Sorcerer - Aberrant Sorcery

Spellcasting | LVL 1

Refer to the Player's Handbook (PHB).

Innate Sorcery | LVL 1

Bonus Action. 2 uses, Refresh on a Long Rest. Duration: 1 minute.
• The spell save DC of your Sorcerer spells increases by 1.
• You have Adv. on attack rolls of Sorcerer spells you cast.

Font of Magic | LVL 2

You have 2 Sorcery Points at first level, and you gain more as you reach higher levels (refer to the PHB).
You regain all Sorcery Points on a Long Rest.
Converting Spell Slots to Sorcery Points. You can spend a spell slot to gain one Sorcery Point for each level of the spell slot.
Creating Spell Slots. *Bonus Action.* You can spend Sorcery Points to gain a spell slot. Refer to the Creating Spell Slots table in the PHB.

Meta magic | LVL 2, 10, 17

You get two Metamagic options of your choice from the 10 "Metamagic Options" listed in the PHB. You use them to modify spells you cast by spending Sorcery Points. Whenever you gain a Sorcerer level, you can replace one of your Metamagic options with one you don't know. You gain two more options at Sorcerer level 10 and two more at Sorcerer level 17.

Psionic Spells | LVL 3

You always have these spells prepared.
at **LVL 3** *Arms of Hadar, Calm Emotions, Detect Thoughts, Dissonant Whispers, Mind Sliver*
at **LVL 5** *Hunger of Hadar, Sending*
at **LVL 7** *Evard's Black Tentacles, Summon Aberration*
at **LVL 9** *Banishment, Dimension Door*

Telepathic Speech | LVL 3

Bonus Action. Duration: Minutes = Sorcerer level. Ends if you connect to a different creature. Target: 1 creature you can see within 50 ft. Range: Miles = your CHA mod**.**
You 2 can communicate telepathically while you are within range. You only understand each other if you share a common language.

Ability Score Improvement | LVL 4, 8, 12, 16

You gain the Ability Score Improvement feat or another of your choice for which you qualify.

Sorcerous Restoration | LVL 5

1use /Long rest, after a Short Rest.
Regain 1/2 your Sorcerer level in spent Sorcery Points.

Psionic Sorcery | LVL 6

Psionic Spells enhancement.
When you cast one of these spells, other than a cantrip, you can choose to cast it by spending a number of Sorcery Points = the spell's level. Casting it this way requires no Verbal, Somatic, or Material components (unless they are consumed by the spell or have a specified cost).

Psychic Defenses | LVL 6

You have Resistance to Psychic damage, and Adv. on saves to avoid or end being Charmed or Frightened.

Sorcery Incarnate | LVL 7

Innate Sorcery enhancement.
• If you have no uses left, you can regain 1 use by spending 2 Sorcery Points when you take the Bonus Action to activate.
• While active, you can use up to 2 Meta magic options on each spell you cast.

Revelation in Flesh | LVL 14

Bonus Action. Cost: 1 Sorcery Point. Duration: 10 minutes.
You gain one of the following benefits (refer to the PHB for physical body changes):
Aquatic Adaptation. You gain a Swim Speed equal to twice your Speed, and can breathe underwater.
Glistening Flight. You gain a Fly Speed equal to your Speed, and you can hover.
See the Invisible. You can see any Invisible creature within 60 feet of yourself that isn't behind Total Cover.
Wormlike Movement. You can move through any space as narrow as 1 inch, and you can spend 5 feet of movement to escape from nonmagical restraints or being Grappled.

Warping Implosion | LVL 18

Magic action. 1use /Long Rest or cost 5 Sorcery Points.
You teleport to an unoccupied space you can see within 120 ft. Each creature within 30 feet of the space you left makes a STR save (DC = your spell save DC) or takes 3d10 Force damage and is pulled straight toward the space you left, ending in an unoccupied space as close to that space as possible. On a successful save, it takes half as much damage and isn't pulled.

Epic Boon | LVL 19

You gain an Epic Boon feat or another feat of your choice for which you qualify. *Dimensional Travel* is recommended.

Arcane Apotheosis | LVL 20

Innate Sorcery enhancement.
While active, you can use one Meta magic option on each of your turns without spending Sorcery Points.

Trait, Feat or Feature

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