

# Sorcerer

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**Table: Sorcerer**

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Words of Power ( <i>eschew components</i> )	5	3	–	–	–	–	–	–	–	–
2	+1	+0	+0	+3		6	4	–	–	–	–	–	–	–	–
3	+1	+1	+1	+3		6	5	–	–	–	–	–	–	–	–
4	+2	+1	+1	+4		6	6	3	–	–	–	–	–	–	–
5	+2	+1	+1	+4	Words of Power ( <i>still spell</i> )	6	6	4	–	–	–	–	–	–	–
6	+3	+2	+2	+5		6	6	5	3	–	–	–	–	–	–
7	+3	+2	+2	+5		6	6	6	4	–	–	–	–	–	–
8	+4	+2	+2	+6		6	6	6	5	3	–	–	–	–	–
9	+4	+3	+3	+6		6	6	6	6	4	–	–	–	–	–
10	+5	+3	+3	+7	Powerful Voice 1/day	6	6	6	6	5	3	–	–	–	–
11	+5	+3	+3	+7		6	6	6	6	6	4	–	–	–	–
12	+6	+4	+4	+8		6	6	6	6	6	5	3	–	–	–
13	+6	+4	+4	+8		6	6	6	6	6	6	4	–	–	–
14	+7	+4	+4	+9		6	6	6	6	6	6	5	3	–	–
15	+7	+5	+5	+9	Powerful Voice 2/day	6	6	6	6	6	6	6	4	–	–
16	+8	+5	+5	+10		6	6	6	6	6	6	6	5	3	–
17	+8	+5	+5	+10		6	6	6	6	6	6	6	6	4	–
18	+9	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19	+9	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+10	+6	+6	+12	Powerful Voice 3/day	6	6	6	6	6	6	6	6	6	5

## Description

Sorcerers manipulate magic through words of power. Although each word requires months of study to master, thus sharply limiting their flexibility, this also allows sorcerers the freedom to use any spell they know, without the requirements of preparing ahead of time. The lack of significant somatic components also makes it easier for them to wear armor, which has resulted in sorcerers being the primary spellcasters filling out the upper ranks of the military.

**Sorcerer (significantly altered):** The sorcerer has been altered significantly in terms of abilities and spell list. As it stood, the sorcerer and wizard fulfilled near-identical roles in slightly different ways. The EN<sup>HEDU</sup> sorcerer has been redesigned extensively to provide a new role. The sorcerer now fills the role of a battle wizard, knowing only a few spells, but able to cast the spells over and over, and also able to wear armor and take a few more hits. *Special thanks to (alphabetical) Capellan, Cheiromancer, DerianCypher, DreamChaser, Endur, Galethorn, handforged, IndyPendant, Mike Sullivan, Plane Sailing, Talix, Technik4, and willpax at the ENWorld House Rules forum for their commentary and critiques on this class.*

## Class Features

**Hit Die:** d6.

**Skill Points:** 4 + INT bonus, x4 at 1<sup>st</sup> level.

**Class Skills:** The sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int),

Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Int), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int).

**Weapon and Armor Proficiency:** Sorcerers are proficient with one weapon group and flexible armor, but not shields.

## Spells

A sorcerer casts arcane spells. A sorcerer is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells from CHA, if any. A sorcerer may use a higher-level slot to cast a lower-level spell if he so chooses. The spell is still treated as its actual level, not the level of the slot used to cast it.

A sorcerer knows 6 spells at 1<sup>st</sup> level. Each level thereafter, he may choose two new spells to learn; these two spells may be of any level he can now cast. The number of spells a sorcerer knows is not affected by his Charisma bonus. To learn or cast a spell, a sorcerer must have a Charisma score of at least 10 + the spell's level.

At 1<sup>st</sup> level as a sorcerer, the player must choose a school of magic and opposition school(s) as if he were a specialist wizard. The sorcerer may not learn spells from the opposition school(s), and all schools other than the one chosen are learned and cast as if the sorcerer had one less sorcerer level (at 1<sup>st</sup> level, the sorcerer can only learn cantrips from other schools). There is no specialist benefit for the sorcerer. Aside from these limitations, a sorcerer may learn spells from the basic cleric list and wizard list without restriction. This does not include the bard, cleric domain, paladin or ranger spell lists. All spells

learned by a sorcerer are treated as arcane, regardless of their source.

The Difficulty Class for saving throws against sorcerer spells is 10 + the spell's level + the sorcerer's Charisma modifier.

### Replacing Spells

Each level after 1<sup>st</sup> level, a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer “loses” the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

### Metamagic and Spells

A sorcerer utilizing metamagic increases the casting time to one full round; if the spell normally takes a full round or more, the sorcerer adds one full round to the normal casting time. There are two exceptions: the *word of power* class ability does not increase the casting time of spells; and the *quicken spell* metamagic feat does not increase the casting time (and in fact decreases it), however, *quicken spell* can not be combined with other metamagic feats by a sorcerer.

### Words of Power

Sorcerers cast spells with words of power and force of will, rather than arcane formulae and arcane gestures. All spells require a verbal component (even those that normally do not), and sorcerers gain no benefit from the *silent spell* feat (but see the *persistent word* feat for casting in silence zones).

Sorcerers can ignore material components that cost less than 1 GP; this is as the *eschew components* feat, and does not add to the level of the spell. Material components which cost more than 1 GP, and XP costs, must still be paid normally.

At 5<sup>th</sup> level, sorcerers can ignore somatic components; this is as the *still spell* feat, but does not add to the level of the spell.

### Persistent Word

The sorcerer (and *only* the sorcerer or bard) may take this feat. A *persistent word* spell's verbal component works despite magical *silence*, allowing the caster to cast the spell in a *silence* area. Note that the *persistent word* is audible! A persistent word spell uses up a spell slot one level higher than the spell's actual level.

### Arcane Spells and Armor

Up until 5<sup>th</sup> level, a bard has the same problems with armor that a wizard has. At 5<sup>th</sup> level, the bard is able to cast spells without somatic components naturally, and thus is not hindered by armor.

### Powerful Voice

At 10<sup>th</sup> level, once per day, the sorcerer may cast a spell as if it were *maximized*. This does not increase the casting time or level of the spell. At 15<sup>th</sup> level, the sorcerer may do this twice per day; and at 20<sup>th</sup> level, the sorcerer may do this three times per day.