

SORCERER

Alignment: Any.

Hit Die: d4.

Class Skills

The sorcerer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table: The Sorcerer

						Spells per Day									
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Unique skill	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Summon familiar	6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Eclectic learning	6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Spell swap	6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Eclectic learning	6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Spell swap	6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Eclectic learning	6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Spell swap	6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	Eclectic learning	6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	Spell swap	6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Eclectic learning	6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	Spell swap	6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	Eclectic learning	6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9	Spell swap	6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Eclectic learning	6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10	Spell swap	6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	Eclectic learning	6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11	Spell swap	6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Eclectic learning	6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Spell swap	6	6	6	6	6	6	6	6	6	6

Table: Sorcerer Spells Known

Spells Known										
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1

19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Class Features

All of the following are class features of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

Spells: A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however.

Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast.

Unique Skill: Although most sorcerers master different spells, every sorcerer seems to have a mundane inborn talent that sets him apart from other sorcerers. A sorcerer may select one skill to be a sorcerer class skill. Among other things, this means he may purchase ranks in that skill at a rate of 1 rank per skill point and his max ranks in that skill is equal to his character level + 3.

Familiar: At 2nd level, a sorcerer can obtain a familiar (see below). Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The sorcerer chooses the kind of familiar he gets. As the sorcerer advances in level, his familiar also increases in power.

If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer's experience point total can never go below 0 as the result of a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and day. A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs.

A character with more than one class that grants a familiar may have only one familiar at a time.

Eclectic Learning: Upon reaching 3rd level, and at every odd-numbered sorcerer level after that (5th, 7th, and so on), a sorcerer can add a new spell to his list, representing the unique nature of the magic the sorcerer draws upon. The spell may be from any spell list, but it must be at least one level lower than the highest-level sorcerer spell the sorcerer can cast. The spell is treated as being one level higher than normal (for example, *cure light wounds*, a 1st-level cleric spell, would be treated as a 2nd-level sorcerer spell). Once a new spell is selected, it is forever added to that sorcerer's spell list and can be learned just like any other spell on the sorcerer's list.

Spell Swap: Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), 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, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. 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.

At 20th level and higher, a sorcerer may lose an 8th level spell or higher and exchange it for a new spell of the same level.