

PYROMANIAC

CLASS: SORCERER

PLAYSTYLE: SHOOTER

RACE: _____

DIFFICULTY: HARD

APPEARANCE

ROLEPLAYING

IDEALS:

LANGUAGES:

- 1) Common
- 2)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: _____

+0
STRENGTH

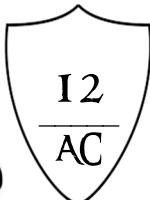
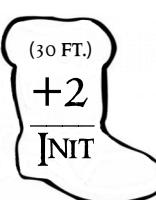
+2
DEXTERITY

+5
CONSTITUTION

-1
INTELLIGENCE

-1
WISDOM

+5
CHARISMA



SPECIAL

Fire Orbs.

As an action, make 2 attacks on different targets with fiery spheres of energy (use attack bonus). [90 ft. range, 3d8 fire per orb].

REACTIONS

ATTACKS (+5)

EQUIPMENT:

Main Hand. Magic Flame.

Off-Hand.

Armor. Unarmored.

TOOLS/KITS:

Dice Set. A set of lucky dice used for gaming and gambling.

Hit Dice.

During short rest (1 hr.), heal yourself for 1d6+3.

BACKPACK:

Dungeoneer's Pack.

- crowbar
- hammer, pitons (10)
- tinderbox, torches (10)
- waterskin, rations (10)
- hempen rope (50 ft.)

ABILITIES (DC 13)

Bonfire. ∞

Create a magical fire on a 5-ft. square area on the ground, damaging any creature in this space. Creatures that enter or end their turns in the fire also take damage. [60 ft. range, 1d8 fire, lasts 1 min. (DEX save: no dmg)].

Burning Hands.

Unleash a 15-ft. cone of fire in front of you. [Self range, 3d6 fire (DEX save: 1/2 dmg)].

FEATURES

Overheat. Ignore enemy resistance to fire damage. Also, any time you roll a 1 on a fire damage die, treat it as a 2.

Tides of Chaos. You may gain advantage on an attack roll, ability check, or saving throw. To do so, you must first roll on the Wild Magic Surge table (see back).

Wild Magic. After using an ability, roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a magical effect (see back).