

Sorcerer
Utility Power

Swift Escape

Use this power when you are hit by an attack. The attack misses and you may teleport up to 1 tile away.

Sorcerer
At-Will Power

Storm Walk

Attack a monster up to 2 tiles away.

Att +7

Dmg 1 and you gain +2 AC until the start of your next turn.

Sorcerer
Utility Power

Dragonflame Mantle

Use this power during your Hero phase.

Until the start of your next turn you gain +2 AC and monster in your tile that hit you suffer 1 damage.

Sorcerer
Daily Power

Dragonfang Bolt

Attack a monster within 2 tiles.

Att +7

Dmg 3

Miss: 2 damage.

Sorcerer
Daily Power

Chromatic Orb

Attack a monster within 2 tiles.

Hit or miss, if the attack roll was even the target does not activate during its next turn. If the roll was odd all other monsters in the target's tile suffer 1 damage.

Att +7

Dmg 3

Miss: 1 damage.

Sorcerer
At-Will Power

Chaos Bolt

Attack a monster up to 2 tiles away.

Att +7

Dmg 1 and if your attack roll was even you may immediately use this power again, but may only attack each monster once per turn.

Sorcerer
Utility Power

Arcane Empowerment

Use this power when you hit with an attack. That attack deals +1 damage.

Sorcerer
Daily Power

Acidic Implantation

Target a monster within 2 tiles.

Before the attack you may push the target up to 1 tile and then attack each monster in the target's tile (including the target.)

Att +5

Dmg 2

Sorcerer
At-Will Power

Acid Orb

Attack a monster up to 3 tiles away.

Att +8

Dmg 1