Sorcerer Revisited

Presented here is the first draft of a Sterling Vermin Adventuring Co. revision to the Sorcerer class presented in the Player’s Handbook. While the sorcerer class is not nearly as widely critiqued as the ranger, my personal feeling is that the sorcerer class does not carve out enough unique design space to justify being its own class.

This sorcerer class revisited was created as a simple fix to that critique. In the sorcerer class revisited the role of sorcery points is expanded and incorporates the alternative spell points system presented in the Dungeon Master’s Guide. As a result of this change the original Font of Magic feature became irrelevant and the Metamagic feature was moved from 3rd level to 2nd level to fill in the gap. A new Font of Magic feature is added at 3rd level. This reimagined Font of Magic allows sorcerers to regain all expended sorcery points once per day and twice per day at 9th level. Finally, the sorcerer class revisited gets additional spells known, to get some degree of parity with other full spellcasters, and one additional metamagic option at 5th level to further emphasize their theme as the most flexible full spellcasters.

The goal with this revision to the class was to improve the class’ identity with minimal changes to the class as written. We hope we’ve achieved that but are looking for more feedback from our readers before we declare this our final iteration.

Class Features

As a sorcerer, you gain the following class features.

Hit Points

- **Hit Dice:** 1d6 per sorcerer level
- **Hit Points at 1st Level:** 6 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st

Proficiencies

- **Armor:** None
- **Weapons:** Daggers, darts, slings, quarterstaffs, light crossbows
- **Tools:** None

Saving Throws

- Constitution, Charisma

Skills

- Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer’s pack or (b) an explorer’s pack
- Two daggers
Your sorcerer level also determines the maximum-level spells you can cast. You know four cantrips of your choice from the sorcerer spell list. You gain a pool of 4 sorcery points that you can use to cast spells (and later manipulate their properties through your Metamagic feature). When you wish to cast a spell you expend a number of sorcery points to create a spell slot of a given level as indicated on the sorcery point cost chart, and then use that slot to cast a spell. You can't reduce your sorcery point total to less than 0, and you regain all spent sorcery points when you finish a long rest.

The number of sorcery points you have to spend increases as you gain levels in this class, as shown in the Sorcery Points column on the sorcerer class table. Your sorcerer level also determines the maximum-level spell slot you can create. Even though you might have enough points to create a slot above this maximum, you can't do so.

Spells of 6th level and higher are particularly taxing to cast. You can use sorcery points to create one slot of each level of 6th level or higher. You can't create another slot of the same level until you finish a long rest.

Spells Known of 1st Level and Higher
You know two 1st-level spells of your choice from the sorcerer spell list. The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level which you can cast using sorcery points. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

Spells Known of 1st Level and Higher
You know two 1st-level spells of your choice from the sorcerer spell list. The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level which you can cast using sorcery points. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

Spelling Ability
Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

 Spell save DC = 8 + your proficiency bonus + your Charisma modifier

 Spell attack modifier = your proficiency bonus + your Charisma modifier

Spells Known of 1st Level and Higher
You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level which you can cast using sorcery points. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

Spelling Ability
Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

 Spell save DC = 8 + your proficiency bonus + your Charisma modifier

 Spell attack modifier = your proficiency bonus + your Charisma modifier

Spells Known of 1st Level and Higher
You know two 1st-level spells of your choice from the sorcerer spell list.

Sorcerous Origin
Choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline or Wild Magic, both detailed at the end of the sorcerer class description in the Player's Handbook, or Storm Sorcery, detailed in the Sword Coast Adventurer's Guide, or Greenheart, detailed at the end of the class description in this document.
Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Metamagic
At 2nd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 5th, 10th, and 17th level.
You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Careful Spell
When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell
When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.
When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Draconic Spell
You must have the Draconic Bloodline sorcerous origin to take this option.
When you cast a spell that deals damage you can spend 1 sorcery point to change the damage type dealt by your draconic ancestry.

Empowered Spell
When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.
You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell
When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Green Spell
You must have the Greenheart sorcerous origin to take this option.
When you cast a spell, you can spend 1 sorcery point to heal yourself or a creature adjacent to you that is not a construct or undead 1d6 hit points.

Heightened Spell
When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell
When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Savant Spell
You must have the Arcane Prodigy sorcerous origin to take this option.
When you cast a spell, you can spend 1 sorcery point to use two additional Metamagic options on this spell. You can only use this Metamagic option once per spell.

Subtle Spell
When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Tempest Spell
You must have the Storm Sorcery sorcerous origin to take this option.
When you cast a spell that requires an attack roll and deals lightning or thunder damage, you may spend 1 sorcery point when you deal damage to a creature to push the creature up to 15 feet.

Twinned Spell
When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Wild Spell
You must have the Wild Magic sorcerous origin to take this option.
When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 1 sorcery point to roll randomly on the wild saving throw chart below to determine what kind of saving throw the spell requires. This saving throw replaces the normal saving throw required to resist the spell.
You displayed a natural aptitude for magic from the Font of Magic
Arcanist Handbook at the Sterling Verming Adventuring Co.

At 3rd level, you can use an action to regain all of your spent sorcery points. You can use this feature again after you complete a long rest.

Starting at 9th level, you can use this feature twice between long rests.

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature.

At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

Presented here are two sorcerous origins that can be used with the Sorcerer class revisited or the Sorcerer class as presented in the Player’s Handbook. The Arcane Prodigy is presented here for the first time while the Greenheart sorcerous origin is an update of a sorcerous origin originally found in the Complete Arcanist Handbook at the Sterling Verming Adventuring Co.

You displayed a natural aptitude for magic from the first moment you fumbled through the gestures and words to conjure up a spell. Since that time you found that the more you tried to learn magic through rote memorization and practiced study the less your innate talent shone through. Sorcerers who are arcane prodigies eventually discover its better to let their own instincts and idiosyncracies guide their use of magic. While arcane prodigies never truly abandon the attempt to understand magic on a rational or methodical level their prodigious talent for spellcasting relies on their intuitive understanding rather than their intellectual understanding of it.

Starting at 1st level, you have a spellbook that contains your own idiosyncratic translation of spells you once learned at an arcane university or under a wizard mentor. Your spellbook begins with three first-level spells chosen from the wizard spell list. Spells in this spellbook count as sorcerer spells for you. You can cast spells that you don’t know but which are in your spellbook by spending an additional 1 sorcery point when you cast the spell.

Whenever you gain an even numbered level in this class you can choose an additional spell from the wizard spell list and add it to your spellcasting notebook. Spells added in this way may not be of a higher level than spell slots you can create using your sorcery points.

When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a level which you could cast by spending sorcery points and if you can spare the time and money to decipher and copy it. For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

Starting at 1st level, if you are proficient in the Arcana skill your proficiency bonus is doubled for any ability check you make that uses your Arcana proficiency.

At 6th level, you have proficiency in Intelligence saving throws.

At 14th level, you gain an additional Metamagic option of your choice.

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level sorcerer spell and a 2nd-level sorcerer spell that you know or that are in your spellbook. You can cast those spells at their lowest level without spending a sorcery point. If you want to cast either spell at a higher level, you must spend sorcery points as normal.

By spending 8 hours in study and reflection, you can exchange one or both of the spells you chose for different spells of the same levels.

Born to a dryad parent, infused with the eldritch power of an enchanted forest you were raised in, or influenced by a primal enchantment in your mother’s womb, the magic of the natural world runs through you. Unlike druids you did not choose your connection to the natural world, the natural world chose its connection to you. Greenheart sorcerers often have dark brown and bright green features and smell of the native flora of their homelands. Sorcerers of this origin are exceptionally resilient and observant of their surroundings.

At 1st level, your link to the natural world allows you to learn spells normally associated with the druid class.

When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list, in addition to the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

Starting at 1st level, your hit point maximum increases by 2 and increases by 2 again whenever you gain a level in this class. Whenever you spend one or more sorcery points you heal 1 hit point for every sorcery point you spent.

Starting at 6th level, moving through nonmagical...
difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

**Virile Vitality**
Starting at 14th level, you are immune to poison and disease. Additionally, the primal magic coursing through your veins causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

**Greenheart, Greenblood**
Starting at 18th level, you can use a bonus action on your turn to convert vitality into sorcery points. Reduce your current and maximum hit points by 4 and regain 1 sorcery point. This reduction lasts until you complete a long rest.

---

**Sorcerer Class Revisited by**
Benjamin Huffman
http://sterlingvermin.com/

**Art Credits in Order of Appearance**
“Commission Steel Flameblade” by JohnDowson
“Old Sorcerer” by Milana Black
“Book of Green Magic” by Tottor
“Concept Knife” by Gloroh
“Healspell Liesetiawan” by LieSetiawan