

Sorcerer

Redesign



Why the Change?

I'm sure a lot of people will be more than curious as to why I would redesign a class as iconic as the sorcerer. The reason behind it is rather simple. While the flavor text for sorcerers has always been that they are fonts of raw magical power with bloodlines that grant them unique and wondrous abilities, the reality is that, to me at least, their mechanics really just made them wizards with less versatility.

This is not to say that I didn't enjoy the class, far from it in fact. Sorcerers are my arcane spellcaster of choice simply because I never liked keeping track of hundreds of spells. The sorcerer never felt like a unique class though. So I decided to work on coming up with something that kept the original flavor of the sorcerer but gives them their own particular style.

I hope you like it.

The Sorcerer

With a roar of fury, a young human exhales a conflagration of searing flame. Minute glittering scales twinkle in the light of the ensuing inferno that now surrounds her foes. She takes a step back, the feeling of exultation raging through her blood as the flames whirl about her body.

A half-elf perches in a tree, a roguish grin spreading across his lips. He reaches out towards a group of hobgoblins marching through the forest. Roots and vines lash out to ensnare his prey while their leader shrieks in fear, lashing out at illusory foes. The half-elf leaps from his perch, his form shifting in mid-air to that of a great eagle as he dives at the intruders.

At the center of a whirling maelstrom of chaotic energy, a lone elf stands; her hair whipping about in the storm, it's color shifting wildly with

each movement. Energy leaps from her outstretched hand and dances between a horde of on-rushing orcs. The maelstrom raging around her mirrors the one within, threatening to consume her if she loses control.

Sorcerers carry tremendous power within their bloodline. Whether this comes from an ancient curse, cosmic alignment, or ancestral heritage the result is the same. Sorcerous power burns in their blood and only through sheer force of will are they able to control and harness it. This power comes with a price, however, if the sorcerer is not careful, the magic within can consume them should they ever lose control.

Raw Magic

The power of a sorcerer suffuses their entire being. This power cannot be harnessed with ritual and incantation like a wizard casting spells. The magic within a sorcerer wants to be released. It is only through willpower and fortitude that the sorcerer is able to restrain this force and keep it from consuming them.

The manifestation of sorcerous power is wild and unpredictable. Some lineages contain multitudes of sorcerers while others might only have a solitary sorcerer every hundred years. Sometimes the source of this power is shrouded in mystery while others can be traced to specific events or prophecies. The blessing of a god, a hag's curse, or exposure to powerful elemental forces could all impart the gift of sorcery. The abilities that a sorcerer receives are often as varied as their origins.

Ancient tomes and arcane secrets have no place in the life of a sorcerer. The sorcerer *is* magic, they do not *learn* magic. Over time they can harness their power and create staggering and wondrous effects.

Level	Proficiency Bonus	Features
1st	+2	Arcane Bolt, Font of Power, Sorcerous Origin
2nd	+2	Arcane Talent
3rd	+2	Sorcerous Magic
4th	+2	Ability Score Improvement
5th	+3	Arcane Talent
6th	+3	Sorcerous Origin Feature
7th	+3	Sorcerous Magic
8th	+3	Ability Score Improvement
9th	+4	Sorcerous Recovery
10th	+4	Arcane Talent
11th	+4	Sorcerous Magic
12th	+4	Ability Score Improvement
13th	+5	Arcane Disruption
14th	+5	Sorcerous Origin Feature
15th	+5	Arcane Talent
16th	+5	Ability Score Improvement
17th	+6	Arcane Absorption
18th	+6	Sorcerous Origin Feature
19th	+6	Sorcerous Spells
20th	+6	Spell Storm

Playing a Sorcerer

Sorcerers often lead an adventuring life out of necessity. Their powers often manifest violently creating havoc all around them until they can learn to control them. Some may adventure to seek understanding of the power that infuses their bodies, while others seek to answer the question of their

mysterious origins. Some may just view their abilities as yet another tool, no different than a sword or armor and seek the life of adventure for the promise of gold and glory. Whatever their motivations, sorcerers bring staggering arcane might to any adventuring party, though they lack the breadth of knowledge and versatility of a wizard.

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 get to choose whether your power comes from a draconic bloodline, the influence of the fey, or wild magic, but the exact source of this power is for you to decide. Is it a family curse, passed through the generations? Were you born at the confluence of powerful ley lines that somehow infused your body with magic? Or were a part of some ritual or experiment that that instilled this power in you?

How do you feel about the power that you've been given? Do you embrace it or fear it? Do you feel as though this power comes with the responsibility to protect those around you, or would you rather use it to dominate the weak? Does the character feel drawn to particular place or individual within the world because of its ties to their origin?

Quick Build

You can make a sorcerer quickly by following these suggestions. First, Charisma should be your highest ability score followed closely by Constitution. These abilities affect the sorcerer's capability more than any other. Second, choose the hermit background as your powers are likely to estrange you from society due to their unpredictable nature.

Class Features

As a sorcerer, you gain the following class features. All spell attack rolls and spell save DCs use Charisma.

Hit Points

Hit Dice: 1d8 per sorcerer level

Hit Points at 1st Level: 8+ your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per sorcerer level after 1st

Proficiencies

Armor: Light

Weapons: All simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Nature, and Persuasion

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 suit of leather armor
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

Arcane Bolt

As an action you can channel the arcane power flowing through you to unleash a bolt of arcane energy at your foes. The type of damage the bolt inflicts is based on your Sorcerous origin, but the amount is 2d8. This damage can be increased by spending one sorcery point per additional 1d8 of damage. To hit with the arcane bolt you must roll a standard spell attack against the AC of your target. The range of this bolt is 60 feet.

Font of Power

Starting at 1st level you have access to a font of magical power. This is represented with sorcery points, which allow you to empower your arcane bolts, cast spells when they become available, and fuel other magical effects.

Sorcery Points

At 1st level you start with 3 sorcery points + your Charisma modifier. This number increases by 3 per level of sorcerer you attain and you can never have more than this amount. You regain all spent sorcery points when you finish a long rest.

You may only spend a number sorcery points per round equal to half your sorcerer level (minimum 1).

Arcane Burnout

Whenever you roll a critical fumble on a spell attack roll for any of your abilities or spells (roll a natural 1 on the d20), there is a chance that you lose control of the power that you wield and suffer ill effects. Whenever you roll a critical fumble, you must immediately make a Constitution saving throw against a DC = 10 + the number of sorcery points used in the round. Failure means you take 1d6 points of psychic damage for each sorcery point used (minimum 1d6).

For particularly large expenditures of sorcery points (more than 5 or so), the DM and player could come up with a suitable reaction to a failed Arcane Burnout save beyond just damage to yourself. This could be a massive arcane explosion that damages everything around you or perhaps it opens a small dimensional rift allowing hostile otherworldly creatures through for a short time. This is mentioned more for narrative purposes than being a strict feature of the class, so don't feel like you need to come up with something if either the DM or player don't want to.

Sorcerous Origin

Choose a [sorcerous origin](#) which describes the source of your innate magical abilities. You may choose from either the Draconic bloodline, Fey, or Wild Magic, all of which are detailed at the end of the class description. Your choice grants you features at 1st level as well as 6th, 14th, and 18th. You also gain access to certain spells starting at

3rd level, and again at 7th, 11th, 15th, and 19th.

Arcane Talent

As you progress in power as a sorcerer you gain access to special magical abilities. Starting at 2nd level you gain access to an [Arcane Talent](#). You gain additional Arcane Talents at 5th, 10th, and 15th level. Some of these abilities require sorcery points to use while others are simply invoked by force of will. Any of these abilities that require a saving throw or attack roll use Charisma as their ability score unless noted under their description. The list of Arcane Talents can be found after the Sorcerous Origins in this class write-up.

Sorcerous Magic

Starting at 3rd level you gain the ability to focus the raw magic within your body and release it in the form of a limited number of spells. You can choose 2 spells from the lists of those available to your Sorcerous Origin at this level. These spells cost 1 sorcery point to cast and can be cast at higher levels (if available in the spell description) at the cost of 1 sorcery point per level increase up to the maximum number sorcery points allowed. These spells require only the focus of the sorcerer to cast and require no verbal, somatic, or material components or foci.

At 7th, 11th, 15th, and 19th levels you are able to choose 2 additional spells from the corresponding lists in your Sorcerous Origin. These spells cost 2, 3, 4, and 5 sorcery points to cast respectively and can be cast at higher levels (again, if available in the spell description) at the cost of 1 sorcery point per level increase up to the maximum number of sorcery points allowed.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score by 2 points or two ability scores by 1 point.

As normal, you can't increase an ability score above 20.

Sorcerous Recovery

Starting at 9th level you can regain up to 4 sorcery points whenever you finish a short rest.

Arcane Disruption

At 13th level your ability to control raw magical energy allows you to counterspell the magic of another or dispel enchantments.. To counter a spell as it is being cast you must use your reaction and expend a number of sorcery points equal to the level of the spell you wish to counter.

In order to dispel an enchantment already in place, you must expend 4 sorcery points and succeed at a spell attack roll against the save DC of the spell you are targeting. Success indicates the spell is removed.

Arcane Absorption

Upon reaching 17th level you are able to absorb the magic of spells targeting you in order to replenish your pool of sorcery points. To accomplish this, the spell must be targeted directly at you, you cannot absorb area of effect spells. You must then spend your reaction to make a spell attack roll against your opponent's spell save DC. Success indicates that you absorb a number of sorcery points equal to the level of the spell slot targeted at you, and the spell itself has no effect. You must finish a long rest before using this ability again.

Spell Storm

At 20th level, your command of the raw power within your blood knows no limit. As a bonus action you may tap into the full power of this source of magic. All abilities that require the expenditure of sorcery points now cost 1 point less. This can bring the cost of an ability to 0. This feature does not affect the additional sorcery points used to increase the effect of an ability or spell, only the base

cost is reduced. This ability lasts for 1 minute, and cannot be used again until you finish a long rest.

Sorcerous Origins

Sorcerers have a variety of magical sources to choose from for their innate abilities. Many variations exist, but most fall in to one of the following three categories.

Draconic Bloodline

Your innate magic comes from the blood of dragons and reflects the elemental fury of those legendary creatures. Many sorcerers with the draconic bloodline can trace their power back to an ancestor who trafficked with dragons in one form or another. Some even claim to be descended from the mighty beasts themselves. Whatever the origin of their power, sorcerers of this bloodline wield powerful elemental might closely tied to the type of dragon that affords them their abilities.

Draconic Ancestor

Dragon	Damage Type	Breath Weapon
Black	Acid	Line
Blue	Lightning	Line
Brass	Fire	Cone
Bronze	Lightning	Line
Copper	Acid	Line
Gold	Fire	Cone
Green	Poison	Cone
Red	Fire	Cone
Silver	Cold	Cone
White	Cold	Cone

At 1st level you choose one type of dragon as the

progenitor of your bloodline. The damage type associated with each dragon becomes the damage type of your arcane bolt and is used for other Origin features.

Draconic Resilience

As the power of your draconic ancestor manifests, some of their strength and fortitude is gifted to you as well. At 1st level, some of your skin transforms into a thin sheen of draconic scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Dragon's Breath

At 6th level, the power of your draconic ancestor grants you the ability to focus your elemental fury into a breath weapon that matches the type and area of effect of your draconic ancestor. As per the table, this breath weapon is either a 60 foot line or 30 foot cone of elemental energy that deals 8d6 points of damage. This damage can be augmented with sorcery points at a rate of 1d6 additional damage per sorcery point up to the maximum allowed by sorcerer level. Using the breath weapon requires an action and recharges after a short rest.

Dragon Wings

At 14th level, you manifest a pair of magnificent draconic wings of the same color as your draconic ancestor. These wings give you a flying speed equal to your normal speed. If you wear armor it must be custom made to accommodate for your new wings.

Draconic Aura

At 18th level you can channel the dread and awe of your draconic ancestor, causing those around to become frightened or awestruck. As an action, you spend 5 sorcery points to exude an aura of awe or fear in a 60 foot radius. This lasts for 1 minute, each hostile creature that starts its turn within this aura must make a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. The DC is equal to

your spell save. If they succeed, they are immune to this aura for 24 hours.

Draconic Magic

At 3rd level you gain access to a limited number of spells that can be chosen from the Tier 1 list below. More powerful spells can be chosen at levels 7, 11, 15, and 19 from the Tier 2, 3, 4, and 5 lists.

1st Level Spells (available starting at 3rd level)

Base Cost: 1 sorcery point

Burning Hands, Chromatic Orb, Detect Magic, Feather Fall, Fog Cloud, Thunderwave, Unseen Servant, Witch Bolt

2nd Level Spells (available starting at 7th level)

Base Cost: 2 sorcery points

Acid Arrow, Continual Flame, Darkvision, Flame Blade, Flaming Sphere, Gust of Wind, Scorching Ray

3rd Level Spells (available starting at 11th level)

Base Cost: 3 sorcery points

Call Lightning, Dispel Magic, Fear, Fireball, Lightning Bolt, Protection from Energy, Sleet Storm, Wind Wall

4th Level Spells (available starting at 15th level)

Base Cost: 4 sorcery points

Control Water, Fire Shield, Ice Storm, Polymorph, Stoneskin, Wall of Fire

5th Level Spells (available at 19th level)

Base Cost: 5 sorcery points

Cloudkill, Cone of Cold, Conjure Elemental, Creation, Dominate Person, Telekinesis, Wall of Stone

Fey Origins

The power of the wild and capricious fey fills your veins. You hear the call of the wild untouched places of the wilderness and can speak with its denizens. This world is your playground, and the

minds of your foes are your favored playthings. Sorcerers of fey origin are often the result of dalliances between mortals and these capricious beings. The power may not manifest for generations after the event as the power of fey blood is as wild and unpredictable as the creatures themselves. In some instances sorcerous ability could be granted through proximity to the realms of powerful fey or exposure to the mystical forces of nature that spring from the fey themselves.

Whatever their connection, the sorcerer is at home in the wild places of the world and wields powerful enchantments to warp the minds of their foes. As they rise in strength, the sorcerer's own body becomes mutable even as their minds harden against magical influence.

Fey Power

The mind-warping magic of the fey suffuses your body. Wielding it against your foes forces them to face their most hideous nightmares and torments them with maddening visions. The damage type of your arcane bolt ability is considered psychic damage

Nature Stride

At 1st level natural terrain is no hindrance to you. You can move through the thickest forest with ease, on the rocky crags of mountain tops you are as sure-footed as any mountain goat, and the shifting sands of the desert are as easy to navigate as any road. You are able to move across any natural, non-magical, difficult terrain without spending extra movement and are considered proficient in Survival.

Beast Speech

Starting at 6th level you are able to converse with the beasts of the wild. This ability requires a bonus action and the expenditure of 1 sorcery point and lasts for 10 minutes. All animal handling checks made during this time have advantage.

Shape Change

At 14th level, the mutable nature of your fey magic allows you to take the form of the numerous beasts of the wilds. By spending an action and 3 sorcery points you are able to take on the form of any beast up to Challenge 1 for up to 1 hour. For every additional sorcery point you spend on this ability the Challenge limit increases by 1. You must be knowledgeable of the type of beast you wish to transform into.

While in animal form you have the physical statistics of whatever beast you took the shape of, but maintain your own mental ability scores. You also have the Hit points of your new form and if you are brought to 0 transform back in to your true form with same number of hit points that you had prior to your initial transformation. While in beast form you use your own proficiency bonus for all attacks and are considered proficient in all natural attacks.

Mind of the Fey

Upon reaching 18th level, the power of the fey influence within you has left your mind immune to the influences of others. You gain immunity to charm effects.

Fey Magic

At 3rd level you gain access to a limited number of spells that can be chosen from the list below. As you progress in sorcerer levels additional tiers of spells will become available to you at 7th, 11th, 15th, and 19th level.

1st Level Spells (available starting at 3rd level)

Base Cost: 1 sorcery point

Animal Friendship, Charm Person, Color Spray, Detect Magic, Detect Poison and Disease, Disguise Self, Entangle, Sleep, Witch Bolt

2nd Level Spells (available starting at 7th level)

Base Cost: 2 sorcery points

Alter Self, Animal Messenger, Barkskin, Crown of Madness, Enhance Ability, Enlarge/Reduce, Misty Step, Pass without Trace, Phantasmal Force

3rd Level Spells (available starting at 11th level)

Base Cost: 3 sorcery points

Call Lightning, Conjure Animals, Fear, Hypnotic Pattern, Major Image, Plant Growth, Stinking Cloud

4th Level Spells (available starting at 15th level)

Base Cost: 4 sorcery points

Confusion, Control Water, Conjure Woodland Beings, Dimension Door, Hallucinatory Terrain, Polymorph

5th Level Spells (available starting at 19th level)

Base Cost: 5 sorcery points

Commune with Nature, Dominate Person, Dream, Insect Plague, Modify Memory, Seeming, Tree Stride,

Wild Magic

Wild sorcerers, sometimes referred to as chaos sorcerers, have become infused with the raw magic of creation and possibility. Many acquire their power from exposure to the roiling chaos of Limbo through some rare cosmic alignment or planar rift. Others were part of strange occult experiments by worshippers of chaotic deities. Still more simply spontaneously exhibit their new ability with no prior catalyst at all. Sorcerers who wield wild magic have origins with as much possibility as the plane of Limbo itself.

The abilities of these sorcerers are also equally diverse. Most seem to have a greater attunement to the chaos of the world around them, finding a sort of cosmic order to every seemingly random event. They often use this to their advantage twisting the ever-changing skeins of fate in their favor through seemingly random action. This makes them potent adversaries for even the most

terrible of foes.

Power of Chaos

The raw magic of chaos is a terrible force to behold. It scars and alters everything in its path without any real purpose or drive. At 1st level, sorcerers with this origin can unleash the destructive power chaos with their arcane bolt dealing force damage to the target.

Overcharge

Beginning at 1st level, wild magic sorcerers are more in tune with the chaotic forces raging inside their bodies than those of other origins. As such they can release more of this energy without risk of damaging themselves. Wild sorcerers are able to expend 1 additional sorcery point per round that does not count towards the normal maximum expenditure and does not increase the save DC of any Arcane Burnout that could be incurred for the round.

Chaos Bolt

Starting at 6th level you have become suffused with chaos magic to such a degree that you can alter the structure of your arcane bolt ability. By spending a bonus action, the damage type of your arcane bolt randomly changes to a different form. Roll on the table below to see what new damage type the bolt inflicts:

Roll	Damage Type
1	Fire
2	Lightning
3	Acid
4	Cold
5	Thunder
6	Poison
7	Radiant
8	Necrotic

Chaotic Resistance

Upon reaching

14th level you are able to see strands of fate interwoven with the magic of others and use this knowledge to protect yourself from their spells. As a bonus action you can spend 4 sorcery points to gain advantage on all saving throws against spells and other magical effects for 1 minute or until you lose concentration.

Twist of Fate

At 18th level you can reach into the chaos that permeates reality and pluck the strands of fate for the betterment or ill of those around you. As a reaction you can spend 5 sorcery points to give either advantage or disadvantage to the roll of any creature within 60 feet. You do not need to be able to see the creature for them to be affected.

Chaos Magic

Starting at 3rd level you gain access to a limited number of spells that can be chosen from the list below. As you progress in sorcerer levels additional tiers of spells will become available to you at 7th, 11th, 15th, and 19th level.

1st Level Spells (available starting at 3rd level)

Base Cost: 1 sorcery point

Color Spray, Comprehend Languages, Detect Magic, Grease, Hideous Laughter. Identify, Shield, Thunderwave

2nd Level Spells (available starting at 7th level)

Base Cost: 2 sorcery points

Augury, Blur, Crown of Madness, Mirror Image, Misty Step, Rope Trick, See Invisibility, Shatter

3rd Level Spells (available starting at 11th level)

Base Cost: 3 sorcery points

Bestow Curse, Blink, Haste, Hypnotic Pattern, Dispel Magic, Nondetection, Remove Curse, Slow, Tongues

4th Level Spells (available starting at 15th level)

Base Cost: 4 sorcery points

Banishment, Confusion, Dimension Door, Divination, Fabricate, Freedom of Movement, Locate Creature, Polymorph

5th Level Spells (available starting at 19th level)

Base Cost: 5 sorcery points

Animate Objects, Contact Other Plane, Creation, Legend Lore, Mislead, Reincarnate, Telekinesis

Arcane Talents

Starting at 2nd level you gain access to abilities that grant you greater command over the magic flowing through your veins. You may choose an additional talent upon reaching 5th, 10th, and 15th level.

Arcane Barrage

Prerequisite: 5th level sorcerer

When you fire an arcane bolt, you may spend 2 sorcery points to release the magic as a line of energy between you and a target out to a range of 120 feet. Make a spell attack roll as normal against a target AC of 10, but instead of striking a single target all creatures and objects in direct line between you and your target suffer 8d6 points of damage unless they make a successful Dexterity saving throw. A successful save halves this damage. Damage of this attack can be increased at a rate of 1d6 additional damage per sorcery point spent.

Arcane Blast

Prerequisite: 5th level sorcerer

When you fire an arcane bolt, you may spend 2 sorcery points to make the bolt explode in a 20 foot radius after impacting your target. Make a spell attack roll as normal against a target AC of 10. Any creature caught within the radius must make a Dexterity saving throw or suffer 8d6 points of damage of the same type as your arcane bolt. Success halves the damage. The damage of this blast can be further enhanced by spending additional sorcery points. The damage increases by 1d6 per

additional sorcery point spent. The range of this ability is 100 feet.

Arcane Burst

Prerequisite: 5th level sorcerer

After spending 2 sorcery points the energy of your arcane bolt explodes out of you in a 30 foot cone. You then roll a spell attack roll as normal against a target AC of 10. All creatures within the area of effect must make a Dexterity saving throw or suffer 8d6 points of damage of the same type as your arcane bolt. A successful save halves this damage. Damage of this attack can be enhanced by spending 1 sorcery point per 1d6 points of additional damage.

Arcane Immunity

Prerequisite: 10th level sorcerer

The source of your arcane power can be called upon to fortify your body against attacks of a similar type. As a bonus action, you may spend 2 sorcery points to grant yourself immunity to damage from attacks of the same damage type as your arcane bolt. This immunity lasts for 1 minute or until you lose concentration.

Arcane Resistance

Prerequisite: None

By focusing your will on the source of your arcane power, you are able to gain a measure of resistance to damage of a similar type. By spending 1 sorcery point as a bonus action, you become resistant to damage of the same type as your arcane bolt. This lasts for 1 minute or until you lose concentration.

Arcane Strike

Prerequisite: None

As part of a weapon attack action you can channel your arcane bolt through your weapon allowing you to discharge the energy when you strike your target with the weapon. The damage for the arcane bolt can be increased by spending sorcery points as normal. A fumble on an Arcane Strike attack has a

chance to inflict Arcane Burnout just as any other spell attack roll.

Draconic Hybrid

Prerequisite: Draconic Sorcerous Origin

The draconic power that flows through you stems from, not one, but two ancestral dragons. You may choose a second draconic ancestor as your source of power. Any features that draw from your draconic ancestry can use either ancestor for their source.

Expanded Focus

Prerequisite: 5th level sorcerer

You have expanded your mastery of arcane power and may learn an additional spell from your Origin spell list of a tier that you can cast. Only one additional spell can be learned from each tier.

Fortified Arcana

Prerequisite: 15th level sorcerer

Your ability to channel vast amounts of power has fortified your body against the ravages of Arcane Burnout. You gain advantage on a Constitution saving throw to resist Arcane Burnout. This ability recharges after a short rest.

Irresistible Charms

Prerequisite: Fey Sorcerous Origin, 10th level sorcerer

The power of the fey magic that flows through you can make your charms affect even the most willful minds. By spending 2 additional sorcery points when casting a spell with a charm effect, the target of this spell suffers disadvantage on their saving throw.

Quickened Casting

Prerequisite: 10th level sorcerer

You have learned how to focus your concentration in an instant. By spending an additional 2 sorcery points you may cast any spell that you know from your sorcerous origin as a bonus action.

Savage Arcana

Prerequisite: 15th level sorcerer

You are able to focus the power you wield to inflict terrible damage on your foes. Whenever you spend sorcery points to deal damage to a foe with your arcane bolt or spells, treat all damage rolls of 1 as if you had rolled a 2 on the damage die.

Sorcerous Armor

Prerequisite: None

Calling upon your arcane reserves, you are able to create a field around your body composed of arcane power. By spending 1 sorcery point this armor grants you an AC of 12 + your Dexterity modifier. By spending 2 sorcery points, you are granted an AC of 14 + your Dexterity modifier. At 4 sorcery points this armor grants you an AC of 16 + your Dexterity modifier. This effect lasts for 1 minute.

Sorcerous Riposte

Prerequisite: 10th level sorcerer

Your command of the arcane power within your body has advanced so far that you can call upon it in an instant. Whenever you are the target of an attack (melee, ranged, or spell) you may spend your reaction to launch an arcane bolt at the opponent that attacked you. This attack happens so quickly that you do not suffer disadvantage if you are engaged in melee. This arcane bolt cannot be enhanced with sorcery points.

Spell Deflection

Prerequisite: 15th level sorcerer

You have learned to master not only your own arcane power, but the magic of those around you as well. As a reaction you may deflect any spell that would affect you back at its caster. To accomplish this you must make a spell attack roll against the save DC of the spell. This ability recharges after a short rest.

Twin Bolt

Prerequisite: None

When firing an arcane bolt you may spend 1 sorcery point in order to fire a second bolt of equivalent power. This second bolt can be aimed at the same target or a different one, but a separate attack roll must be made for the second bolt. Damage for these bolts can be increased similarly to a standard arcane bolt, but the increase applies to both bolts.

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