## Sorcerer

### **Order**

The Order Sorcerer plays with the future. The attacks of the Order Sorcerer are very strong, but are situational and often take place next turn. Samurais and Order Sorcerers play well together, and Order Sorcerers are able to grant some buffs and visions of the future.

Level 1 Sorceries:

* **Delayed Gratification:** Roll to hit two enemies within 30 feet. If successful, next turn both enemies will take 2d6 energy damage.
* **Cripple:** Roll to hit. If successful, an enemy’s attack roll will be lowered by 4 for the next three turns. After one turn, they can try (only once) to make a Constitution saving throw to escape the crippling.
* **Alter Future**: Sacrifice your turn to grant an ally two turns the next time that they are up. No roll to hit is necessary. If the ally is stunned or otherwise unable to move, your turn is refunded.

Level 2 Sorceries (5+):

* **Artificial Luck:** Grant all allies +3 on all rolls next turn. This spell does not apply to you.
* **Premonition:** Briefly see into the future. Learn about one possible path the future will take (details up to DM discretion). You can only see what will happen to you, not your companions or other NPCs around, unless you decide to focus on them, in which case you will have no knowledge of your situation.
* **Coming Storm:** Roll to hit one enemy within fifty feet. If successful, next turn that enemy will take 3d10 lightning / energy damage. *Lawful enemies cannot be affected by Coming Storm.*

Level 3 Sorceries (11+):

* **Omen:** Learn what type of damage all enemies are vulnerable to. For the rest of combat, all allies’ spells that deal energy damage deal that type of damage instead. If they are not vulnerable to any type of damage, all attacks against enemies deal 50% more damage for two turns.
* **Justice Restored**: Cease or undo (does not affect damage already taken) all magical and alchemical effects within a fifty-foot radius. Next turn, you are the only person able to use magic. *Some magic is not affected by Justice Restored. Consult with DM.*

Level 4 Sorceries (16+):

* **Intervention:** You now have the ability to cause predestination once. You may work with the DM to decide some aspect of the future that you would like to change. Because of the (broken) nature of this power, Intervention is highly limited, but can alter the course of a campaign. *Once Intervention is expended, you must visit the Temple of Order to regain it. This is non-negotiable.*
* **Righteous:** Dictate the moves of all enemies for the next turn. You can force them to run, attack each other, etc. However, you may only make them perform moves that you are aware of- you do not gain complete insight into all of their abilities. After the turn, deal 1d12 damage to all enemies affected by Righteous.

Sorcery Traits:

* **Lawful Struggle:** Any damage you deal to Chaotic enemies is increased by 50%. Any damage you deal to enemies from the Chaos Isles or shapeshifters is increased by 100%.
* **Rule Follower**: Regardless of your actions within the campaign, you will be considered a Lawful creature for the rest of the game by everyone you encounter, including the gods. Your Persuasion modifier is permanently increased by 2. *Samurais CANNOT use Rule Follower, no matter who grants it to them*.
* **Spirit of the Laws:** Gain permanent insight into the rules, regulations, and customs of any region that you enter. This insight may extend to the ordinary behavior of any inhabitants within the region.

### **Chaos**

The Chaos Sorcerer plays with the past, and is able to frustrate enemies and allies alike. They can grant powerful assistance to the party in times of need, but suffer from random damage debuffs.

Level 1 Sorceries:

* **Reversion**: Move all people within a 20-foot radius to the location they were in the previous turn. This location can be more than 20 feet away from the Chaos Sorcerer. *You cannot send allies or enemies back to Hell or Heaven with this move*.
* **Vitality Drain**: Pick an enemy within thirty feet to make a constitution saving throw. On failure, decrease an enemy’s maximum health by the amount of damage they took last turn from one of your allies (you get to pick). Until combat is over, they stick with that maximum health and cannot be healed above it.
* **Randomness:** Roll to hit. On hit,Deal 1d10 of a random type of damage to one enemy in a thirty-foot radius.

Level 2 Sorceries (5+):

* **Retroactive Omen:** Learn what type of damage an enemy is vulnerable to. The last three attacks from your allies were now of that damage type. Adjust the enemy’s health accordingly.
* **Return:** Teleport the party to a place you have been some time in the past three campaign sessions. Once there, you must deal with the consequences/current situation. *Return is not reversible.*
* **Confuse:** Force an enemy within 50 feet to make a constitution saving throw. On failure, deal 1d8 damage to them for three turns. For those three turns, they are confused, and target a random ally instead of low health/weak/close allies.

Level 3 Sorceries (11+):

* **Soul Drain**: Roll to hit an enemy within 50 feet. On hit, all the damage an enemy has previously taken increases by 50%. Ex: if they have taken 10 damage, they take an extra 5 damage. *This spell works off of their current percentage of health, not total damage taken; healing is a good counter to Soul Drain.*
* **Oops**: Change the race of either you or a consenting ally. This effect does not wear off (unlike the Chameleon Generic Spell). Contrary to most other Chaos spells, you can pick the result.

Level 4 Sorceries (16+):

* **Back to the Future:** Permanently alter some aspect of the past. You must work with the DM to decide how powerful this spell is, but you may change the circumstances of your present to include
  + A revived ally.
  + The death of an enemy that you reasonably could have defeated in combat.
  + The prevention of some minor mistake that you made.

Back to the Future has two charges. Once both charges are expended, you *must visit the Chaos Isles to regain them. This is non-negotiable.*

* **Variety! :** Roll to hit an enemy within 100 feet. On hit, deal 12d10 damage- 1d10 of each of the twelve types of damage.

Sorcery Traits:

* **Chaotic Struggle:** Any damage you deal to Lawful enemies is increased by 50%. Any damage you deal to Angels, Monks of the Lawful Order, or Androids is increased by 100%.
* **Rule Breaker**: Regardless of your actions within the campaign, you will be considered a Chaotic creature for the rest of the game by everyone you encounter, including the gods. Your Deception modifier is permanently increased by 2. *Samurais CANNOT use Rule Breaker, no matter who grants it to them*.
* **Annoyance:** Once per long rest, become able to ask for an insight into what will frustrate one NPC of your choosing the most. Gain +3 on rolls pertaining to that action.

### **Psychic**

Level 1 Sorceries:

* **Migraine**: Roll to hit. On hit, give an enemy a headache for three turns. Deal 1d8 psychic damage the first turn, 1d6 psychic damage the second turn, and 1d4 psychic damage the third turn.
* **Charged Insult:** Make up an insult about an enemy. The DM will judge its success, and reward you a damage of anything between 1d4 and 2d8 psychic damage (1d4 -> 1d6 -> 1d8 -> 1d10 -> 1d12 -> 2d8). You do not have to roll to hit.
* **Insight Bonus:** Give one member of your party +4 to Insight for one turn.

Level 2 Sorceries (5+):

* **Jedi Mind Trick**: You know the rules. This automatically succeeds on every creature with less than 13 Intelligence. Creatures at or above 13 Intelligence must roll an Intelligence save to avoid the Jedi Mind Trick. *The extent of the Jedi Mind Trick is up to the DM’s discretion*.
* **Confuse:** Force an enemy to make a Wisdom saving throw. On fail, their next attack is against a random member of combat (enemy or ally), and their attack deals half damage. Who they attack is random.
* **Bad Memory:** Force an enemy to make a Wisdom saving throw. On fail, they take 1d10 psychic damage and attempt to run away and cry. If they cannot run away (due to stun, root, etc;) they take an additional 2d8 psychic damage.

Level 3 Sorceries (11+):

* **Mind Reader:** Twice per long rest, discern the exact intentions of a creature as well as one additional fact about them. This ability can be used only when engaged in a conversation with the potential subject.
* **Induce Delirium:** Once per combat, force an enemy to make a constitution saving throw. On fail, they attack one member of their party (or if alone, themselves for half damage), run away, suffer the effects of fear, and are stunned for an additional turn.

Level 4 Sorceries (16+):

* **Mind Control:** Force any creature but one of the gods to make a wisdom, constitution, and intelligence saving throw. The extent to which you mind control this person depends on how many of the saving throws they succeed on. From then on, consult with the DM to force this creature to do your bidding. Gain a charge every three long rests, up to four charges.
* **Mass Hallucination:** Change one facet of history forever. The practical outcome of the event will remain the same, but everyone will remember the event differently. How different will depend on how you would like to change the event. You start with one charge of Mass Hallucination, and may visit the Labyrinth to regain charges, up to two total.