

SORCERER

INFLUENCE CLASS

LEVEL 1 FEATURES

Critical Effect: Mana Flux. When you roll a Critical Success with a Spell Attack, you may refund some of the Mana spent to Activate it, up to the same amount as your Character Level. You cannot gain more Mana than you spent on the spell in this way. If the triggering effect was due to a Sustaining Cost rather than an Activation, you refund the Sustaining Cost for that turn.

Potency. Before you make a Spell Attack roll, you may invoke this ability. If you do, and the attack hits, it cannot do less than half of the possible maximum damage. However, if the Spell Attack roll results in a 1, you suffer one instance of the Exhausted Affliction.

CLASS SKILLS (BASE COSTS ×4)

Whipshock (12+)

() **Specialized** (quarter all costs)

Range: 15ft.

Use: Action

Activation Cost: 12+ Mana

Tags: Attack, Shocking, Evocation

You lash at a target with a crackling whip of energy. Make a Spell Attack (1d12+Cleverness) against a target within range, and deal 1d8 Shocking Damage on a hit. After taking damage, the target must succeed on a Might Check against your Spell Save. If it fails, it is Knocked Down.

Upcast: For every additional 8 Mana spent to cast this spell, it deals an additional 1d4 Shocking Damage.

Flay Matter (20+)

() **Specialized** (quarter all costs)

Range: 30ft.

Use: Action

Activation Cost: 20+ Mana

Tags: Attack, Evocation, Debuff

You blast a target with raw Ether energy, which reacts violently with corporeal matter. Pick a target you can see within range and make a Spell Attack (1d12+Cleverness). On a hit, it suffers 4d4 Ether Damage.

Critical Effect: When you Crit with this spell, you may choose to reduce the target's Armor by 1.

Upcast: For every additional 12 Mana spent on this spell, add +1 to the spell attack roll and +2 Ether Damage to the total.

Scintillating Swarm (20+)

() **Specialized** (quarter all costs)

Range: 15ft.

Use: Action

Activation Cost: 20+ Mana

Tags: Attack, Evocation, AoE

You throw a cloud of chaotically darting motes of unstable magic at a target, damaging it and anything in between.

Make a Spell Attack (1d12+Cleverness) against a target you can see within range. On a hit, roll 3d6, and consult the table below for the damage dealt. Hit or miss, every creature between you and the target must make a Precision Check against your Spell Save (Cleverness + Willpower). If they fail, roll 1d6, and consult the table below.

Damage Table

Dice Result - Damage Dealt

1 - 1d4 Burning Damage

2 - 1d4 Shocking Damage

3 - 1d4 Freezing Damage

4 - 1d4 Acid Damage

5 - 2 Ether Damage

6 - 1 Explosive Damage

Upcast: For every additional 12 Mana spent on this spell, roll an additional 1d6 against all affected creatures.

Thunderblast (16)

() **Specialized** (quarter all costs)

Range: 30ft.

Use: Action

Activation Cost: 16 Mana

Tags: Attack, Sonic, Evocation, AoE

Choose a point within range. A thunderous boom shakes the air, dealing Sonic Damage equal to your Character Level to all creatures and objects within 5ft. of the target. Affected creatures make a Fortitude Check against your Spell Save (Cleverness + Willpower), taking half as much damage on a success. Creatures that fail the Check by 5 or more are also Knocked Down.

Hardlight Crystals (12+)

() **Specialized** (quarter all costs)

Range: 30ft.

Use: Action

Activation Cost: 12+ Mana

Tags: Wall, Cover

You throw flickering magic at target spaces, where it erupts and solidifies into crystalline structures.

Pick three spaces in range. A crystal grows to fully occupy each space. Each crystal is approximately ten feet tall and blocks vision through the space, but is translucent enough for light to pass through.

If a creature is occupying the target space, the crystal raises it up as it grows beneath the creature.

The crystals grown with this spell have 10 Health and an Armor of 2. When crystals are destroyed, or you dismiss one as a Free Action, they shatter and then crumble away into fine, inert dust.

You may have a maximum number of crystals equal to 3+your Character Level present at any one time, after which point the oldest crystals are destroyed as you make new ones.

Upcast: You may spend an additional 40 Mana to cast this spell.

If you do, crystals grow at all spaces between the three points you target, connecting them. If this would cause you to create more crystals than you can support, you choose which ones immediately crumble.

Incandescent Fog (28/16)

() **Specialized** (quarter all costs)

Range: 60ft., 20ft. diameter.

Use: Action

Activation Cost: 28 Mana

Sustaining Cost: 16 Mana

Tags: AoE, Evocation

You create a 20ft.-diameter fog cloud centered on a point in range.

The cloud is flecked through with shimmering motes of energy.

The cloud reduces visibility to 10ft. in any direction, and no natural light within the cloud creates more than Dim Light.

Creatures that start their turn in the cloud, or move into it for the first time, have a 50% chance (coin flip or even/odds die roll) of colliding with a mote. They repeat this chance check for every square they move through within the cloud.

Larger creatures make additional checks depending on their size.

Whenever they would make a check for colliding with a mote, Large creatures make an additional check. Creatures make an additional check for each size above Large that they are.

A creature that collides with a mote takes 1d4 Ether + 1 Explosive Damage.

MAGE CLASS | CASTING: SOMATIC
PRIMARY STAT: **CLEVERNESS**
SECONDARY STAT: **WILLPOWER**