

Angkor Sporaticus

Due to catastrophically diminished natural resources, life and culture on Mars are dwindling. Some Martians seem content to bask in stories of past glory as the monuments to your civilization's achievements – and, indeed, the civilization itself – crumble. You are not one of those Martians. Non-Martians, including the detested human colonists, view your abilities as mystifying and supernatural. But these are merely the remnants of what was once common on your planet. If new resources can be discovered and brought back, past glories will pale in comparison. There are rumours of power crystals on Venus. Perhaps you can rekindle your civilization and strike a blow against the imperialists at the same time...



Species: Martian

Class: Prodigy (Sorcerer)

Level: 4

Background: Occultist

Alignment: _____

Hit Points Total: 34

Current Hit Points: _____

Hit Die [d6]: 4

Armour Class: 14
[unarmoured]

Initiative: +2

Speed: 30'

STR	DEX	CON	INT	WIS	CHA
9 [-1]	12 [+1]	10 [0]	17 [+3]	18 [+4]	16 [+3]

PROFICIENCIES

[+2 proficiency bonus]

Saving Throws: CON +2, CHA +5

Passive Perception: 14

Skills: Operate: Robotics +6, Operate: Light Machinery: +4, Operate: Heavy Weapons +3, History +5, Insight +6

Weapons: Simple

Armour: None

Tools: None

Languages: English, Venusian, Martian

WEAPONS

Manmelter 3600zx Sub-Atomic Disintegrator

Ray-Pistol:

Ranged Weapon Attack: +3 Attack Bonus. 1d6+1 piercing damage. Range: 50'/100'. **Malfunction Threshold: 1.**

"Featuring many of the latest ameliorations in Raygun Technology, it comes with Phlogiston canisters, cleaning apparatus and windings, so that you may commence atomising Moon Soldiers or neighbourhood dogs at your earliest convenience." – *Dr. Grordbort University Pamphleteerion*



PRODIGY FEATURES

Genius Points [Sorcery Points]: 4 / restored after a long rest

- **Current Converter** [Font of Magic]: You can convert Genius Points [Sorcery Points] into Science Slots [Spell Slots]; 2 Genius Points = 1st-Level Science Slot; 3 GP = 2nd-Level Science Slot. You can convert a Science Slot of any level into Genius Points equal to the slot level.
- **Hasty Ignition** [Quickened Spell]: When you cast a spell, you can spend two Genius Points to change the casting time to 1 bonus action.
- **Overclock** [Empowered Spell]: You can spend one Genius Point to reroll a number of spell damage dice equal to your CHA modifier [+3]. You must use the new roll[s].

Red Planet Affluence [Draconic Bloodline]: Whenever you make a CHA check when interacting with Martians, your proficiency bonus is doubled.

Martian Skin [Draconic Resilience]: Your Martian skin grants you a natural armour class of 13 + your DEX modifier [+1]. Your skin's benefits only apply if you are not wearing armour.

BACKGROUND FEATURES

Marsborn: While travelling on Venus, you receive the following modifications to your Ability Scores: +3 INT, -2 CON (baked into stats).

EQUIPMENT

Manmelter 3600zx Sub-Atomic Disintegrator Ray-Pistol & 5 compressed inverse aether phials (10 rounds of ammunition each), Wooten Fivepencemochron, the Krimble Radiator, Capacichronic Cavorite Coater, Dr. Grordbort's Highly Popular Portable Inertionaut, Trevethick & Sons' Fetching Face Shield, backpack, book of Martian lore, bottle of ink, ink pen, 10 sheets of parchment, a little bag of Martian sand, small knife, money [£60, 30p, 20ha'p]

NOTES

SCIENCE (MAGIC)

Science Save DC [Spell Save DC]: 13

Science Attack Bonus [Spell Attack Bonus]: +5

1st Level Science Slots [Spell Slots]: 4 / restored after a long rest

2nd Level Science Slots [Spell Slots]: 3 / restored after a long rest

Your familiarity with ancient Martian achievements and your natural curiosity allow you to utilise modern technology to produce marvellous effects. To cast a spell, you must have the associated Gadgetronic.

Manmelter 3600zx Sub-Atomic Disintegrator Ray-Pistol [Gadgetronic]

Malfunction Threshold: 1

Ray of Frost [Cantrip]

Dr. Grordbort's Highly Popular Portable Inertionaut [Gadgetronic]

Malfunction Threshold: 1

Expeditious Retreat [1st Level]



A Fetching Face Shield from Trevethick & Sons
Those of us used to firing wave emitters will be accustomed to minor disfiguring burns. This plate-steel face shield solves that and looks the part at soirees.



Trevethick & Sons' Fetching Face Shield [Gadgetronic]

Malfunction Threshold: 1

Chill Touch [Cantrip]

Capacichronic Cavorite Coater [Gadgetronic]

Malfunction Threshold: 1

Acid Splash [Cantrip]

Poison Spray [Cantrip]

Fog Cloud [1st-Level]

Colour Spray [1st-Level]

Web [2nd-Level]



The Krimble Radiator [Gadgetronic]

Malfunction Threshold: 1

Blade Ward [Cantrip]

Sleep [1st-Level]



Wooten Fivepencemochron [Gadgetronic]

Malfunction Threshold: 1

Crown of Madness [2nd-Level]