

SORCERER

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Level	Proficiency Bonus	Features	Sorcery Points	Cantrips Known	Spells Known	Mana	Max Spell Level
1st	+2	Spellcasting, Sorcerous Origin	—	4	2	2	1st
2nd	+2	Font of Magic	2	4	3	3	1st
3rd	+2	Metamagic	3	4	4	8	2nd
4th	+2	Ability Score Improvement	4	5	5	10	2nd
5th	+3	—	5	5	6	16	3rd
6th	+3	Sorcerous Origin Feature	6	5	7	19	3rd
7th	+3	—	7	5	8	23	4th
8th	+3	Ability Score Improvement	8	5	9	27	4th
9th	+4	—	9	5	10	36	5th
10th	+4	Metamagic	10	6	11	41	5th
11th	+4	—	11	6	12	47	6th
12th	+4	Ability Score Improvement	12	6	12	47	6th
13th	+5	—	13	6	13	54	7th
14th	+5	Sorcerous Origin Feature	14	6	13	54	7th
15th	+5	—	15	6	14	62	8th
16th	+5	Ability Score Improvement	16	6	14	62	8th
17th	+6	Metamagic	17	6	15	71	9th
18th	+6	Sorcerous Origin Feature	18	6	15	76	9th
19th	+6	Ability Score Improvement	19	6	15	82	9th
20th	+6	Infinite Arcana	20	6	15	89	9th

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, quarterstaffs, light crossbows

Tools: None

Saving Throws: Constitution, Charisma

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

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.

MANA

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

For example, if you are a 3rd-level sorcerer, you have 8 mana. With a Charisma of 16. If you know the 1st-level spell burning hands, you can cast it at 1st-level or 2nd-level. Casting the spell doesn't remove it from your list of prepared spells.

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 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, as shown on the table. 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. Your magic comes from the heart and soul you pour into the performance of your music or oration. 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 (see the Adventuring Gear section) as a spellcasting focus for your sorcerer spells.

SORCEROUS ORIGIN

Choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline, detailed at the end of the class description, or one from another source.

Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

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

Creating Mana. You can transform unexpended sorcery points into a amount of temporary mana as a bonus action on your turn. The Creating Mana table shows the cost of creating mana. You can't create more than 5 mana at a time, and your temporary mana can't be used to cast spells above 5th.

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

CREATING MANA

Sorcery Point Cost	Mana
2	1
3	2
5	3
6	4
7	5

Converting Mana to Sorcery Points. As a bonus action on your turn, you can expend a amount of mana and gain a number of sorcery points equal to the amount spent.

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.

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.

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.

SUBTLE SPELL

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

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.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

INFINITE ARCANA

By 20th level your innate magic is fully realized, and the power within you rises to any challenge almost subconsciously. You can use a bonus action on your turn to learn a single spell from the sorcerer spell list of 6th level or lower. This spell does not count against your number of spells known, and it vanishes from your mind at the beginning of your next turn. Once you use this feature to cast a spell, you can't use it again until you finish a long rest.

SORCEROUS ORIGINS