

Contents

1 Overview	1
2 Aberrant Mind Sorcerer Features	1
2.1 Spells	1
2.1.1 Cantrips	1
2.1.2 1st Level	1
2.2 Telepathic Speech	2
2.3 Font of Magic	2
3 Feats	2
4 Magic Items	2
5 Build Audit	2
5.1 Character Creation	2
5.2 Levels	2

1 Overview

- 14 HP max
- Stats: 8-14-14-12-12-17
- Skills: Arcana, Religion, Insight, Perception, Deception, Persuasion

2 Aberrant Mind Sorcerer Features

- 5 cantrips (1 from Aberrant Mind)
- 2 Level 1 spell slots
 - 4 spells known (2 from Aberrant Mind)
 - Spell save DC 13 (8 + CHA + PB)
- Pact of the Tome
 - 3 additional cantrips from any class

2.1 Spells

This is current as of character level 1.

- 2/2 sorcerer spells known
- 2/2 psionic spells known
 - At each level gained, an existing psionic spell can be replaced by a Divination or Enchantment spell of the same level from the sorcerer, warlock, or wizard spell lists.

2.1.1 Cantrips

- Fire Bolt
- Mage Hand
- Minor Illusion
- Prestidigitation
- Mind Sliver (psionic)

2.1.2 1st Level

- Mage Armor
- Sleep

- Disguise Self
- Arms of Hadar (psionic)
- Dissonant Whispers (psionic)

2.2 Telepathic Speech

- **Bonus action**
- Targets creature you can see within 30 feet
- Can speak telepathically with each other while you are within 3 (CHA) miles
 - Must be in shared language
- Lasts for 1 (sorcerer level) minute
- Ends early if incapacitated or if this is used again

2.3 Font of Magic

- 2 SP, recovers on long rest
- Flexible Casting
 - **Bonus Action** to use
 - Can either:
 - * Convert spell slot to SP (# equal to slot level)
 - * Convert SP to spell slot of 5th level or lower

3 Feats

None

4 Magic Items

None

5 Build Audit

5.1 Character Creation

- Stats: Point buy 8-13-13-12-12-15
- Race: Half-Elf
 - +2 CHA, +1 DEX and CON
 - Deception, Persuasion proficiencies
 - Darkvision (60 ft.)
 - Fey Ancestry
 - Common, Elvish, Dwarvish
- Background: Sage
 - Arcana, Religion proficiencies
 - Alchemist's supplies proficiency
 - Deep Speech

5.2 Levels

1. Aberrant Mind Sorcerer 1
 - 8 HP (max d6 + CON = 6 + 2)
 - Proficiencies
 - Insight, Persuasion

- CON, CHA saves
 - daggers, darts, slings, quarterstaves, light crossbows
 - Equipment
 - Light crossbow + bolts
 - Daggers (2)
 - Arcane focus (staff)
 - Explorer's pack
 - Spellcasting
 - 4 sorcerer cantrips (Fire Bolt, Mage Hand, Minor Illusion, Prestidigitation)
 - 2 sorcerer spells (Mage Armor, Sleep)
 - 1 psionic cantrip (Mind Sliver)
 - 2 psionic spells (Arms of Hadar, Dissonant Whispers)
 - Telepathic speech
2. Aberrant Mind Sorcerer 2
- 8 -> 14 HP ($d6 + \text{CON} = 4 + 2$)
 - Additional sorcerer spell known (Disguise Self)
 - 2 SP
 - Font of Magic