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Sorcerer table 5e

As a wizard, you get the following class functions. Hit Points Hit Cube: 1d6 per Wizard level Hit Points on 1. Level: 6+ your constitutional modifier hit points at higher levels: 1d6 (or 4) + your constitution modifier per wizard level according to 1st Proficiencies Armor: No weapons: daggers, darts, slings, quarterstaves, light crossbows tools: No savings throws: Constitution, Charisma Skills: Choose two from Arcana, Deception, Insight, Intimidation, granted by your background: a) a light crossbow and 20 screws or (b) any simple weapon (a) a component bag or (b) an arcane focus (a) a dungeoneer pack or (b) an explorer pack Two daggers Spellcasting An event in your past or in the life of a parent or ancestor has left an indelible mark on you that you have an arc of magic. This font of magic, regardless of its origin, nourishes your spells. Cantrips On the 1st level, you know four cantrips of your choice from the Wizard SorcererS List. You will learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizards table. Spell Slots The Wizard table shows how many spell slots you have to cast your 1st level and higher spells. To cast one of these spells, you must use a magic level slot or higher. You will get all used spell slots back when you end a long pause. For example, if you know the 1st level Burning Hands spell and have a 1st and 2nd level spell slot available, you can throw Burning Hands with one of the two slots. Spells, known from the 1st level and higher, you know two spells of your choice in the Wizard Sorcerer Sorcerer List. The Spells known tab column of the Wizards table shows when you learn more spells of your choice. Each of these spells must be from a level for which you have spell slots. For example, if you're learning the 3rd level in this class, you can learn a new spell of 1st or 2nd level. When you get a level in this class, you can derive one of the spells you know and replace it with another spell from the WizardS List, which must also be from a level for which you have spell slots. Spellcasting Ability Charisma is your magic ability for your spell spells, as the power of your magic depends on your ability to project your will into the world. You use your charisma whenever a spell refers to your spellability. In addition, use your Charisma modifier when you save the for a spell you cast, and if you let an attack roll with one. Spell Saving DC = 8+ Your Skill Bonus + Your Charisma Modifier Spell Attack Modifier = Your Skill Bonus + Your Charisma Modifier Spellcasting Focus You can use an arcane focus as a magic focus for your wizard spells. Sorcerous Origin Select a one origin that describes the source of their innate magical power. Your choice grants you features if you select them on the 1st level and again on the 6th, 14th, and 18th levels. Font of Magic On the 2nd level, you open up a deep source of magic within yourself. This source is represented by magic points that allow you to create a variety of magical effects. Sorcery points. You have 2 magic points, and you gain more when you reach higher levels, as shown in the Spell Points column of the Wizard Table. You can never have more magic points than appears on the table for your level. You will receive all issued spell points back when you end a long pause. Flexible casting. You can use your Magic Points to win additional spell slots, or sacrificing spell slots to earn additional spell points. You will learn other ways to use your Magic Points as you reach higher levels. Create magic slots. You can turn unwanted spell points into a spell slot as a bonus promotion in your turn. The Create Magic Tray table shows the cost of creating a spell slot of a specific level. You can create spells that are no higher than 5. The created magic slots disappear at the end of a long pause. Convert a magic slot to Sorcery points. As a bonus promotion on your turn, you can apply a spell slot and earn a number of spell points equal to the level of the slot. Create Magic Slot Slot Level Sorcery Point Cost 1. 2 2nd 3 3. 5 4 4. 6 5. 7 Metamagic On 3rd level, you get the ability to rotate your spells to meet your needs. You will receive two of the following Metamagic options of your choice. You will get another one on the 10th and 17th levels. You can only use a Metamagic option for a spell if you cast it, unless otherwise stated. Careful magic. When you cast a spell that forces other creatures to make a saving throw, you can protect some of these creatures from the full force of the spell. To do this, spend 1 spell point and choose a number of these creatures up to your charisma modifier (minimum of one creature). A selected creature automatically succeeds in its saving throw against the spell. Removed spell. If you cast a spell with a range of 5 feet or more, you can cast a spell point to double the spell's reach. If you cast a spell with a series of touches, you can spend 1 spell point to reach the range of the spell 30 feet. Empowered spell. If you roll damage to a spell, you can create 1 to reroll a number of damage cubes up to your Charisma modifier (minimum of one). You must use the new roles. You can use The Spell spell, even if you used a different Metamagic option during the spell. Extended spell. If you cast a spell with a duration of 1 minute or longer, you can apply 1 spell point to double its duration up to a maximum duration of 24 hours. Increased spell. If you cast a spell that has a To make a saving throw to withstand its effects, you can spend 3 spell points to give a goal of the spell disadvantage on its first save throw against the spell. Accelerated spells. If you play a spell with a throw time of 1 action, you can spend 2 spell points to change the casting time to 1 bonus action for this casting. Subtle magic. When you cast a spell, you can spend 1 spell point to throw it without somatic or verbal components. Transmuted spell. If you cast a spell that shows some type of damage from the following list, you can cast 1 spell point to change that damage type to one of the other types listed: Acid, Cold, Fire, Lightning, Poison, Thunder. Twinned spell. If you cast a spell that targets only one creature and does not have a self-area, you can cast a series of spell points equal to the spell level to target a second creature in range with the same spell (1 spell point if the spell is a cantrip). To be eligible for the Twin Spell, a spell does not need to be able to attack more than one creature at the current level of the spell. In Search of Magic (UA). If you cast a spell that rolls a spell attack or forces a target to make a skill rescue throw, you can spend 1 spell point to ignore the effects of a half- and three-quarter coverage against spell targets. Unerring Spell (UA). If you make and miss an attack role for a spell, you can spend 2 magic points to re-roll the Attack Role. You must use the result of the second role. You can use The Spell even if you used a different Metamagic option during the spell. Ability Score Improvement If you reach the 4th level and back on the 8th, 12th, 16th and 19th levels, you can increase a skill score of your choice by 2 or increase two skill values of your choice by 1. As usual, you cannot use this feature to increase a skill score above 20. Sorcerous Versatility If you fill the 4th level and back on the 8th, 12th, 16th and 19th levels, you can perform one of the following steps that represents the magic within you that flows in a new way: Replace one of the options you've selected for the Metamagic function with another Metamagic option available to you. Replace a trip you learned from the magic function of this class with another cantrip from the Wizard WizardS list. Magical Guide When you reach the 5th level, you can tap your inner source of magic to try from failure. If you perform a skill check that fails, you can output 1 spell point to roll the d20 again, and you'll need to use the new role, which may make the error a success. Sorcerous Restoration On the 20th level, you will get back 4 spent spell points when you take a short break. Your innate magic comes from the wild forces of chaos that underlie the order of creation. You may have endured exposure in some form raw magic, perhaps through a planar portal that leads to Limbo, the Elemental Planes, or the mysterious Far Kingdom. Perhaps you have been blessed by a mighty fig being or marked by a demon. Or their magic could be a curse of your birth, for no obvious reason or reason. Whatever it may be, this chaotic magic swirls within you and awaits some exit. Source: Wild Magic Surge Player's Guide Starting when you choose this origin on the 1st level, your spell can unleash waves of untamed magic. Immediately after you cast a first-level or higher wizard spell, the DM can cause you to roll a d20. When you roll a 1, roll on the Wild Magic Surge table to create a random magic effect. Tidal of Chaos From the 1st level, you can manipulate the powers of chance and chaos to gain advantage in an attack role, skill test, or save throw. Once you do this, you must pause for a long pause before you can use this feature again. Each time before you regain use of this feature, the DM can let you roll on the Wild Magic Surge table immediately after casting a first-level or higher spell. You will then be given the use of this function again. Bend Luck From the 6th level, you have the ability to twist fate with your wild magic. If another creature you can see does an attack roll, skill test, or saving throw, you can use your reaction and spend 2 magic points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's role. You can do this after the creature rolls, but before any effects of the role occur. Controlled Chaos On the 14th level, you get a minimum of control over the waves of your wild magic. Whenever you're on the Wild Magic Surge table, you can roll twice and use one of the two numbers. Spell Bombardment From the 18th level, the harmful energy of your spells intensifies. If you roll damage to a spell and roll the highest possible number on one of the dice, select one of these dice, roll it again, and add that roll to the damage. You can only use the function once per round. Wild Magic Surge d100 Effect d100 Effect 01-02 Roll on this table at the beginning of each of your spins for the next minute and ignore this result on subsequent reels. 51-52 A Spectral Shield hovers near you in the next minute, giving you a +2 bonus on AC and immunity to Magic Missile. 03-04 For the next minute, you can see any invisible creature when you create a have to her. 53-54 You are immune to alcohol poisoning for the next 5d6 days. 05-06 A modron selected and controlled by the DM appears in an unoccupied room within 5 feet of you, then I disappear minute later. 55-56 Your hair falls out, but grows back within 24 hours. 07-08 You cast Fireball as a 3rd level spell centered on yourself. 57-58 For the next minute, any combustible object you touch that is not worn or worn bursts into flames. 09-10 09-10 Magic Missile as a spell of the 5th level. 59-60 You return your spent magic slot at the lowest level. 11-12 Roll a d10. Their height changes by a number of inches equal to the role. If the roll is odd, you shrink. When the role is straight, you grow. 61-62 For the next minute you have to scream when you talk. 13-14 You throw confusion centered on yourself. 63-64 You throw fog cloud centered on yourself. 15-16 For the next minute you get 5 hit points back at the beginning of each of your rounds. 65-66 Up to three creatures you choose within 30 feet of you will suffer 4d10 lightning damage. 17-18 You grow a long beard of feathers that stays until you sneep, at the point where the feathers explode from your face. 67-68 You are afraid of the next creature until it is sent. 19-20 You throw fat centered on yourself. 69-70 Each creature within 30 feet of you becomes invisible for the next minute. Invisibility ends with a creature when it spells or casts a spell. 21-22 Creatures have a downside in saving throws against the next spell you cast in the next minute, which includes a saving throw. 71-72 You get resistance to all damage for the next minute. 23-24 Your skin will be in a vibrant shade of blue. A spell to remove curse can end this effect. 73-74 A random creature within 60 feet of you is poisoned for 1d4 hours. 25-26 An eye appears on the forehead for the next minute. During this time, you have the advantage of wisdom (perception) checks that depend on vision. 75-76 They glow with bright light in a 30-foot radius for the next minute. Any creature that finishes its turn within 5 feet of you will be blinded until the end of the next turn. 27-28 For the next minute, all your spells with a throw time of 1 action have a throw time of 1 bonus action. 77-78 You throw polymorphon at yourself. If you don't pass the savings throw, you're turning into a sheep for the duration of the spell. 29-30 You teleport up to 60 feet to an unoccupied room of your choice that you can see. 79-80 Illusory butterflies and petals flutter in the air within 10 feet of you for the next minute. 31-32 You will be transported to the Astral Plane until the end of your next turn, then you will return to the space you occupied before, or to the next unoccupied space when that space is occupied. 81-82 You can take an additional action immediately. 33-34 Maximize the damage of the next malicious spell you cast in the next minute. 83-84 Each creature within 30 feet of you takes 1d10 necrotic damage. receive back hit points equal to the sum of necrotic damage dealt. 35-36 Roll a d10. Their age changes by a number of years corresponding to the role. If the role is strange, you will be younger (at least 1 year old). If the role is straight, you get older. 85-86 You throw mirror image. 37-38 1d6 flumphs controlled by the DM appear in unoccupied rooms within 60 feet of you and are afraid of you. They disappear after 1 1 87-88 You throw flies at a random creature within 60 feet of you. 39-40 You get 2d10 hit points back. 89-90 You will be invisible for the next minute. During this time, other creatures will not be able to hear you. Invisibility ends when you attack or reject a spell. 41-42 You turn into a potted plant until the start of your next round. During a plant, you are incapacitated and susceptibility to all damage. If you drop to 0 hit points, your pot breaks and your form returns. 91-92 If you die in the next minute, you will immediately come back to life as if you were through the Reinkaratat spell. 43-44 For the next minute, you can teleport up to 20 feet as a bonus promotion on each of your rounds. 93-94 Your size increases by one size category for the next minute. 45-46 You throw Levitat upon yourself. 95-96 You and all creatures within 30 feet of you will get vulnerability for stinging damage for the next minute. 47-48 A DM-controlled unicorn appears in a room within 5 feet of you and then disappears 1 minute later. 97-98 They are surrounded by weak, essential music for the next minute. 49-50 You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth. 99-00 You will receive all used spell points back. Points.