

THE SORCERER

Level	Proficiency		Sorcery Points	Known							8th	9th
	Bonus	Features		Cantrips	Spells	1st	2nd	3rd	4th	5th	6th	7th
1st	+2	Innate Caster, Spellcasting, Ancestry	—	4	2	2	—	—	—	—	—	—
2nd	+2	Font of Magic	2	4	3	3	—	—	—	—	—	—
3rd	+2	Metamagic, Path of Magic	3	4	4	4	2	—	—	—	—	—
4th	+2	Feat	4	5	5	4	3	—	—	—	—	—
5th	+3	—	5	5	6	4	3	2	—	—	—	—
6th	+3	Sorcerous Path feature	6	5	7	4	3	3	—	—	—	—
7th	+3	—	7	5	8	4	3	3	1	—	—	—
8th	+3	Feat	8	5	9	4	3	3	2	—	—	—
9th	+4	—	9	5	10	4	3	3	3	1	—	—
10th	+4	Metamagic	10	6	11	4	3	3	3	2	—	—
11th	+4	—	11	6	12	4	3	3	3	2	1	—
12th	+4	Feat	12	6	12	4	3	3	3	2	1	—
13th	+5	—	13	6	13	4	3	3	3	2	1	1
14th	+5	Sorcerous Path feature	14	6	13	4	3	3	3	2	1	1
15th	+5	—	15	6	14	4	3	3	3	2	1	1
16th	+5	Feat	16	6	14	4	3	3	3	2	1	1
17th	+6	Metamagic	17	6	15	4	3	3	3	2	1	1
18th	+6	Sorcerous Path feature	18	6	15	4	3	3	3	3	2	1
19th	+6	Feat	19	6	15	4	3	3	3	3	2	1
20th	+6	Sorcerous Restoration	20	6	15	4	3	3	3	3	2	1

SORCERER

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

Armor: None

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

Tools: None

Saving Throws: Constitution, Charisma

Skills: Arcane Spellcasting. Choose two from Arcana, Armor, Deception, Endurance, Insight, Intimidation, Lore, Melee Combat, Persuasion, Ranged Combat, and Religion

EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

INNATE CASTER

You use your Charisma instead of your Intelligence when using the Arcane Casting skill.

SPELLCASTING

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for the sorcerer spell list.

CANTRIPS

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

SPELL SLOTS

The Sorcerer table shows how many spell slots you have to cast your sorcerer spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

You use the Innate Spellcasting skill to determine your spell save DC and spell attack modifier.

Spell save DC = 8 + your Arcane Spellcasting skill
Spell attack modifier = your Arcane Spellcasting skill

SPELLCASTING FOCUS

You can use an arcane focus (see the Adventuring Gear section) as a spellcasting focus for your sorcerer spells.

ANCESTRY

Ancestry defines the source of a sorcerer's magic. You choose an ancestry at 1st level, which adds to the list of spells that you know without taking up a spell known slot. A list of ancestries available to sorcerers follows after the list of class abilities.

FONT OF MAGIC

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

SORCERY POINTS

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

FLEXIBLE CASTING

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

CREATING SPELL SLOTS

Spell Level	Sorcery Point Cost
Cantrip	1 for 2 uses
1st	2
2nd	3
3rd	5
4th	6
5th	7

Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

METAMAGIC

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

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

PATH OF MAGIC

At 3rd level, you choose a Path of Magic. You gain its abilities at 3rd, 6th, 14th and 18th level. The list of Paths follows after the list of Ancestries.

FEAT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can take a feat of your choice. You must meet the requirements of the feat.

SORCEROUS RESTORATION

At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

METAMAGICS

Listed below are the various metamagics available to sorcerors.

AUGMENT SPELL

When you cast a spell that has an improved effect at higher levels, you can spend sorcery points to increase the spell level, up to the maximum spell level you can normally cast. You cannot use this metamagic on a spell of 6th level or higher, but can use it on a lower level spell to augment it up to 9th level of effect.

For example, if you were 17th level level and cast a 2nd level spell, you could use up to 7 sorcery points to cast the spell as if it were a 9th level spell. You could *not*, however augment a 6th level spell to 9th level using 3 sorcery points.

BLAST SPELL

When you cast a spell that has a circular area effect, you can expend one or more sorcery points to increase the radius by 5 feet per sorcery point spent.

If the spell is a cone, you extend the cone by 5 feet per sorcery point expended.

CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

DELAYED SPELL

When you cast a known spell with a casting time of one action or bonus action, you can lower the slot level based on how long you delay the spell from activating. You set all parameters of the spell at the time of casting, and it activates using the point of origin where you originally cast the spell. A spell cannot have a negative cost by delaying it, though you can use slots or created slots to cast the delayed spell.

The delay listed below is the minimum time required to delay activating the spell, and can be set longer as desired to a maximum of 24 hours.

A delayed spell can be discerned as a miniscule mote of energy, detectable by an Arcana skill check against your spellcasting DC, or *detect magic*, and can be *counterspelled* or affected by *dispel magic* or other spells or ability that disrupt spells.

DELAY

Time	Slot/Sorcery Point Reduction
1-10 minute	1
1+ hour	2
2+ hours	gains ritual tag

DISTANT SPELL

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

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

EMPOWERED SPELL

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can 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 sorcery point to double its duration, to a maximum duration 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 3 sorcery points 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 can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

SCULPT SPELL

When you cast a spell that creates takes the shape of a cone, sphere or line, you can change its shape.

- If a spell is a cone, you can change it to instead be a sphere of 1/2 the cone's original length.
- If a spell is a sphere, you can change it to instead be a cone twice as long as the sphere's radius and as wide as the sphere's diameter.
- If a spell is a line, you can bend the spell at any one point up to 90 degrees, or turn it into a sphere of 1/3 the line's length with a range of 90 feet.

SEEKING SPELL

If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the d20, and you must use the new roll.

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

SPELL RIDER

When you cast a spell that targets only one creature and doesn't have a range of self, you can add a second spell with the same parameters, provided the second spell does not require concentration and the target is in the second spell's range. This costs a number of sorcery points equal to the second spell's level, plus 1.

SUBTLE SPELL

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

TRANSMUTED SPELL

When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

WEAKENED SPELL

When you cast a spell that allows the target a saving throw or makes an attack roll, you can cast the spell as one spell level lower to allow the targets to save with advantage.

ABBERANT TAIN (ANCESTRY)

The far realm at times seeps into reality, and contact with it - knowingly, willingly or unknowingly tends to warps an individual or their descendants. You have been touched by such contact, and a weird otherworldyness lingers about you.

As you gain levels, you add the following spells to your list of spells known. These spells do not count against your normal limit of known spells.

Level	Spell
1st	Arms of Hadar, Dissonant Whispers
3rd	Calm Emotions, Detect Thoughts
5th	Hunger of Hadar, Sending
7th	Evard's Black Tentacles, Polymorph
9th	Contact Other Plane, Modify Memory

TELEPATHY

At 1st level, you can form a telepathic bond with another individual. As a bonus action, choose a creature within 30 feet of you. You and the chosen creature can speak telepathically to one another while you remain within 1 mile of the target. This connection lasts for a number of minutes equal to your sorcerer level. It ends early if you are incapacitated, choose to end the connection or create a new connection to another creature.

FACELESS

At 2nd level as an action, you can use 2 sorcery points to cast *alter self* without verbal or somatic components.

CELESTIAL BLOODLINE (ANCESTRY)

Your innate magic comes from divine magic from the upper planes. Most often, sorcerers with this origin trace their ancestry back to saints or other individuals that had contact (if perhaps brief) with divine or semi-divine ancestors.

As you gain levels, you add the following spells to your list of spells known. These spells do not count against your normal limit of known spells.

Level	Spell
1st	Bless, Cure Wounds
3rd	Aid, Prayer of Healing
5th	Beacon of Hope, Mass Healing Word
7th	Divination, Guardian of Faith
9th	Commune, Greater Restoration

You can also speak, read and write Celestial.

ANGELIC COUNTENANCE

Starting at 1st level, if you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this

feature, you can't use it again until you finish a short or long rest

PROTECTOR

Starting at 2nd level, you can spend a sorcery point to cast *Protection from Good/Evil* without the need for material components.

CLOCKWORK (ANCESTRY)

One of your ancestors was a powerful being of law or was strongly aligned to the cause of law and order. In some rare cases, you or your ancestors had a strong affinity to sentient mechanical beings and you have derived supernatural powers from this association.

As you gain levels, you add the following spells to your list of spells known. These spells do not count against your normal limit of known spells.

Level	Spell
1st	Alarm, Protection from Evil and Good
3rd	Aid, Cloud of Daggers
5th	Dispel Magic, Protection from Energy
7th	Aura of Purity, Freedom of Movement
9th	Greater Restoration, Wall of Force

RESTORE BALANCE

At 1st level, when a creature you see within 60 feet would gain advantage or disadvantage, you can use your reaction to negate the advantage or disadvantage. You can use this ability a number of times equal to your Charisma modifier, and you gain all expended uses after a long rest.

PROTECTIVE WARD

Starting at 2nd level, as action you can spend one or more sorcery points (up to your proficiency modifier) to create a magical ward that protects one creature within 60 feet of you. The target gains a number of d8's equal to the number of sorcery points used and when the target would take damage, they deduct it from the ward before applying any leftover damage to their hit points. The ward remains in effect until the d8's are expended or one hour passes. A target cannot be protected by more than one protective ward at a time.

DRACONIC BLOODLINE (ANCESTRY)

A draconic bloodline can come from a variety of sources - ranging from having a (polymorphed) dragon parent, or perhaps granted draconic abilities for a life time of service or even as an ancient dragonslayer who gained power from the blood of a long ago foe.

As you gain levels, you add the following spells to your list of spells known. These spells do not count against your normal limit of known spells.

Level	Spell
1st	Burning Hands, Detect Magic
3rd	Darkvision, Locate Object
5th	Fear, Fly
7th	Dominate Beast, Polymorph
9th	Cloudkill, Cone of Cold

Dragon	Damage	Breath Type
Black	Acid	30 ft. line
Blue	Lightning	30 ft. line
Brass	Fire	15 ft. cone
Bronze	Lightning	30 ft. line
Copper	Acid	30 ft. line
Gold	Fire	30 ft. cone
Green	Poison	15 ft. cube
Red	Fire	15 ft. cone
Silver	Cold	15 ft. cone
White	Cold	15 ft. cone

DRACONIC RESILIENCE

At 1st level, choose a dragon subtype. As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 2 and increases by 2 again whenever you gain a level in this class. You also gain resistance to your dragon's damage type as listed above.

DRAGON BREATH

Starting at 2nd level, as a bonus action you can spend one or more sorcery points, up to your proficiency modifier, to unleash a breath weapon that affects an area as listed above. Targets in the area of effect must make a Dexterity saving throw against your spellcasting DC. On a failure the target takes 1d8 points of damage of your dragon's damage type per point of sorcery expended. On a successful save, the target takes half damage.

FEY BLOODLINE (ANCESTRY)

One of your ancestors was a fey creature of significant power, or you were otherwise blessed by such a being with their powerful glamour magic.

As you gain levels, you add the following spells to your list of spells known. These spells do not count against your normal limit of known spells.

Level	Spell
1st	Disguise Self, Goodberry
3rd	Calm Emotions, Enthrall
5th	Lightning Bolt, Plant Growth
7th	Confusion, Conjure Woodland Beasts
9th	Conjure Elemental, Tree Stride

FRIEND OF NATURE

At 1st level, you gain proficiency in two of the four skills Animal Handling, Deception, Nature or Persuasion skill.

BLINK OF AN EYE

Starting at 2nd level, you can spend a sorcery point to teleport 30 feet in place of using your speed. You can spend multiple sorcery points (up to your proficiency modifier) to stack the distance you can move when teleporting. You must be able to see your destination point to teleport.

GENIE BLOODLINE (ANCESTRY)

While powerful spirits of elemental power and magic, genies often interact with other races and their powers can be acquired as gifts, through relations, bestowed by pact or contract or even in some cases, stolen and possibly passed down to descendants. You are the benefactor of such elemental abilities.

As you gain levels, you add the following spells to your list of spells known. These spells do not count against your normal limit of known spells.

Level	Spell
1st	Bless, Detect Magic
3rd	Augury, Enhance Ability
5th	Bestow Curse, Magic Circle
7th	Banishment, Divination
9th	Planar Binding, Scrying

Genie	Affinity	Element
Djinn	Air	Thunder
Dao	Earth	Bludgeoning
Efreet	Fire	Fire
Marid	Water	Cold
Jann	Smoke	Poison

GENIE TRAITS

At 1st level, choose a genie subtype. You gain resistance to elemental (or in the Dao's case, weapon attacks) damage based on your genie bloodline. You also gain proficiency in two tools of your choice.

ELEMENTAL SORCERY

Starting at 2nd level, you gain an additional number of sorcery points equal to your proficiency modifier that may be used for metamagic or casting spells associated with your element or on your bonus spell list. You regain these extra sorcery points when you take a long rest.

GIANT BLOODLINE (ANCESTRY)

There are many who hold ancient ties to the primordial magic of giants, either by close association and friendship or actual blood relations to these near-human beings. Frost and stone giants are the most common source of these abilities, but gaint powers from other types do exist.

As you gain levels, you add the following spells to your list of spells known. These spells do not count against your normal limit of known spells.

Level	Spell
1st	False Life, Longstrider
3rd	Enhance Ability, Enlarge
5th	Protection from Energy, Slow
7th	Confusion, Stoneskin
9th	Antilife Shell, Conjure Elemental

TITAN'S STRENGTH

At 1st level, your carrying capacity is determined by your Charisma score, instead of your Strength score. Likewise when you make a melee weapon attack, you can use your Charisma modifier instead of your Strength modifier to hit and damage.

PUMMELING

Starting at 2nd level, as an action you can make an unarmed melee attack using your spellcasting modifier to hit. As a bonus action, you can spend one or more sorcery points (up to your proficiency modifier) to magically charge your unarmed fists. On a hit, you deal 1d6 bludgeoning damage, plus an additional 1d6 bludgeoning damage per sorcery point spent. Your attacks are considered magical for the purposes of damage resistance. This magical charge lasts for one minute, or until you choose to dispel the effect or are rendered unconscious.

GOBLIN'S BLOOD (ANCESTRY)

Feral creatures of chaos, shadows and treachery, this bloodline often comes from fell blood relations with these creatures or, in rarer cases as secrets passed down from relatives that were allies or collaborators of these creatures. In extremely rare cases, surviving sacrifices or former slaves of goblinkind sometimes slink away with the dark magical secrets of these creatures, or cursed with goblin magic inscribed into their skin and soul.

As you gain levels, you add the following spells to your list of spells known. These spells do not count against your normal limit of known spells.

Level	Spell
1st	Bane, Sleep
3rd	Blindness/Deafness, Invisibility
5th	Bestow Curse, Fear
7th	Compulsion, Confusion
9th	Dominate Person, Mislead

GOBLIN CUNNING

At 1st level, you gain proficiency in two of the four skills Deception, Intimidation, Sleight of Hand, or Stealth. Furthermore, all Insight skill checks made against you suffer disadvantage.

PREDATORY DARKNESS

Starting at 2nd level, as an action you can spend one or more sorcery points (up to your proficiency modifier) to create a 5 foot area of shadowy gloom. While you are in the area of shadows, your melee and ranged attacks deal an extra 1d6 cold damage per sorcery point you used. Furthermore, while in the area of shadow, you gain a bonus to skill checks equal to the number of sorcery points spent. The shadowy area does not hinder vision, but is noticeable to all those nearby. The area of shadows lasts for 1 minute, or until you choose to dispel it or are rendered unconscious.

GHOSTBOUND (ANCESTRY)

This bloodline is almost impossible to achieve through actual blood relations, but more often is the result of former ghostly possession or a supernatural power passed down from a ghostly ancestor (or rival) as a blessing or curse.

As you gain levels, you add the following spells to your list of spells known. These spells do not count against your normal limit of known spells.

Level	Spell
1st	Bane, Sanctuary
3rd	Crown of Madness, Invisibility
5th	Fly, Nondetection
7th	Freedom of Movement, Death Ward
9th	Seeming, Telekinesis

PARANORMAL KNOWLEDGE

At 1st level, you gain proficiency in two intelligence-based skills or artisan's tools of your choice. Also, once per short or long rest you can access the knowledge of your ghostly ancestor, giving you advantage on your next skill check.

GHOSTLY FORM

Starting at 2nd level, as an action you can spend one or more sorcery points (up to your proficiency modifier) to take on a ghostly quality. You become translucent and can pass through solid materials, though if you end your turn in a solid structure or being you take 2d10 force damage. You also gain damage resistance to bludgeoning, piercing and slashing non-magical weapons. This ability lasts for 1 round per sorcery point you expend. You must take a short or long rest between uses of this ability.



HAGBORN (ANCESTRY)

Hags are manipulative and powerful beings that often meddle with the fiber of those around them - willingly or unwillingly. You are either the offspring of a hag's union or have been manipulated by their weird and controlling magics. In extremely rare cases, either you or one of your ancestors may have stolen the power of a hag's coven and passed its power along to you.

As you gain levels, you add the following spells to your list of spells known. These spells do not count against your normal limit of known spells.

Level	Spell
1st	Charm Person, Fog Cloud
3rd	Alter Self, Hold Person
5th	Bestow Curse, Meld Into Stone
7th	Arcane Eye, Blight
9th	Conjure Elemental, Dominate Person

HAG'S WILL

Starting at 1st level, you have advantage on saving throws against being charmed and magic can't put you to sleep.

HAG'S HIDE

Starting at 2nd level, as a reaction when you are attacked you can expend one or more sorcery points (up to your proficiency modifier) to reduce the damage you take from the attack by 5 points per sorcery point expended. You may use this ability after any saving throws have been made.

INFERNAL BLOODLINE (ANCESTRY)

You are infused with the blood of fiends, either as the offspring of fiendish entities or as a benefit from an ancestor's past dealing with such creatures. In rare cases, the power may actually be the curse of an infernal being laid upon those who interfered with the being's schemes or plans.

As you gain levels, you add the following spells to your list of spells known. These spells do not count against your normal limit of known spells.

Level	Spell
1st	Bane, Inflict Wounds
3rd	Blindness/Deafness, Protection from Poison
5th	Bestow Curse, Elemental Weapon
7th	Banishment, Blight
9th	Contact Other Plane, Dominate Person

GAZE OF THE PIT

At 1st level, as a bonus action you can lock eyes with a target that you can see and that can see you that is within 30 feet. The target must make a Wisdom saving throw, and on a failure the target is frightened of you until the start of your next turn. If the target succeeds the saving throw against this ability, you cannot use against them for one hour. You can use this ability a number of times equal to your Charisma modifier before you need a short or long rest to regain this ability.

HELLISH FURY

Starting at 2nd level, as a reaction you can cast *hellish rebuke* by expending one or more sorcery points (up to your proficiency modifier). The *hellish rebuke* is cast at a level equal to the number of sorcery points you spend.



LIVING SPELL (ANCESTRY)

You don't so much cast spells, as are one. Minor magic spews off your nature, creating effects you desire. But when pressed, you reveal yourself as the raw magic you truly are.

Level	Spell
1st	Magic Missile, Shield
3rd	Alter Self, Blur
5th	Counterspell, Dispel Magic
7th	Arcane Eye, Dimension Door
9th	Creation, Seeming

REEK OF MAGIC

At 1st level, you add the *prestidigitation* spell to your list of known spells and can cast it as a bonus action. Likewise, instead of keeping up two effects from this spell, you can keep up a number of effects equal to your proficiency modifier.

ABSORB MAGIC

Starting at 2nd level, when you make a successful save against an opponent's spell, or negate or cancel a spell you did not cast, you recover a number of sorcery points equal to half the spell's level (rounded down). Once you use this ability, you cannot use it again until you take a long rest.

LYCANTHROPE BLOODLINE (ANCESTRY)

Whether a mystic connection to the raw primal magic of life or the actual descendant of a family of lycanthropes, you can tap into the raw power of beasts and their fury.

Level	Spell
1st	Animal Friendship, Wrathful Smite
3rd	Alter Self, Magic Weapon
5th	Conjure Animals, Haste
7th	Dominate Beast, Stoneskin
9th	Antilife Shell, Hold Monster

LYCANTHROPE AFFINITY

At 1st level, you choose a lycanthrope affinity.

Affinity	Beast form	Example Beasts
Jackalwere	Jackal	Coyote, Hyena, Jackal
Werewolf	Wolf	Blink Dog, Death Dog, Mastiff, Wolf, Dire Wolf, Warg, Winter Wolf
Werebear	Black Bear	Black Bear, Cave Bear, Polar Bear, Owlbear
Weretiger	Tiger	Cats, Chimera, Displacer beast, Panther, Lion, Sphinx, Tiger
Wererat	Giant Rat	Rat, Giant Rat
Werebat	Giant Bat	Bat, Giant Bat
Wereboar	Boar	Boar

ANIMAL AFFINITY

You gain twice your Charisma bonus (minimum 2) when using the Animal Handling skill to interact with beasts or monstrosities with an Intelligence no greater than 6 that are related to your lycanthrope affinity.

Likewise, through sounds and gestures, you can conduct rudimentary conversations with animals related to your lycanthropic affinity.

WILD CLAWS

Starting at 2nd level, as a bonus action, you can spend one or more sorcery points (up to your proficiency modifier) to transform your hands into deadly claws. They deal 1d4 slashing damage per sorcery point and are considered light and finesse weapons. The claws remain for one hour or until you choose to dispel them or you are rendered unconscious.



MUTANT (ANCESTRY)

Due to a quirk in an ancestor's makeup, you can naturally and easily tap into supernatural powers that others can only dream of. While this is often simply an accident of birth, sometimes mutation can be sparked or triggered by a terrifying accident or meddling with raw magic sources or powers.

Level	Spell
1st	False Life, Witch Bolt
3rd	Hold Person, Invisibility
5th	Fly, Haste
7th	Fabricate, Polymorph
9th	Animate Objects, Scrying

UNNATURAL ABILITY

At 1st level, you add 1 to two ability scores of your choice.

Additionally, when casting spells using sorcery points, you ignore verbal, somatic and material components (worth less than 1 gp).

HEART OF MAGIC

Starting at 2nd level, you can add spells to your list of known spells from any spell list, as long as they are of a level that you can cast. You can also cast these spells using sorcery points, using the normal rules for casting spells via sorcery points.

SHADOWBORN (ANCESTRY)

You or one of your ancestors has a legacy mixed with the realm of shadows - a place of half light, deceptions and lies.

Level Spell

1st	Arms of Hadar, Cause Fear
3rd	Darkness, Pass without Trace
5th	Hunger of Hadar, Nondetection
7th	Evard's Black Tentacles, Shadows of Moil (XGE)
9th	Danse Macabre (XGE), Mislead

GLOOM EYES

Starting at 1st level, you have darkvision with a range of 120 feet.

ONE WITH SHADOW

Starting at 2nd level, you learn the *darkness* spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it or any other spell that creates magical darkness with sorcery points, you can see through the darkness created by the spell.



UNDEAD BLOODLINE (ANCESTRY)

You are the descendant of a powerful undead being or whose ancestor survived a close brush with one of the fell creatures of the night.

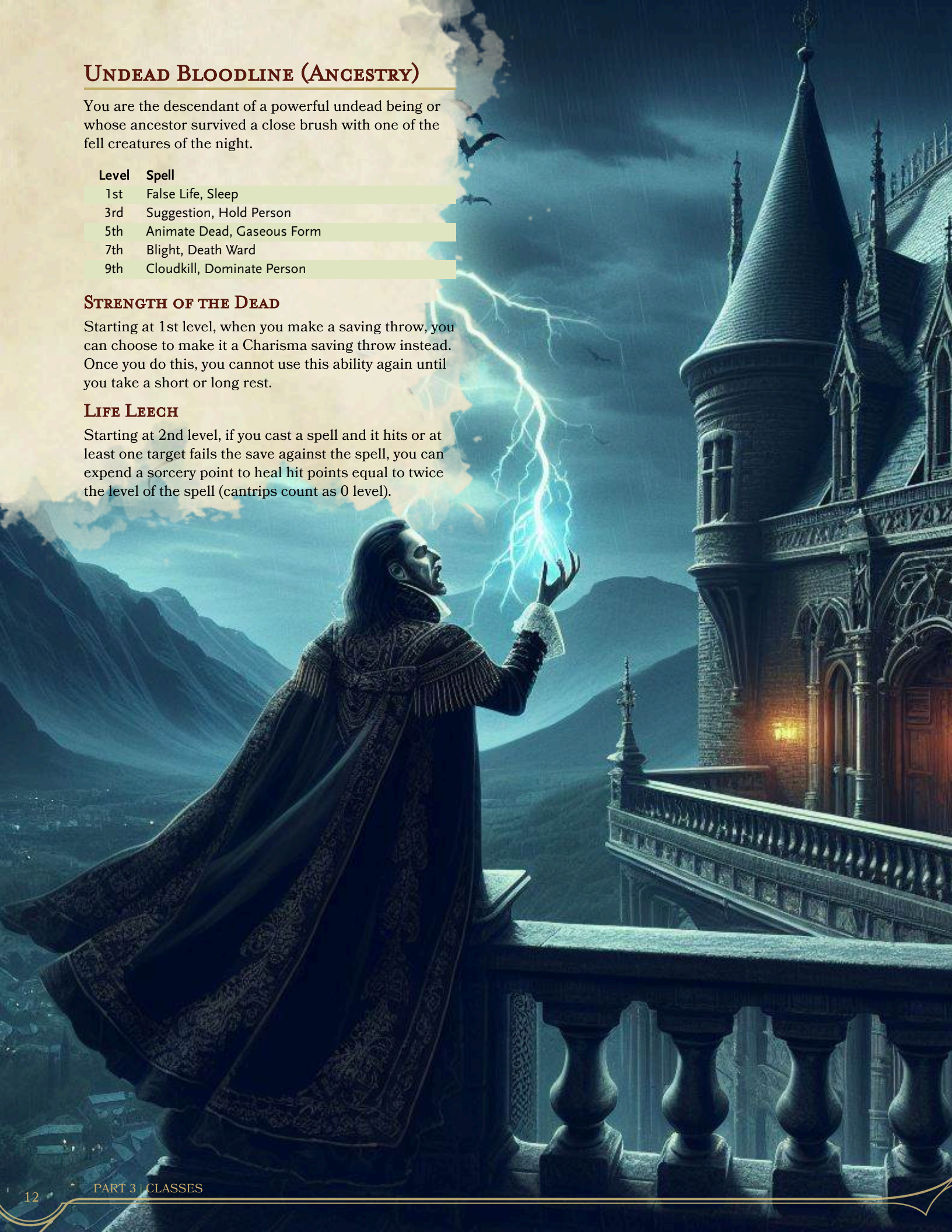
Level	Spell
1st	False Life, Sleep
3rd	Suggestion, Hold Person
5th	Animate Dead, Gaseous Form
7th	Blight, Death Ward
9th	Cloudkill, Dominate Person

STRENGTH OF THE DEAD

Starting at 1st level, when you make a saving throw, you can choose to make it a Charisma saving throw instead. Once you do this, you cannot use this ability again until you take a short or long rest.

LIFE LEECH

Starting at 2nd level, if you cast a spell and it hits or at least one target fails the save against the spell, you can expend a sorcery point to heal hit points equal to twice the level of the spell (cantrips count as 0 level).



SPELLEATER (ANCESTRY AND PATH OF MAGIC)

As a spelleater, you are a magic parasite. While you lack your own ability to manifest magic you can instead steal the power from other existing sources to fuel your own brand of sorcery.

Level Spell

1st	two spells from any spell list of 1st level
3rd	two spells from any spell list of 2nd level
5th	two spells from any spell list of 3rd level
7th	two spells from any spell list of 4th level
9th	two spells from any spell list of 5th level

STOLEN SPELLS

Starting at 1st level, the spells that you know are stolen. You start with your regular allotment of known spells and add new spells normally as you gain levels, but you cannot swap out spells you know between levels.

DEVOID OF MAGIC

At 1st level, as an action you can consume a friendly spell cast on you or subsume an enemy spell you successfully made a save against since your last action.

When you consume a spell, you may either replace a known spell of the same level with the consumed spell or regain a number of sorcery points equal to half the spell's level. After you do either, you cannot perform this feat again until you take a short or long rest.

SPELL EATING

Starting at 2nd level, you can consume and destroy any magic item in your possession as an action. Doing so grants you one sorcery point if it is a common magic item, 2 sorcery points if it is an uncommon magic item, 3 sorcery points if it is a rare magic item and 5 sorcery points if it is a very rare magic item. You cannot consume legendary magic items, artifacts or relics.

These sorcery points are not limited by the maximum number of sorcery points for your level, however if they are not used in one hour per level of rarity, the gained sorcery points are lost.

LACK OF MAGIC

At 3rd level, you do not gain a sorcerer subclass. However, at this point whenever you make a saving throw against a spell, you gain advantage on the roll.

SPELL SHAPING

At 6th level, when a creature within 60 feet of you makes an attack roll, saving throw or ability check as a reaction you can spend a sorcery point to add or subtract 1d4 from the roll (your choice). You can modify the roll before or after the roll is made, but it must be done before any effects of the roll occur.

UNDENIABLE SPELL

At 14th level, when you use one or more sorcery points on a spell you cast you can add your proficiency modifier to the damage dealt to all targets of the spell or choose one target to make the spell save with disadvantage.

UNBRIDLED FEEDING

At 18th level, you can feed off the power of permanent magical areas or items. As an action, you can tap into a permanently enchanted area or powerful magic item such as a legendary magic item, artifact or relic. If you feed from an area, the magic in that area ceases working in a 15 foot radius for five hours. If the magic comes from an item, it ceases working for five hours. In return, you gain 5 sorcery points. If you do not use the sorcery points within 5 hours, they are lost.



DIVINE SAVANT (PATH OF MAGIC)

As a divine savant you have a metaphysical link to a divine (or infernal) entity, channeling otherworldly power into the physical universe. Most, though not all, such sorcerers are devout followers of the entity through whom their power flows.

EMPOWERED HEALING

Starting at 6th level, you can use sorcery points to heal others with a touch. You can expend one or more sorcery points to heal a touched individual for 1d10 hit points.

Alternatively, you can expend 1 sorcery point from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of this ability, expending sorcery points separately for each one.

This feature has no effect on undead and constructs.

OTHERWORLDLY WINGS

Starting at 14th level, you can use a bonus action to manifest a pair of spectral wings from your back. While the wings are present, you have a flying speed of 30 feet. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action.

The affinity you chose for your Divine Magic feature determines the appearance of the spectral wings: eagle wings for good or law, bat wings for evil or chaos, and dragonfly wings for neutrality.

UNEARTHLY RECOVERY

At 18th level, you gain the ability to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

Once you use this feature, you can't use it again until you finish a long rest.

INCARNATE (PATH OF MAGIC)

Incarnates are sorcerers who use the untapped potential life force of creatures yet to be born. Your soul power grants you the powers of creatures yet unformed and some control over living souls.

SOUL TAP

At 3rd level, you can tap into the well of unborn souls to fuel your magic. As an action, you can transform a number of your unused hit dice into sorcery points, up to a number of hit dice equal to your proficiency modifier.

Once you use this ability, you cannot do so again until you take a long rest.

SOUL MAGIC

At 6th level, you can perform a ritual that transforms a single spell you know with a range of self or touch into a bonded magical item. The ritual takes 10 minutes and the spell affected must be 2nd level or lower. While worn or carried, the spell is constantly active upon you if it has a duration of one minute or more, and counts as an attuned item that you are attuned to.

If the spell has a duration of instantaneous, it has a number of uses per long rest equal to your proficiency modifier.

While the spell is an item, you lose the spell from your known spell list and uses your concentration (though your concentration on the item cannot be broken). The item remains active until you doff the item or take a long rest, upon which the spell returns to your list of known spells.

IMPROVED SOUL MAGIC

At 14th level, the use of your Soul Magic ability no longer consumes concentration, allowing you to create multiple magical items from your spells. Also, the maximum spell level you can imbue an item with increases to 4th level or lower.

Furthermore, you can use sorcery points to create Soul Magic items for yourself. The DM has final say on what Soul items can be created through the use of this ability. Items created from sorcery points do not remove spells from your spells known and cannot be consumable items. You cannot recover the sorcery points imbued into an item by any means until the item is doffed or otherwise destroyed. If an item created with sorcery points is doffed, it vanishes. Otherwise, the item exists, and follows the normal rules for the item until you take a long rest.

Sorcery Points	Magic Item Type
2	Common - Armor, Weapons, Clothing
3	Common - Jewelry, Wands
4	Uncommon - Armor, Weapons, Clothing
5	Uncommon - Jewelry, Wands
6	Uncommon - Miscellaneous Objects
6	Rare - Armor, Weapons, Clothing
7	Rare - Jewelry, Wands
8	Rare - Miscellaneous Objects
8	Very Rare - Armor, Weapons, Clothing
9	Very Rare - Jewelry, Wands
10	Very Rare - Miscellaneous Objects

SOUL MAGIC MASTERY

At 18th level, others can use Soul magic items that you create. Furthermore, you can imbue your items with spells of 6th level or lower.

MARTIALIST (PATH OF MAGIC)

A martialist is a sorcerer that has trained or been trained to use their magic for use in combat and mass battles.

GIRDED FOR BATTLE

At 3rd level, you gain proficiency with light and medium armor, simple weapons and shields. You also gain proficiency with two martial weapons of your choice.

EXTRA ATTACK

At 6th level, when you take the attack action, you may make two weapon attacks. You may replace one of the weapon attacks with an attack cantrip.

SORCEROUS DEFENSE

At 6th level, you can use your reaction to halve the damage you take from an attack. Once you use this ability, you cannot use it again until you take a short or long rest.

SORCEROUS ENCHANTMENT

At 14th level, you can expend one or more sorcery points (up to 3) to make your weapon or armor magical. Weapons gain a +1 bonus to hit and damage per sorcery point spent. Armor and shields grant a +1 bonus to AC per sorcery point spent. The effect lasts for 10 minutes.

WARCASTER

At 18th level, after you take the attack or cast a spell action, you can make a single weapon attack as a bonus action.

Also, whenever you hit with a weapon attack, you can expend one or more sorcery points to add an additional d8 force damage to the attack, spending up to your Proficiency Bonus in sorcery points.



MENTALIST (PATH OF MAGIC)

As a mentalist, you tap into the powers of the mind to manifest supernatural abilities.

WITH A THOUGHT

At 3rd level, when you cast a spell using sorcery points it does not require verbal, somatic or material components (of less than 1 gp value).

PSYCHIC DEFENSE

At 6th level, you gain resistance to psychic damage, and you have advantage on saving throws against being charmed or frightened.

PSYCHIC FORCE

At 14th level, when you cast a spell you can spend a sorcery point to choose to change the damage it causes to psychic and change the saving throw to use Wisdom instead of the normal ability score associated with the spell.

MIND BLAST

At 18th level, as an action you can unleash a powerful psychic force in a 30 foot cone. Any enemy creature within the cone must make a Wisdom saving throw. On a failure, the target takes 14d6 psychic damage and is incapacitated. A successful save halves the damage and the target is not incapacitated. At the end of its turn, an incapacitated target can make another saving throw to end the condition. Once you use this ability, you cannot use it again until you take a long rest.

NECROINCARATE (PATH OF MAGIC)

A necroincarnate is a sorcerer that taps into the ebbing life force of the living. You steal the abilities of your living foes and impose wasting sickness into those you contact. Once dead, they become mere fuel for your other spells or drained husks to be discarded.

LIFE LEECH

At 3rd level, as an action you can make a melee spell attack using your spellcasting modifier. On a hit, you deal 1d8 necrotic damage and if the target is reduced to 0 hit points, a portion of its life essence coalesces in your palm into a single blackish-red crystal known as a necrocyte. You can only create necrocytes from living creatures, and no more than one per target.

You can thereafter use an action to turn one or more necrocytes into a spell you know, as if you had spent an equal number of sorcery points. You cannot use necrocytes for metamagic effects.

You can only retain a number of necrocytes equal to half your level (rounded up) at any one time. Otherwise, a necrocyte exists until used or one hour passes.

LEECHING RAY

At 6th level, your life leech ability can be used as ranged spell attack with a range of 60 feet. Likewise, damage is increased to 2d8 necrotic damage.

DRAIN ESSENCE

At 14th level, you can drain and copy the target's abilities. As a bonus action, when you hit a living target with your Life Leech or Leeching Ray ability and the target is below half hit points, you can copy one damage resistance, damage immunity, special ability, reaction or non-weapon attack from the target creature.

Furthermore, the target must make a Constitution saving throw against your spellcasting DC or lose access to the copied ability for one minute.

You can maintain one ability at 14th level, two at 16th level and three at 18th level and above. If you copy another ability while at maximum, you lose the oldest ability copied. Copied abilities are retained for one minute or until dismissed.

ABSORB ESSENCE

At 18th level, if you slay an opponent with your Life Leech ability, you can thereafter within the hour summon a shade of the victim to do as you command. As an action, you summon a copy of the slain creature with full hit points (minimum 1), to a point within 60 feet of you. The copied victim uses nonmagical versions of the gear it had in life, acting on its own initiative, but obeying your orders without question. If the copy is slain or an hour passes, it disappears.

Once you use this ability, you cannot use it again until you take a long rest.

SCION OF ORDER (PATH OF MAGIC)

You are in tune with the organized forces of the world, ever seeking to make order out of chaos and bring anarchy to heel.

BASTION OF LAW

At 6th level, you can tap into the grand equation of existence to imbue a creature with a shimmering shield of order. As an action, you can expend 1 to 5 sorcery points to create a magical ward around yourself or another creature you can see within 30 feet of you.

The ward lasts until you finish a long rest or until you use this feature again. The ward is represented by a number of d8s equal to the number of sorcery points spent to create it. When the warding creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the total rolled on those dice.

TRANCE OF ORDER

At 14th-level, you gain the ability to align your consciousness to the endless calculations of order. As a bonus action, you can enter this state for 1 minute. For the duration, attack rolls against you can't benefit from advantage, and whenever you make an attack roll, an ability check, or a saving throw, you can treat a roll of 9 or lower on the d20 as a 10.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you spend 5 sorcery points to use it again.

CAVALCADE OF ORDER

At 18th-level, you summon spirits of order to expunge disorder around you. As an action, you summon the spirits in a 30-foot cube originating from you. The spirits look like modrons or other constructs of your choice. The spirits are intangible and invulnerable, and they create the following effects within the cube before vanishing:

- The spirits restore up to 100 hit points, divided as you choose among any number of creatures of your choice in the cube.
- Any damaged objects entirely in the cube are repaired instantly.
- Every spell of 6th level or lower ends on creatures and objects of your choice in the cube.

Once you use this action, you can't use it again until you finish a long rest, unless you spend 7 sorcery points to use it again.

SHADOWCASTER (PATH OF MAGIC)

The shadowfell and its foul inhabitants powers a shadowcaster's magic, though it often demands more of its caster's soul than one is ready to bargain with.

STRENGTH OF THE GRAVE

Starting at 3rd level, your existence in a twilight state between life and death makes you difficult to defeat. When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit.

After the saving throw succeeds, you can't use this feature again until you finish a long rest.

HOUND OF ILL OMEN

At 6th level, you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to magically summon a hound of ill omen to target one creature you can see within 120 feet of you. The hound uses the dire wolf statistics (see the Monster Manual or appendix C in the Player's Handbook), with the following changes:

- The hound is size Medium, not Large, and it counts as a monstrosity, not a beast.
- It appears with a number of temporary hit points equal to half your sorcerer level.
- It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.
- At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound.

The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound can make opportunity attacks, but only against its target. Additionally, while the hound is within 5 feet of the target, the target has disadvantage on saving throws against any spell you cast. The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.

SHADOW WALK

At 14th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can magically teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

UMBRAL FORM

Starting at 18th level, you can spend 6 sorcery points as a bonus action to magically transform yourself into a

shadowy form. In this form, you have resistance to all damage except force and radiant damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.



SKINDANCER (PATH OF MAGIC)

Your body has grown beyond your own. You are a patchwork of other beings bound into one flesh and can easily flit between the captured components of your soul and flesh-stitched body.

MINOR ESSENCE

At 3rd level, select a 1st level transmutation or enchantment spell with a range of self or touch from the Wizard spell list. You can use that spell, cast as a 1st level spell, a number of times equal to your Charisma modifier without need for somatic or material components.

Furthermore, you add *disguise self* to your list of known spells and can cast *disguise self* on yourself using 1 Sorcery point.

MODERATE ESSENCE

At 6th level, select a 1st or 2nd level abjuration, transmutation or enchantment spell with a range of self or touch from the Wizard spell list. You can use that spell, cast as a 2nd level spell, a number of times equal to your Charisma modifier without need for somatic or material components.

Furthermore, you add *alter self* to your list of known spells and can cast *alter self* on yourself using 2 Sorcery points.

MAJOR ESSENCE

At 14th level, select a 1st, 2nd or 3rd level abjuration, divination, transmutation or enchantment spell with a range of self or touch from the Wizard spell list. You can use that spell, cast as a 3rd level spell, a number of times equal to your Charisma modifier without need for somatic or material components.

Furthermore, you add *polymorph* to your list of known spells and can cast *polymorph* on yourself using 5 Sorcery points.

LEGION'S ESSENCE

At 18th level, choose a number of non-unique creatures (with no class levels) with a CR of 10 or less equal to your Charisma modifier.

Once per long rest, you can use *true polymorph* on yourself to transform into any one of the chosen shapes. You can use an action to shift shape between the forms you have chosen, but any damage you have suffered carries between forms when this is done. The shapechange cannot become permanent.



SOULBINDER (PATH OF MAGIC)

Where most sorcerers gain their power from the blood flowing through their veins, you have bargained, captured or otherwise imprisoned supernatural beings within yourself to power their your magical abilities.

SOUL PACT

At 3rd level, you can tap into the trapped soul within you. You may choose one Eldritch evocation from the Warlock class whose qualifications you meet. When you gain a sorcerer level, you can switch out the chosen evocation to another one whose prerequisites you meet.

UNLEASH INNER SOUL

At 6th level, you can manifest the bound soul within you. As an action, a translucent, incorporeal projection of the trapped soul appears within 30 feet of you. While manifested, the bound soul acts on your initiative, but has its own actions. However, as an action if the bound soul is within 120 feet you can automatically dominate the bound soul, allowing you to see through its eyes and cast spells using the bound soul as the point of origin. This ability lasts for 1 minute, and you must take a long rest before using it again.

SOUL GUARDIAN

At 14th level, if you are reduced below half your maximum hit points, as a reaction you can consume your bound soul manifestation to heal 4 hit points per sorcerer level you possess. If you have already manifested your bound soul, you heal only 2 points per sorcerer level you possess. Once you use this ability, you cannot use it again until you take a long rest.

SOUL REPLENISHMENT

At 18th level, you can spend 1 minute meditating to replenish your magical abilities. At the end of the meditation, you regain a number of sorcery points equal to twice your proficiency modifier. Once you use this ability, you cannot use it again until you take a long rest.

BOUND SOUL

Medium , unaligned

Armor Class 12

Hit Points 4 hit points per Sorcerer level

Speed Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	10 (+0)	*	*	*

The bound soul uses your Int, Wis and Cha

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Can understand but not speak any language the sorcerer knows

Challenge -

Incorporeal Movement. The bound soul can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spell Sharing. Any spells affecting the sorcerer affect the bound soul as well and vice versa.

ACTIONS

Soul Drain. Uses your spellcasting modifier to hit, Range 60 ft., one target. *Hit:* 1d8 + your Charisma modifier necrotic damage.

STORMBRINGER (PATH OF MAGIC)

You walk the path of lightning and storm. As a creature of rage and power, you unleash that storm onto others, giving notice to all of your magical might.

ENLIGHTENING BREEZE

Starting at 3rd level, you can use a bonus action on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 10 feet without provoking opportunity attacks.

HEART OF THE STORM

At 6th level, you gain resistance to lightning and thunder damage. In addition, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take lightning or thunder damage (choose each time this ability activates) equal to half your sorcerer level.

STORM GUIDE

At 6th level, you gain the ability to subtly control the weather around you.

If it is raining, you can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on you. You can end this effect as a bonus action.

If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until the end of your next turn. This feature doesn't alter the speed of the wind.

STORM'S FURY

Starting at 14th level, when you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker. The damage equals your sorcerer level. The attacker must also make a Strength saving throw against your sorcerer spell save DC. On a failed save, the attacker is pushed in a straight line up to 20 feet away from you.

WIND SOUL

At 18th level, you gain immunity to lightning and thunder damage.

You also gain a magical flying speed of 60 feet. As an action, you can reduce your flying speed to 30 feet for 1 hour and choose a number of creatures within 30 feet of you equal to 3 + your Charisma modifier. The chosen creatures gain a magical flying speed of 30 feet for 1 hour. Once you reduce your flying speed in this way, you can't do so again until you finish a short or long rest.

WILD MAGE (PATH OF MAGIC)

Your magic is as creative as it is wild. Strange, incoherent effects manifest when you cast your magic and sometimes the results of your spells are not what you intend.

WILD MAGIC SURGE

Starting when you choose this subclass at 3rd level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, you can choose to roll on the Wild Magic Surge table to create a random magical effect. You can do the latter a number of times equal to your proficiency modifier. Once you take long rest, you regain all uses of your ability to provoke wild surges.

TIDES OF CHAOS

Starting at 3rd level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again. Any time before you regain the use of this feature, you can roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature and the Wild Magic Surge takes effect.

BEND LUCK

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

CONTROLLED CHAOS

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use the result you rolled that you prefer.

SPELL BOMBARDMENT

Beginning at 18th level, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the lowest number possible on any of the dice, roll it again and add that roll to the damage. You do not get to roll another time if minimum damage is rolled on the subsequent roll. You can use the feature only once per turn.