

Hit Die: d6.

Skill Points at 1st Level: $(4 + \text{Int Modifier}) \times 4$

Skill Points/Level Thereafter: 4 + Int modifier

The sorcerer's class skills are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy

TABLE 1: The Sorcerer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Innate spellcasting, witchlight, innate power
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Magic sense, heritage ability Innate power
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	Heritage ability
10	+5	+3	+3	+7	Metamagic mastery
11	+5	+3	+3	+7	Innate power
12	+6/+1	+4	+4	+8	Heritage ability Greater magic sense Innate power
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	Innate power
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	Innate power

TABLE 2: Sorcerer Spells Per Day

[illegible]

TABLE 3: Sorcerer Spells Known

Level	0	1	2	3	4	5	6	7	8	9
1	4	2	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	3	1	—	—	—	—	—	—	—
4	5	3	2	—	—	—	—	—	—	—
5	6	3	2	1	—	—	—	—	—	—
6	6	4	3	2	—	—	—	—	—	—
7	6	4	3	2	1	—	—	—	—	—
8	7	4	3	3	2	—	—	—	—	—
9	7	5	4	3	2	1	—	—	—	—
10	7	5	4	3	3	2	—	—	—	—
11	8	5	4	4	3	2	1	—	—	—
12	8	5	5	4	3	3	2	—	—	—
13	8	5	5	4	4	3	2	1	—	—
14	8	5	5	5	4	3	3	2	—	—
15	8	5	5	5	4	4	3	2	1	—
16	8	5	5	5	5	4	3	3	2	—
17	8	5	5	5	5	4	4	3	2	1
18	8	5	5	5	5	5	4	3	3	2
19	8	5	5	5	5	5	4	4	3	2
20	8	5	5	5	5	5	4	4	4	3

CLASS SKILLS

All of the following are class skills of the sorcerer.

Weapon and Armor Proficiency: Sorcerers are proficient with all simple weapons and with light armor, but not shields.

Spells: A sorcerer's base daily spell allotment is given on Table 1. In addition, he receives bonus spells per day if he has a high Charisma score.

A sorcerer begins play knowing four 0-level spells and two 1st-level spells of the player's choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table 3. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table 3 are fixed.) These new spells can be common spells chosen from any spell list. If a sorcerer creates his own spells, he can add them to his spells known over and above those normally allowed by level.

A sorcerer can use a higher-level slot to cast a lower-level spell if he chooses. The spell is still treated as its actual level, not the level of the slot used to cast it. To learn or cast a spell, a sorcerer must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for saving throws against sorcerer spells is 10 + spell level + the sorcerer's Charisma modifier.

As sorcerers are closely tied to the source of magic, one can learn how to cast a spell of any type – divine or arcane – simply by watching someone else do it. He must watch the entire time – if the casting time is more than 1 round, he can't just watch one or two rounds and gain full knowledge of the spell. If he wishes to try to learn the spell, he must make a Spellcraft check to identify it (DC 12 + spell level – sorcerers can

identify spells more easily because of their innate ability to manipulate magic). If this check is successful, he can attempt to learn it by making a second Spellcraft check (DC 15 + spell level). If the spell is modified by metamagic, the level adjustment also factors in, but he can't learn the spell unless he has the feat(s) being used – metamagic alters the fundamental casting of the spell, and only someone with the proper feat(s) could "reverse engineer" the spell by eliminating the altered parts.

If he successfully identifies the spell, he can add it to his spells known if he has an open slot of the proper level (if the spell is cast by multiple classes, he always chooses the lowest level). It doesn't become available for casting until he rests, however; it takes time for him to learn the nuances of the new spell and properly process it. If he does not have an open slot, he can still replace an existing spell with the new one, but he can do so only three times per level.

A sorcerer does not require material components or foci to cast a spell, as he is channeling and manipulating raw magical energy using only verbal and somatic components and force of will to make it do what he wishes. This also makes his spells more difficult to identify, as he may leave out a few words or a gesture here and there. Identifying a sorcerer's spell is DC 20 + spell level, instead of 15 + spell level.

Unlike a wizard or 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.

Innate Spellcasting: Because of their innate ability to manipulate magic, sorcerers have greater flexibility when using metamagic. A sorcerer can either cast it normally, taking a full-round action to do so, or he can cast it as a standard action without a level adjustment, but take 2 points of damage per adjusted level. This damage cannot be mitigated or avoided – it is the cost for channeling more energy than he could normally handle.

For example: Casting a maximized fireball requires a 5th level spell slot and takes a full-round action, but a sorcerer can choose to cast it using a 3rd-level slot and take 10 points of damage in the casting. The first method simulates taking a little more time to get it right and using a spell slot of the proper power level to channel the magic, while the second simulates doing it quickly but with less control – channeling a greater amount of magic through a slot that can't properly hold all the energy.

Witchlight (Su): If the sorcerer has at least one spell level in his memory, he can draw upon the energy to form a witchlight – a globe of energy one foot in diameter, which sheds light in a 5-foot radius. The light usually hovers over his shoulder, though he can hold it in his hand to illuminate something more closely, or have it move up to 5 feet away in any direction (this requires a standard action). It does not give off heat, and can be of any color the sorcerer wishes. Creating a witchlight is a move action and does not require concentration to maintain; the light can be snuffed as a free action, and automatically goes out if the sorcerer is knocked unconscious or killed.

Innate Power (Su): All sorcerers have several innate powers, which vary according to their heritage. At 1st, 6th, 11th, and 16th levels, a sorcerer can choose a new innate power; descriptions for each power are listed under the specific heritage.

Heritage Ability: At 3rd level and three levels thereafter, a sorcerer can undergo a short ritual to access more of the power granted to him by his ancestry. While this results in an increase in power (reflected in stronger innate abilities), it also wreaks minor changes on his body. Those who have tapped fully into the power of their bloodline are easy to spot – they resemble a cross between their own race and that of the bloodline race (for example, a high-level fiend-blooded sorcerer has slitted golden eyes, small horns, and dark skin).

In order to unlock heritage abilities, a sorcerer must go into quiet meditation, alone, for 24 hours. This is a time of inner reflection and contemplation, forging links with the power that runs through his veins and strengthening existing ones. If he is interrupted during that time, the process fails and he must start over. He can choose to undergo the ritual anytime after it

becomes available to him (i.e., he can do the first anytime after 3rd level), but he must do all the rituals in order - he can't skip the first one and then undergo the second when he reaches 6th level, for example.

Magic Sense (Su): As a free action, a sorcerer can alter his sight to view things on the aetheric, the place where magic flows. He can still see objects and creatures, but he can also view magical auras – if a creature has spellcasting or spell-like abilities, he can sense this, along with its relative power; likewise, he can detect the presence of magical objects. Anything that would block a detect magic spell also works to block the magic sight. While using magic sight, the sorcerer can take only a single move action each round and can't cast any spells.

There is no limit to the distance the sorcerer can see, but magic auras are more or less visible depending on the power of their aura – an artifact, for instance, could be seen as a bright glow up to a hundred feet away, while a *wand of magic missile* would be a dim glow visible from only a few feet away. A general rule of thumb is an item can be sensed 5 feet away per caster level. Spells can be sensed up to 5 feet away per spell level; the sorcerer can make a Spellcraft check as normal to identify the spell.

This ability can be used 3 + Cha bonus times per day, and lasts for as long as the sorcerer concentrates.

Metamagic Mastery (Ex): Through training and experience, the sorcerer can apply greater control to the flow of magical power when using his abilities. When using metamagic feats, he takes only 1 hit point of damage per adjusted spell level instead of 2.

Greater Magic Sense (Su): At 15th level, a sorcerer's magic sense is greatly improved. He can now sense the presence of spellcasters and creatures with spell-like abilities, up to 5 feet away per 2 caster levels or HD, respectively. If he spends a standard action to examine the target, he can determine whether its abilities are inherent (spellcasting) or innate (spell-like abilities) and if they are arcane or divine. This ability can be used 3 times per day, for as long as he concentrates.