

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

ULTIMATE MAGIC

Sorcerers channel unknowable powers, and wizards are expert in ancient lore, but few individuals have as thorough an understanding and mastery of arcane magic as the ultimate magus. By combining both sorcerous and wizardly abilities into a unified whole, the magus empowers herself in ways even the greatest archmage can't duplicate.

TOME OF KNOWLEDGE

Starting at 1st level, you have a spellbook within which you inscribe deep arcane knowledge. The book begins inscribed with two 1st-level spells of your choice that have the ritual tag from the wizard spell list. Spells copied into this spellbook don't count against the number of spells you know.

With your spellbook in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast any sorcerer spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your spellbook. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your sorcerer level (rounded up), if it is on the wizard spell list, and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

ARCANE RECOVERY

At 1st level, once per day when you finish a short rest, you can regain one expended spell slot of 1st level, or, at 2nd level, regain a number of expended sorcery points up to half your sorcerer level, rounded up.

AUGMENTED CASTING

Starting at 6th level, your studies of the arcane allow you to improve and intensify your spells. When you cast a sorcerer spell of 5th level or lower using a spell slot, you can spend up to 6 sorcery points, and cast the spell at one level higher for every 2 sorcery points spent.

ARCANE SPELL POWER

When you reach 14th level, you have become expert in the wizardly arts. When you roll damage for a spell you cast, you can treat any 1 on a damage die as a 2.

METAMAGIC MASTERY

At 18th level, your deep understanding of magic allows you to alter some spells more fluidly than other sorcerers. Choose a 1st-level and a 2nd-level sorcerer spell that you know. When you cast these spells, you can apply a metamagic option to them without expending any sorcery points. By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

