

Sorcerer

Sorcerers create magic the way a poet creates poems, with inborn talent honed by practice. They have no books, no mentors, no theories – just raw power that they can direct at will.

Their magic is intuitive, not logical. They know fewer spells than Mages, but can cast spells more often and have no need to prepare their spells ahead of time.

The fastest path to this advanced class is through the Charismatic hero basic class, but other paths are possible.

REQUIREMENTS

To qualify to become a Sorcerer, a character must fulfil the following criteria.

Skills: Concentration 3 ranks, Knowledge (arcane lore) 6 ranks and Bluff or Intimidate 6 ranks

Feat: Magical Heritage

CLASS INFORMATION

The following information pertains to the Sorcerer advanced class

Hit die

The Sorcerer gains 1d6 hit points per level. The character's Constitution modifier applies.

Action points

The Sorcerer gains a number of action points equal to 6+ one-half his character level, rounded down, every time he attains a new level in this class.

Class skills

The Sorcerer's class skills are as follows.

Bluff (Cha), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane lore, current events, popular culture, theology and philosophy) (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spellcraft (Int), Use Magic Device (Cha)

Skill Points at Each Level: 5+ Int Modifier

Table: The Sorcerer

<u>Class Level</u>	<u>BAB</u>	<u>Fort Save</u>	<u>Ref Save</u>	<u>Will Save</u>	<u>Special</u>	<u>Defense Bonus</u>	<u>Reputation Bonus</u>
1 st	+0	+0	+0	+2	Arcane skills, summon familiar, arcane spells	+1	+1
2 nd	+1	+0	+0	+3	Heighten spell, arcane spells	+1	+1
3 rd	+1	+1	+1	+3	Bonus feat, arcane spells	+2	+1
4 th	+2	+1	+1	+4	Arcane focus, arcane spells	+2	+2
5 th	+2	+1	+1	+4	Empower spell, arcane spells	+3	+2
6 th	+3	+2	+2	+5	Bonus feat, arcane spells	+3	+2
7 th	+3	+2	+2	+5	Combat casting, arcane spells	+4	+3
8 th	+4	+2	+2	+6	Arcane focus, arcane spells	+4	+3
9 th	+4	+3	+3	+6	Bonus feat, arcane spells	+5	+3
10 th	+5	+3	+3	+7	Maximise spell, arcane spells	+5	+4

CLASS FEATURES

All of the following features pertain to the Sorcerer advanced class.

Arcane skills

A Sorcerer has access to the following arcane skills. These skills are considered class skills for the Sorcerer, and he can use his skill points to buy ranks in them.

Concentration (Con): The normal Concentration skill expands to include arcane applications, as defined below.

Check: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

Try Again?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

Special: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

Spellcraft (Int): Trained only. Use this skill to identify spells as they are cast or spells already in place.

Check: You can identify spells and magic effects.

Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

Try Again?: See above.

Time: Unless otherwise indicated, using the Spellcraft skill is a move action.

DC	Task
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	Learn a spell from a spellbook or scroll. You can't try again for that spell until you gain at least 1 rank in Spellcraft.
15 + spell level	Prepare a spell from a borrowed spellbook. One try per day.
15 + spell level	When casting detect magical aura, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
30 or higher	Understand a strange or unique magical effect. You can't try again.

Use Magic Device (Cha): Trained only. Use this skill to activate magic devices, including scrolls and wands, that you could not otherwise activate.

Check: You can use this skill to read a spell from a scroll or spellbook or activate a magic item. This skill lets you use a magic item as if you had the spell ability or class features of another class or a different allegiance.

When you're attempting to activate a magic item using this skill, you do so as an attack action.

However, the checks you make to determine whether you are successful at activating the item take no time by themselves and are included in the activate magic item attack action.

You make Use Magic Device checks each time you activate a device such as a scroll or a wand. If you are using the check to emulate some quality in an ongoing manner, you need to make the checks once per hour.

Task	DC
Activate blindly	25
Decipher a written spell	25 + spell level
Emulate class feature	20
Emulate ability score	See text
Emulate allegiance	30
Use a scroll	20 + caster level
Use a wand	20

Activate Blindly: Some magic items are activated by special words, thoughts, or actions. You can activate such items as if you were using the activation word, thought, or action even if you're not, and even if you don't know it. You do have to use something equivalent. You have to speak, wave the item

around, or otherwise attempt to get it to activate. You get a +2 bonus on the check if you've activated the item at least once in the past.

If you fail the check by 10 or more, you suffer a mishap. A mishap means that magical energy is released, but it doesn't do what you wanted it to. The GM determines the result of a mishap. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy deals 2d6 points of damage to you. This mishap is in addition to the chance for a mishap normally associated with casting a spell from a scroll when the spell's caster level is higher than your level in this class.

Decipher a Written Spell: This works like the same use of the Spellcraft skill (see above), except that the DC is 5 points higher. Deciphering a written spell takes 1 minute of concentration.

Emulate Class Feature: Sometimes you need a class feature to activate a magic item. Your effective level in the emulated class equals your check result minus 20.

This skill use doesn't allow you to use the class feature of another class. It just lets you activate items as if you had the class feature.

If the class whose feature you are emulating has an allegiance requirement, you must meet it. This may require a separate check to emulate allegiance (see below).

Emulate Ability Score: To cast a spell from a scroll, you need a high ability score in the appropriate ability (Intelligence for arcane spells, Wisdom for divine spells). Your effective ability score (appropriate to the class you're emulating when you try to cast a spell from a scroll) equals your check result minus 15. If you already have a high enough score in the ability, you don't need to make this check.

Emulate Allegiance: Some magic items have positive or negative effects based on your allegiance. You can use these items as if you were of an allegiance of your choice. You can only emulate one allegiance at a time.

Use a Scroll: Normally, to cast a spell from a scroll, you must belong to a class that has access to the arcane or divine spell inscribed therein. This use of the skill allows you to use a scroll as if you were of the appropriate spellcasting class. The DC equals 20 + the caster level of the spell you are trying to cast from the scroll. To cast a spell from a scroll, you must first decipher it.

In addition, casting a spell from a scroll requires a minimum score of 10 + the spell's level in the appropriate ability. If you don't have a sufficiently high score, you must emulate the ability score with a separate check (see above).

Use a Wand: Normally, to use a wand you must belong to a class that has access to the arcane or divine spell ensorcelled therein. This use of the skill allows you to use a wand as if you were of the appropriate spellcasting class.

Try Again?: Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail the check, then you can't try to activate that item again for 24 hours.

Special: You can't take 10 or take 20 with this skill. Magic is too unpredictable to make the use of this skill reliable.

Arcane spells

The Sorcerer's key characteristic is the ability to cast arcane spells (see Chapter Ten of the D20M core rulebook for more details on arcane spells. He is limited to a certain number of spells per day, according to his sorcerer level. In addition, the Sorcerer receives bonus spells per day based on his Charisma score. Determine the Sorcerer's total number of spells per day, and number of spells known by consulting the three tables below. The only way for a Sorcerer to gain more spells is to drop currently known spells. By spending one action point and 1 hour in meditation, a Sorcerer may permanently exchange one spell they know for another of the same level.

Sorcerer Level	Spell-slots per day by spell level					
	0	1	2	3	4	5
1st	5	3	-	-	-	-
2nd	6	4	-	-	-	-
3rd	6	5	-	-	-	-
4th	6	6	3	-	-	-
5th	6	6	4	-	-	-
6th	6	6	5	3	-	-
7th	6	6	6	4	-	-
8th	6	6	6	5	3	-
9th	6	6	6	6	4	-
10th	6	6	6	6	5	3

Cha Score	Bonus Spell-slots per day by spell level				
	1	2	3	4	5
12-13	1	-	-	-	-
14-15	1	1	-	-	-
16-17	1	1	1	-	-
18-19	1	1	1	1	-
20-21	2	1	1	1	1
22-23	2	2	1	1	1

Sorcerer Level	Spells Known by spell level					
	0	1	2	3	4	5
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	9	5	4	3	2	-
10th	9	5	4	3	2	1

The Sorcerer does not need to prepare spells ahead of time. When they wish to cast a spell, they simply expend a spell-slot of that level or higher. After resting for 8 hours, all expended spell-slots are refreshed.

The difficulty class for saving throws to resist the effects of a Sorcerer's spells is 10+ the spell level + the Sorcerer's Charisma modifier. If a slot of the necessary level is not available, a higher-level slot may be expended to cast the spell.

Summon Familiar

At 1st level, a Sorcerer gains the ability to summon a Familiar. This is identical to the Mage ability of the same name, as detailed on pp. 320 and 321 of the D20 Modern Core Rulebook.

Heighten spell

At 2nd level, a Sorcerer learns to channel more power into his spells. A heightened spell has a higher spell level than normal. All effects dependent on spell level (such as saving throw DCs and the ability to penetrate a *Minor Globe of Invulnerability*) are calculated according to the heightened level. The heightened spell uses up a spell-slot equal to its new level. You cannot use this ability to reduce the level of an existing spell. It takes a full-round action cast a heightened spell that is normally an attack action, or an extra full-round action for spells normally taking longer than an attack action.

Bonus feats

At 3rd, 6th and 9th level, the Sorcerer gets a bonus feat. The bonus feat must be selected from the following list, and the Sorcerer must meet all the prerequisites of the feat to select it.

Animal Affinity, Attentive, Combat Expertise, Confident, Creative, Deceptive, Educated, Focused, Frightful Presence, Iron Will, Low Profile, Renown, Studious.

Arcane focus

At 4th level, the Sorcerer's power source bestows the ability to cast one type of spell more effectively. Choose a school of magic, such as Enchantment or Evocation. When you cast a spell from this school, add +2 to the DC to resist it. Also, you gain a +2 bonus on all saving throws against spells of this school. At 8th level, the Sorcerer may either increase this bonus to +4, or gain an identical bonus relating to another school of magic.

Empower spell

At 5th level, a Sorcerer learns to cast spells to greater effect. An empowered spell has all variable, numeric effects increased by one-half. An empowered spell uses up a spell-slot two levels higher than

the spell's actual level. It takes a full-round action to cast an empowered spell that is normally an attack action, or an extra full-round action for spells normally taking longer than an attack action.

Combat casting

At 7th level, a Sorcerer becomes adept at casting spells during combat. He gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Maximise spell

At 10th level, a Sorcerer learns to cast some spells to maximum effect. All variable, numeric effects of a maximised spell automatically achieve their maximum values. A maximised spell uses up a spell-slot three levels higher than the spell's actual level. It takes a full-round action to cast a maximised spell that is normally an attack action, or an extra full-round action for spells normally taking longer than an attack action.