

SORCEREX

Class Sheet

Description: A magical class that uses the elements to target their enemies

Weapon(s): Gloves

Starting Weapon: Basic Gloves (1 d4)

Starting Equipment: None

Moves:

- ☐ **Recharge:** Restore 1d8 SP (up to Max SP) to self or ally
- ☐ **Dirt Clod (1 SP):** Roll+Energy to shoot a piece of dirt at an enemy for 1d8 Earth damage
- ☐ **Gust (1 SP):** Roll+Energy to launch a gust of wind that can knock away an enemy
- ☐ **Burn (1 SP):** Roll+Energy to shoot a fire at an enemy for 1d6 Fire damage and cause burn
- ☐ **Iceicle (1 SP):** Roll+Energy to shoot a spear of ice at an enemy for 1d6 Ice piercing damage
- ☐ **Aqua Blast (1SP):** Roll+Energy to shoot a stream of water for 1d8 Water damage
- ☐ **Bolt (1 SP):** Roll+Energy to shoot a lightning bolt at an enemy for 1d6 Thunder damage and a 1d4 chance of causing paralysis
- ☐ **Holy Beam (1 SP):** Roll+Energy to shoot a beam of light that does 1d8 Holy damage
- ☐ **Dark Wave (1 SP):** Roll+Energy to create a wave of darkness that does 1d6 Dark damage and a 1d4 chance of causing blind

Class Mastery Move (Requires all other moves in this class to be acquired)

- ☐ **Mystic Fury (2 SP per enemy):** Roll+Energy to release an array of magic that does 1d10 damage for each enemy