit by a <i>wracking echo</i> spell.	HH165

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

BASIC MELEE ATTACK			BASIC RANGED ATTACK		
Staff WEAPON	10d6+15 damage	50 / 10 AVG MISS	+10 VS AC	Javelin WEAPON	10d6+23 damage / 58 / - AVG MISS
HIT DAMAGE				HIT DAMAGE	

GEAR & NOTES			
Light Armour ARMOR	10	0	10
	ARMOR AC	+SHIELD	=BASE AC



USAGE

AT-WILL & RECHARGE	PER BATTLE	PER ARC
Assist	<input type="checkbox"/> Rally	<input type="checkbox"/> Unearthly Glamour
Disengage	<input type="checkbox"/> Spell Fist <input type="checkbox"/> (Epic Feat)	<input type="checkbox"/> Head Wrecker*
Intercept		<input type="checkbox"/> Reverberate
Dancing Lights		<input type="checkbox"/> Breath of Empty Void
		<input type="checkbox"/> Wracking Echo
<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	Spell Fist	E
Wracking Echo (Zenith Adventurer)	E	Burning Hands (Zenith Adventurer)	A

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	

\* 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

