### 15th Age

#### Dark Elf Sorcerer level 2

**One Unique Thing:** What sets you apart from all the rest?

<table>
<thead>
<tr>
<th>Ability</th>
<th>Modifier</th>
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<tr>
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<td>CHA</td>
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#### Armor Class

- **AC:** 15
- **PD:** 14
- **MD:** 14

#### Hit Points

- **Current:** 28
- **Max:** 28

#### Recoveries

- **Current:** 8
- **Max:** 8

#### Initiative

- **Initiative:** +3

#### Equipment

- Dagger, Staff, Robes, Etc...

#### Attack

- **Basic Melee Attack**
  - **Attack:** +2 vs. AC
  - **Hit:** 2d6+1 damage
  - **Miss:** 2

- **Basic Ranged Attack**
  - **Attack:** +3 vs. AC
  - **Hit:** 2d4+1 damage
  - **Miss:** -

- **Burnings Hands / At-Will**
  - Close-quarters spell
  - **Target:** Two nearby enemies in a group
  - **Attack:** +5 vs. PD
  - **Hit:** 1d6 + 1 fire damage.
  - **Miss:** 2 damage.

- **Chaos Bolt / At-Will**
  - Ranged spell
  - **Target:** One nearby enemy OR one far away enemy
  - **Attack:** +3 vs. AC
  - **Hit:** 1d8 +1 random energy damage, and if the attack roll was even, you gain a chaotic benefit as if you had gathered power. (see Gather Power)
  - **Miss:** Damage equal to your level.

- **Sorcerer’s Familiar**
  - Small supernatural creature of your choice - imp, homunculus, ghostling, etc. Ability: Counter-bite. Each battle, the familiar bites the first enemy that hits you with a melee attack after that attack, doing 2d4 damage (no attack roll) to that enemy.

### Scorching Ray / At-Will

- **Ranged spell**
- **Target:** One nearby
- **Attack:** +5 vs. PD
- **Hit:** 1d6 + 1 fire damage, and if the natural attack roll is even, the target also takes 1d8 ongoing fire damage.
- **Miss:** 2 damage

### Lightning Fork / Recharge

- **Ranged spell**
- **Recharge:** 16+ after battle
- **Target:** One nearby enemy; chain spell (see side bar)
- **Attack:** +5 vs. PD
- **Hit:** 3d6 + 1 lightning damage.
- **Miss:** Half damage.

### Breath of White Dragon/Daily

- **Close-quarters spell**
- **Targets:** 1d2 (1d4/2) nearby enemies in a group; breath weapon
- **Attack:** 5 vs. PD
- **Hit:** 3d6 + 1 cold damage.
- **Miss:** Half damage.

### Scorching Ray / At-Will

- **Ranged spell**
- **Target:** One nearby
- **Attack:** +5 vs. PD
- **Hit:** 2d6 + 1 fire damage.
- **Miss:** 2 damage.

### Cruel / Battle

- Once per battle as a free action, deal 5 x level points of ongoing damage (Crit. doesn't double) to a target you hit with a natural even attack roll, 11+ save ends.

### Chain Spells

- On a natural even roll with any chain spell, you may roll an additional attack against any enemy in range that has not been targeted yet. This attack counts as a roll with a chain spell.

### Gather Power

- Spend a standard action in combat to gather magical power for casting a double strength spell with next standard action. You can gather power without taking opportunity attacks. **Chaotic Benefit** - Roll a d6:
  - 1–2: You gain a +1 bonus to AC until the start of your next turn.
  - 3–4: Deal damage equal to your level to all nearby staggered enemies.
  - 5–6: Deal damage equal to your level to one nearby enemy.

#### Incremental Advances

- **Ability Score Bonus**
- **(4th / 7th / 10th level)**
- **(+1 to 3 abilities)**
- **Extra Magic Item**
- **Power/Skill**
- **Hit Points:**

### 1st lvl: Spell Fist Feat

#### 2nd lvl: Chaos Bolt Feat