

NERO, 7TH LEVEL HALF ELVEN, SORCERER

Str Score	Con Score	Dex Score	Int Score	Wis Score	Cha Score	Armor Class	Hit Points	
8	17	17	12	14	17	23	108	
Str Mod.	Con Mod.		Int Mod.	Wis Mod.	Cha Mod.	Physical Defence	Recoveries	
-1	+3	+3	+1	+2	+3	21	8	
Str Score	Con Score	Dex Score	Int Score	Wis Score	Cha Score	Mental Defence	Recovery Roll	Initiative
+6	+10	+10	+8	+9	+10	20	7d6+3	+10

COMBAT ATTACKS

BASIC MELEE ATTACK: Attack +6 vs AC; Hit 7d6-2:

BASIC MISSILE ATTACK: Ranged Attack +10 vs AC; 7d4+6

SPELL ATTACK: Attack +12

ONE UNIQUE THING

A gladiator travelling to increase power.

RACIAL POWER AND ABILITIES

SURPRISING: Once per battle, subtract one from the natural result of one of own d20 rolls.

CLASS FEATURES

ACCESS TO WIZARDRY: Starting at 3rd level, you can take a wizard spell in place of a sorcerer spell that is 2 levels higher than it.

BREATH WEAPON: When you cast a spell with a breath weapon key word, there is a chance of re-using it during the same battle (usually 16+). Make the re-use roll at the start of each of your turns: success indicates that you can use that spell again that round as a standard action

CHAIN : When you attack with a chain spell and get a natural even roll, you can roll another attack against a different enemy within range. Keep on rolling attacks as long as you get even rolls and don't run out of new targets.

DANCING LIGHTS: You gain dancing lights as a spell.

GATHER POWER: Once initiative has been rolled a battle is underway, a sorcerer can spend a standard action to gather magical power, preparing themselves for casting a double strength spell with their next standard action. They also gain a Chaotic Benefit:

Chaotic Benefit, Champion Tier

1-2: You gain a +1 bonus to AC and PD until the start of your next turn.

3-4: Deal damage equal to your level + Charisma to all nearby staggered enemies.

5-6: Deal damage equal to your level + Charisma to one nearby enemy.

RANDOM ENERGY: If a spell calls for a random energy type roll on the following table

Random Energy Type (d4)

1: Cold

2: Fire

3: Lightning

4: Thunder

TALENTS

ARCANE HERITAGE (ARCHMAGE): You gain a +2 bonus to a background that invokes or suggests magical knowledge or talent, up to your normal maximum background point limit.

You can also use one of your sorcerer spell choices to choose any wizard spell of the same level.

SORCERER'S FAMILIAR: You have a familiar much like a wizard's familiar, but more changeable. Unlike a wizard you don't choose two abilities for your familiar. Instead you choose one permanent ability that suits your familiar's nature; the only limitation is that you can't choose tough as the permanent ability. Each time you get a full heal-up, randomly determine the two other abilities.

Permanent Ability - Flight

- 1 Agile** You gain a +2 bonus to Dexterity skill checks
- 2 Alert** You gain a +2 bonus to Wisdom skill checks
- 3 Counter-bite** Each battle, if your familiar is close to you, it bites the first enemy that hits you with a melee attack after that attack, dealing 1d4 damage per level (no attack roll) to that enemy.
- 4 Mimic** One battle per day, you gain the use of the racial power (without feats) of one nearby ally.
- 5 Poisonous** Once per battle, when you hit an enemy engaged with you, you can add 5 ongoing damage per tier to the damage roll)
- 6 Scout** Once per day, your familiar can separate itself from you and make a reconnaissance run of an area or location, and it may even manage that feat unseen (easy skill check).
- 7 Tough** You gain a +1 save bonus.
- 8 Talkative** Your familiar can talk like a person.

SPELL FIST: Your style of sorcery emphasizes close-range fighting.

You gain +2 bonus to AC – fields of shimmering magic.

You can use ranged spells while engaged with enemies without taking opportunity attacks.

You use your Constitution modifier to determine the damage you add to sorcerer spells.

FEATS

GATHER POWER (ADV): Once per battle, you can choose the chaotic benefit you want instead of rolling for it.

GATHER POWER (CHP): Once per battle when the escalation die is 4+, you can gather power as a quick action.

ARCANE HERITAGE (ADV): Use your Charisma as the attack ability for the wizard spell you choose with this talent.

ARCANE HERITAGE (CHP): You can cast your wizard spells empowered as if they were sorcerer powers

SPELL FIST (ADV): When you miss with a sorcerer spell against an enemy you are engaged with add your Charisma modifier to damage.

SPELL FIST (CHP): Once per battle, you can include one enemy engaged with you as an additional target of any attack spell you cast that targets other enemies.

LIGHTNING FORK (ADV): Once per battle, you can reroll one of your *lightning fork* attack rolls

ICON RELATIONSHIPS

The Emperor (Positive 2 die)

The Archmage (Positive 1 die)

SKILLS

Spell-arena Gladiator +5

Shadow Port City Guard +5

NOTES

EQUIPMENT: staff, wand, backpack, leather armor of iron will +1, etc

CHAMPION +2 - Wand of Unerring Pain

(Recharge 16+): When you miss with a spell that targets a single enemy, as a quick action immediately afterward, fire a magical missile that automatically hits that creature for 4d10 force damage. Quirk: Stares intently, often at nothing.

CHAMPION - *Cloak of Recovery*

(quick action – recharge 16+): You heal using a recovery and add +10 hp to the total. Quirk: You grow small extra appendages that slowly wither away over days or weeks.

CHAMPION - *Ring of Poor Choices*

(quick action - recharge 11+): This ring allows you to subtly influence the choices made by your enemies. When you use it, make a Charisma + Level attack vs. MD against one nearby enemy. If you hit, you may suggest a poor choice for the target's next action. The course of action you suggest must be relatively reasonable – stabbing an ally for no reason is a terrible decision, not a poor one. You could, however, suggest that the enemy engage the raging barbarian instead of the unarmoured and wounded wizard, or that the city guard chasing you try climbing the outside of the building instead of following you up the stairs. The GM has final say over the victim's actions – this ring lets you influence people, not mind-control them. Quirk: Self-deluded and blind to own faults.

SPELLS – 5TH

BREATH OF THE GREEN

Close-quarters spell

Daily

Target: 1d4 nearby enemies in a group

Attack: +12 vs PD

Hit: 33 on going poison damage

Miss: 10 on going poison damage

Breath Weapon

BREATH OF THE WHITE

Close-quarters spell

Daily

Target: 1d2 nearby enemies in a group

Attack: +12 vs PD

Hit: 4d10 + 8 cold damage

Miss: Half damage

Breath Weapon

RESIST ENERGY

Ranged Spell

Recharge 16+ after battle

Target: You or one nearby ally

Effect: Until the end of the battle, the target gains *resist damage 16+* to the following two energy types of your choice: cold, fire, lightning, thunder

SPELLS – 7TH

BREATH OF THE BLUE

Close-quarters spell

Daily

Target: One nearby enemy

Attack: +12 vs PD

Hit: 10d12 + Charisma lightning damage, and at the start of the target's next turn, 1d6 of its nearby allies take 20 lightning damage.

Miss: Half damage, and no damage to target's allies.

Breath Weapon

CHAOS BOLT

Ranged Spell

At-Will

Special: the first time you use chaos bolt each battle, determine a random energy type. The spell deals that type of damage each time you use it that battle

Target: One nearby enemy OR one far away enemy with a -2 attack penalty

Attack: +12 vs PD

Hit: 7d8 + 8 *random energy damage*, on a natural even roll, you gain a chaotic benefit.

Miss: 7 damage

COLOR SPRAY

Close-quarters spell

Cyclic (cast once per battle OR at-will when escalation die is even)

Target: 1d4 nearby enemies in a group

Attack: +12 vs MD

Hit: 10d6 + 8 psychic damage, and if the target has 40 hp or fewer after the damage, it is weakened until the end of your next turn.

LIGHTNING FORK

Ranged spell

Recharge 16+ after battle

Target: One nearby enemy; chain spell

Attack: +12 vs PD

Hit: 10d10 + 8 lightning damage

Miss: Half damage

Chain Spell

THREE DOOMS

Ranged spell

Recharge 16+ after battle

Target: One nearby enemy; chain spell

Attack: +12 vs PD

Hit: 2d8 x 10 + 2 *random energy damage*, and you take damage of the same type equal to the unmodified dice roll (2d4, 2d8, or 2d12). (Note that there's no Charisma bonus to damage.)

Miss: Half damage, and you still take *random energy damage* equal to the unmodified dice roll.

Chain Spell