

YRGROMMA, 2ND LEVEL DRAGONSPAWN CHAOS MAGE

Str Score	Con Score	Dex Score	Int Score	Wis Score	Cha Score	Armor Class	Hit Points	
8	14	14	16	8	18	14	32	
Str Mod.	Con Mod.	Dex Mod.	Int Mod.	Wis Mod.	Cha Mod.	Physical Defences	Recoveries	
-1	+2	+2	+3	-1	+4	14	8	
Str Skill	Con Skill	Dex Skill	Int Skill	Wis Skill	Cha Skill	Mental Defence	Recovery Roll	Init
+1	+4	+4	+5	+1	+6	16	2d6+2	+4

COMBAT ATTACKS

BREATH WEAPON: Close Quarters Attack +6 vs PD; *Hit* 2d6;
BASIC MELEE ATTACK: Attack +1 vs AC; *Hit* 2d6-1;
BASIC MISSILE ATTACK: Ranged Attack +4 vs AC; *Hit* 2d4+2;

ONE UNIQUE THING

I'm a memory of a lost race—am I even really here?

RACIAL POWER AND ABILITIES

BREATH WEAPON: Gain breath weapon attack, once per battle.

FEATS

HIGH WEIRDNESS ADVENTURER: Roll new weirdness when rolling Iconic warp.
WHIFF OF SORCERY ADVENTURER: Twice per day, you can gather power as if you were a sorcerer in order to deal double damage with either a sorcerer spell or a chaos mage spell the next time you cast a spell. You also gain the chaotic benefit for gathering power.

CLASS FEATURES, TALENTS, POWERS, AND SPELLS

SEPARATE EXISTENCE: You are ever-so-slightly detached from normal physical reality. You can cast ranged spells while engaged with enemies without taking opportunity attacks.

SPELLS PER DAY: 3.

ICONIC WARP: Your magic provides you with a random warp effect when the next spell you cast will be an iconic spell.

When your random spell choice indicates an iconic spell, roll a d6 to determine the effect you'll gain from the elemental warp. Even though you can't cast the spell until your next turn, the warp effect applies now.

- Air:** Randomly determine two icon associations for the spell you'll cast instead of one. Choose one of those associations to use for that spell.
- Earth:** Until the end of your next turn, you gain a bonus to PD and MD equal to your Intelligence modifier.
- Fire:** Until the end of your next turn, you gain the once-per-battle racial power of a random nearby ally; ignore this benefit if it duplicates your own racial power or if it doesn't make sense during the battle (human, for example).
- Water:** Until the end of your next turn, you gain a bonus to saves equal to your Intelligence modifier.
- Metal:** Until the end of your next turn, critical hits scored against you only count as normal hits.
- Void:** Until the end of your next turn, when you cast a daily iconic spell, roll a hard save (16+). If you succeed, you don't expend that use of a daily spell slot, but you still can't cast that specific daily iconic spell again until you take a full heal-up.

WHIFF OF SORCERY: You gain a random spell from the sorcerer class. Whenever you take a full heal-up, randomly choose a sorcerer spell of the highest level you can cast.

ICON RELATIONSHIPS

The Three (Conflicted 2 dice)
 The Great Gold Wurm (Conflicted 1 die)

BACKGROUND SKILLS

Alchemist +2
 Magecraft +4
 Wandering Spirit +2

NOTES

EQUIPMENT: Dagger, Throwing Stars, 320gp

INCREMENTAL ADVANCES: —