SORCERER

**Proficiencies:** You are able to add cards to your collection from the following items.

daggers, darts, slings, quarterstaffs, light crossbows

**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 one 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 storm magic 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.

**Wings of the Tempest:** At will, stormy air is constantly whirling about your body. When you move, you may instead fly with half your normal movement speed. Your Tempestuous Magic feat still moves you 10 feet (instead of a halved 5) when you use it in combination with this feat to fly.

*Gathering Storm X:* A status unique to storm sorcerers. All sorcerer spells you cast that deal lightning or cold damage have that damage increased by X. This status ends at the end of combat.