SORCERER

Hit Points at 1st level: **6 + CON + 4 + CON**

At higher levels, gain an additional **4 + CON** per level after first

Innate Magic: Whenever you cast a sorcerer spell from your deck that would exhaust after being cast, you have the option of losing hit points equal to the spell’s level to negate its exhaustion.

Spellcasting: When you create your character and when you level up, you gain copies of spells from the Sorcerer Spell List, as specified by The Sorcerer table. This is the only way for a sorcerer to gain copies of spells. Sorcerers may choose to include any number of these spells in their deck.

Sorcerous Origin: At 1st level, a sorcerer must choose a Sorcerous Origin, which describes the source of your innate magical power. Your choice grants you additional features as you grow in power.

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.

Metamagic: At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two copies of the following metamagic actions. At various levels, you will gain one additional copy of one of these cards as shown on The Sorcerer table. Although these cards cannot be used from your collection out of combat like spells can, they can be used out of combat if they are in your deck. If a metamagic action is taken this way, the sorcerer spell you enhance with metamagic must be cast from your deck.

Careful Spell, Distant Spell, Empowered Spell, Extended Spell, Heightened Spell, Quickened Spell, Subtle Spell, Twinned Spell

Advanced Metamagic: At 16th level, you gain an additional copy of a metamagic action. Your selection is improved to include the following cards. Whenever you gain an additional copy of a metamagic action after earning this feature, your selection additionally includes the following cards.

Precise Spell, Rapid-fire Spell, Ultimate Spell, Irresistible Spell

Sorcerous Restoration: At 19th level, you can add to your deck up to 4 of your exhausted sorcerer spells whenever you finish a short rest.