

Sorcerer

Redesign



Why the Change?

I'm sure a lot of people will be more than curious as to why I would redesign a class as iconic as the sorcerer. The reason behind it is rather simple. While the flavor text for sorcerers has always been that they are fonts of raw magical power with bloodlines that grant them unique and wondrous abilities, the reality is that, to me at least, their mechanics really just made them wizards with less versatility.

This is not to say that I didn't enjoy the class, far from it in fact. Sorcerers are my arcane spellcaster of choice simply because I never liked keeping track of hundreds of spells. The sorcerer never felt like a unique class though. So I decided to work on coming up with something that kept the original flavor of the sorcerer but gives them their own particular style.

I hope you like it.

The Sorcerer

With a roar of fury, a young human exhales a conflagration of searing flame. Minute glittering scales twinkle in the light of the ensuing inferno that now surrounds her foes. She takes a step back, the feeling of exultation raging through her blood as the flames whirl about her body.

A half-elf perches in a tree, a roguish grin spreading across his lips. He reaches out towards a group of hobgoblins marching through the forest. Roots and vines lash out to ensnare his prey while their leader shrieks in fear, lashing out at illusory foes. The half-elf leaps from his perch, his form shifting in mid-air to that of a great eagle as he dives at the intruders.

At the center of a whirling maelstrom of chaotic energy, a lone elf stands; her hair whipping about in the storm, it's color shifting wildly with

each movement. Energy leaps from her outstretched hand and dances between a horde of on-rushing orcs. The maelstrom raging around her mirrors the one within, threatening to consume her if she loses control.

Sorcerers carry tremendous power within their bloodline. Whether this comes from an ancient curse, cosmic alignment, or ancestral heritage the result is the same. Sorcerous power burns in their blood and only through sheer force of will are they able to control and harness it. This power comes with a price, however, if the sorcerer is not careful, the magic within can consume them should they ever lose control.

Raw Magic

The power of a sorcerer suffuses their entire being. This power cannot be harnessed with ritual and incantation like a wizard casting spells. The magic within a sorcerer wants to be released. It is only through willpower and fortitude that the sorcerer is able to restrain this force and keep it from consuming them.

The manifestation of sorcerous power is wild and unpredictable. Some lineages contain multitudes of sorcerers while others might only have a solitary sorcerer every hundred years. Sometimes the source of this power is shrouded in mystery while others can be traced to specific events or prophecies. The blessing of a god, a hag's curse, or exposure to powerful elemental forces could all impart the gift of sorcery. The abilities that a sorcerer receives are often as varied as their origins.

Ancient tomes and arcane secrets have no place in the life of a sorcerer. The sorcerer *is* magic, they do not *learn* magic. Over time they can harness their power and create staggering and wondrous effects.

Level	Base	Fortitude	Reflex	Will	Features
1st	+0	+2	+0	+2	Arcane Bolt (2d8), Sorcerous Origin
2nd	+1	+3	+0	+3	Arcane Talent, Font of Power
3rd	+1	+3	+1	+3	Sorcerous Magic, Arcane Bolt (3d8)
4th	+2	+4	+1	+4	
5th	+2	+4	+1	+4	Arcane Talent, Arcane Bolt (4d8)
6th	+3	+5	+2	+5	Sorcerous Origin Feature, Sorcerous Magic
7th	+3	+5	+2	+5	Arcane Bolt (5d8)
8th	+4	+6	+2	+6	
9th	+4	+6	+3	+6	Sorcerous Recovery, Sorcerous Magic, Arcane Bolt (6d8)
10th	+5	+7	+3	+7	Arcane Talent
11th	+5	+7	+3	+7	Arcane Bolt (7d8)
12th	+6/+1	+8	+4	+8	Sorcerous Spells
13th	+6/+1	+8	+4	+8	Arcane Disruption, Arcane Bolt (8d8)
14th	+7/+2	+9	+4	+9	Sorcerous Origin Feature
15th	+7/+2	+9	+5	+9	Arcane Talent, Arcane bolt (9d8), Sorcerous Spells
16th	+8/+3	+10	+5	+10	
17th	+8/+3	+10	+5	+10	Arcane Absorption, Arcane Bolt (10d8)
18th	+9/+4	+11	+6	+11	Sorcerous Origin Feature
19th	+9/+4	+11	+6	+11	Arcane Bolt (11d8)
20th	+10/+5	+12	+6	+12	Spell Storm

Playing a Sorcerer

Sorcerers often lead an adventuring life out of necessity. Their powers often manifest violently creating havoc all around them until they can learn to control them. Some may adventure to seek under-

standing of the power that infuses their bodies, while others seek to answer the question of their mysterious origins. Some may just view their abilities as yet another tool, no different than a sword or armor and seek the life of adventure for the

promise of gold and glory. Whatever their motivations, sorcerers bring staggering arcane might to any adventuring party, though they lack the breadth of knowledge and versatility of a wizard.

Creating A Sorcerer

The most important question to consider when creating your sorcerer is the origin of your power. As a starting character, you'll get to choose whether your power comes from a draconic bloodline, the influence of the fey, or wild magic, but the exact source of this power is for you to decide. Is it a family curse, passed through the generations? Were you born at the confluence of powerful ley lines that somehow infused your body with magic? Or were you a part of some ritual or experiment that that instilled this power in you?

How do you feel about the power that you've been given? Do you embrace it or fear it? Do you feel as though this power comes with the responsibility to protect those around you, or would you rather use it to dominate the weak? Does the character feel drawn to a particular place or individual within the world because of its ties to your origin?

Class Features

As a sorcerer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per sorcerer level

Proficiencies

Armor: Light

Weapons: All simple weapons

Skills: 2 + Int modifier per level

Bluff, Craft, Fly, Knowledge Arcana, Profession, Spellcraft, Use Magic Device

Arcane Bolt

As a standard action you can channel the arcane

power flowing through you to unleash a bolt of arcane energy at your foes. The type of damage the bolt inflicts is based on your Sorcerous origin, but the amount is 2d8. To hit with the arcane bolt you must roll a ranged touch attack against your target. The range of this bolt is 60 feet. The damage increases as you gain levels in the sorcerer class.

Sorcerous Origin

Choose a [sorcerous origin](#) which describes the source of your innate magical abilities. You may choose from either the Draconic bloodline, Fey, or Wild Magic, all of which are detailed at the end of the class description. Your choice grants you features at 1st level as well as 6th, 14th, and 18th. You also gain access to certain spells starting at 3rd level, and again at 6th, 9th, 12th, and 15th.

Arcane Talent

As you progress in power as a sorcerer, you gain access to special magical abilities. Starting at 2nd level you gain access to an [Arcane Talent](#). You gain additional Arcane Talents at 5th, 10th, and 15th level. Some of these abilities require sorcery points to use while others are simply invoked by force of will. The list of Arcane Talents can be found after the Sorcerous Origins in this class write-up.

Font of Power

Starting at 2nd level you have access to a font of magical power. This is represented with sorcery points, which allow you to empower your arcane bolts, cast spells when they become available, and fuel other magical effects.

Sorcery Points

The number of sorcery points you have is equal to your sorcerer level plus your Charisma modifier. These points refresh each day after 8 hours of rest.

Arcane Burnout

Whenever you roll a critical fumble on an attack roll or caster level check with one of your spells or abilities (roll a natural 1 on the d20), there is a chance that you lose control of the power that you wield and suffer ill effects. Whenever you roll a critical fumble, you must immediately make a Fortitude saving throw against a DC = 15 + the level of the spell or ability used (The level of arcane bolt is half your sorcerer level). Failure means you take 1d6 points of damage per level of the ability that triggered the burnout.

For particularly powerful abilities or expenditures of sorcery points (more than 4), the DM and player could come up with a suitable reaction to a failed Arcane Burnout save beyond just damage to yourself. This could be a massive arcane explosion that damages everything around you or perhaps it opens a small dimensional rift allowing hostile otherworldly creatures through for a short time. This is mentioned more for narrative purposes than being a strict feature of the class, so don't feel like you need to come up with something if either the DM or player don't want to.

Sorcerous Magic

Starting at 3rd level you gain the ability to focus the raw magic within your body and release it in the form of a limited number of spells. You can choose 2 spells from the lists of those available to your Sorcerous Origin at this level. These spells cost 1 sorcery point to cast, and require only the focus of the sorcerer to cast without the need for verbal, somatic, or material components or foci.

At 6th, 9th, 12th, and 15th levels you are able to choose 2 additional spells from the corresponding lists in your Sorcerous Origin. These spells cost 2, 3, 4, and 5 sorcery points to cast respectively.

Sorcerous Recovery

Starting at 9th level you can regain up to 4 sorcery

points as a standard action. This can be done a number of times equal to your Charisma modifier per day.

Arcane Disruption

At 13th level your ability to control raw magical energy allows you to counterspell the magic of another or dispel enchantments.. To counter a spell as it is being cast you may use an immediate action and expend a number of sorcery points equal to the level of the spell you wish to counter.

In order to dispel an enchantment already in place, you must expend 3 sorcery points and succeed at a caster level check (using your sorcerer level) against a DC equal to 11 + the caster level of the spell you are targeting. Success indicates the spell is removed.

Arcane Absorption

Upon reaching 17th level you are able to absorb the magic of spells targeting you in order to replenish your pool of sorcery points. To accomplish this, the spell must be targeted directly at you, you cannot absorb area of effect spells. You may then spend an immediate action to make a caster level check against a DC equal to 11 + your opponent's caster level. Success indicates that you absorb a number of sorcery points equal to the level of the spell targeted at you, and the spell itself has no effect. This ability can be used once per day.

Spell Storm

At 20th level, your command of the raw power within your blood knows no limit. As a swift action you may tap into the full power of this source of magic. All abilities that require the expenditure of sorcery points now cost half as much (rounded down). This can bring the cost of an ability to 0. This ability lasts for 1 minute, and can only be used once per day.

Sorcerous Origins

Sorcerers have a variety of magical sources to choose from for their innate abilities. Many variations exist, but most fall in to one of the following three categories.

Draconic Bloodline

Your innate magic comes from the blood of dragons and reflects the elemental fury of those legendary creatures. Many sorcerers with the draconic bloodline can trace their power back to an ancestor who trafficked with dragons in one form or another. Some even claim to be descended from the mighty beasts themselves. Whatever the origin of their power, sorcerers of this bloodline wield powerful elemental might closely tied to the type of dragon that affords them their abilities.

Draconic Ancestor

At 1st level you choose one type of dragon as the progenitor of your bloodline. The damage type associated with each dragon becomes the damage type of your arcane bolt and is used for other Origin features.

Dragon	Damage Type	Breath Weapon
Black	Acid	Line
Blue	Lightning	Line
Brass	Fire	Cone
Bronze	Lightning	Line
Copper	Acid	Line
Gold	Fire	Cone
Green	Acid	Cone
Red	Fire	Cone
Silver	Cold	Cone
White	Cold	Cone

Draconic Resilience

As the power of your draconic ancestor manifests, some of their strength and fortitude is gifted to you as well. At 1st level, some of your skin transforms into a thin sheen of draconic scales. You gain a natural armor rating of +2. This bonus increases for every 5 levels of sorcerer up to a max of +5 at 15th level.

Dragon's Breath

At 6th level, the power of your draconic ancestor grants you the ability to focus your elemental fury into a breath weapon that matches the type and area of effect of your draconic ancestor. As per the table, this breath weapon is either a 60 foot line or 30 foot cone of elemental energy that deals 1d6 points of damage per sorcerer level. Using the breath weapon requires a standard action and can be used a number of times per day equal to your Charisma modifier.

Dragon Wings

At 14th level, you manifest a pair of magnificent draconic wings of the same color as your draconic ancestor. These wings give you a flying speed equal to your normal speed. If you wear armor it must be custom made to accommodate for your new wings.

Draconic Aura

At 18th level you can channel the dread and awe of your draconic ancestor, causing those around to become frightened or awestruck. As an action, you spend 4 sorcery points to exude an aura of awe or fear in a 60 foot radius. This lasts for 1 minute, each hostile creature that starts its turn within this aura must make a Will saving throw or be fascinated (if you chose awe) or frightened (if you chose fear) until the aura ends. The DC is equal to 10 + half your sorcerer level + your Charisma modifier. If they succeed, they are immune to this aura for 24 hours.

Draconic Magic

At 3rd level you gain access to a limited number of spells that can be chosen from the Tier 1 list below. More powerful spells can be chosen at levels 6, 9, 12, and 15.

1st Level Spells (available starting at 3rd level)

Base Cost: 1 sorcery point

Burning Hands, Corrosive touch, Detect Magic, Feather Fall, Icicle Dagger, Obscuring Mist, Shocking Grasp, Thunderstomp, Unseen Servant,

2nd Level Spells (available starting at 6th level)

Base Cost: 2 sorcery points

Acid Arrow, Continual Flame, Darkvision, Flame Blade, Flaming Sphere, Gust of Wind, Ice Spears, Resist Energy, Scorching Ray,

3rd Level Spells (available starting at 9th level)

Base Cost: 3 sorcery points

Call Lightning, Dispel Magic, Fear, Fireball, Greater Thunderstomp, Lightning Bolt, Protection from Energy, Sleet Storm, Wind Wall

4th Level Spells (available starting at 12th level)

Base Cost: 4 sorcery points

Control Water, Dragon's Breath, Fire Shield, Ice Storm, Polymorph, Stoneskin, Wall of Fire, Wall of Ice

5th Level Spells (available at 15th level)

Base Cost: 5 sorcery points

Acidic Spray, Cloudkill, Cone of Cold, Dominate Person, Fire Snake, Form of the Dragon I, Major Creation, Telekinesis, Wall of Stone

Fey Origins

The power of wild and capricious fey fills your veins. You hear the call of the wild, untouched places of the wilderness and can speak with its denizens. This world is your playground, and the

minds of your foes are your favored playthings. Sorcerers of fey origin are often the result of dalliances between mortals and these capricious beings. The power may not manifest for generations after the event as the power of fey blood is as wild and unpredictable as the creatures themselves. In some instances sorcerous ability could be granted through proximity to the realms of powerful fey or exposure to the mystical forces of nature that spring from the fey themselves.

Whatever their connection, the sorcerer is at home in the wild places of the world and wields powerful enchantments to warp the minds of their foes. As they rise in strength, the sorcerer's own body becomes mutable even as their minds harden against magical influence.

Fey Power

The wellspring of power within you has close ties to the fey realm of the First World. The morphic nature of this realm and its effects on those within it has somehow fused with your mortal body making the destructive passion of your rage and fury manifest in your arcane bolt as either pure positive or negative energy. This choice is made at 1st level and cannot be changed as you advance in level.

Nature Stride

At 1st level natural terrain is no hindrance to you. You can move through the thickest forest with ease, on the rocky crags of mountain tops you are as sure-footed as any mountain goat, and the shifting sands of the desert are as easy to navigate as any road. You are able to move across any natural, non-magical, difficult terrain without spending extra movement and Survival is a class skill for you.

Beast Speech

Starting at 6th level you are able to converse with the beasts of the wild. This ability requires a swift action and the expenditure of 1 sorcery point. This

ability functions as *speak with animals*, but lasts for 10 minutes per level.

Shape Change

At 14th level, the mutable nature of your fey magic allows you to take the form of the numerous beasts of the wilds. By spending an action and 3 sorcery points you are able to take on the form of any beast of huge size or smaller as per *beast shape III* except the transformation lasts for 10 minutes per level. You must be knowledgeable of the type of beast you wish to transform into.

Mind of the Fey

Upon reaching 18th level, the power of the fey influence within you has left your mind immune to the influences of others. You gain immunity to charm effects.

Fey Magic

At 3rd level you gain access to a limited number of spells that can be chosen from the list below. As you progress in sorcerer levels additional tiers of spells will become available to you at 6th, 9th, 12th, and 15th level.

1st Level Spells (available starting at 3rd level)

Base Cost: 1 sorcery point

Charm Animal, Charm Person, Color Spray, Detect Magic, Disguise Self, Endure Elements, Entangle, Produce Flame, Sleep, Vanish

2nd Level Spells (available starting at 6th level)

Base Cost: 2 sorcery points

Alter Self, Animal Messenger, Barkskin, Bear's Endurance, Bull's Strength, Cat's Grace, Detect Thoughts, Eagle's Splendor, Enlarge/Reduce, Fox's Cunning, Glitterdust, Hideous Laughter, Hypnotic Pattern, Owl's Wisdom, Pass without Trace, Touch of Idiocy

3rd Level Spells (available starting at 9th level)

Base Cost: 3 sorcery points

Call Lightning, Deep Slumber, Summon Nature's Ally IV, Fear, Major Image, Plant Growth, Stinking Cloud, Suggestion

4th Level Spells (available starting at 12th level)

Base Cost: 4 sorcery points

Charm Monster, Confusion, Control Water, Crushing Despair, Dimension Door, Greater Invisibility, Hallucinatory Terrain, Phantasmal Killer, Polymorph, Rainbow Pattern, Summon Nature's Ally V

5th Level Spells (available starting at 15th level)

Base Cost: 5 sorcery points

Commune with Nature, Dominate Person, Dream, Insect Plague, Mass Suggestion, Nightmare Seeming, Summon Nature's Ally VI, Tree Stride, Veil

Wild Magic

Wild sorcerers, sometimes referred to as chaos sorcerers, have become infused with the raw magic of creation and possibility. Many acquire their power from exposure to the roiling chaos of the Maelstrom through some rare cosmic alignment or planar rift. Others were part of strange occult experiments by worshippers of chaotic deities. Still more simply spontaneously exhibit their new ability with no prior catalyst at all. Sorcerers who wield wild magic have origins with as much possibility as the Maelstrom itself.

The abilities of these sorcerers are also equally diverse. Most seem to have a greater attunement to the chaos of the world around them, finding a sort of cosmic order to every seemingly random event. They often use this to their advantage twisting the ever-changing skeins of fate in their favor through seemingly random action. This makes them potent adversaries for even the most terrible of foes.

Power of Chaos

The raw magic of chaos is a terrible force to behold.

It scars and alters everything in its path without any real purpose or drive. At 1st level, sorcerers with this origin can unleash the destructive power of chaos with their arcane bolt dealing force damage to the target.

Overcharge

Beginning at 1st level, wild magic sorcerers are more in tune with the chaotic forces raging inside their bodies than those of other origins. As such they can release more of this energy without risk of damaging themselves. Wild sorcerers are able to expend sorcery points to increase their effective caster level at a rate of 1 level per sorcery point spent. A maximum of 3 sorcery points may be spent in this fashion.

Chaos Bolt

Starting at 6th level you have become suffused with chaos magic to such a degree that you can alter the structure of your arcane bolt ability. By spending a swift action, the damage type of your arcane bolt randomly changes to a different form. Roll on the table below to see what new damage type the bolt inflicts:

Roll	Damage Type
1	Fire
2	Lightning
3	Acid
4	Cold
5	Sonic
6	Force
7	Positive Energy
8	Negative Energy

Chaotic Resistance

Upon reaching 14th level you are able to see strands of fate interwoven with the magic of others and use this knowledge to protect yourself from their spells. As a bonus action you can spend 3 sor-

cery points to gain a spell resistance equal to 10 + your sorcerer level for 1 round per caster level.

Twist of Fate

At 18th level you can reach into the chaos that permeates reality and pluck the strands of fate for the betterment or ill of those around you. As an immediate action you can spend 5 sorcery points to force a target within 60 feet to roll twice for their action then you may choose whether they pick the best or worst of what they rolled.

Chaos Magic

Starting at 3rd level you gain access to a limited number of spells that can be chosen from the list below. As you progress in sorcerer levels additional tiers of spells will become available to you at 6th, 9th, 12th, and 15th level.

1st Level Spells (available starting at 3rd level)

Base Cost: 1 sorcery point

Color Spray, Command, Comprehend Languages, Detect Magic, Grease, Bungle. Identify, Ill Omen, Shield, Thunderstomp

2nd Level Spells (available starting at 6th level)

Base Cost: 2 sorcery points

Augury, Blur, Hideous Laughter, Locate Object, Mirror Image, , Rope Trick, See Invisibility, Shatter, Touch of Idiocy

3rd Level Spells (available starting at 9th level)

Base Cost: 3 sorcery points

Arcane Sight, Bestow Curse, Blink, Clairaudience/ Clairvoyance, Greater Thunderstomp, Haste, Heroism, Hypnotic Pattern, Displacement, Nondetection, Remove Curse, Slow, Tongues

4th Level Spells (available starting at 12th level)

Base Cost: 4 sorcery points

Confusion, Dimension Door, Dismissal, Divination, Fabricate, Freedom of Movement, Lesser Globe of Invulnerability, Locate Creature, Polymorph, Rainbow

Pattern, Shadow Conjunction

5th Level Spells (available starting at 15th level)

Base Cost: 5 sorcery points

Animate Objects, Baleful Polymorph, Contact Other Plane, Creation, Legend Lore, Mind Fog, Mislead, Passwall, Reincarnate, Telekinesis

Arcane Talents

Starting at 2nd level you gain access to abilities that grant you greater command over the magic flowing through your veins. You may choose an additional talent upon reaching 5th, 10th, and 15th level.

Arcane Barrage

Prerequisite: 5th level sorcerer

When you fire an arcane bolt, you may spend 2 sorcery points to release the magic as a line of energy between you and a target out to a range of 120 feet. Make a ranged touch attack roll as normal against a target AC of 10, but instead of striking a single target all creatures and objects in direct line between you and your target suffer 1d6 points of damage per caster level of the same type as your arcane bolt. Anyone caught in the area of effect may make a reflex save for half damage; DC equals 10 + half your sorcerer level + your Charisma modifier.

Arcane Blast

Prerequisite: 5th level sorcerer

When you fire an arcane bolt, you may spend 2 sorcery points to make the bolt explode in a 20 foot radius after impacting your target. Make a spell ranged touch attack roll as normal against a target AC of 10. Any creature caught within the radius must make a reflex saving throw DC = 10 + half your sorcerer level + your Charisma modifier.. Failure means they suffer 1d6 points damage per caster level of the same type as your arcane bolt. Success halves the damage. The range of this abil-

ity is 100 feet.

Arcane Burst

Prerequisite: 5th level sorcerer

After spending 2 sorcery points the energy of your arcane bolt explodes out of you in a 30 foot cone. You then roll a spell attack roll as normal against a target AC of 10, All creatures within the area of effect must make a reflex saving throw or suffer 1d6 points of damage per caster level of the same type as your arcane bolt. A successful save halves this damage.

Arcane Immunity

Prerequisite: 10th level sorcerer

The source of your arcane power can be called upon to fortify your body against attacks of a similar type. As a swift action, you may spend 2 sorcery points to grant yourself immunity to damage from attacks of the same damage type as your arcane bolt. This immunity lasts for 1 round per caster level.

Arcane Resistance

Prerequisite: None

By focusing your will on the source of your arcane power, you are able to gain a measure of resistance to damage of a similar type. By spending 1 sorcery point as a swift action, you gain resistance 10 to damage of the same type as your arcane bolt. The resistance increases as you gain sorcerer levels to 20 at 7th level and 30 at 11th level. This ability lasts for 1 round per caster level.

Arcane Strike

Prerequisite: None

As part of an attack action you can channel your arcane bolt through your weapon allowing you to discharge the energy when you strike your target with the weapon. A fumble on an Arcane Strike attack has a chance to inflict Arcane Burnout just as any other spell attack roll.

Draconic Hybrid

Prerequisite: Draconic Sorcerous Origin

The draconic power that flows through you stems from, not one, but two ancestral dragons. You may choose a second draconic ancestor as your source of power. Any features that draw from your draconic ancestry can use either ancestor for their source.

Expanded Focus

Prerequisite: 5th level sorcerer

You have expanded your mastery of arcane power and may learn an additional spell from your Origin spell list of a tier that you can cast. Only one additional spell can be learned from each tier.

Fortified Arcana

Prerequisite: 15th level sorcerer

Your ability to channel vast amounts of power has fortified your body against the ravages of Arcane Burnout. You gain a +2 bonus on Fortitude saving throws to resist Arcane Burnout.

Irresistible Charms

Prerequisite: Fey Sorcerous Origin, 10th level sorcerer

The power of the fey magic that flows through you can make your charms affect even the most willful minds. By spending 2 additional sorcery points when casting a spell with a charm effect, the target of this spell must roll twice and take the worse result on their saving throw.

Quickened Casting

Prerequisite: 10th level sorcerer

You have learned how to focus your concentration in an instant. By spending an additional 2 sorcery points you may cast any spell that you know from your sorcerous origin as a swift action.

Savage Arcana

Prerequisite: 15th level sorcerer

You are able to focus the power you wield to inflict terrible damage on your foes. Whenever you deal

damage to a foe with your arcane bolt or spells, treat all damage rolls of 1 as if you had rolled a 2 on the damage die.

Sorcerous Armor

Prerequisite: None

Calling upon your arcane reserves, you are able to create a field around your body composed of arcane power. By spending 1 sorcery point this armor grants you a +2 armor bonus to your AC. By spending 2 sorcery points, you are granted a +4 armor bonus. At 3 sorcery points you are granted a +6 armor bonus. This effect lasts for 10 minutes per caster level.

Sorcerous Riposte

Prerequisite: 10th level sorcerer

Your command of the arcane power within your body has advanced so far that you can call upon it in an instant. Whenever you are the target of an attack (melee, ranged, or spell) you may spend an immediate action to launch an arcane bolt at the opponent that attacked you. This attack happens so quickly that you do not suffer attacks of opportunity if you are engaged in melee.

Spell Deflection

Prerequisite: 15th level sorcerer

You have learned to master not only your own arcane power, but the magic of those around you as well. As an immediate action you may deflect any spell that would affect you back at its caster. To accomplish this you must make a caster level check against a DC of 11 + your opponent's caster level. This ability can be used a number of times per day equal to your Charisma modifier.

Twin Bolt

Prerequisite: None

When firing an arcane bolt you may spend 1 sorcery point in order to fire a second bolt of equivalent power. This second bolt can be aimed at the same target or a different one, but a separate attack roll must be made for the second bolt.

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