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1 Overview

- 8 HP max
- Stats: 8-14-14-12-12-17

2 Aberrant Mind Sorcerer Features

- 5 cantrips (1 from Aberrant Mind)
- 2 Level 1 spell slots
 - 4 spells known (2 from Aberrant Mind)
 - Spell save DC 13 (8 + CHA + PB)
- Pact of the Tome
 - 3 additional cantrips from any class

2.1 Spells

This is current as of character level 1.

- 2/2 sorcerer spells known
- 2/2 psionic spells known
 - At each level gained, an existing psionic spell can be replaced by a Divination or Enchantment spell of the same level from the sorcerer, warlock, or wizard spell lists.

2.1.1 Cantrips

- Fire Bolt
- Mage Hand
- Minor Illusion
- Prestidigitation
- Mind Sliver (psionic)

2.1.2 1st Level

- Mage Armor
- Sleep
- Arms of Hadar (psionic)
- Dissonant Whispers (psionic)

3 Feats

None

4 Magic Items

None

5 Build Audit

5.1 Character Creation

- Stats: Point buy 8-13-13-12-12-15
- Race: Half-Elf
 - +2 CHA, +1 DEX and CON
 - Deception, Persuasion proficiencies
 - Darkvision (60 ft.)
 - Fey Ancestry
- Background: Sage (modified proficiencies)
 - Arcana, Religion proficiencies
 - Alchemist's supplies proficiency
 - Deep Speech

5.2 Levels

1. Aberrant Mind 1
 - 8 HP ($\max d6 + \text{CON} = 6 + 2$)
 - Proficiencies
 - Insight, Persuasion
 - CON, CHA saves
 - daggers, darts, slings, quarterstaves, light crossbows
 - Equipment
 - Light crossbow + bolts
 - Daggers (2)
 - Arcane focus (staff)
 - Explorer's pack