

# HUMAN SORCERER 1

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## N Skilled Human Background: Performer

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**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

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

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**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.

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

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