



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 Class	Physical Def.	Mental Def.
AC 15	PD 14	MD 14
Hit Points		
HP	Current /28	Max
Recoveries		Recovery Roll
Current /8	Max	2d6+1
Initiative: +3		
Equipment: Dagger, Staff, Robes, Etc...		

Backgrounds: 8 points to spend on max. +5 in 1 skill

1st lvl: Spell Fist Feat
2nd lvl: Chaos Bolt Feat

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

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

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.

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.

Incremental Advances

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