

HUMAN SORCERER 1

N Skilled Human Background: Performer

Perception +4;

Languages English

Skills Acrobatics +6, Athletics +0, Diplomacy +7, Lore: Theatre +3, Performance +7, Pilot +6, Religion +4, Thievery +6

Str +0, **Dex** + 3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +4

AC 16, **Fort** +4, **Ref** +6, **Will** +6

HP 15

Speed 25 feet

Ranged Light pistol +6 (Deadly d8), **Damage** 1d6 (P)

Divine Known Spells DC 17, attack +7

1st [Bless](#), [Admonishing Ray](#), [Heal](#) (3 slots)

Cantrips [Detect Magic](#), [Divine Lance](#), [Light](#), [Shield](#), [Stabilize](#),

Focus Spells (1 points) [Angelic Halo](#)

Area 15-foot emanation **Duration** 1 minute You gain an angelic halo with an aura that increases allies' healing from the *heal* spell. Allies in your halo's emanation who are healed by a heal spell gain a status bonus to Hit Points regained equal to double the heal spell's level.

Additional Feats [Fascinating Performance](#), [Haughty Obstinacy](#), [Skilled Heritage](#) (Thievery)

Additional Specials [Bloodline \(Angelic\)](#)