

Halfling Sorcerer

Small natural humanoid

Artillery

⬇️⚔️ **Dagger** (std; at-will) ⬆️ **Weapon**

+13 vs. AC; 1d4 damage or thrown 5/10; +13 vs. AC; 1d4+5 damage.

✈️ **Chaos Bolt** (std; at-will) ⬆️ **Arcane, Implement, Psychic**

Ranged 10; +11 vs. Will; Hit: 1d10+5 psychic damage. If the attack roll is even, sorcerer may make a secondary attack.
Secondary Attack: +11 vs. Will; 1d6 psychic damage; if the attack roll is even, sorcerer may make another secondary attack. Each creature can only be attacked once in a round by this power.

✈️ **Dancing Lightning** (std, encounter) ⬆️ **Arcane, Implement, Lightning, Thunder**

Ranged 10; +11 vs. Reflex; 3d6+4 lightning and thunder damage, and each creature adjacent to the target takes 5 thunder damage.

✈️ **Reeling Torment** (std; daily) ⬆️ **Arcane, Charm, Implement, Psychic**

Ranged 10; +11 vs. Will; 3d8+4 psychic damage, and at the start of the target's turn, sorcerer can freely slide the target 3 squares (save ends).

Second Chance

Sorcerer's attacker is forced to reroll the attack attempt, taking the second roll's result even if it is lower.

Wild Magic Surge (imm reac, on sorcerer's first Arcane attack roll each round)

Any attack roll that is even grants a +1 bonus to sorcerer's AC until the start of sorcerer's next turn. Otherwise, sorcerer makes an immediate saving throw.

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Level 6
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Initiative +8

Senses Perception +8

HP 55

AC 18; Fortitude 19, Reflex 23, Will 23

Speed 6





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