

# Sorcerer

Sorcerers carry a magical birthright conferred upon them by an exotic bloodline, some otherworldly influence, or exposure to unknown cosmic forces. One can't study sorcery as one learns a language, any more than one can learn to live a legendary life. No one chooses sorcery; the power chooses the sorcerer.

**Ability Requirement:** Charisma 13

**Alignment:** May be of any non-lawful alignment.

**Armor:** Non-metal armor accessories and Mithril non-plate armors.

**Weapons:** Small weapons, Light Crossbow, and Staff.

**THACO:** As Wizard.

**Saving Throws:** As Wizard.

**Weapon Proficiencies:** 1 + 1 every 6 levels.

**Nonweapon Proficiencies:** 4 + 2 every 3 levels. [Favored: Wizard]

- Gain 1 Metamagic proficiency of your choice for free.

**Bloodied:** At 50% of max hit points (50 max) you take Disadvantage to all d20 rolls.

**Casting Check:** Charisma based.

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Lvl	S	C	K	1	2	3	4	5	6	7	8	9
1	1	3	6	5	-	-	-	-	-	-	-	-
2	2	3	7	5	-	-	-	-	-	-	-	-
3	3	4	8	5	2	-	-	-	-	-	-	-
4	4	4	9	5	2	-	-	-	-	-	-	-
5	5	5	10	5	2	2	-	-	-	-	-	-
6	5	5	11	5	2	2	-	-	-	-	-	-
7	5	6	12	5	3	2	2	-	-	-	-	-
8	6	6	13	5	3	3	2	-	-	-	-	-
9	6	7	14	5	3	3	2	2	-	-	-	-
10	6	7	15	5	4	3	2	2	-	-	-	-
11	7	7	16	5	4	4	3	3	-	-	-	-
12	7	7	17	5	4	4	4	4	2	-	-	-
13	7	7	18	5	5	5	4	4	2	-	-	-
14	8	7	19	5	5	5	4	4	2	2	-	-
15	8	7	20	5	5	5	5	5	2	2	-	-
16	8	7	21	5	5	5	5	5	3	2	2	-
17	9	7	22	5	5	5	5	5	3	3	2	-
18	9	7	23	5	5	5	5	5	3	3	2	2
19	9	7	24	5	5	5	5	5	3	3	3	2
20	10	7	25	5	5	5	5	5	4	3	3	2

S: Sorcery Points

C: Cantrips Known

K: Total Spells Known

**Spells:** Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever making a Casting Check.

**Sorcery Points:** Use these points to activate any Metamagic proficiency you have.

**Sorcerous Origins:** Different sorcerers claim different origins for their innate magic. Choose one from the list below.

- **Divine Origin** – Sometimes the spark of magic that fuels a sorcerer comes from a divine source that glimmers within the soul. Having such a blessed soul is a sign that your innate magic might come from a distant but powerful familial connection to a divine being. Perhaps your ancestor was an angel, transformed into a mortal and sent to fight in a god's name. Or your birth might align with an ancient prophecy, marking you as a servant of the gods or a chosen vessel of divine magic.

- **Divine Magic** – You may add spells from the Divine Spheres of Healing and Necromantic to your spells known.
- **4<sup>th</sup> – Divine Aspect** – You can use a Minor Action to manifest a pair of white angelic (or black skeletal) spectral wings from your back and make your eyes glow with divine energy. For 5 rounds, you are resistant to necrotic damage and damage from physical attacks by undead or extra-planar beings. Also, you and up to six allies that can see you gain Advantage on attacks until the start of your next turn. Once per day, you can regain this power by using 3 Hit Die during a short rest. The power automatically resets with a Long Rest.
- **Draconic Origin** – Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Choose your draconic origin type from the following list.
  - **Red** – Acid
  - **Blue** – Lightning
  - **Green** – Poison
  - **Black** – Acid
  - **White** – Cold
  - **Gold** – Fire
  - **Silver** – Cold
  - **Bronze** – Lightning
  - **Copper** – Acid
  - **Brass** – Fire
- **Draconic Magic** – You may change any spell that uses elemental energy for damage to the type of energy used by your draconic origin.
- **4<sup>th</sup> – Draconic Aspect** – You can use a Minor Action to manifest a pair of draconic spectral wings from your back and you gain scales across your body of your draconic origin type. For 5 rounds, you are resistant to the energy type used by your draconic origin. Also, you and up to six allies that can see you gain Advantage on attacks until the start of your next turn. Once per day, you can regain this power by using 3 Hit Die during a short rest. The power automatically resets with a Long Rest.
- **Wild Magic Origin** – Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.
  - **Wild Magic** – Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1 per spell level of the spell previously cast, roll on the Wild Magic Surge table to create a random magical effect.
  - **4<sup>th</sup> – Wild Aspect** – You can use a Minor Action to manifest a whirlwind around you. For 5 rounds, you are resistant to damage from ranged weapons, but your Wild Magic Surge check becomes 1-9 on a d20. Also, you and up to six allies that can see you gain Advantage on attacks until the start of your next turn. Once per day, you can regain this power by using 3 Hit Die during a short rest. The power automatically resets with a Long Rest.
- **Stone Origin** – Your magic springs from a mystical link between your soul and the magic of elemental earth. You might trace a distant ancestor to the Plane of Earth, or your family might have earned a mighty boon in return for a service to the elemental lords. Whatever your past, the magic of elemental earth is yours to command.
  - **Earth Magic** – You may add Divine spells that involve acid or stone to your spells known.
  - **4<sup>th</sup> – Earth Aspect** – You can use a Minor Action to manifest a skin of stone over your body. For 5 rounds, you gain resistance to piercing and slashing damage. Also, you and up to six allies that can see you gain Advantage on attacks until the start of your next turn. Once per day, you can regain this power by using 3 Hit Die during a short rest. The power automatically resets with a Long Rest.