

<div>SORCERER SPELLCASTING MASTERY</div> <div>Class Function</div> <div><p>Combat Training: Light Armor</p><p>Spell List: You choose 1 Spell List (Arcane, Divine, or Primal). When you learn a new Spell, you can choose any Spell from the chosen Spell List.</p><p>Cantrips and Spells Known: The number of Cantrips and Spells you know increases as shown in the Cantrips Known column and the Spells Known column of the Sorcerer Class Table.</p><p>Mana Points: Your maximum number of Mana Points increases as shown in the Mana Points column of the Sorcerer Class Table.</p></div>	<div>INNATE POWER</div> <div>Level 1 Feature</div> <div><p>Choose a Sorcerous Origin that grants you a benefit: Intuitive Magic, Resilient Magic, or Unstable Magic. Additionally, you gain the following benefits:</p><ul style="list-style-type: none">• Your Maximum MP increases by 1.• Once per Long Rest, you can use a 1 MP Spell Enhancement without spending any MP. You regain the ability to use this benefit when you roll for Initiative.</div>	<div>INNATE POWER (CONT'D)</div> <div>Level 1 Feature</div> <div><p>Sorcerous Origins</p><p>Intuitive Magic: You learn an additional Spell and Cantrip from your Sorcerer Spell List.</p><p>Resilient Magic: You have ADV on Saves to maintain Concentration.</p><p>Unstable Magic: When you Critically Succeed or Fail on a Spell Check, roll on the Wild Magic Table. If it's a Critical Success you roll with ADV, if it's a Critical Failure you roll with DisADV. The effect lasts until the end of your next turn, unless otherwise stated. When you do, you gain ADV on the next Spell Check you make before the end of your next turn.</p></div>	<div>OVERLOAD MAGIC</div> <div>Level 1 Feature</div> <div><p>You can spend 2 AP in Combat to channel raw magical energy for 1 minute, or until you become Incapacitated, die, or choose to end it early at any time for free. For the duration, your magic is overloaded and you are subjected to the following effects:</p><ul style="list-style-type: none">• You gain +5 to all Spell Checks you make.• You must immediately make an Attribute Save (your choice) against your Save DC upon using this Feature, and again at the start of each of your turns. Failure: You gain Exhaustion. You lose any Exhaustion gained in this way when you complete a Short Rest.</div>
<div>SORCERY</div> <div>Level 1 Feature (flavor)</div> <div><p>You learn the <i>Sorcery</i> Spell.</p></div>	<div>META MAGIC</div> <div>Level 2 Feature</div> <div><p>You gain 2 unique Spell Enhancements from the list below. You can only use 1 of these Spell Enhancements per Spell you cast. MP spent on these Spell Enhancements doesn't count against your Mana Spend Limit.</p></div>	<div>META MAGIC (CONT'D)</div> <div>Level 2 Feature</div> <div><p>Careful Spell</p><p>When you Cast a Spell that targets an Area of Effect, you can choose to protect some of the creatures from the Spell's full force. Spend 1 MP and choose a number of creatures up to your Prime Modifier. All chosen creatures automatically succeed on any Saves against the Spell, and have Resistance (Half) to any damage dealt by it. Alternatively, you can spend 2 MP instead to make the chosen creatures Immune to the Spell's damage and effects.</p></div>	<div>META MAGIC (CONT'D)</div> <div>Level 2 Feature</div> <div><p>Heightened Spell</p><p>When you cast a Spell that forces a creature to make a Save to resist its effects, you can spend 1 MP to give 1 target DisADV on its first Save against the Spell.</p><p>Quickened Spell</p><p>You can spend 1 MP to reduce the AP cost of a Spell by 1 (minimum of 1 AP).</p><p>Subtle Spell</p><p>When you cast a Spell, you can spend 1 MP to cast it without any Somatic or Verbal Components.</p><p>Transmuted Spell</p><p>When you cast a Spell that deals a type of damage from the following list, you can spend 1 MP to change that damage type to one of the other listed types: Cold, Corrosion, Fire, Lightning, Poison, or Sonic.</p></div>



CELESTIAL SPARK

Level 3 Subclass Feature

You can use a Minor Action to emit Bright Light within a 5 Space Radius and can end the effect at any time. You also gain the following abilities:

Celestial Origin: You gain 2 Ancestry Points that can only be spent on Angelborn Traits.

Celestial Protection: You learn the Careful Spell Meta Magic option (choose another Meta Magic option if you already know it) and Careful Spell now costs **0 MP** to use.

CELESTIAL SPARK (CONT'D)

Level 3 Subclass Feature

Celestial Overload: Once per Combat while you're Overloaded, you can spend **1 AP** to release a burst of radiant light in a 5 Space Radius. Creatures of your choice within range are either healed or seared by the light (your choice for each creature).

- **Healed:** The creature regains **1 HP**.
- **Seared:** Make a Spell Check against the target's MD. **Success:** The target takes **1 Radiant** damage.

CELESTIAL APPEARANCE

Level 3 Subclass Feature (flavor)

You gain additional angelic features such as sparkling skin, feathers, a faint halo, or other changes of your choice. If you already have these features, they're enhanced or expanded upon. Additionally, you gain 1 level of Language Mastery in Celestial. If you're already Fluent in Celestial, you gain 1 level of Language Mastery in another Language of your choice.

DRACONIC SPARK

Level 3 Subclass Feature

You gain the following abilities:

Draconic Origin: You gain 2 Ancestry Points that can only be spent on Dragonborn Traits. Additionally, choose a Draconic Origin from the Dragonborn Ancestry if you haven't already.

Draconic Overload: While **Overloaded**, you gain Resistance (1) to Physical damage and your Draconic Origin damage type.

Draconic Transmutation: You gain the Transmuted Spell Meta Magic (choose another Meta Magic option if you already have Transmuted Spell). Transmuted Spell now costs you **0 MP** to use if you change the damage type to your Draconic Origin damage type.

DRACONIC APPEARANCE

Level 3 Subclass Feature (flavor)

You gain additional draconic features such as scales, fangs, claws, or other changes of your choice. If you already have these features, they're enhanced or expanded upon. Additionally, you gain 1 level of Language Mastery in Draconic. If you're already Fluent in Draconic, you gain 1 level of Language Mastery in another Language of your choice.

GREATER INNATE POWER

Level 3 Subclass Feature

Requirements: Innate Power, Level 3
You gain the following benefits:

- Your MP maximum increases by **1**.
- When you use your **Innate Power** to reduce the cost of a Spell, you gain ADV on the Spell Check you make to cast the Spell.
- You gain another **Sorcerous Origin** of your choice.

FONT OF MAGIC

Level 3 Subclass Feature

Requirements: Meta Magic, Level 3
Your magical vitality grants you the following benefits:

- You gain the following Rest Point Formula: **Level + Prime Modifier**.
- You can spend Rest Points in place of MP on **Meta Magic**.
- You regain 1 Rest Point when you roll for Initiative.

