

THE SORCERER, REVISITED

A CLASS OF INNATE ARCANE POWER, REVISED





THE SORCERER CLASS, REVISITED

Presented here is an alternative version of the Sorcerer class. This alternative version was founded on a few common criticisms of the Sorcerer class presented in the *Player's Handbook*. Namely, the sorcerer class learns too few spells and metamagic feels too scarce to be the single mechanic that differentiates the class from wizards.

To address these concerns, I took the stance that less change is better. To address the concern about spells known, I simply increased the number sorcerers learned. In the *Player's Handbook* version of the class, sorcerers learn a total of 15 spells - 4 less than the warlock knows and 10 less than clerics, druids, and wizards can prepare. In this revision, sorcerers can learn a maximum of 20 spells.

Another minor change was increasing the number of Metamagic options sorcerers learn. In the *Player's Handbook*, sorcerers start with 2 metamagic options, eventually learning another at 10th level and again at 17th for a total of 4. Since the predominant way sorcerers are different from other full spellcasters is their ability to manipulate spells, I decided to grant them more metamagics. In this version, sorcerers start with 2 metamagic options and learn another at 4th, 6th, 10th, and 17th level for a total of 6. I have also given each sorcerer archetype its own metamagic option that only sorcerers of that archetype can learn.

Finally, the biggest departure from the sorcerer class as presented in the *Player's Handbook* is changing the class from spell slots to spell points. Many playtesters and reviewers shared the valid concern that if spell points were included it could lead to stagnant gameplay where sorcerers always cast spells at the highest level they can, upcasting every spell. In order to encourage more dynamic spellcasting decisions, the sorcerer's spell point pool is much smaller than it should be for a full spellcaster but can be refreshed once or twice a day with the Font of Magic feature. This encourages sorcerers to try to squeeze every spell they can out of their pool before refilling it.

With this spell point refresh mechanic came the possibility to define the sorcerer a bit more. To do that, when a sorcerer uses their font of magic they regain all expended spell points and can temporarily manipulate their spells even more than usual - they can use any number of metamagic options they know on each spell they cast for a minute.

It is my hope that you will find this alternative version of the Sorcerer class balanced and fun in your campaign. Please be sure to leave a comment on the product page if you have questions or feedback!

THE SORCERER

Level	Proficiency Bonus	Sorcery Points	Features	Cantrips Known	Spells Known	Max Spell Level	Metamagic Options
1st	+2	4	Spellcasting, Sorcerous Origin	4	3	1st	—
2nd	+2	8	Metamagic	4	4	1st	2
3rd	+2	9	Font of Magic	4	6	2nd	2
4th	+2	11	Ability Score Improvement	5	7	2nd	3
5th	+3	11	Font of Magic improvement	5	9	3rd	3
6th	+3	13	Sorcerous Origin feature	5	10	3rd	4
7th	+3	15	—	5	12	4th	4
8th	+3	18	Ability Score Improvement	5	13	4th	4
9th	+4	22	—	5	14	5th	4
10th	+4	25	—	6	15	5th	5
11th	+4	28	—	6	16	6th	5
12th	+4	29	Ability Score Improvement	6	16	6th	5
13th	+5	32	—	6	17	7th	5
14th	+5	33	Sorcerous Origin feature	6	17	7th	5
15th	+5	37	—	6	18	8th	5
16th	+5	38	Ability Score Improvement	6	18	8th	5
17th	+6	42	—	6	19	9th	6
18th	+6	44	Sorcerous Origin feature	6	19	9th	6
19th	+6	48	Ability Score Improvement	6	20	9th	6
20th	+6	51	Sorcerous Actualization	6	20	9th	6

MAGIC IN THE BLOOD

Magic is an innate part of a sorcerer's mind, body, and spirit. The arcane talents that others dedicate their lives to learning or sell their soul to obtain come naturally to sorcerers. Indeed, while others may learn to cast magic, sorcerers know intuitively how twist magic into new shapes.

There is no formula for the creation of a sorcerer. The blood of dragons might flow through generation after generation in a family before a draconic bloodline sorcerer is born. Likewise, not every child exposed to raw arcane energy becomes a wild magic sorcerer nor does every gifted student of the mystic arts become an arcane prodigy sorcerer. Though there are few universal truths that can be applied to all sorcerers, there is one beyond any doubt; they all possess a wellspring of magic within themselves.

LIVING FONTS

When a sorcerer taps into the magic at the core of their being, they are cloaked in a visible aura, unless they will it otherwise. This aura is unique to the sorcerer, reflecting both the source of their magical power and their own personality.

A draconic bloodline sorcerer with a grim demeanor who taps into their font of magic might appear to be surrounded by a skeletal dragon rearing back on its hind legs. A wild magic sorcerer with a penchant for intoxicants may have a hazy aura of swirling colors. An arcane prodigy sorcerer with a love for reading's aura may manifest as a flurry of ethereal pages and tomes covered and filled with esoteric scrawlings.

Regardless of the appearance of the aura, it is obviously illusory and is incapable of harming others. The scenes depicted in the aura may be intimidating or alluring, but no creature would mistake the aura for the real thing. The aura remains visible the entire time a sorcerer is in a sorcerous trance, but a sorcerer can will the aura to disappear at any time.

CREATING A SORCERER

The most important question to consider when creating your sorcerer is the origin of your power. As a starting character, you'll choose an origin that ties to a draconic bloodline, the influence of wild magic, your celestial heritage, the influence of shadow magic, the elemental power of storms, or a powerful innate knack for magic, but the exact source of your power is up to you to decide. Is it a family curse, passed down to you from distant ancestors? Did some extraordinary event leave you blessed with inherent magic but perhaps scarred as well?

How do you feel about the magical power coursing through you? Do you embrace it, try to master it, or revel in its unpredictable nature? Is it a blessing or a curse? Did you seek it out, or did it find you? Did you have the option to refuse it, and do you wish you had? What do you intend to do with it? Perhaps you feel like you've been given this power for some lofty purpose. Or you might decide that the power gives you the right to do what you want, to take what you want from those who lack such power. Perhaps your power links you to a powerful individual in the world – the fey creature that blessed you at birth, the dragon who put a drop of its blood into your veins, the lich who created you as an experiment, or the deity who chose you to carry this power.

QUICK BUILD

You can make a sorcerer quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the hermit background. Third, choose the *light*, *prestidigitation*, *ray of frost*, and *shocking grasp* cantrips, along with the 1st-level spells *detect magic*, *magic missile*, and *shield*.

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: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, 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



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 wellspring of sorcery, whatever its origin, fuels your spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 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.

SORCERY POINTS

You gain a pool of 4 sorcery points that you can use to cast spells (and later manipulate their properties through your Metamagic feature). When you wish to cast a spell, you expend a number of sorcery points to create a spell slot of a given level as indicated on the sorcery point cost chart, and then use that slot to cast a spell. You can't reduce your sorcery point total to less than 0, and you regain all spent sorcery points when you finish a long rest.

The number of sorcery points you have to spend increases as you gain levels in this class, as shown in the Sorcery Points column on the sorcerer class table. Your sorcerer level also determines the maximum level of the spell slots you can create. Even though you might have enough points to create a slot above this maximum, you cannot do so.

CASTING SPELLS OF 6TH LEVEL AND HIGHER

Spells of 6th level and higher are particularly taxing to cast. You can use sorcery points to create one slot of each level of 6th level or higher. You can't create another slot of the same level until you finish a long rest.

At higher levels, your ability to create spell slots of 6th level and above improves. At 19th level, you can create two 6th level spell slots, and regain the ability to create more when you finish a long rest. At 20th level, you can create two 7th level spell slots, and regain the ability to create more when you finish a long rest.

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 which you can cast using sorcery points. 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

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

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your sorcerer spells.

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

SORCEROUS ORIGIN

Choose a sorcerous origin which describes the source of your innate magical power: Draconic Bloodline or Wild Magic, both detailed at the end of the sorcerer class description in the *Player's Handbook*. You can also choose: Divine Soul, Shadow Magic, or Storm Sorcery, detailed in *Xanathar's Guide to Everything* or Arcane Prodigy, detailed at the end of this class description. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

METAMAGIC

At 2nd 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 6th, 10th, and 17th level.

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

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.

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.

DIVINE SPELL

You need to have chosen the Divine Soul sorcerous origin to take this option.

When you cast a spell that deals damage to you can spend 1 sorcery point to change the damage type dealt by the spell to a damage type determined by the affinity you chose for your Divine Magic feature: radiant for good or law, necrotic for evil or chaos, or force for neutrality.

DRACONIC SPELL

You need to have chosen the Draconic Bloodline sorcerous origin to take this option.

When you cast a spell that deals damage you can spend 1 sorcery point to change the damage type dealt by the spell to the type indicated by your draconic ancestry.

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.

FOCUSED SPELL

You need to have chosen the Arcane Prodigy sorcerous origin to take this option.

When you cast a spell that requires concentration, you can spend 1 sorcery point to focus your will. When you do, you have advantage on all saving throws made to maintain concentration on the spell.



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.

SUBTLE SPELL

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

TEMPEST SPELL

You need to have chosen the Storm Sorcery sorcerous origin to take this option.

When you deal lightning or thunder damage to a creature with a spell you have cast, you may spend 1 sorcery point to push the creature up to 15 feet.

TENE BROUS SPELL

You need to have chosen the Shadow Magic sorcerous origin to take this option.

When you use your action to cast a spell, you may spend 3 sorcery points to turn invisible until the start of your next turn. The cost to activate this option is reduced to 1 sorcery point if you are in dim light or darkness.

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).

WILD SPELL

You need to have chosen the Wild Magic sorcerous origin to take this option.

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 1 sorcery point to roll randomly on the wild saving throw chart below to determine what kind of saving throw the spell requires. This saving throw replaces the normal saving throw required to resist the spell.

1d6	Wild Saving Throw
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

FONT OF MAGIC

At 3rd level, you can use a bonus action on your turn to let flow the font of magic within you. When you do, you regain all of your spent sorcery points. In addition, for the next minute you are in a sorcerous trance.

While in this sorcerous trance, you can use any number of Metamagic options on a spell but can still only use each Metamagic option once. You can use this feature again after you complete a long rest.

Starting at 5th level, you can use this feature twice between long rests.

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.

SORCEROUS ACTUALIZATION

At 20th level, while you are in a sorcerous trance spell slots cost half as many sorcery points to create (round down).

SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following option is available to the sorcerer, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide to Everything*: the Arcane Prodigy.

ARCANE PRODIGY

Since your first conscious attempt at the use of your innate magic, you've displayed a natural aptitude for magic uncommon even amongst sorcerers. Since that time, the more you tried to learn magic through rote memorization and practiced study, the less your innate talent shone through. Sorcerers who are arcane prodigies eventually discover it's better to let their own instincts and idiosyncrasies guide their use of magic. While arcane prodigies never truly abandon the attempt to understand magic on a rational or methodical level, their prodigious talent for spellcasting relies on their intuitive, rather than intellectual, grasp of it.



ALTERNATIVE SPELLCASTING ABILITY

When you choose this sorcerous origin at 1st level, you can choose to use Intelligence instead of Charisma as your sorcerer spellcasting ability. If you do, Metamagic options that use your Charisma modifier use your Intelligence modifier instead. You must make this choice when you gain this feature.

LIVING GRIMOIRE

Starting at 1st level, a book containing your notes on arcane research springs to life. Your living grimoire functions as if it was a familiar created by the *find familiar* spell and chosen the statistics of a raven, but is a construct rather than a celestial, fey, or fiend. If your living grimoire is ever killed, you can create a new one by over the course of 1 hour using 10 gp worth of paper and ink.

RARE GENIUS

At 1st level, you gain proficiency in the Arcana skill.

In addition, your intuitive mastery of arcane formulas allows you to learn spells normally associated with the Wizard class. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the wizard spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

METAMAGIC PRODIGY

At 6th level, you gain a pool of prodigy points equal to your level in this class. This pool increases by 1 each time you gain a level in this class. You can spend prodigy points instead of sorcery points to use Metamagic options. You regain all expended prodigy points when you finish a long rest.

SPELL TINKERING SAVANT

At 14th level, when you cast a spell you may spend an additional sorcery point to use two Metamagic options to modify that spell, rather than just one. You must pay the sorcery point costs for those Metamagic options as normal.

METAMAGIC MASTERY

At 18th level, you have achieved perfect mastery over one of your Metamagic options. You can use the Metamagic option without spending sorcery points and using it on a spell does not prevent you from using another Metamagic option on the same spell.

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