

Sorcerer - Wild Magic 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.

Wild Magic Surge

LVL 3

Roll 1d20 immediately after you cast a Sorcerer spell with a spell slot. If you roll a 20, roll on the Wild Magic Surge table to create a magical effect. If the magical effect is a spell, it is not affected by Meta magic.

Tides of Chaos

LVL 3

You can give yourself Adv. on one D20 Test before you roll the d20.

You must cast a Sorcerer spell with a spell slot (and you must roll on the Wild Magic Surge table if you do) or finish a Long Rest before you can use this feature again.

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.

Bend Luck

LVL 6

Reaction. Cost: 1 Sorcery Point.

Immediately after another creature you can see rolls for a D20 Test, you roll 1d4 and add that as a bonus or penalty (your choice) to the d20 roll.

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.

Controlled Chaos

LVL 14

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

Tamed Surge

LVL 18

1 use /Long Rest.

After casting a Sorcerer spell with a spell slot, you can choose an effect from the Wild Magic Surge table. Any effect in the table except for the final row, and if the effect involves a roll, you must make it.

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:

--

Name:

Page:

--