







# CARACTERÍSTICAS & TRAÇOS

MAGIA DISTANTE 1pf = 2xS

Quando você conjurar uma magia que tenha distância de 1,5 metro ou maior, você pode gastar 1 ponto de feitiçaria para dobrar o alcance da magia. Quando você conjura uma magia com alcance de toque, você pode gastar 1 ponto de feitiçaria para mudar o alcance da magia para 9 metros.

MAGIA ESTENDIDA 1pf=2xT

Quando você conjurar uma magia que tenha duração de 1 minuto ou maior, você pode gastar 1 ponto de feitiçaria para dobrar sua duração, até uma duração máxima de 24 horas.

MAGIA ACELERADA 2pf=Ab

Quando você conjurar uma magia que tenha um tempo de conjuração de 1 ação, você pode gastar 2 pontos de feitiçaria para mudar o tempo de conjuração para 1 ação bônus para essa magia.

War Caster

You have practiced casting spells in the midst of combat, learning techniques that grant you the following benefits: - You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage. - You can perform the somatic components of spells even when you have weapons or a shield in one or both hands. - When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at the creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

Font of Magic

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The created spell slots vanish at the end of a long rest. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. Creating Spell SlotsSpell Slot Level | Sorcery Point Cost | 1st | 2 | 2nd | 3 | 3rd | 5 | 4th | 6 | 5th | 7 | Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Wild Magic Surge

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect. A Wild Magic Surge can happen once per turn. If a Wild Magic effect is a spell, it's too wild to be affected by Metamagic. If it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration. Wild Magic Surged100 | Effect | 01-02 | Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls. | 03-04 | For the next minute, you can see any invisible creature if you have line of sight to it. | 05-06 | A modron chosen and controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later. | 07-08 | You cast fireball as a 3rd-level spell centered on yourself. | 09-10 | You cast magic missile as a 5th-level spell. | 11-12 | Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow. | 13-14 | You cast confusion centered on yourself. | 15-16 | For the next minute, you regain 5 hit points at the start of each of your turns. | 17-18 | You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face. | 19-20 | You cast grease centered on yourself. | 21-22 | Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw. | 23-24 | Your skin turns a vibrant shade of blue. A remove curse spell can end this effect. | 25-26 | An eye appears on your forehead for the next minute. During that time, you have advantage on Wisdom (Perception) checks that rely on sight. | 27-28 | For the next minute, all your spells with a casting time of 1 action have a casting time of 1 bonus action. | 29-30 | You teleport up to 60 feet to an unoccupied space of your choice that you can see. | 31-32 | You are transported to the Astral Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied. | 33-34 | Maximize the damage of the next damaging spell you cast within the next minute. | 35-36 | Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older. | 37-38 | 1d6 flumphs controlled by the DM appear in unoccupied spaces within 60 feet of you and are frightened of you. They vanish after 1 minute. | 39-40 | You regain 2d10 hit points. | 41-42 | You turn into a potted plant until the start of your next turn. While a plant, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points, your pot breaks, and your form reverts. | 43-44 | For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns. | 45-46 | You cast levitate on yourself. | 47-48 | A unicorn controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later. | 49-50 | You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth. | 51-52 | A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to magic missile. | 53-54 | You are

Tides of Chaos

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again. Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Bend Luck

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

Fey Ancestry

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

## Darkvision

Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

immune to being intoxicated by alcohol for the next 24 hours. | 55-56 | Your hair falls out but grows back within 24 hours. | 55-56 | For the next minute, any flammable object you hold that isn't being worn or carried by another creature bursts into flame. | 59-60 | You regain your lowest-level expended spell slot. | 61-62 | For the next minute, you must shout when you speak. | 63-64 | You cast fog cloud centered on yourself. | 65-66 | Up to three creatures you choose within 30 feet of you take 4d10 lightning damage. | 67-68 | You are frightened by the nearest creature until the end of your next turn. | 69-70 | Each creature within 30 feet of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or casts a spell. | 71-72 | You gain resistance to all damage for the next minute. | 73-74 | A random creature within 60 feet of you becomes poisoned for 1d4 hours. | 75-76 | You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn. | 77-78 | You cast polymorph on yourself. If you fail the saving throw, you turn into a sheep for the spell's duration. | 79-80 | Illusory butterflies and flower petals flutter in the air within 10 feet of you for the next minute. | 81-82 | You can take one additional action immediately. | 83-84 | Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt. | 85-86 | You cast mirror image. | 87-88 | You cast fly on a random creature within 60 feet of you. | 89-90 | You become invisible for the next minute. During that time, other creatures can't hear you. The invisibility ends if you attack or cast a spell. | 91-92 | If you die within the next minute, you immediately come back to life as if by the reincarnate spell. | 93-94 | Your size increases by one size category for the next minute. | 95-96 | You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next minute. | 97-98 | You are surrounded by faint, ethereal music for the next minute. | 99-00 | You regain all expended sorcery points. |

# MAGIAS

## Fire Bolt

Evocação cantrip

**Tempo de Conjuração:** 1 action

**Alcance:** 120 feet

**Alvo:**

**Componentes:** V S

**Duração:** Instantaneous

**Descrição:**

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target.

On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

## Mage Hand

Conjuração cantrip

**Tempo de Conjuração:** 1 action

**Alcance:** 30 feet

**Alvo:**

**Componentes:** V S

**Duração:** 1 minute

**Descrição:**

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

## Poison Spray

Conjuração cantrip

**Tempo de Conjuração:** 1 action

**Alcance:** 10 feet

**Alvo:**

**Componentes:** V S

**Duração:** Instantaneous

**Descrição:**

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

## Ray of Frost

Evocação cantrip

**Tempo de Conjuração:** 1 action

**Alcance:** 60 feet

**Alvo:**

**Componentes:** V S

**Duração:** Instantaneous

**Descrição:**

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## Mage Armor NC

Abjuração 1

**Tempo de Conjuração:** 1 action

**Alcance:** Touch

**Alvo:**

**Componentes:** V S M

**Duração:** 8 hours

**Descrição:**

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

## Shield NC 1Turno Reação

Abjuração 1

**Tempo de Conjuração:** 1 reaction, which you take

when you are hit by an attack or targeted by the magic missile spell

**Alcance:** Self

**Alvo:**

**Componentes:** V S

**Duração:** 1 round

**Descrição:**

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

## Mirror Image NC

Ilusão 2

**Tempo de Conjuração:** 1 action

**Alcance:** Self

**Alvo:**

**Componentes:** V S

**Duração:** 1 minute

**Descrição:**

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

## Shatter Instant

Evocação 2

**Tempo de Conjuração:** 1 action

**Alcance:** 60 feet

**Alvo:** Each creature in a 10-foot-radius sphere centered on a point within range

**Componentes:** V S M

**Duração:** Instantaneous

**Descrição:**

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range.

Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

***Em Níveis Superiores:*** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

**Blink** NC 1min

Transmutação 3

**Tempo de Conjuração:** 1 action

**Alcance:** Self

**Alvo:**

**Componentes:** V S

**Duração:** 1 minute

**Descrição:**

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

**Counterspell** NC Inst Reação

Abjuração 3

**Tempo de Conjuração:** 1 reaction, which you take when you see a creature within 60 feet of you casting a spell

**Alcance:** 60 feet

**Alvo:**

**Componentes:** S

**Duração:** Instantaneous

**Descrição:**

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

***Em Níveis Superiores:*** When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

**Dispel Magic** NC Inst

Abjuração 3

**Tempo de Conjuração:** 1 action

**Alcance:** 120 feet

**Alvo:**

**Componentes:** V S

**Duração:** Instantaneous

**Descrição:**

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.  
***Em Níveis Superiores:*** When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

**Fireball**

Evocação 3

**Tempo de Conjuração:** 1 action

**Alcance:** 150 feet

**Alvo:** Each creature in a 20-foot-radius sphere centered on a point within range

**Componentes:** V S M

**Duração:** Instantaneous

**Descrição:**

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

***Em Níveis Superiores:*** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

**Haste**

Transmutação 3

**Tempo de Conjuração:** 1 action

**Alcance:** 30 feet

**Alvo:**

**Componentes:** V S M

**Duração:** Concentraçãoup to 1 minute

**Descrição:**

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

**Banishment**

Abjuração 4

**Tempo de Conjuração:** 1 action

**Alcance:** 60 feet

**Alvo:**

**Componentes:** V S M

**Duração:** Concentraçãoup to 1 minute

**Descrição:**

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

***Em Níveis Superiores:*** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

**Blight** Inst NC

Necromancia 4

**Tempo de Conjuração:** 1 action

**Alcance:** 30 feet

**Alvo:**

**Componentes:** V S

**Duração:** Instantaneous

**Descrição:**

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw, it simply withers and dies.

***Em Níveis Superiores:*** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

**Greater Invisibility**

Ilusão 4

**Tempo de Conjuração:** 1 action

**Alcance:** Touch

**Alvo:**

**Componentes:** V S

**Duração:** Concentraçãoup to 1 minute

**Descrição:**

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.



## Telekinesis

Transmutação 5

**Tempo de Conjuração:** 1 action

**Alcance:** 60 feet

**Alvo:**

**Componentes:** V S

**Duração:** Concentraçãoup to 10 minutes

### Descrição:

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round, or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

**Creature.** You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

**Object.** You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in any direction but not beyond the range of this spell. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.