

Sorcerer 3
Class Level
Halffling
Lineage
Acolyte
Path Path Upgrade
1,000 2,000
Experience Points Next Level

CHARACTER NAME

PLAYER NAME

Δ TOTAL

3

STRENGTH

7

Modifier

-2

Temporary

DEXTERITY

10

Modifier

+0

Temporary

CONSTITUTION

14

Modifier

+2

Temporary

INTELLIGENCE

12

Modifier

+1

Temporary

WISDOM

14

Modifier

+2

Temporary

CHARISMA

16

Modifier

+3

Temporary

HTP POINTS

31

ARMOR CLASS

12

RESISTANCE CLASS

16

DAMAGE THRESHOLD

14

AC + CON MOD

TEMPORARY

= 10 +

Armor

+

Shield

+

0

DEX

+

Natural Armor

+

2

Misc.

= 10 +

1

INT

+

2

WIS

+

3

CHA

+

Natural Armor

+

Misc.

CONDITION TRACKER

STABLE

0

-d4

-d6

-d10

INCAPACITATED

1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	26

ATTACK

TO HIT

DAMAGE

Katar

Melee Ranged

-1

1d4-1

S P B

Special Properties

Weight Slots

Exotic / Finesse

0

Daggers

Melee Ranged

+1

1d4

S P B

Special Properties

Weight Slots

Ammo ___/4

0

Beast Traits Claws/Fangs

Melee Ranged

-1

Claws (2d4-2)
Fangs (1d6-2)

S P B

Special Properties

Weight Slots

SPELL

Δ

SPELL TYPE & ATTACK

Firebolt (Cantrip)

2Δ

Arcane Natural Orderly

3d6

S V M

Special Properties

Range: 120ft.

Spell creates a 5ft wide 40ft tall beam of radiant light

Fireball

4Δ

Arcane Natural Orderly

8d6 fire

S V M

Special Properties

Range: 150ft.

20ft radius sphere

Inflicts the Burned condition on successful hit to RC

True Strike

2Δ

Arcane Natural Orderly

+d6

S V M

Special Properties

One creature within 30ft becomes favorable (+d6) with their next attack roll.

INITIATIVE

+0

Proficiency Bonus

SPEED

25 0

10 10

Reputation

INSPIRATION

Downtime Points

CLASS FEATURES & ABILITIES

Rune Caster - No casting focus needed
Wild Magic - Rolling a 1 or extension
casting for a spell attack, must roll
Wild Magic table (p.159) after roll.
Font of Magic - 3 sorcery points ○○○
Spend 1Δ and 1 sorcery point to regain a
spell slot or vise versa
Metamagic
Quickened Spell: Reduce spell cost by
1 sorcery point = Reduce spell's Δ
cost by 1Δ to a minimum of 1Δ
Focused Spell: Heavily favored (+d10)
when concentrating on a spell for 1
sorcery point

FAILURE FEATURES

Roleplay - I'm still concentrating...
When crit failing a physical skill,
reroll using a Roleplaying type spell
without expending a spell slot.
Combat - It's organized chaos!
When crit failing a spell attack roll,
expend 2 sorcery points to succeed.

Small

Age

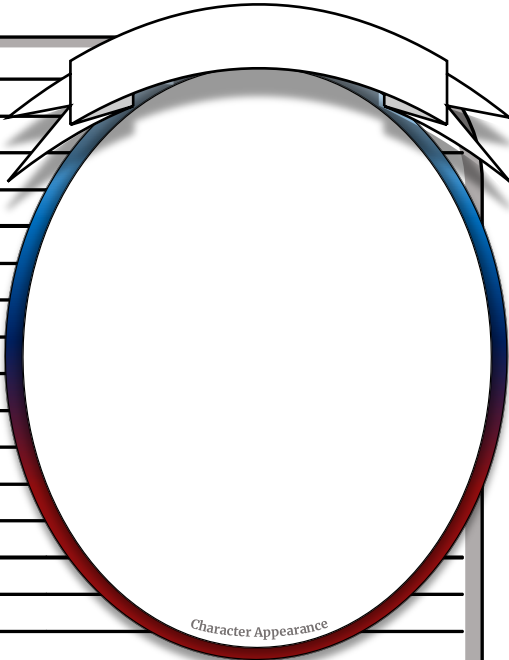
Height

Weight

Eyes

Skin

Hair



Character Appearance

An ornate necklace with a mummified human

Character Details

Plot Item: finger attached.

TRAITS

Cantrip Initiate (Gain 3 additional cantrips)

R C

Resilience (Remove a condition on your turn for 1Δ)

R C

Diehard (+10 hit points)

R C

Beast Traits (Claws (2d6-2) / Fangs (1d8-2))

R C

R C

R C

R C

R C

R C

R C

R C

DISADVANTAGE TRAIT:

PLAYER NAMES

CHARACTER NAMES

WORN GEAR

WEIGHT SCORE

EQUIPMENT

AMOUNT

WEIGHT SCORE

EQUIPMENT

AMOUNT

WEIGHT SCORE

CURRENCY



Ring of Protection +2AC

0

Bangle of Spell Penetration
(+2 spell attack)

0

Katar / Daggers

1

Wanderer's Pack

2

TOTAL WEIGHT SCORE →

3

STR ABILITY + SIZE MOD = MAX WEIGHT

7

-4

3

CP

SP

GP

PP

GEMS

63

1

Sorcerer Class Abilities

Rune Caster

The sorcerer does not need a spellcasting focus. They are born of magic and has it coursing through their blood. Under their skin are the arcane runes that help them channel their magic.

When the sorcerer casts a spell, parts of their body will begin to slightly glow in the shape of arcane runes as a metaphysical glyph emerges in front of them. Their spells come from this glyph that takes the form of a symbol representing their sorcerous origin. Examples of sorcerous origins may include celestials, dragons, elemental, fey, fiend, or otherworldly creatures.

Wild Magic

How the sorcerer is able to channel their magic is considered a mystery in *WANDERVERSE*. What does a sorcerer draw upon for their power? It could be emotional, physical, the Cosmos itself, or maybe just somewhere in between. Whenever a sorcerer casts a spell, there is a chance it could go awry because of this connection. Every spell attack roll made by the sorcerer is that results in a Natural 1 or whenever the sorcerer extends themselves in spellcasting, they must roll the for an effect off of the *Wild Magic Table* immediately after the spell's effects happen but before they expend any more action points or their turn ends. If a spell fails or is countered, there is no wild magic effect roll needed.

Font of Magic

At 2nd level, the sorcerer taps into a deep wellspring of magic within themselves. This wellspring is represented by Sorcery Points, which allows the sorcerer to create a variety of magical effects as detailed below.

Sorcery Points

Starting at 2nd level, the sorcerer has 2 sorcery points and gains an additional sorcerer point for each level thereafter. A sorcerer will never have more sorcery points than their character level unless modified by their class feature selections. Sorcerers regain all spent sorcery points when they finish a long rest.

Flexible Casting

A sorcerer can use their sorcery points to gain additional spell slots or sacrifice spell slots to gain additional sorcery points. They learn other ways to use their sorcery points as they reach higher levels.

Creating Spell Slots – The sorcerer can transform unexpended sorcery points into spell slots. When they expend 1Δ and 1 sorcery point on their turn, the sorcerer will regain one spell slot.

Converting a Spell Slot to Sorcery Points

– The sorcerer can transform spell slots into sorcery points. For each 1Δ and spell slot spent on their turn, the sorcerer regains 1 sorcery point.

Metamagic

At 3rd level, the sorcerer gains the ability to twist their spells to suit their needs. The sorcerer gains two of the following Metamagic options of your choice. The sorcerer gains two additional metamagic selections at 10th and 17th level. The sorcerer can use only one Metamagic option per spell that is cast, unless otherwise noted by a class feature. Metamagic effects stack with extension casting.

Your sorcerer has the following metamagic abilities:

FORMIDABLE SPELL – *When casting a spell against a formidable opponent, the sorcerer can expend 3 sorcery points to gain heavy favorability (+d10) on their spell attack roll.*

QUICKENED SPELL – *When the sorcerer casts a spell that has a casting time of 3Δ or more, they can expend 1 sorcery point to reduce the casting time by 1Δ. You CAN apply this metamagic to a singular spell more than once but CANNOT reduce any given casting below 1Δ.*



SORCERER CLASS FEATURES

<u>Tier 1</u> Levels 1-5	<u>Tier 2</u> Levels 6-10	<u>Tier 3</u> Levels 11-15	<u>Tier 4</u> Levels 16-20
<input type="checkbox"/> Chaos Control I <input type="checkbox"/> Magical Reservoir I <input type="checkbox"/> Magical Resistance I <input type="checkbox"/> Protective Spell <input type="checkbox"/> Skirmish Casting <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell	<input type="checkbox"/> Chaos Control II <input type="checkbox"/> Magical Reservoir II <input type="checkbox"/> Magical Resistance II <input type="checkbox"/> Spell Absorption <input type="checkbox"/> Spell Disruption <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell	<input type="checkbox"/> Chaos Control III <input type="checkbox"/> Magical Reservoir III <input type="checkbox"/> Magical Resistance III <input type="checkbox"/> Well of Magic I <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell	<input type="checkbox"/> Chaos Control IV <input type="checkbox"/> Generate Metamagic <input type="checkbox"/> Magical Resistance IV <input type="checkbox"/> Well of Magic II <input type="checkbox"/> Class Skill <input type="checkbox"/> Trained Skill <input type="checkbox"/> Trait <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell <input type="checkbox"/> Additional Spell

Listed on the following page are your *CLASS FEATURE* options for your character.

You gain a Class Feature at every odd level. Since you are starting with a Level 3 character, you will select TWO Class Features on the next page. You may also choose to select an item from one of the listed options below since some of the Druid's Tier 1 Class Features require the full set of rules. Look to another character's sheet for options since you do not have access to the full set of rules.

You may choose to select one of these following:

- ☐ Class Skill
- ☐ Trained Skill
- ☐ Trait
- ☐ Additional Spell

Tier 1 Class Features

Chaos Control I

The sorcerer is able to mitigate *Wild Magic* when it occurs. Whenever you must roll from the *Wild Magic Table*, you now roll twice and select the option you prefer from your two rolls.

Magical Reservoir I

The sorcerer is able to draw more from their magical potential, allowing them to gain 2 additional sorcery points.

Magical Resistance I

The sorcerer's attunement with the magic from within has made them stronger in resisting attacks. Selecting this class feature grants the sorcerer +1 *Natural Armor* to their RC.

Protective Spell

Select three spells that are classified as *Defensive* in their description. The sorcerer can now cast these spells in addition to their total spells known. These selected spells are cast at their normal Δ action point cost regardless of whether they are classified as *Nature* or *Orderly* magic. *Note: See *Protective Spell Options* below

Skirmish Casting

When the sorcerer is focusing on casting a spell that has Δ equal to or higher than their current action point economy total, they can move their base speed as a free action on their turn. The movement itself does not invoke a *Concentration* skill check as long as the terrain is not considered difficult to move across.

Protective Spell Options

Cure Wounds

Nature & Orderly | Hybrid | Evocation | Type: Defense - Healing

Casting Time – 2 Δ

Range – Touch

Components – V, S

Duration – Instantaneous

Damage – None

Condition – None

Targets – 1 creature

Radiant energy fills your hands as you touch a creature to replenish a number of hit points equal to 2d8 + your spellcasting ability modifier. This spell deals damage to undead, constructs, and creatures with an evil alignment score.

Extension Casting

✦ 3 Δ – You heal 3d8 + your spellcasting ability modifier to a single creature.

✦ 4 Δ – You heal 4d8 + your spellcasting ability modifier to a single creature.

✦ 5 Δ – You heal 5d8 + your spellcasting ability modifier to a single creature.

✦ 6 Δ – You heal 6d8 + your spellcasting ability modifier to a single creature.

✦ 7 Δ – You heal 7d8 + your spellcasting ability modifier to a single creature.

Death Ward

Orderly | Combat | Abjuration | Type: Defense

Casting Time – 5 Δ

Range – Touch

Components – V, S

Duration – 8 hours

Damage – None

Condition – Casting this spell inflicts 1 alignment point on the caster.

Targets – None

You touch a creature and grant it a measure of protection from death for the spell's duration. Since this spell negates the effects of death, it is considered deeply unnatural and inflicts the caster with an alignment score point as if it were a *Necromancy* spell.

The first time the target under the effects of this spell would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the spell ends.

If the spell is still in effect when the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the spell ends. A condition effect that takes a target to 0 hit points is removed as the player regains 1 hit point.

Extension Casting

✦ 6 Δ – The duration of the *Death Ward* improves to 12 hours.

✦ 7 Δ – The duration of the *Death Ward* improves to 1 day.

True Seeing

Orderly | Roleplay | Divination | Type: Defense

Casting Time – 7Δ

Range – Touch

Components – V, S, M (an ointment for the eyes that costs 25 gp; is made from mushroom powder, saffron, and fat; and is consumed by the spell)

Duration – 1 hour

Damage – None

Condition – Truesight

Targets – 1 willing creature you can touch

This spell gives one willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, can see inscapes and ethereal creatures or objects, or the true form of any wild shaped or transmuted creatures or objects within a range of 120 feet.

Extension Casting

- 8Δ – The duration of the spell increases to 3 hours.
- 9Δ – The duration of the spell increases to 5 hours.
- 10Δ – The duration of the spell increases to 1 day.
- 20Δ – The spell becomes permanent but the damage from extension casting this spell cannot be removed.

Warding Bond

Arcane & Orderly | Combat | Abjuration | Type: Defense

Casting Time – 2Δ

Range – Touch

Components – V, S, M (a pair of platinum rings worth at

least 50gp each, which you and the target must wear for the duration)

Duration – 1 hour

Damage – None

Condition – None

Targets – 1 willing creature you touch

This spell wards a willing creature you touch and creates a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC, +1 to RC, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage.

The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures. You can also dismiss the spell as free action.



SORCERER SPELLS

Acid Splash (Cantrip)

Arcane | Combat | Conjuration | Type: Physical Attack-Acid

Casting Time – 1Δ

Range – 60 feet

Components – V, S - 1 hand

Duration – Instantaneous

Damage – 1d6 acid

Condition – Burned (When at least 10 points of acid damage is dealt to a single target). A Burned creature moves down the Condition Tracker 1 step and takes 1d10 fire damage at the start of each of their turns until they are *Stable*. If the fire damage die results in 10 points of damage, the creature continues to move down the Condition Tracker.

Targets – 1 creature, or 2 adjacent creatures within range

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. On a successful attack against AC, the target(s) take 1d6 acid damage.

Extension Casting

— 3Δ – Deals 3d6 acid damage.

— 5Δ – Deals 5d6 damage, targeting all creatures within a 10ft. radius.

Blade Ward (Cantrip)

Arcane | Combat | Abjuration | Type: Defense

Casting Time – 2Δ

Range – Self

Components – V, S

Duration – 1 round

Damage – None

Condition – None

Targets – Self

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by nonmagical weapon attacks. Any attacks against you that deal the *Bleeding* condition are unfavored (-d6).

Extension Casting

— 4Δ – Select either bludgeoning, piercing, or slashing damage. You are immune to the selected damage type from nonmagical weapons. This extension requires the caster to concentrate and has a duration of 1 minute.

— 8Δ – You are immune to nonmagical slashing, piercing, and bludgeoning damage types. This extension requires the caster to

concentrate and has a duration of 1 minute.

— 12Δ – For one round (or 6 seconds) you are immune to ALL variations of slashing, piercing, and bludgeoning damage types from weapons, regardless of whether the weapon is magical or mundane.

Doctor Tincture's Liquid Luck

Arcane | Hybrid | Divination | Type: Utility

Casting Time – 4Δ

Range – Self

Components – V, S, M (A container capable of holding 6 ounces of any liquid, a liquid of any kind)

Duration – Concentration, up to 10 minutes

Damage – None

Condition – None

Targets – 1 creature

You manifest a liquid capable of manipulating the very fabric of reality, granting you the ability to roll 2d20 for one d20 roll while concentrating.

The effects of the liquid luck last until the duration of the spell, until it is consumed, or if the spell ends. A creature can only gain the benefits of this spell once.

Extension Casting

— 6Δ – The liquid is capable of providing the ability to roll 2d20s twice while concentrating.

False Life

Arcane | Combat | Necromancy | Type: Defense-Healing

Casting Time – 2Δ

Range – Self

Components – V, S, M (a small amount of alcohol or distilled spirits)

Duration – 1 hour

Damage – None

Condition – Casting this spell inflicts 1 alignment point on the caster.

Targets – None

Bolstering yourself or another with a necromantic facsimile of life, you gain 1d4+4 temporary hit points for the spell's duration. When this spell is used to bring an unconscious or dead creature back to life, the caste inflicts 3 alignment points upon themselves.

Extension Casting

— 3Δ – The duration of the spell increases to 5 hours.

— 3Δ – You gain 1d6+6 hit temporary hit points for the duration.

- ✦ 4Δ – You gain 1d8+8 hit temporary hit points for the duration.
- ✦ 5Δ – You gain 1d10+10 hit temporary hit points for the duration.
- ✦ 6Δ – You gain 1d12+12 hit temporary hit points for the duration.
- ✦ 12Δ – You gain a number of temporary hit points equal to your hit point total. When using this extension, the caster gains 2 alignment points instead of 1.

Fireball

Arcane | Combat | Evocation | Type: Attack–Fire AoE

Casting Time – 4Δ

Range – 150 feet

Components – V, S, M (a tiny ball of bat guano and sulfur)

Duration – Instantaneous

Damage – 8d6 fire

Condition – Special

Targets – All creatures within range

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. You must make a single spell attack roll against the AC and RC of each creature in a 20-foot-radius sphere centered on that point. On a successful spell attack roll to AC, a target takes 8d6 fire damage, or half as much on a failed spell attack roll. On a successful spell attack roll to AC and RC, each affected target has the *Burned* condition.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Extension Casting

- ✦ 4Δ – Choose a different elemental type (Cold, gravity, thunder, lightning, water, etc.) to cast as a ball in the same way you would cast *Fireball*. The spell's new elemental type delivers a conditional effect that aligns with its respective type. For example, a frostball inflicts the frozen condition, gravity inflicts the immobilized condition, lightning inflicts the paralyzed condition, thunder inflicts deafened, and so on.
- ✦ 5Δ – The spell damage increases to 10d6 fire.
- ✦ 6Δ – The spell damage increases to 11d6 fire.
- ✦ 7Δ – The spell damage increases to 12d6 fire.
- ✦ 8Δ – The spell damage increases to 13d6 fire.
- ✦ 9Δ – The spell damage increases to 14d6 fire.
- ✦ 10Δ – The spell damage increases to 15d6 fire.

Firebolt (Cantrip)

Arcane | Combat | Evocation | Type: Attack–Fire

Casting Time – 2Δ

Range – 120 feet

Components – V, S

Duration – Instantaneous

Damage – 1d10 fire

Condition – Burned

Targets – 1 creature or object within range

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target's AC and RC. On a successful spell attack roll against the target's AC, they take 1d10 fire damage. On a successful attack roll against the AC and RC, the target has the burned condition. A flammable object hit by this spell ignites if it isn't being worn or carried.

Extension Casting

- ✦ 3Δ – Choose a different elemental type (Cold, gravity, thunder, lightning, water, etc.) to cast as in the same way you would cast *Firebolt*. The spell's new elemental type delivers a conditional effect that aligns with its respective type. For example, a frostbolt inflicts the frozen condition, gravity inflicts the immobilized condition, lightning inflicts the paralyzed condition, thunder inflicts deafened, and so on.
- ✦ 4Δ – The spell damage increases to 3d10.
- ✦ 6Δ – The spell damage increases to 11d6.

Jump

Arcane | Hybrid | Transmutation | Type: Utility

Casting Time – 2Δ

Range – Touch

Components – V, S, M (a grasshopper's hind leg)

Duration – 1 minute

Damage – None

Condition – None

Targets – 1 creature you can touch

You touch a creature. The creature's jump distance and height are tripled until the spell ends. While this spell is active, falling damage begins at 30 feet.

Extension Casting

- ✦ 4Δ – You quadruple your jump distance and height.
- ✦ 4Δ – The duration of the spell increases to 5 minutes.

Mage Hand (Cantrip)

Arcane | Hybrid | Abjuration | Type: Utility

Casting Time – 2Δ

Range – 30 feet

Components – V, S

Duration – 1 minute

Damage – None

Condition – None

Targets – 1 willing creature you can touch

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as free action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can expend 1Δ to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it as a free action on your turn.

The hand can't attack, activate magic items, or carry more than weight slot score of 1.

Extension Casting

- ✦ 6Δ – You can cast this spell to make a ranged or melee attack with the hand holding a weapon you give it. The hand uses your melee attack bonus to hit. Additionally, the hand can activate magic items and can carry an item up to weight slot score 1.

Sleep

Arcane | Hybrid | Enchantment | Type: Attack

Casting Time – 2Δ

Range – Self (20-foot radius)

Components – V, S, M (a pinch of fine sand, rose petals, or a tuft of wool)

Duration – Concentration, up to 1 minute

Damage – None

Condition – Unconscious

Targets – Special

This spell sends creatures into a magical slumber. Select a number of creatures within 20 feet of you equal to your spellcasting ability modifier. You can only target creatures with Δ equal to or lesser than yours.

Make a single spell attack roll targeting the RC of these creatures. On a successful roll, the affected creatures drop whatever they are holding, become prone, and go unconscious. At the start of each of your turns during this spell, you must make a single spell attack roll targeting the affected creatures' RC to maintain the spell until the concentration ends for the spell.

Undead and other creatures immune to being charmed aren't affected by the sleep condition.

Extension Casting

- ✦ 6Δ – You are able to target a number of creatures equal to your spellcasting ability modifier x2.
- ✦ 12Δ – You are able to target a number of creatures equal to your spellcasting ability modifier x4.

True Strike (Cantrip)

Orderly | Combat | Divination | Type: Attack

Casting Time – 2Δ (Note: This is cast by the Sorcerer at 3Δ because it is a Divination spell)

Range – 30 feet

Components – S

Duration – Concentration, up to 1 round

Damage – None

Condition – None

Targets – One creature you can touch.

You extend your hand to touch one creature, instilling confidence within it to strike true. Your magic grants the target of the spell a brief insight into the defense of the next creature they attack, making them favorable (+d6) on their next attack roll.

Extension Casting

- ✦ 3Δ – On your next turn, you are heavily favored (+d10) with your first attack roll against a target.

Wall of Fire

Arcane & Nature | Combat | Evocation | Type: Defense–Fire

Casting Time – 5Δ

Range – 120 feet

Components – V, S, M (a small piece of phosphorus)

Duration – Concentration, up to 1 minute

Damage – 5d8 fire

Condition – Burned

Targets – Any creatures in or adjacent to the wall

You create a wall of fire on a solid surface within range that must be a straight line or a connected circle. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or, on a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the spell's duration.

When the wall appears, you must make a single spell attack roll against the AC and RC of each creature occupying a space where the wall is placed. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage with a successful spell attack roll against AC and imposes

the burned condition with a successful spell attack roll against AC and RC to each creature that ends its turn within 10 feet of that side or inside the wall. A creature can also take the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

Extension Casting

- ☛ 6Δ – The wall's fire damage increases to 6d8.
- ☛ 7Δ – The wall's fire damage increases to 7d8.
- ☛ 8Δ – The wall's fire damage increases to 8d8.
- ☛ 9Δ – The wall's fire damage increases to 9d8.
- ☛ 10Δ – The wall's fire damage increases to 10d8.

Sorcerer Class
Wild Magic Table

d100	Effect	d100	Effect
01-02	Roll on this table for each of your turns for the duration of the combat encounter. You ignore this result on subsequent rolls.	51-52	An image of the thing your character loves most manifests itself as an illusion for the duration of the round and follows you everywhere.
03-04	Concentration becomes difficult. All Concentration skill checks are unfavored (-d6) for the duration of the encounter.	53-54	An image of the thing your character hates most manifests itself as an illusion for the duration of the round and follows you everywhere.
05-06	You lose all of your sorcery points until a long rest is taken.	55-56	Your current sorcery points double for the day.
07-08	The spell you've cast turns into a flock of 1d8 chickens that will spend the duration of combat attacking you.	57-58	You are under the effects of the Venerable trait for 24 hours. (See Chapter 3 – Traits for more details)
09-10	You become dizzy and are under the effects of the Incapacitated condition for 1 round.	59-60	Your next successful attack deals maximum damage.
11-12	Roll 1d12. Your height changes by a number of inches equal to the roll. On an even roll, you grow. On an odd roll, you shrink.	61-62	You launch yourself 30 feet into the air in a direction of your choice and take a minimum of 3d6 damage from your fall.
13-14	You develop a phobia related to the most recent spell you cast. If there is no way to generate a phobia, the GM will choose one.	63-64	You become monosyllabic. Whenever your character speaks with words that have more than one syllable, you take 1 point of damage. The effects of this last until you can take a long rest.
15-16	For the duration of combat or 10 minutes, you gain 5 temporary hit points at the start of each of your turns.	65-66	The words you produce sound backwards to everyone except you. This curse ends once you complete a long rest.
17-18	You can now teleport up to 30 feet for 1Δ on your turn. This ability lasts until you complete a short rest.	67-68	If you die before taking a long rest, you come back with 1 hit point at the start of your next turn.
19-20	You are cursed with the Terminal Illness trait (See Chapter 3 – Traits for more details). The terminal illness can be removed by magical means.	69-70	You acquire Beast Traits until the end of the encounter. If you already have this trait, nothing happens. (See Chapter 3 – Traits for more information) But roll again... as a safety measure.
21-22	The ground beneath you warps and twists, holding you in place for 3 rounds. You can escape with an Athletics skill check of DC17 for 1Δ at the start of your turn.	71-72	Think of your character's favorite animal. Next, select either arms, legs, or head. The body part you've selected looks like your character's favorite animal until you take a long rest.
23-24	A small storming cloud follows you around, raining on you for the next 3 hours. If anyone's 1d20 roll is a 1 while the cloud is above, it strikes you with lightning, dealing 3d6 lightning damage.	73-74	A duplicate of you appears. At the start of your next turn, you operate your duplicate as if there were two of you. The duplicate lasts until it is dropped to 0 hit points or you complete a long rest, whichever is first.
25-26	Music from a single instrument of your choice accompanies you for the rest of the day. The music's origin is undetectable.	75-76	An undetectable third-party voice starts narrating your every move out of thin air for the rest of the day.
27-28	You gain 2Δ for the start of your next turn.	77-78	You lose 2Δ for the start of your next turn.
29-30	All spells cast to attack you are now considered favored (+d6) for the duration of the encounter.	79-80	All spells cast against you for the duration of the encounter are now considered unfavorable (-d6) to attack you.
31-32	You become resistant to one type of damage type that you choose for the duration of the encounter.	81-82	Your character is aware of the 4th wall and can break it while roleplaying until a long rest is completed. METAGAMING MASTER!
33-34	A level 1 Commoner appears adjacent to you abruptly. They take a knee and swear their allegiance to you. Create a level 1 Commoner that follows your commands and lasts until it is reduced to 0 hit points and dies.	83-84	Select a target within 100ft. You immediately cast the spell Arcane Missile at this target. Four 1d4+1 missiles are shot from your eyes, giving you the Blinded condition until the start of your next turn.
35-36	A tree begins growing in the nearest unoccupied space closest to you. The tree finishes growing after 3 hours and has 1d100 gp that can be plucked from its branches.	85-86	A thunderous crack erupts as your spell fails. All items made of glass or stone shatter. You are also deafened for 2 rounds and take 2d6 thunder damage.
37-38	A magical egg manifests by your feet and immediately hatches, revealing a gemstone worth 200gp.	87-88	The runes you cast from begin glowing, granting you light up to 15ft away until a short rest is taken.
39-40	One of your senses permanently heightens. You gain +1 in a Sensory Skill of your choice. This can only be acquired once. In fact, roll again if this doesn't apply... just to be safe.	89-90	Roll 1d6. The number rolled is how many spell slots you gain. However, you cannot gain more spell slots than your current maximum.
41-42	You become physically ill. Roll 1d4 and subtract the number you roll from your Constitution score. If your modifier drops, calculate the amount of health you lose per level. Your constitution does not return to normal until you take a long rest or receive a Medicine skill check of DC18.	91-92	You gain an elemental aura. Select either cold, fire, gravity, or lightning as your aura. The elemental aura is not enough to deal damage or grant any bonuses. Anyone adjacent to you will feel the effects of your elemental aura. The effects last permanently. They can be removed by the Remove Curse spell. If this is rolled again, you cannot gain an additional aura. However, you can choose to change the aura to a different element.
43-44	Roll 1d6. The number rolled is how many spell slots you lose.	93-94	GM's choice from the table or something new and original.
45-46	You permanently grow a set of 2 horns on your head. If you already have horns, they grow an additional foot. A Remove Curse spell can remove the horns or reduce their size.	95-96	Your hair is permanently replaced by colorful flower petals. If you do not have hair, flowers begin to sprout from your head, creating a flowing hair of flower petals.
47-48	You are compelled to say your name every time you speak. A Remove Curse spell can remove this curse.	97-98	Your arcane runes grow in size and power, granting you your legendary archetype abilities for the duration of combat or 10 minutes.
49-50	All of your teeth fall out immediately and begin regrowing. They do not fully grow back until 1 week has passed.	99-00	Guess a number between 1 and 100 and say it aloud to everyone, then roll 1d100. If the number you selected is rolled, your character explodes and dies immediately.

ACTION POINT OPTIONS

Acrobatic movement (Flipping, sliding, etc.)	+1Δ to normal movement
Activating or adjusting an item or object	1Δ
Bull rushing	+1Δ
Burying an object	1Δ (+1Δ per size category above Medium)
Casting a spell	1Δ+ (See spell description for Δ cost)
Channeling divinity	-
Crafting an improvised object in combat	1Δ
Communication Skills	-
Consuming food, drink, or potion	1Δ
Controlling an independent mount	1Δ
Decryption / Inscription	Out of combat only
Defending	1Δ+
Disarming	2Δ
Disengaging from melee combat	1Δ
Drawing an item or weapon	-
Dropping an object	-
Falling prone	-
Fixing a broken object (Simple fix)	2Δ
Forging a signature or document	2Δ
Grappling (Escaping)	3Δ
Grappling (Initiating)	2Δ
Grasping an item or object while falling	1Δ
Infusing a potion	1Δ
Knowledge Skills	-
Lifting an object	2Δ (+1Δ per size category above Medium)
Lockpicking (during combat rounds)	2Δ
Medicine skill	1Δ
Melee or ranged attack (Not proficient)	+1Δ to attack
Melee or ranged attack (Proficient)	2Δ
Mounting and dismounting	1Δ
Movement	1Δ
Movement with a controlled mount	-
Moving up the Condition Tracker	3Δ
Offhand Weapon Attack	2Δ
Opening a heavy chest or door	1Δ
Operating a complex machine or vehicle	2Δ
Opportunity Attack	1Δ
Performance	1Δ
Physical skills	1Δ+
Pushing	2Δ
Rage	1Δ
Reloading	1Δ
Sensory Skills	-
Stealth (1/2 movement speed)	1Δ
Throwing a willing creature	3Δ (+1Δ per size category above Medium)
Throwing an unwilling creature (Must be grappled prior to throw)	4Δ (+1Δ per size category above Medium)
Tripping	2Δ
Tug-of-war	2Δ (+1Δ per creature engaged with the object)
Tying a rope	1Δ
Unarmed strike attack	2Δ
Using tools (Trained)	1Δ
Using tools (Untrained)	2Δ
Wielding an oversized weapon	3Δ (+1Δ per size category above Large)
Wild shape	1Δ