

[Inspired by the 3rd Edition Rules, much of this class has been lifted from that source, but it's also been retrofitted to conform to DC's sorta-1st Edition Dnd Universe. In the process, I've taken several liberties with the class and expanded it further along logical lines as well as stealing abilities from my own metamorph class]

SORCERER

Sorcerers are a unique sub-class of mage who instinctively tap into an inherent, magical understanding, rather than actively memorize and master the arcane rules of ancient tomes. They create magic the way a poet creates poems, with inborn talent honed by practice. They have no books, no mentors, no theories -- just raw, native power that they direct at will.

Sorcerers usually claim that the blood of dragons courses through their veins. In some cases this is true; it is common knowledge that certain powerful dragons can take humanoid form and even have humanoid lovers, and it's difficult to prove that a given sorcerer does **not** have a dragon ancestor. Sorcerers often have striking good looks, usually with a touch of the exotic that hints at an unusual heritage. In truth, however, there are a wide variety of magical entities bearing innate magical abilities that may mate with humans to produce unusual bloodlines. From these inherently mystical ancestors, whether dragon, genie, ogre magi, kenku, faerie, demon, deva, or divinity, a sorcerer draws her innate talent at summoning and shaping magic. Many view these claims of ancestry as unsubstantiated boasts on the part of the sorcerer or envious gossip on the part of those lacking a sorcerer's gift. In truth, however, sorcerers are rare enigmas, blessed from birth with gifts born out of unusual circumstances.

The typical sorcerer adventures in order to improve and expand his abilities. Study does little benefit; it is only by testing his limits that a sorcerer can extend his potential. A sorcerer's power is inborn, and part of his soul. Developing this power is a quest in itself for many sorcerers, regardless of how they wish to use the power.

Sorcerers may be of any alignment. Some good sorcerers are driven by the need to prove themselves. Marked as different by their power, they seek to win a place in society and to prove themselves to others. Evil sorcerers, however, also feel themselves set apart from others -- apart and above. They adventure to gain power over those they look down on. For a sorcerer, magic is an intuitive art, not a science. Sorcery favors the free, chaotic, creative spirit over the disciplined mind, so sorcerers tend slightly toward chaos over law.

Religiously, sorcerers follow nearly any deity. Unlike wizards, who often accept the tenets of Boccob, Wee Jas, Isis, Odin, Hecate or other gods of magic as part of their training, sorcerers are self-taught, having no master to induct them into a given religion. Sorcerers, therefore, follow the gods of their youth, their culture, or their position in society.

Sorcerers cast spells through innate power rather than through carefully trained skill. Their magic is intuitive rather than logical. While wizards are trained in the mystic arts and may learn their talents at any age of life, sorcerers are born with their inherited gift; training merely shapes and focuses the power. Because sorcerers do not study magic, they know fewer spells than wizards and acquire additional and more powerful spells more slowly. In contrast, sorcerers advance in power more quickly than traditional mages; their level of power is based on practical use of their magical gift rather than arcane studies. In general, sorcerers possess common spells, known to most cultures and races. The core difference between a sorcerer and wizard is that a sorcerer need not prepare his spells ahead of time to use them; every spell is an inborn gift available whenever needed.

Sorcerers develop rudimentary powers at puberty. Their first spells are incomplete, spontaneous, uncontrolled, and sometimes dangerous. A household with a budding sorcerer in it may be troubled by strange sounds or lights, creating the impression that the place is haunted. Eventually, the young sorcerer understands the power that he has been wielding unintentionally. From that point on, he can begin practicing and improving his powers.

Sometimes a sorcerer is fortunate enough to come under the care of an older, experienced sorcerer, someone to help him understand and use his new powers. More often, however, sorcerers are on their own, feared by erstwhile friends and misunderstood by family. Many fledgling sorcerers are persecuted, tortured or even executed as witches or victims of demonic possession. On rare occasions, nascent-sorcerers are adopted by wizards, who then tutor them to become true mages.

Sorcerers have no sense of identity as a group. Unlike wizards, they gain little by sharing their knowledge and have no strong incentives to work together.

The vast majority of sorcerers are human, albeit with a mysterious ancestor somewhere in their family lineage. On rare occasions, half-elves are born with the gift of sorcery. The innate talent, however, is unpredictable and it can show up in nearly any race capable of magic. In all cases, however, sorcerers are very rare and generally misunderstood.

Spell-casters from savage lands or from among the brutal humanoids are more likely to be sorcerers than wizards. A sorcerer's art does not demand arduous study or access to arcane lore and as such is far more accessible to primitive or isolated peoples. Kobolds are especially likely to be sorcerers, and they are fiercely proud of their draconic ancestry.

Since sorcerers gain their powers without undergoing the years of rigorous study that wizards go through, they have more time to learn fighting skills. Accordingly, sorcerers may be proficient with all simple weapons, similar to a thief. These weapons include: club, dagger, dart, hammer, hand axe, hand crossbow, javelin, knife, lasso, mace, morning star, scimitar, short bow, sling, staff, spear, broad sword, long sword, and short sword.

Likewise, unlike wizards, sorcerers have no preconceived aversions to armor. Accordingly, sorcerers can wear any armor they choose, although, just as a wizard, they cannot initially cast spells in armor without special training. As sorcerers advance in level, however, they learn to more finely tune their talent at harnessing magical power. Just as elves can cast spells in elven-chain mail due to their inherent magical abilities, so too can sorcerers progressively tap into their own, inborn magic so as to weave dweomers while wearing armor. At each level that a sorcerer gains a new weapon skill (5th, 9th, 13th, etc), the sorcerer may cast spells in one class of armor better -- so at 1st sorcerers can wear no armor, at 5th level sorcerers can wear leather armor and cast spells, at 9th sorcerers can wear studded leather, at 13th they can wear chain mail, and at 17th a sorcerer can wear any armor and cast spells. Sorcerers who wish to purchase a talent in spell casting in armor can do so at half the normal cost. Because of the need for two free hands to cast most spells, and their flair for the dramatic, sorcerers disdain the use of a shield in any event.

Sorcerers find they have the most in common with members of other self-taught classes, such as druids and bards. They sometimes find themselves at odds with members of more disciplined classes, such as paladins and monks. Since they cast the same spells as wizards do but do so in a different way, they are sometimes competitive toward traditional mages.

Since sorcerers often have a powerful presence that gives them a way with people, they frequently serve as the "face" for an adventuring party, negotiating, bargaining, and speaking for others. They sorcerer's spells often help him sway others or gain information, so he makes an excellent spy or diplomat for an adventuring party.

The prime requisite for sorcerers is charisma. A sorcerer's magical gift is a function of the sorcerer's mystical heritage, powered by the sorcerer's own personality. Also important to sorcerers, however, is the intellect to understand and shape the magical talents that are their birthright. Sorcerers must have a minimum charisma of 11 and a minimum intelligence of 9; those with a 16 or higher in charisma and intelligence enjoy a +10% to earned experience. In all cases, the sorcerer's charisma with regard to her own race is used to determine a sorcerer's magical abilities. It doesn't make a difference what others think of the sorcerer; it's what she thinks of herself.

A sorcerer's sense of identity and self-confidence define the limits of her mystical power. The highest level spell a sorcerer can cast is equal to her charisma minus ten. This number also reflects the maximum number of spells of any given level that the sorcerer can know. For instance, a sorcerer with 15 charisma can cast up to 5th level spells and may know a maximum of 5 different spells of levels 1st through 5th.

Although his source of power and understanding of magic is different, a sorcerer casts mage spells, just as a wizard. A sorcerer's selection of spells, however, is extremely limited. All sorcerers are born with an automatic understanding of the 1st level spells *cantrip* and *find familiar*. These spells do NOT count against the sorcerer's maximum number of first level spells. Each time a sorcerer gains access to a new spell level, including first level spells, the sorcerer rolls randomly to understand one spell of that spell level, using the table in the PH1. In addition, each time a sorcerer advances in level, she may choose to learn one spell of her choice from the PH1 or UA, excluding those individually-invented spells denoted by a personal name (*Bigby's Hand*, *Tenser's Disc*, *Melf's Arrow*, etc). To obtain a personally-selected spell, however, the sorcerer must still roll to understand the spell, based on intelligence, just as a regular wizard. In any case, the sorcerer can't learn spells at a faster rate due to any other means. Studying scrolls and tomes is useless to sorcerers, as they conceptualize and manipulate magic in a radically different fashion.

Sorcerers are magically illiterate, being unable to read magic runes or use magic scrolls and tomes unless they are useable by all character classes. In some rare cases, sorcerers have learned the spell *read magic* in an attempt to master otherwise-alien spells, such as new or existing invented spells. In these unusual cases, a sorcerer may select to learn a non-standard spell in place of a common, standard spell for level provided: a) the sorcerer casts *read magic* on the scroll or tome containing the spell, b) the sorcerer successfully understands the spell (roll vs intelligence-based percentage), and c) the sorcerer has a copy of the spell to analyze subsequent to advancing in level.

All of a sorcerer's spells are maintained in her mind at once. Any spell can be used in any order, up to the maximum number of spells per level per day. In addition, a sorcerer may sacrifice a higher-level spell slot to power a lower-level spell if the sorcerer has already exhausted all spell slots of the lower level. For instance, if an 8th level sorcerer used all of her 2nd level spells in a day, she could use one of her 3rd level spell slots to power a 2nd level spell. The lower level spell gains no additional boost in power and any "unused" spell levels are simply lost; they cannot be "saved" to power other lower level spells.

Because a sorcerer's magic is gained through insight rather than study, sorcerers tend to have more time to devote to other activities, including combat. Sorcerers roll a d6 for hit points instead of a d4 and they use the thief combat-table for melee attacks instead of the mage table. Similarly, a sorcerer's non-proficiency penalty is -4. Sorcerers begin with two weapon and two non-weapon proficiencies and advance in proficiencies as a thief.

Sorcerers can multi-class normally with other classes, just as a wizard of the same race. Most common are sorcerer/thieves, although there are also sorcerer/fighters, sorcerer/assassins and even sorcerer/clerics (rare, since as a cleric, the sorcerer is exposed to traditional magic). There are no triple-class sorcerer combinations. In addition, sorcerers may duo-class by changing to another class. Since sorcerers are born with their talents, however, it is extremely unlikely that someone with the gifts of a sorcerer would not have initially followed some form of magical calling, and therefore duo-classed characters cannot change to become sorcerers without an excellent reason (and DM approval!).

A sorcerer's ability to manipulate magic is instinctive and reflexive, like breathing or blinking. The source of their power is in their blood. As a result, sorcerers are not required to use material components to cast their spells. Such items do aid in spell casting and the sorcerer will instinctively use them if available, but material components are not required. In the case of exotic, expensive, or unusual components, however, the sorcerer is likely to suffer from minor debilitating side-effects as his own body supplies the material for his magics (DM fiendishness encouraged). For example, a sorcerer casting *armor* without a blessed bit of leather might find his skin bleached since his body uses its own upper layer of skin for the spell. In a similar vein, a sorceress casting *identify* without a pearl, wine, owl feather, or goldfish might discover her body lacking in minerals, fluids, and even a bit of life-energy, so she suffers a -2 to strength and constitution until she can get a few days of bed-rest. The value and nature of the missing components should be directly relevant to the effects. Thus, casting *lightning bolt* without a crystal rod and fur may simply shorten the sorcerer's hair slightly and cause him to pick up a minor static charge, while casting *death spell* without a 1,000gp black pearl should lead to the sorcerer suffering a loss of 1d6 hit points, strength, and constitution because of the negative energies involved. A good rule of thumb would be missing components with no value (rose petals, sand, etc) should have no consequence, while those of less value than 10gp (blessed leather, copper piece, hawk's eye, etc) should have cantrip level effects, less than 100gp value should duplicate disadvantageous 1st lvl spells, less than 1,000gp should duplicate 2nd lvl spells, etc, with particularly unique, rare, or living items raising the level of the side-effect.

As a sorcerer advances in level, he learns to cast his spells without the formulae and rituals of traditional wizards, that is to say, like the innate powers of dragons, drow, demons, and devas. Each time a sorcerer gains a new spell level, he may cast spells of lesser spell levels without one component per spell level difference. Components are "waived" in the same order for all sorcerers: first verbal, then somatic. If a given spell lacks the component waived, the sorcerer does NOT gain any other advantage to compensate. Spells cast without any components at all may be cast in combat (they've become like the innate abilities of the sorcerer's ancestor and therefore not interruptible). For instance, when a sorcerer achieves third level, he gains access to 2nd lvl spells. This third level sorcerer can now cast 1st lvl spells without verbal components. When the same sorcerer reaches fifth level of experience, he gains access to 3rd lvl spells. Therefore, the sorcerer can cast 2nd lvl spells silently (without verbal components) and 1st lvl spells without moving (without verbal OR somatic components). In this case, spells such as *magic missile* and *charm person* could no longer be interrupted as the sorcerer needs neither the verbal nor the somatic components for these spells.

In general, sorcerers use the same experience table as mages. There are exceptions, such as sorcerers who only select illusionist or summoner or necromancer spells; such characters use the experience table for the appropriate specialist wizard. Sorcerers advance in spells much like a mage or cleric, albeit with an additional spell of the first level. In all other cases not listed, sorcerers share all the same talents and advantages as a wizard of the same level.

A final note:

There are rumors of rare sorcerers whose magical spells and progression of abilities are very closely tied to their ancestry. In general, such "bloodline" sorcerers must use all available spell slots each level until they obtain the same magical talents as the regular abilities of the inherited magical race, subject to the highest spell level currently available. This severely limits the character at first, but such sorcerers often have access to other, normally off-limits spells, either from other classes or unique to the sorcerer's racial peculiarities, as befits the bloodline in question. Unusual spells are gained after all wizard spells of the given level have been learned.

A drow sorcerer, for instance, may automatically develop *dancing lights* and *detect magic* as a first level sorcerer. At second level, the drow would then gain *faerie fire* (normally a druidic spell). At third, the drow would finally be able to select a spell for leveling, as he would already have learned all the first level innate abilities. Upon achieving fourth level (when 2nd level spells are available), this drow would learn *darkness* and *levitation* or *know alignment* as well. *Clairvoyance* and *dispel magic* are third level spells, so they'd have to be automatically picked up at seventh (when 3rd level spells are available), etc.

Note that such rare sorcerers who trace well-defined bloodlines have less choice with regard to what magic they learn, but in exchange, are able to pool their native abilities with their sorcerer spells. So for this drow sorcerer *darkness*, *faerie fire*, and *dancing lights* count as three more spell slots (for a total of four at first level). These spell-abilities would be interchangeable (something drow can't normally do) and available for other spells gained later (whether *cantrip* or *magic missile*). At higher levels, such a sorcerer might even be able to develop personal spells based on the unique magics specific to drow...

A half-silver dragon sorcerer, to give another example, would need to start with *feather fall* and *wall of fog* as his initial spells at first level, in addition to *cantrip* and *find familiar*. The reason is that both of these spells are first level mage spells as well as innate powers gained by half-silver dragons, and would therefore come to the sorcerer intuitively. The half-dragon sorcerer could then choose to select either of these abilities at 2nd (or any other even level, when discretionary abilities are gained), thereby adding an additional "user per day" to the power, which for a sorcerer translates into another use of a spell of that level (1st) per day. Thus, if a 4th level sorcerer selected both of these abilities as discretionary ones, would have two extra first level spells per day for a total of five. This sorcerer would be free of any of required spells until gaining 4th level spells at 9th lvl. At this point, the sorcerer would be required to take *fear* as it is a 4th level spell. Sorcerers are NOT required to take discretionary racial abilities as powers, only as spells.

If a "bloodline" sorcerer is required to select a given mage spell at a given level, that spell is counted against the spell rolled randomly (if possible). In any other event, such as there is no randomly rolled spell or the spell is not a spell available to wizards, the "heritage" spell takes the place of the spell the sorcerer can select. Thus when a half-bronze dragon gains *create food and water*, it counts against the spell the character can choose, since that is not a spell normally available to wizards. Meanwhile, when the same sorcerer gains *ESP*, it counts as the character's randomly determined spell, since mages gain that spell.

The specifics of such bloodlines are up to the DM and it is STRONGLY suggested you iron out with him at least the first few levels of spell progression before event creating such a character. Some "at will" powers are focused on the character and therefore cannot be used to power other spells (such as a half-gold dragon's ability to breathe water). Likewise, the DM may allow some minor modifications of these rules in order to avoid unplayably weak or overly-powerful sorcerers.

SPELLS USABLE BY CLASS AND LEVEL -- SORCERER (MAGIC-USER)

Sorcerer Level	1	2	3	4	5	6
1	2					
2	3					
3	3	1				
4	4	2				
5	5	3	1			
6	5	3	2			
7	5	3	2	1		
8	5	3	3	2		
9	5	4	3	2	1	
10	5	4	3	3	2	
11	6	4	4	3	3	1
12	7	5	5	4	4	2
13	7	6	6	4	4	2
14	7	6	6	5	4	2
15	8	7	7	5	5	2
16	8	7	7	6	5	3
17	9	8	8	6	5	3
18	9	8	8	7	6	4
19	10	9	9	7	6	4
20	10	9	9	8	7	5

- Proficiencies: 2/2 + 1/1 every 5 levels
- Armor: any armor but no shield (armor must normally be removed to cast spells)
- Weapons: one-handed weapons plus short bow (see list)
- Hit Dice: d6
- Saves: as a Mage
- Combat: as a Thief
- Alignment: any
- Races: any (Human most common)
- Attributes: Int 9 (16)
Chr 11 (16)