CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per Sorcerer level

Hit Points at 1st level: 6+Constitution modifier.

Hit Points at Higher Levels: max(1d6, 4)+constitution modifier per Sorcerer level after 1st.

Proficiencies

Armor:None

Weapons: Daggers, darts, slings and quarterstaffs.

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 light crossbow and 20 bolts or any simple weapon
* a dungeoneer’s pack or explorer’s pack
* Two daggers

Sorcerer

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| --- | --- | --- | --- | --- | --- | --- |
| Level | Proficiency bonus | Features | Cantrips Known | Spells known | Sorcery Points | Spell limit |
| 1 | +2 | Spellcasting, Sorcerous Origin | 4 | 2 | 4 | 1st level |
| 2 | +2 | Metamagic | 4 | 3 | 6 | 1 |
| 3 | +2 | Sorcerous Restoration | 4 | 4 | 14 | 2 |
| 4 | +2 | Ability Score Improvement | 5 | 5 | 17 | 2 |
| 5 | +3 |  | 5 | 6 | 27 | 3 |
| 6 | +3 | Ability Score Improvement | 5 | 7 | 32 | 3 |
| 7 | +3 |  | 5 | 9 | 38 | 4 |
| 8 | +3 | Ability Score Improvement | 5 | 10 | 44 | 4 |
| 9 | +4 |  | 5 | 11 | 57 | 5 |
| 10 | +4 | Font of Magic | 6 | 12 | 64 | 5 |
| 11 | +4 |  | 6 | 14 | 73 | 6 |
| 12 | +4 | Ability Score Improvement | 6 | 15 | 83 | 6 |
| 13 | +5 |  | 7 | 16 | 94 | 7 |
| 14 | +5 | Ability Score Improvement | 7 | 17 | 107 | 7 |
| 15 | +5 |  | 8 | 19 | 114 | 8 |
| 16 | +5 | Ability Score Improvement | 8 | 20 | 123 | 8 |
| 17 | +6 |  | 9 | 21 | 133 | 9 |
| 18 | +6 | Ability Score Improvement | 9 | 22 | 146 | 9 |
| 19 | +6 | Ability Score Improvement | 9 | 23 | 166 | 10 |
| 20 | +6 | Metamagic Mastery | 10 | 24 | 186 | 10 |

Spellcasting

In 7th edition, the event that allowed you to become a Sorcerer is that either parent was a Sorcerer, or one of your parents went to the School of Necromancy for some time to learn the Weapon of Undeath 10th level spell, and cut himself with it, thereafter becoming an amorphous, invisible form that was able to cause a pregnancy to become that of a Sorcerer. You would have gained a separate Sorcerous origin from having another direct line via pregnancy back to a creature with innate spellcasting ability, most likely a creature made via casting True Polymorph on a rock or on someone with 20 years of levels in the Schools of magic. It is not possible to be a Sorcerer without the former, it is possible to be a Sorcerer without the latter.

The latter provides access to spells directly related to that creature in terms of both the spells they themselves can cast “innately” and according to the list curated in D&D 5e for the plane of existence in 5e that creature is associated with, or its genus if it is a monstrosity instead, such as gaining access to the D&D 5e clerical spell list if a celestial was in your lineage. The former provides access to any spells the patron wizard who cut himself with a sword of undeath had the ability in life to cast without verbal or somatic components (e.g. subconsciously), or that of other wizards in your lineage. Otherwise the Sorcerer spell list is very limited (if you consider 188 spells to be “limited”).

Sorcery Points

You use sorcery points to cast spells (other than cantrips, which are free) and to use metamagic abilities.

Sorcery Point cost:

Cantrip 0

1st 1

2nd 2

3rd 3

4th 5

5th 7

6th 9

7th 12

8th 14

9th 17

10th 20

You can only cast and know spells at the same level as your limit or lower.

Spellcasting ability: Charisma is your spellcasting ability for your sorcerer spells, so 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 (in D&D 5e, but in 7th edition, it is your charisma score with your proficiency bonus such that on X~Uniform(0, your charisma score+score stat for the target’s saving throw), they fail the save if X<your charisma score+your proficiency minus (if they are proficient in saving throws of this type) their own proficiency).

Spell attack modifier = your proficiency bonus + your charisma modifier (in D&D 5e, but in 7th edition, you determine attacks as X~Uniform(0, target’s dexterity score+your charisma score), where you get a hit on X>target’s dexterity score+(target’s AC – (10 – (target’s dexterity)/2 rounded toward 0))\*2-your proficiency, and you get a critical hit if X is greater than twice the target’s dexterity score-1, which doubles the damage). The more complicated part of the equation is to account for other things providing increases in the target’s Armor Class besides dexterity. The 2 is to account better for how much harder something like a target with mage armor is to hit to make the distribution similar to 5e when looking at the smaller scale.

Metamagic:

You learn a number of metamagic options equal to your charisma modifier, which can be changed once per long rest.

Careful spell: 1 sorcery point, choose a number of creatures in the area of effect of a spell you are about to cast equal to your charisma modifier or fewer who will automatically succeed on their saving throws against the spell (for fewer, you can reduce damage further as if they had a level of legendary resistance, where the total number of successes you create and pseudo-legendary resistances given out does not exceed your charisma modifier).

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 (this stacks with the spell sniper feat). When you cast a spell with an area of effect that includes “self” as a point in the space, you can have the area of effect moved outward from you to max(30 feet, the length of the longest line that can be drawn through the area of effect) to where that point in the area of effect that would otherwise be on you could be (i.e. a Lightning bolt would still be 100 feet long and pointing away from you, but you could have its furthest point be 200.124922 feet from you, and its closest point be 100.124922 feet from you; with the spell sniper feat, this would be 300.25 feet and 200.25 feet, respectively).

Elemental spell:

When you cast a spell that deals acid, cold, fire, lightning, poison or thunder damage, you can spend 1 sorcery point to change its damage type to another type in: { acid, cold, fire, lightning, poison, thunder}.

Empowered spell:

You spend 1 sorcery point to gain advantage on up to your charisma modifier of damage rolls within a given spell’s damage roll.

Heightened spell:

You spend 3 sorcery points to give one target disadvantage on the roll for a spell saving throw.

Kinetic spell:

When you cast a spell that forces a creature to make a saving throw, you can spend 2 sorcery points to change the saving throw to Strength or Dexterity.

Persistent spell:

When you cast a spell that requires concentration, you can spend 3 sorcery points to ignore its concentration requirement until the beginning of your next turn.

On each subsequent turn, you can use 2 additional sorcery points and extend the spell’s effect until the beginning of your next turn.

Quickened spell:

When you cast a spell that has a casting time of one action, you can spend 2 sorcery points to change its casting time to one bonus action, or spend 4 sorcery points to cast it as a reaction, or spend 8 sorcery points to cast it when you are surprised.

Subtle spell:

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

Twinned spell:

You can spend a number of sorcery points with a minimum of 1 to have a spell target an additional creature or area, this cost increases linearly (slope=sorcery point cost of spell) with the number of additional targets, stopping right as you would run out of sorcery points if your plan was greater than the number you could handle. (This would allow a level 20 sorcerer to use wish to cast simulacrum on 12 different people or creatures to make simulacrums of them with 3 sorcery points remaining, which each of those simulacrums could have a maximum number of spell slots=206 ((assuming taking a 9 hour rest beforehand) or sorcery points if targeting sorcerers, these would be the normal sum of spell slots for 7th edition wizards).)

Esoteric spell:

When you cast a spell that deals force, necrotic, psychic, or radiant damage, you spend 2 sorcery points to change its damage type to one of: { force, necrotic, psychic, radiant}.

Guided spell:

When you cast a spell with attack roll(s), you spend 2 sorcery points to have an additional roll to hit, and you keep spending 2 sorcery points until it hits for each roll, only spending sorcery points to the extent that the distributions require them to hit. This is the only metamagic that can be stacked with itself (“twinned spell” affecting two additional creatures is technically a static cost, whereas since this is being stacked on top of itself, it becomes half as expensive in every way when you get 20 levels in Sorcerer).

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, with that next part of the duration not being concentration. The cost is 2 sorcery points to triple the duration, 3 to quadruple the duration, and so on until the cost would take away all of your sorcery points.

Unstable spell:

When you cast a spell that forces a creature to make a saving throw, you can spend 1 sorcery point to change the saving throw to a random result. Roll 1d8, the spell now does the following:

1. The spell fails
2. strength
3. dexterity
4. constitution
5. intelligence
6. wisdom
7. charisma
8. Your choice

Warped spell:

When you cast a spell that forces a creature to make a saving throw, you can spend 4 sorcery points to change the saving throw to your choice of Intelligence or Charisma.

Willful spell:

When you cast a spell that forces a creature to make a saving throw, you can spend 2 sorcery points to change the saving throw to your choice of Constitution or Wisdom.

Ability score improvement:

When you reach levels associated with “Ability Score Improvement,” you can increase one stat by 4, two stats by 2, 4 stats by 1, 1 stat by 3 and one stat by 1, one stat by 2 and two stats by 1, or gain a D&D 5e feat of your choice that is allowed for your species and increase a stat by 2 or two stats by one, or gain 2 D&D 5e feats allowed of your species, or (instead of any of those choices) gain 1 feat that is not consistent with your species.

Sorcerous Restoration

At 3rd level, you regain sorcery points equal to your sorcerer level + charisma score up to a maximum of max(your sorcerer level + charisma score, your maximum sorcery points + your sorcerer level). Thus, you will have more sorcery points after 9 hours of rest than you will after 8 hours of rest.

Font of Magic

Starting at 10th level, you can expend a number of sorcery points = max(points to cast the spell you are replacing (to avoid going over the limit of spells known), points to cast the spell you want to learn) to replace a sorcerer spell you know (if necessary to avoid going over the limit of spells known) with another spell you have access to.

Metamagic Mastery

At 20th level, your metamagic options all have their sorcery point cost reduced by 1. Note: this means holding concentration on two spells just requires 2 points at the start for Persistent Spell, and 1 point every 6 seconds thereafter, and you can cast all of the spells carefully, distant, Elementally changed (if one of those damage types), empowered (if damaging), subtly, extended (to double), and unstably without additional costs.

Note on levels:

The one way in 7th edition to gain access to the highest level of 23 (thus allowing you to be turned into an Empyrean with True Polymorph), is to gain all 20 levels in Sorcerer, then have someone who was transformed in a like manner to Karsus’ Avatar via the ritual of the Myriad At War with the Weave grant 1 level in Cleric, then have someone who transformed into a nature spirit via At War with the Weave grant 1 level in Druid, then have someone who transformed into a creature with innate spellcasting ability grant 1 level in Warlock. Not getting all 20 levels in Sorcerer first creates the situation where to get to level 23, you would need to spend unbounded time getting the unbounded experience necessary to level up again in a class above 20th level. The above 3 classes in particular due to those classes being the only ones capable of granting levels directly from an external source. The spell slots for those classes can be turned into sorcery points at a rate of 1 per level of the spell slot transformed.