SORCERER

**Innate Magic:** Whenever you cast a sorcerer spell from your deck or hand that would exhaust after being cast, you have the option of losing one tenth of your maximum hit points, rounded down, to negate its exhaustion.

**Sorcerous Origin:** A player must choose for their sorcerer a Sorcerous Origin, which describes the source of their innate magical power. Your choice grants you additional features as you grow in power.

Sorcerous Origin: Storm Sorcery

Your innate magic comes from the power of elemental air. The magic of the storm permeating your being allows you to be a highly mobile, making you a powerful caster that is difficult to pin down and hit.

**Wind Speaker:** The arcane magic you command is infused with elemental air. You can speak, read, and write Primordial. By extension, you can communicate in Aquan, Auran, Terran, and Ignan.

**Tempestuous Magic:** You gain the ability to command intense gusts of elemental air in addition to your spells’ other effects. Whenever you cast a sorcerer spell, you may fly up to 10 feet immediately before or after casting. This movement does not provoke attacks of opportunity.