

THE SORCERER (REAR)

At character creation, you get Specials as if spending CHA, INT, or WIS modifier (whichever is higher) x 100 XP.

Hit Dice: d6 + Constitution modifier

To gain XP:

- 1 XP every 1 silver wasted
- XP 20xHD defeated monster
- And as per the section below

When you marked at least 3, get XP on the next occasion; clear all marks

- Leader:** lead 2 or more hirelings into battle (100 XP); **Losing them:** lose 2 or more hirelings (150 XP); **One for the team:** take damage for another character or for a hireling (100 XP)
- Pain:** suffer a critic from an adversary (100 XP); **Brutal Pain:** suffer 10+ HP damage in one round (200 XP)
- Bleeding:** suffer a wound on CHA, CON or STR (150 XP); **Stunned:** suffer a wound on DEX, INT or WIS (150 XP)
- Best aim:** roll a critic with a missile weapon (100 XP); **Best fight:** roll a critic with a melee weapon (100 XP)
- Search:** find or discover something secret (200 XP); **Curiosity:** open a door against better judgment (200 XP)
- Daring:** face an enemy as tempted by the GM (200 XP); **Reckless:** face a risk as tempted by the GM (200 XP)

Each +50 XP for physical, not digital:

- Mapping:** 100 XP per session; 200 XP per adventure for beautiful maps
- Drawings:** 100 XP per session; 200 XP per session for complex drawings
- Reports:** 100 XP per session; 200 XP per adventure for better writing

New Level: spend

current LVL x 1,000 XP

- Write new level
- Add 1 HP ± CON mod

Then select one option:

- Burn a Talent point, add 1 to an ability; pay new ability score x10 XP
- Burn a Talent point, add 1 to a Save; pay new save score x100 XP
- Roll your class HD ± CON mod and add to HP; pay Level x100 XP
- Add a new basic skill (pay Level x50 XP) or improve a skill to advcd. (pay Level x100 XP)
- Add a new special (an ability, a power, a talent) for your class, paying its XP cost
- Add a spell of your choosing (in addition to the random one of your new level)

Sorcerer: cast each known spell once per day

Studious: every time you gain a Level, add a new random spell; if you want you may give up other level-up options and also select one more spell of your choosing

Magic Energy: discard a spell until next long rest to cast an instant magic missile for 1d6+Level damage

Magic Defense: discard a spell until next long rest to cast an instant defense to negate 1d4+Level magical damage or to allow a Save at advantage against magic

Flexibility: discard two avail. spells to cast the same spell again in the same period of time

Detect Magic: you can detect magic in anything or anyone as long as you can touch it (300 XP)

Extend Magic: you can extend (double) the duration of a spell by discarding one any other spell (600 XP)

Expand Magic: you can expand (double) the effects of a spell (its range, or damage, or effect, etc.) by discarding another spell at the time of casting (800 XP)

Wisdom: cast and learn spells using WIS instead of INT, but you must be somehow religious or holy (300 XP)

Blood Magic: transform 3 HP worth of blood (willing or not) in the equivalent of discarding a spell (300 XP)

Turn Undead: discard any spell until next long rest to cast Turn Undead at any time (300 XP)

Bless: discard any spell until next long rest to cast Bless at any time (300 XP)

Vicious: blunt weapons in your hands inflict +2 damage (300 XP)

The hand of God: once per session change a failed roll into a natural 1 or 20 - a full success or a critical (300 XP)

Blessed: roll Saving Throws against magic or supernatural powers with a bonus of +1 (300 XP)

Detect Evil: you can detect evil in anything or anyone as long as you can touch it (300 XP)