

# FEATURES

## HIGH ELF (189)

- **Darkvision** Range 60 ft.
- **Fey Ancestry (190)**: Advantage against Charmed
- **Keen Senses (190)**: Proficiency in Perception
- **Trance (190)**
  - Long Rest = 4hrs. If in trancelike meditation (retain consciousness)
  - Don't need sleep
  - Magic can't put you to sleep
- **Elven Lineage: High Elf (190)**
  - Spells (Charisma)
    - Always prepared
    - Cast w/o spell slot once per Long Rest
      - *Prestidigitation*
        - Whenever you finish a Long Rest, can replace with another from the Wizard list.
      - *Detect Magic*
      - (L5: *Misty Step*)

## NOBLE (183)

- **Skilled (201)** – +3 Skill Proficiencies (Investigation, Intimidation, Performance)

## SORCERER (139)

### Level 1 (139)

- **Spellcasting (140)**
  - **+4 Sorcerer Cantrips**: (*Blade Ward, Shocking Grasp, Message, Thunderclap*)
    - Whenever you gain a Sorcerer level, can replace one
  - **Ability**: Wisdom
  - **Focus**: Arcane Focus
  - **Spell Slots**: Increase w/Level, replenish after Long Rest
  - **Changing Spells**: Whenever you gain a Sorcerer level, can replace one
- **Innate Sorcery (140)**
  - **Bonus Action**: Unleash innate magic for 1 minute
    - *Uses*: 2 per Long Rest
    - +1 to Spell Save DC of Sorcerer Spells
    - Advantage on attack rolls of Sorcerer Spells

### Level 2 (141)

- **Font of Magic (140)**
  - **+ 2 Sorcery Points** (increases with levels, can't have more than your current level limit)

- Regain all with Long Rest
- Use to fuel the following options:
  - **Convert Spell Slots to Sorcery Points**
    - Expend a spell slot to gain a number of Sorcery points equal to the slot's level (no action required)
  - **Create Spell Slots**
    - **Bonus Action:** transform unexpended Sorcery Points into one spell slot (costs in table below)
    - Slots created in this way vanish after a Long Rest.
- **Metamagic (141)**
  - +2 Metamagic Options (additional +2 at levels 10 and 17)
  - Spend Sorcery Points to to modify a spell you cast.
    - One per spell unless noted in the option
  - Whenever you gain a Sorcerer level, you can replace one option with another you don't know

### Level 3 (141)

- **+1 Sorcery Point (3 Total)**
- **Aberrant Sorcery (145)**
  - **Psionic Spells**
    - Always Prepared:
      - Level 3: *Arms of Hadar*, *Calm Emotions*, *Detect Thoughts*, *Dissonant Whispers*, *Mind Sliver*
  - **Telepathic Speech**
    - **Bonus Action:** Form a telepathic connection with a creature you can see within 30ft.
      - You and the creature can communicate over a number of miles equal to your Charisma modifier
      - Connection lasts for a number of minutes equal to your sorcerer level
      - Ends early if used to form a connection with another creature.

Spell Slot Level	Sorcery Point Cost	Minimum Sorcerer Level
1	2	2
2	3	3
3	5	5
4	6	7
5	7	9