

Kismet's Sorcerer Template

Sorcerers are born with the potential to create magic by will alone – no more, and no less. How they come about their abilities, no one knows or dares to say. It is enough that sorcerers can be found among completely different races, scattered across many lands, with no real knowledge of why they are the way they are.

Creating a Sorcerer

A sorcerer can be of any race but they must have a minimum Wisdom score of 10, as it requires a strong force of will to harness the natural energy of magic. A sorcerer can likewise choose any character class or combination thereof; one of the reasons that sorcerers have difficulty fraternizing with each other is that they are from such disparate backgrounds. Sorcerers retain the abilities of the race into which they are born and are granted the benefits of their character class.

Spell Resistance: Sorcerers are granted a natural spell resistance of 11 + character level.

Spell-like Abilities: Sorcerers are granted a fixed number of spell-like abilities according to their total character level. The characteristics of their spell-like abilities (such as range, DC and duration) are also determined by character level. The sorcerer's spell-like abilities require no tangible components but do require concentration, and are therefore vulnerable to being interrupted and lost (see Concentration section in 3rd edition Player's Handbook). Since they are completely mental exercises, however, the abilities are *not* subject to arcane spell failure. For further restrictions on spell-like abilities, see the Player's Handbook.

Sorcerers can know any sort of spell, divine or arcane, and even those restricted by special circumstances like class or domain. In

addition, sorcerers can swap one spell they know for another spell they do not know once at second level, and every other level thereafter. It is effortless to see why sorcerers have the reputation for being the most flexible magic users in the known realms. It is also easy to ascertain why they are so widely distrusted by magic users of all kinds, since even sorcerers never know what to expect from each other.

The chart below not only outlines how many spell-like abilities that the sorcerer can have per level, it also shows you how many spells of that level they can know. Therefore, at first level, a sorcerer can know up to two zero-level spells and can cast either of them up to a maximum of two times per day. At fifth level, a sorcerer can know three zero-level spells and can cast them, in any combination, up to three times per day (for example: the sorcerer could cast *resistance* two times, *flare* all three times, or *resistance*, *flare* and *light* once each). By the time a character reaches 20th level as a sorcerer, they can know and cast 21 spells per day as spell-like abilities.

Saves, Abilities, and Skills: Same as the base creature.

Feats: Sorcerers can take any kind of feat they qualify for. Some sorcerers, however, are truly gifted at spellcasting. Such characters have feats such as: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Maximize Spell, Persistent Spell (FR), Quicken Spell, and Spellcasting Prodigy (FR). These sorcerers tend to take up spellcasting classes in order to take advantage of their natural talent, or to feed their desire to learn more magic.

Climate/Terrain: Any land and underground

Organization: Same as the base creature.

Challenge Rating / Level Adjustment:Up to 3rd level: Same as the base creature4th level to 8th level: Same as the base creature

+1

9th level and up: Same as the base creature +2**Treasure:** Same as the base creature.**Alignment:** Sorcerers tend to be chaotic in nature.**Advancement:** Same as the base creature.**The Sorcerer's Spell-like Abilities Per Level, Per Day**

Level	0	1	2	3	4	5	6	7	8	9	Benefits
1	2	0*									SR 12
2	2	1									Spell swap; SR 13
3	2	2									SR 14
4	3	2	0								Spell swap; SR 15
5	3	2	1								SR 16
6	3	2	2	0							Spell swap; SR 17
7	3	2	2	1							SR 18
8	3	2	2	2	0						Spell swap; SR 19
9	3	2	2	2	1						SR 20
10	3	2	2	2	2	0					Spell swap; SR 21
11	3	2	2	2	2	1					SR 22
12	3	2	2	2	2	2	0				Spell swap; SR 23
13	3	2	2	2	2	2	1				SR 24
14	3	2	2	2	2	2	2	0			Spell swap; SR 25
15	3	2	2	2	2	2	2	1			SR 26
16	3	2	2	2	2	2	2	2	0		Spell swap; SR 27
17	3	2	2	2	2	2	2	2	1		SR 28
18	3	2	2	2	2	2	2	2	2	0	Spell swap; SR 29
19	3	2	2	2	2	2	2	2	2	1	SR 30
20	3	2	2	2	2	2	2	2	2	2	Spell swap; SR 31

* A sorcerer only gains a bonus spell at this level, provided their Wisdom score is adequate enough to warrant one.