

SORCERER

Peering out from beneath the broad brim of her hat, a woman closes her eyes to shut out distractions as she concentrates on her spell. Drawing on the well of arcane power within her, she stretches out her arm. Tendrils of flame surge forward into the midst of her advancing foes, where they blossom into a deadly conflagration.

Pouring over his notes yet again, a young man finishes a large, intricate chalk circle in the pentagonal room around a short pedestal. The eyes of his instructors burn on the back of his neck as he carefully traces the circle's graceful lines again, this time with an alchemical admixture to seal the power it will contain. When he is finished, he steels his resolve and pours power into the circle. The scent of sulphur and brimstone fills the room as dark energies are drawn from the Infernal planes, imbuing the iron rod sitting on the pedestal with fell power.

Lifting her eyes from an ancient tome to the conspicuous alignment of stars in the firmament, a tiefling waits patiently as the starlight filters through the open roof of the cave onto the lost grave of the Last Crusader. As the ground begins to shift, the tiefling grasps her staff, ready to claim the hero's lost artifact.

Sorcerers carry an arcane birthright, the source of which is lost to history. This is not a talent one can learn, like a bard might learn a song. One does not choose to become a sorcerer, a sorcerer's power chooses them. Their magic comes in many forms, depending on their discipline and training. Some sorcerers specialize in divination, prognosticating the future; others devote their power to flashier uses, such as arcing lightning and explosive flames. Their mightiest spells can change the shape of a battlefield, or even a kingdom.

ARCANE BIRTHRIGHT

Magic is a fundamental part of every sorcerer. Their power suffuses body, mind, and soul, yearning to be tapped. The appearance of sorcerers is practically random, though it often follows family lines. The degree of power carried within each sorcerer varies, sometimes but a

spark, sometimes a barely bridled storm. Some sorcerers can claim patrimony from magical outsiders, others from exposure to mysterious arcane forces. Most of the time its origin is lost to the vagaries of time.

Sorcerers live and die by their spells. Whether they take up a sword or delve into academia, their spells are the source of their supremacy. They learn a number of spells through private practice, which they may choose to record in a spellbook. They can also learn other spells from fellow sorcerers. Arcane fraternities and colleges have been established throughout the world to facilitate the study of magic, though hedge mages can be found as soothsayers and cunning women on the fringes of society outside of these institutions.

RAW POWER

Thousands of sorcerers can be found in the world. Many take up hobbies that lead them abroad, perhaps in search of rare alchemical materials, or maybe to act as advisors in noble courts, or perhaps merely seeking to explain the



Level	Proficiency		Spell Points	Cantrips Known	Max. Spell Level
	Bonus	Features			
1 st	+2	Spellcasting, Arcane Recovery	4	4	1 st
2 nd	+2	Arcane Tradition	6	4	1 st
3 rd	+2		14	4	2 nd
4 th	+2	Ability score improvement	17	5	2 nd
5 th	+3		27	5	3 rd
6 th	+3	Arcane Tradition feature	32	5	3 rd
7 th	+3		38	5	4 th
8 th	+3	Ability score improvement	44	5	4 th
9 th	+4		57	5	5 th
10 th	+4	Arcane Tradition feature	64	6	5 th
11 th	+4		73	6	6 th
12 th	+4	Ability score improvement	73	6	6 th
13 th	+5		83	6	7 th
14 th	+5	Arcane Tradition feature	83	6	7 th
15 th	+5		94	6	8 th
16 th	+5	Ability score improvement	94	6	8 th
17 th	+6		107	6	9 th
18 th	+6	Spell Mastery	114	6	9 th
19 th	+6	Ability score improvement	123	6	9 th
20 th	+6	Arcane Restoration	133	6	9 th

mysteries of their power. Even sorcerers who take up hobbies that encourage sedentary lifestyles, such as working as a lecturer in an academy, find they are frequently inclined towards adventurous excursions. Even as sorcerers grow older they find the urge to travel unmitigated, prompting them to suspect that it is their arcane birthright driving them.

CREATING A SORCERER

The most important aspect to consider when creating a sorcerer is your arcane training. Are you a self-taught hedge mage who has focused on spells of similar nature, or did you attend an academy to learn a diverse repertoire?

What prompted you to develop your abilities? Are you merely seeking to control your power, or are you given to mastering the mysteries of the arcane? Have you heard of a lost repository of knowledge you wish to plunder, or are you more interested in researching and developing new spells?

QUICK BUILD

You can make a sorcerer quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Dexterity

or Constitution. If you plan to specialize in either the School of Abjuration or Enchantment, make Charisma your next-best score. If you plan to specialize in the School of Divination, make Wisdom your next-best score. Second, choose the sage background. Third, choose the *fire bolt*, *light*, *mage hand*, and *shillelagh* cantrips, along with the 1st-level spells: *charm person*, *feather fall*, *mage armour*, *magic missile*, and *sleep*.

CLASS FEATURES

As a sorcerer, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per sorcerer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st

PROFICIENCIES

Armour: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) quarterstaff or (b) dagger
- an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- a spellbook

SPELLCASTING

As a student of arcane magic, you have a spellbook to record your arcane theories, though it is not necessary for most spellcasting endeavours.

CANTRIPS

At 1st level, you know four cantrips of your choice from the sorcerer spell list (see next chapter). You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

SPELLBOOK

At 1st level, you have a spellbook containing six 1st-level sorcerer spells of your choice.

PREPARING AND CASTING SPELLS

The Sorcerer table shows the number of spell points you have to cast spells of 1st level or higher. To cast one of these spells, you must expend an appropriate number of spell points determined by the spell's level. You regain all expended spell points when you finish a long rest.

You prepare spells from the list of those you know. You can prepare a number of spells equal to your Intelligence modifier + your sorcerer level (minimum of one spell). The spells cannot be of a higher level than the maximum slot level as indicated on the Sorcerer table.

For example, if you're a 3rd-level sorcerer with

an Intelligence of 16, you may prepare 6 spells of up to 2nd level, in any combination. You have 14 spell points with which to cast spells. If you prepare the 1st-level spell *magic missile*, you can cast it as a 1st-level or a 2nd-level spell, provided that you have enough spell points. Casting the spell does not remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of Sorcerer spells requires time spent studying your spellbook and memorizing the arcane theory behind the new spells: at least 1 minute per spell level for each spell you prepare that was not prepared before. You must also spend at least one short rest every day to re-familiarize yourself with the arcane theory behind your prepared spells. For every day that you do not do this you gain a cumulative 1% spell failure chance.

SPELL POINTS

The Sorcerer table shows how many spell points you have to cast your spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a number of spell points determined by the spell's level (see below). Cantrips don't require spell slots and therefore don't require spell points. Casting a spell at a higher level costs spell points appropriate to the level for which you cast the spell. You regain all expended spell points when you finish a long rest.

Spells of 6th level and higher are particularly taxing to cast. You can use spell points to cast no more than one spell of each level of 6th or higher. You can't cast another spell of the same level until you finish a long rest.

Spell Point Cost			
Spell Level	Point Cost	Spell Level	Point Cost
1 st	2	6 th	9
2 nd	3	7 th	10
3 rd	5	8 th	11
4 th	6	9 th	13
5 th	7		

SPELLCASTING ABILITY

Your spellcasting ability depends on the school of spell you are casting. Abjuration and

Enchantment spells rely on your ability to project your will into the world, and so use Charisma as a spellcasting ability. Divination spells require a strong mind to pierce through the inexorable momentum of time and the permanence of reality, and so use Wisdom as a spellcasting ability. All other spell schools use Intelligence as a spellcasting ability, as they affect aspects of reality that require scientific or rational thought to manipulate.

You use the appropriate attribute whenever a spell refers to your spellcasting ability. In addition, you use the appropriate attribute modifier when setting the saving throw DC of a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your spellcasting ability modifier

RITUAL CASTING

You can cast a sorcerer spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus (see chapter 5 in the Player's Handbook) as a spellcasting focus for your sorcerer spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a sorcerer level, you can add one sorcerer spell of your choice to your spellbook. Each of these spells must be of a level you can cast, as shown on the Sorcerer table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar).

ARCANE RECOVERY

You are able to draw arcane power from the surrounding world to replenish your inner

reserves. During a short rest you can regain a number of spell points equal to your sorcerer level.

ARCANE TRADITION

Magic is too complicated to master every school. When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic for the rest of your career. Choose an arcane tradition from the options available to wizards in the *Player's Handbook*.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

YOUR SPELLBOOK

Spellbooks function mostly like a wizard's spellbook (see page 114 of the Player's Handbook), with some important exceptions.

Learning and Preparing Spells. A spellbook is not required to prepare the spells day-to-day, but it provides a practical means to expand your list of known spells. Without consulting your spellbook, you recall your current list of prepared spells, but cannot change your list of prepared spells. If you lose your spellbook, you must re-learn any spells you had previously studied that you did not have prepared when you lost your spellbook.

Copying a Spell into the Book. As the regular rules, except that for each level of the spell, the process takes **8 hours** and costs **10 gp** for each level of the spell. Each spell takes up one page per spell level.

Replacing the Book. As the regular rules, except that it costs **5 gp** for each level of the copied spell.

Spellbooks are not magical by nature. They are merely a collection of formulae and notations which a sorcerer uses to understand the arcane theory behind their spells. They do not carry an arcane aura that shows up when someone uses *detect magic*, although many sorcerers place magical protection on their spellbooks (such as to prevent scrying its location or burning its pages) that would show up.

SPELL MASTERY

At 18th level, you have achieved such mastery over your chosen school that you can stretch your use of the associated arcane energies. Choose a 1st-level sorcerer spell and a 2nd-level sorcerer spell from the school of your arcane tradition. You can cast those spells at their lowest level without expending spell points when you have them prepared. If you want to cast either spell at a higher level, you must expend spell points as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

ARCANE RESTORATION

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level sorcerer spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending spell points. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend spell points as normal.

METAMAGIC

As you grow in skill with your power, you gain the ability to twist your spells to suit your needs. Whenever you might gain an ability score increase as a result of advancement in the sorcerer class you may instead opt to take a Metamagic option.

The first time you take a Metamagic option, you gain two of the following options. Following this, you gain one any time you take this option.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 1 additional spell point per spell level to double the range of the spell.

When you cast a spell that has a range of

touch, you can spend 1 additional spell point per spell level to make the range of the spell 30 feet (1 spell point if the spell is a cantrip).

EMPOWERED SPELL

When you roll damage for a spell, you can spend 1 additional spell point per spell level (1 spell point if the spell is a cantrip) to reroll a number of the damage dice up to your Spellcasting ability modifier (minimum of one). You must use the new rolls.

You may use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 additional spell point per spell level (1 spell point if the spell is a cantrip) to double its duration, to a maximum of 24 hours.

HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 2 additional spell points per spell level (1 spell point if the spell is a cantrip) to give one target of the spell disadvantage on its first saving throw made against the spell.

QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you may spend 2 additional spell points per spell level (1 spell point if the spell is a cantrip) to change the casting time to 1 bonus action for this casting.

SUBTLE SPELL

When you cast a spell, you can spend 1 additional spell point per spell level to cast it without any somatic components (1 spell point if the spell is a cantrip).

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend 1 additional spell point for every two levels of the spell (minimum 1) to target a second creature in range with the same spell, dealing half damage.