

# SORCEROR

**Power Source:** Arcane. You derive your powers not from tedious study or pacts with outsiders, but from a sheer force of inborn willpower and magical talent.

**Role:** Controller. With your spells, you control the battlefield, destroying masses of opponents with powerful elemental abilities and shaping terrain according to your own willpower.

**Key Abilities:** Charisma, Constitution, Dexterity

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Dagger

**Bonus to Defense:** +1 Reflex, +1 Will, +1 Fortitude

**Hit Points at 1st Level:** 10 + Constitution score

**Hit Points per Level Gained:** 4

**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** 4

*Class Skills:* Arcana (Int), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Insight (Wis)

**Build Options:** Iron sorcerer, lightning sorcerer

**Class Features:** Sorcerers Need No Tools, Arcane Mantle

## WARKASTER CLASS FEATURES

**Unbound Soul:** Different sorcerers have different styles and different means of channeling their inborn potential. You may choose one of the following class features:

**Forceful Mage:** Once per encounter, you may add your Constitution modifier to the attack and damage rolls of one power.

**Quicken Mage:** Once per encounter, you may use a sorcerer power that is normal a standard action as a minor action.

**Sorcerers Need No Tools:** Unlike their learned colleagues, such as wizards or warlocks, sorcerers need no magic sticks to channel arcane might. They gain a +1 bonus to all attack rolls made with sorcerer and sorcerer paragon path spells every five levels. This bonus does not stack with bonuses from implements or other magic items.

**Spellborn:** The sorcerer's innate arcane power gives him a unique arcane aura that he may manifest in several ways. These take the form of unique. No matter how many Spellborn powers you know, you may only use one Spellborn ability per encounter.

### Spellborn: Arcane Mantle

Sorcerer Feature

*Surrounded by glowing arcane sigils, you are armored by your very soul.*

**Encounter** ◊ **Arcane**

**Minor Action** **Personal**

**Effect:** You gain your Charisma modifier as a bonus to AC Defense until the end of the encounter.

### Spellborn: Unearthly Power

Sorcerer Feature

*Your eyes glow with an inborn fire as you pour damage onto your enemies.*

**Encounter** ◊ **Arcane**

**Minor Action** **Personal**

**Effect:** You add +2 to all damage rolls you make until the end of the encounter. At 11<sup>th</sup> level, this bonus improves to +4, and at 21<sup>st</sup> level, this bonus improves to +6.

## SORCERER SPELLS

Your powers are known as spells.

### LEVEL 1 AT-WILL SPELLS

#### Shocking Grasp

Sorcerer Attack 1

*Your hands crackle with arcane bolts of lightning.*

**At-Will** ◊ **Arcane, Lightning**

**Standard Action** **Melee**

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Hit:** 1d10 + Charisma damage.

Increase damage to 2d10 + Charisma at 21<sup>st</sup> level.

**Special:** This power counts as a basic melee attack.

#### Thunderclap

Sorcerer Attack 1

*A clap of thunder smashes your opponent to the floor.*

**At-Will** ◊ **Arcane, Force**

**Standard Action** **Ranged 10**

**Target:** One creature.

**Attack:** Charisma vs. Fortitude

**Hit:** 1d6 + Charisma thunder damage, and the target is knocked prone.

Increase damage to 2d6 + Charisma at 21<sup>st</sup> level.

#### Cinder Whip

Sorcerer Attack 1

*You lash out at an enemy with a flaming whip, dragging your enemy towards you.*

**At-Will** ◊ **Arcane, Fire**

**Standard Action** **Ranged 10**

**Target:** One creature.

**Attack:** Charisma vs. Reflex

**Hit:** 1d8 + Charisma fire damage, and you may pull the target one square.

Increase damage to 2d8 + Charisma at 21<sup>st</sup> level.

#### Acidic Blast

Sorcerer Attack 1

*Deadly acid sprays from your open palms.*

**At-Will** ◊ **Arcane, Acid**

**Standard Action** **Close blast 3**

**Target:** Each creature in blast.

**Attack:** Charisma vs. Reflex

**Hit:** 1d8 + Intelligence acid damage.

Increase damage to 2d8 + Intelligence acid damage at 21<sup>st</sup> level.

LEVEL 1 ENCOUNTER SPELLS

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**Winter Gust**

Sorcerer Attack 1

*A bullet strikes your target with the force of a cavalry charge.*

**Encounter** ◊ **Arcane, Cold****Standard Action**                      **Close burst 3****Target:** Each creature in burst.**Special:** You may shift up to 1 square before or after this attack.**Attack:** Charisma vs. Fortitude**Hit:** 1d8 + Charisma cold damage, and you may push the target one square.**Quickening Mage:** You may shift up to your Dexterity modifier before or after this attack.**Flashfire**

Sorcerer Attack 1

*Sparks leap from your hand, and in an instant, your enemies are consumed in a flash of arcane fire.*

**Encounter** ◊ **Arcane, Fire****Standard Action**                      **Area burst 2 within 10 squares****Target:** All creatures in burst**Attack:** Charisma vs. Reflex**Hit:** 2d6 + Charisma fire damage to all targets.**Forceful Mage:** You may add your Constitution modifier to your damage.LEVEL 1 DAILY SPELLS

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**Arcane Torrent**

Sorcerer Attack 1

*A crackling stream of arcane energy assaults your foes.*

**Daily** ◊ **Arcane, Force****Standard Action**                      **Area burst 3 within 10 squares****Target:** All creatures in burst**Attack:** Charisma vs. Reflex**Hit:** 1d8 + Charisma force damage to all targets, and ongoing 3 force damage (save ends).**Spellborn:** If you have a Spellborn effect currently active, you may end the effect prematurely and deal an additional 1d8 force damage to all targets hit.