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Dark Elf Sorcerer level 2

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

Icon Relationships: 3 points to spend

	Ability	Modifier
STR	10	0
CON	13	1
DEX	13	1
INT	14	2
WIS	12	1
CHA	16	3

Armor Clas	s Ph	ysical E	ef.	Menta	ıl Def.
AC 1	5 P	D 1	14	MD	14
Hit Points	- '				
HP Cur	rent	/	28		Max
Recoveries			R	ecovery	
Current	/8	Max	2	Roll 2d6+1	
Initiative:	+3		_		
Equipment: Dagger, Staff, Robes,					



Basic Melee Attack

Attack: +2 vs. AC Hit: 2d8 Damage

Miss: 2

Basic Ranged Attack

Attack: +3 vs. AC Hit: 2d4+1 Damage

Miss: -

Burning Hands / At-Will



Etc...

Close-quarters spell

Targets: 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:** +5 vs. PD

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.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use breath of the white dragon that turn if you wish.

Cruel / Battle



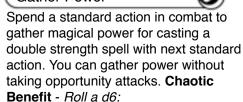
Once per battle as a free action, deal 5 x level points of ongoing damage (Crit. doesn't double) to a target you hit with a natural even attack roll, 11+ save ends.

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



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.

Sorcerer Talents - Arcane Heritage: +2 to Magical Backgrounds; Spell Fist: You can use ranged spells while engaged without taking opportunity attack. +3 miss damage on creatures you are engaged with.

Incrementa	l Advances
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Ability Score Bonus 4th / 7th / 10th level	Extra Magic Item
(+1 to 3 abilities) Feat: □	Power/Spell
Hit Points:	Skills (+1)