

## Wild Magic Surge

After casting a 1st level or higher sorcerer spell, if you roll a 1 on 1d20, roll on the Wild Magic Surge table.

If the Wild Magic effect is a spell, it can't be affected by Metamagic and doesn't require concentration so it lasts for its full duration.

#### Tides of Chaos

You can get advantage on one attack roll, ability check, or saving throw. (1/long rest, or the DM can have you roll on the Wld Magic Surge table after you cast a level 1 or higher sorcerer spell to regain the use of this feature)

# Sorcery Points

LVL 2

LVL<sub>1</sub>

(regain at long rest)

The number of sorcery points you have is equal to your Sorcerer level.

#### Flexible Casting

As a bonus action, you can spend sorcery points to get more spell slots. The created spell slots vanish at the end of a long rest.

LVL 1 cost 2 points, LVL 2 cost 3 points, LVL 3 cost 5 points, LVL 4 cost 5 points, LVL 5 cost 7 points.

As a bonus action, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

#### Metamagic

LVL 3, 10, 17

You have 2, your choice. (+1 at LVL 10 and LVL 17) You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

- Careful Spell: (1 sorcery point) Choose creatures (number of creatures = up to your CHA modifier) to automatically succeed on saving throw against your spell.
- Distant Spell: (1 sorcery point) Double the range of the spell. Touch spells will have a range of 30 ft.
- Empowered Spell:(1 sorcery point) Reroll number of damage damage up to your CHA modifier. Can use this with other Metamagic options.
- Extended Spell:(1 sorcery point) Double the duration of your spell, up to 24 hours.
- Heightened Spell:(3 sorcery points) Give one target of the spell disadvantage on its first saving throw against this spell.
- Quickened Spell: (2 sorcery points) Cast a spell that has a casting time of 1 action as a bonus action.
- Subtle Spell:(1 sorcery point) Cast a spell without any somatic or verbal components.
- Twinned Spell:(1 sorcery point/spell level, or 1 for a cantrip) Target a second creature in range with the same spell that targets only one creature.

antrip	Page	Cantrip	Page
LVL Spell			Page
13 A			

### **Controlled Chaos**

**LVL 14** 

When you roll on the Wild Magic Surge table, you can roll twice and use either number.

#### Spell Bombardment

(1/turn) When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage.

		estoratio		Segretary are segretary	LVL 20
Regain 4	sorcery	points whene	ver you	finish a shor	t rest.
NOTES	S:				
-					
-					
Tota		Sorcer	y Poi	nts	Reset Long Rest
Tota	" C	0000	00	000	(+ Regain 5 after Short Res
	C	0000	00	000	at 20th LVL)
			magi		
	areful	Distant			Extended
Шн	eightened	Quickened	d Suk	otle	Twinned
Cant	trips	Spell	S	Spell	Save
Kno	wn	Know	n	8+□+□	1
			3	P.B. CH	MISC.
	Spel	l Attack difier	+r	¬+¬-	
	Ma	difier		HA MISC.	
ntrip	V	Page	Cantrip		Page

P.B. CHA MISC.
P.B. CHA MISC.  Cantrip

(C: 500.2 TE/1 <b>8</b> 5)	
LVL Spell	Page
(1)	į.
(071)	
T T	ī
,44%	
1	I

Known Spells