Metamagic

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Delayed Spell

When you cast a spell, you can expend 2 sorcery points to delay its effect one to three turns. Before the spell is cast, you select the duration, the target, and roll any relevant attack rolls. Any effects on the spell's targets, including saving throws, are resolved when the spell triggers. If any conditions change between casting and effect of the spell that would make the spell impossible – such as the target leaving the spell's maximum range before the spell goes off – the spell fails.

Translocate Spell

When you cast a spell, you can expend 1 sorcery point to change the origin of the spell to any space you choose within 30 feet of you. If the spell affects another creature, you must be able to see that creature.

Precise Spell

When you cast a spell that requires one or more spell attack rolls, you can expend 3 sorcery points to gain advantage on one roll.

Invisible Spell

When you cast a spell with a duration of instantaneous that other creatures can see, you can expend 1 sorcery point to make any visual manifestations of the spell's casting invisible.

Bend Spell

When you cast a spell that requires a spell attack roll, you can expend 1 sorcery point to target a creature that has left your line of sight since your last turn but is still within the range of the spell. Additionally, this spell ignores half cover and three-quarters cover.

Sculpt Spell

When you cast a spell with a range that affects an area, you can expend 1 sorcery point to change the area's shape in one of the following ways:

- If the spell's range is a line, you can change it to a cone of half range.
- If the spell's range is a cone, you can change it to a 5-foot-wide line with double range.
- If the spell's range is a sphere, you can change its area to a cylinder of half radius and double height.
- If the spell's range is a cylinder, you can change its area to a sphere of the same radius.