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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)

## 2.2 Telepathic Speech

- Bonus action
- Targets creature you can see within 30 feet
- Can speak telepathically with each other while you are within 3 (CHA) miles
  - Must be in shared language
- Lasts for 1 (sorcerer level) minute
- Ends early if incapacitated or if this is used again

## 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