



## Dark Elf Sorcerer level 2

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

Icon Relationships: 3 points to spend

	Ability	Modifier	Armor Class	Physical Def.	Mental Def.
STR	10	0	AC 13	PD 14	MD 14
CON	13	1	Hit Points		
DEX	13	1	HP Current /28 Max		
INT	14	2	Recoveries		
WIS	12	1	Current /8 Max		
CHA	16	3	Recovery Roll 2d6		
			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  
Chromatic Destroyer Heritage: Two Breath Weapons active at the same time.

### 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 + 3 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 + 3 random energy damage, and if the attack roll was even, you gain a chaotic benefit as if you had gathered power. (see side bar)  
**Miss:** Damage equal to your level.

### Scorching Ray / At-Will



Ranged spell  
**Target:** One nearby  
**Attack:** +5 vs. PD  
**Hit:** 1d6 + 3 fire damage, and if the natural attack roll is even, the target also takes 1d8 ongoing fire damage.  
**Miss:** 2 damage

### Lighting Fork / Recharge



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

### Breath of White Dragon



Close-quarters spell  
Daily  
**Targets:** 1d2 (1d4/2) nearby enemies in a group; breath weapon  
**Attack:** 5 vs. PD  
**Hit:** 3d6 + 3 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)  
Feat: ☐  
Hit Points: ☐  
Extra Magic Item ☐  
Power/Spell ☐☐☐☐  
Skills (+1) ☐