

THE SORCERER CLASS,

REVISITED

Presented here is the third draft of a *STERLING VERMIN ADVENTURING CO.* revision to the Sorcerer class presented in the *Player's Handbook*. While the sorcerer class is as widely critiqued as the ranger, a common complaint about the sorcerer class is that it does not carve out a 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 5th level. To emphasize the theme of sorcerers as spellcasters who wield magic through force of will and internal strength alone, when they use their Font of Magic they temporarily become capable of using all Metamagic options they meet the prerequisites for and all spells on the sorcerer list of a level for which they can cast. Finally, Sorcerous Restoration was reworked both because it's a tremendously boring feature and it doesn't work as well with a sorcerer who uses spell points for spellcasting as well as metamagic.

The goal with this revision to the class was to improve the class' identity with minimal changes to the class as written. Once additional feedback has been collected, a final draft will be completed and the Sorcerer Class Revisited will be made available as a PWYW product on DM's Guild.

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, quarterstaves, 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

SPELLCASTING

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the sorcerer spell list.

CANTRIPS

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

SORCERY POINTS

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.

CASTING SPELLS OF 6TH LEVEL AND HIGHER

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.

SPELLCASTING 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

THE SORCERER

Level	Proficiency Bonus	Sorcery Points	Features	Cantrips Known	Spells Known	Max Spell Lvl
1st	+2	4	Spellcasting, Sorcerous Origin	4	2	1st
2nd	+2	8	Metamagic	4	3	1st
3rd	+2	9	Font of Magic	4	4	2nd
4th	+2	11	Ability Score Improvement	5	5	2nd
5th	+3	11	Font of Magic improvement	5	6	3rd
6th	+3	13	Sorcerous Origin feature	5	7	3rd
7th	+3	15	—	5	8	4th
8th	+3	18	Ability Score Improvement	5	9	4th
9th	+4	22	—	5	10	5th
10th	+4	25	Metamagic	6	11	5th
11th	+4	28	—	6	12	6th
12th	+4	29	Ability Score Improvement	6	12	6th
13th	+5	32	—	6	13	7th
14th	+5	33	Sorcerous Origin feature	6	13	7th
15th	+5	37	—	6	14	8th
16th	+5	38	Ability Score Improvement	6	14	8th
17th	+6	42	Metamagic	6	15	9th
18th	+6	44	Sorcerous Origin feature	6	15	9th
19th	+6	48	Ability Score Improvement	6	15	9th
20th	+6	51	Sorcerous Actualization	6	15	9th

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your sorcerer spells.

Spell Level	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

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*. You can also choose: Divine Soul, Shadow Magic, or Storm Sorcery, detailed in *Xanathar's Guide to Everything* or Arcane Prodigy, detailed at the end of this class description.

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 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.

DIVINE SPELL

You must have the Divine Soul sorcerous origin to take this option.

When you cast a spell that deals damage to you can spend 1 sorcery point to change the damage type dealt by the spell to a damage type determined by the affinity you chose for your Divine Magic feature: radiant for good or law, necrotic for evil or chaos, or force for neutrality.

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 the spell to the type indicated 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.

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.

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 deal lightning or thunder damage with a spell you have cast, you may spend 1 sorcery point when you deal damage to a creature to push the creature up to 15 feet.

TENEBOUS SPELL

You must have the Shadow Magic sorcerous origin to take this option.

When you use your action to cast a spell, you may spend 3 sorcery points to turn invisible until the start of your next turn. The cost to activate this option is reduced to 1 sorcery point if you are in dim light or darkness.

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.

1d6	Wild Saving Throw
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

FONT OF MAGIC

At 3rd level, you can use an action to let flow the font of magic within you. When you do, you regain all of your spent sorcery points. In addition, for the next minute you are in a sorcerous trance.

While in this sorcerous trance, you know all sorcerer spells of a level which you can cast using sorcery points and you can use all Metamagic options you meet the prerequisites for. You can still use only one

Metamagic option on each spell you cast, unless otherwise noted. You can use this feature again after you complete a long rest.

Starting at 5th level, you can use this feature twice between long rests.

ABILITY SCORE IMPROVEMENT

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.

SORCEROUS ACTUALIZATION

At 20th level, while you are in a sorcerous trance you regain 1 sorcery point each time you use a Metamagic option on a spell you cast and spell slots cost half as many sorcery points to create (round down).

SORCEROUS ORIGINS

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following option is available to the sorcerer, in addition to those offered in the *Player's Handbook* and *Xanathar's Guide to Everything*: the Arcane Prodigy.

ARCANE PRODIGY

From your first attempt at fumbling through a spell, you displayed a natural aptitude for magic. Since that time, 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 idiosyncrasies 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, rather than intellectual, grasp of it.

ALTERNATIVE SPELLCASTING ABILITY

When you choose this sorcerous origin at 1st level, you can choose to use Intelligence, instead of Charisma, as your sorcerer spellcasting ability. You must make this choice when you gain this feature.

LIVING GRIMOIRE

Starting at 1st level, a book containing your notes on arcane research springs to life. Your living grimoire functions as if it was a familiar created by the *find familiar* spell and chosen the statistics of a raven, but is a construct rather than a celestial, fey, or fiend. If your living grimoire is ever killed, you can create a new one by over the course of 1 hour using 10 gp worth of paper and ink.

RARE GENIUS

At 1st level, you gain proficiency in the Arcana skill.

In addition, your intuitive mastery of arcane formulas allows you to learn spells normally associated with the Wizard 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 wizard spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

METAMAGIC PRODIGY

At 6th level, you gain a pool of prodigy points equal to your level in this class. This pool increases by 1 each time you gain a level in this class. You can spend prodigy points instead of sorcery points to use Metamagic options. You regain all expended prodigy points when you finish a long rest.

SPELL TINKERING SAVANT

At 14th level, when you cast a spell you may spend an additional sorcery point to use two Metamagic options to modify that spell, rather than just one. You must pay the sorcery point costs for those Metamagic options as normal.

METAMAGIC MASTERY

At 18th level, you have achieved perfect mastery over one of your Metamagic options. You can use the Metamagic option without spending sorcery points and using it on a spell does not prevent you from using another Metamagic option on the same spell.

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