

# Sorcerer - Clockwork Sorcery

CHARACTER NAME

#

## 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.

## Clockwork Spells

LVL 3

You always have these spells prepared.

at **LVL 3** *Aid, Alarm, Lesser Restoration, Protection from Evil and Good*

at **LVL 5** *Dispel Magic, Protection from Energy*

at **LVL 7** *Freedom of Movement, Summon Construct*

at **LVL 9** *Greater Restoration, Wall of Force*

**Manifestations of Order**

*Choose or randomly determine a manifestation when you cast a Sorcerer spell (refer to the PHB for manifestations)*

## Restore Balance

LVL 3

**Reaction.** 1 use /CHA mod. Reset on a Long Rest.

When a creature you can see within 60 feet is about to roll with Adv. or Disadv., you can cause the roll to be made without Adv. or Disadv.

## 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

1 use /Long rest, after a Short Rest.

Regain 1/2 your Sorcerer level in spent Sorcery Points.

## Bastion of Law

LVL 6

**Magic action.** Cost: 1 to 5 Sorcery Points. Duration: Until a Long Rest or you use this again.

You create a magical ward around yourself or another you can see within 30 ft.

When the warded creature takes damage, it can roll a number of d8s = the number of Sorcery Points spent, and reduce the damage taken by the total rolled.

## 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.

## Trance of Order

LVL 14

**Bonus Action.** Duration 1 minute. 1 use /Long rest or spend 5 Sorcery Points.

- Attack rolls against you can't use Adv.
- On a D20 Test, treat a role of 9 or lower as a 10.

## Clockwork Cavalcade

LVL 18

**Magic action.** AoE: a 30-ft. Cube centered on you. 1 use /Long Rest or spend 7 Sorcery Points.

*The cube is filled with intangible and invulnerable spirits that create the effects below within the Cube before vanishing.*

**Heal.** Restore up to 100 Hit Points, divided as you choose among creatures in the Cube.

**Repair.** Any damaged objects entirely in the Cube are repaired instantly.

**Dispel.** Every level 6 or lower spell ends on creatures and objects of your choice in the Cube.

## 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

Name:

Page:

--

Name:

Page:

--

Name:

Page:

--