

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
<i>Class Skills:</i> 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
<i>Surrounded by glowing arcane sigils, you are armored by your very soul.</i>	
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
<i>Your eyes glow with an inborn fire as you pour damage onto your enemies.</i>	
Encounter ♦ Arcane	
Minor Action	Personal
Effect: You add +2 to all damage rolls you make until the end of the encounter. At 11 th level, this bonus improves to +4, and at 21 st level, this bonus improves to +6.	

SORCERER SPELLS

Your powers are known as spells.

LEVEL 1 AT-WILL SPELLS

Shocking Grasp	Sorcerer Attack 1
<i>Your hands crackle with arcane bolts of lightning.</i>	
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 st level.	
Special: This power counts as a basic melee attack.	

Thunderclap	Sorcerer Attack 1
<i>A clap of thunder smashes your opponent to the floor.</i>	
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 st level.	

Cinder Whip	Sorcerer Attack 1
<i>You lash out at an enemy with a flaming whip, dragging your enemy towards you.</i>	
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 st level.	

Acidic Blast	Sorcerer Attack 1
<i>Deadly acid sprays from your open palms.</i>	
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 st level.	

LEVEL 1 ENCOUNTER SPELLS

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

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.