

**Table: The Sorcerer**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon familiar	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Spell Thematics	6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Eschew Materials	6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Silent Spell	6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Still Spell	6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Silent Utterance	6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Great Will	6	6	6	6	6	6	6	6	6	6

## FAMILIRAE SORCERER (Sorcerer Variant)

**Alignment:** Any.

**Hit Die:** d4.

### Class Skills

The sorcerer's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

**Skill Points at 1st Level:** (2 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the sorcerer.

**Weapon and Armor Proficiency:** Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail.

**Spells:** A sorcerer casts arcane spells which are drawn primarily from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it

ahead of time, the way a wizard or a cleric must (see below).

To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 10 + the spell level + the sorcerer's Charisma modifier.

Like other spellcasters, a sorcerer can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Sorcerer. In addition, he receives bonus spells per day if he has a high Charisma score.

A sorcerer's selection of spells is extremely limited. A sorcerer begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new sorcerer level, he gains one or more new spells, as indicated on Table: Sorcerer Spells Known. (Unlike spells per day, the number of spells a sorcerer knows is not affected by his Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the sorcerer has gained some understanding of by study. The sorcerer can't use this method of spell acquisition to learn spells at a faster rate, however.

**Table: Sorcerer Spells Known**

Level	Spells Known									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
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	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	—	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	—	—	—	—
13th	9	5	5	4	4	3	—	—	—	—
14th	9	5	5	4	4	3	2	—	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Upon reaching 4th level, and at every even-numbered sorcerer level after that (6th, 8th, and so on), a sorcerer can choose to learn a new spell in place of one he already knows. In effect, the sorcerer “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the sorcerer can cast. A sorcerer may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric, a sorcerer need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he’ll cast.

**Familiar:** A sorcerer must obtain a familiar (see below), in order to cast his spells. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and source of power for the sorcerer. While the character does not have a familiar, casting spells causes non-lethal damage equal to the level of the spell to the sorcerer. If the sorcerer is immune to non-lethal damage, he instead takes lethal damage.

The sorcerer chooses the kind of familiar he gets. Further, in order to grant the familiar intelligence and allow it to aid him in channeling the most powerful energies involved in his spell casting, a sorcerer must imbue some of his own essence into the creature. This results in a permanent sacrifice of some measure of the sorcerer’s well-being while the familiar remains with him, depending upon the animal chosen (see below). Further, as the sorcerer advances in level, his familiar must also increase in power and requires a further sacrifice on the sorcerer’s part in order to do so. This results in an increase of 1 in

the penalty the sacrifice imposes on specific ability checks, for those familiars that impose penalties on two abilities, one is chosen at random.

If the familiar dies or is dismissed by the sorcerer, the sorcerer must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per sorcerer level; success reduces the loss to one-half that amount. However, a sorcerer’s experience point total can never go below 0 as the result of a familiar’s demise or dismissal. A slain or dismissed familiar cannot be replaced without a week of meditation and fasting (at least 8 hours a day.) A slain familiar can be raised from the dead just as a character can be, and it does not lose a level or a Constitution point when this happy event occurs. Over the course of at least 2 weeks, and possibly more if the penalties the familiar imposed were higher, the sorcerer will manage to regain the essence that he imbued in the animal, 1 point at a time.

A character with more than one class that grants a familiar may have only one familiar at a time.

**Intrinsic Magic:** Sorcerers are famous for the unpredictable nature of their power and the ease with which they learn and practice their spellcasting. This results in a number of separate abilities and manifestations over the course of the sorcerer’s career.

Upon reaching second level, an inherent aspect of the sorcerer’s power begins to manifest in all spells the sorcerer casts. The sorcerer gains the Spell Thematics feat (see Player’s Guide to Faerun), regardless of whether or not she meets the prerequisites and applying only to her sorcerer spells. From this point forward, it takes effort on the part of the sorcerer to cast a spell without a thematic manifestation—casting a spell takes a full round if the character tries to strip away the identifying marks of their personal magic.

A sorcerer gains one bonus metamagic feat at 3<sup>rd</sup>, 7<sup>th</sup>, and 11<sup>th</sup> levels as indicated in the the Sorcerer



table above. These metamagic feats may be applied to her spells without a full round casting, but only if she is of a sufficient level to have acquired the feat as a bonus feat.

**Silent Utterance:** As a sorcerer nears the final steps to bringing his power fully under his control, he learns that the spoken word may be sublimated within the movements necessary to call upon a spell's power. Upon reaching 15<sup>th</sup> level, the sorcerer may apply the Silent Spell feat to his spells without using a higher level spell slot. This ability may be used three plus the sorcerer's Charisma bonus times per day.

**Great Will:** When a sorcerer has reached the very pinnacle of his power, he can tap into the very depths of his will to call up the most powerful of mystical energies with naught but a thought. Upon reaching 20<sup>th</sup> level, the sorcerer may apply the Still Spell and Silent Spell feats to his spells without using a higher level spell slot. This ability may be used three plus the sorcerer's Charisma bonus times per day.

#### FAMILIARS

A familiar is a normal animal that gains new powers and becomes a magical beast when summoned to service by a sorcerer, the wizard summons his familiar in an entirely different manner without making the sacrifices the sorcerer does. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but it is treated as a magical beast instead of an animal for the purpose of any effect that depends on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

Sorcerers, in order to cast their spells, bind a small portion of their own soul and a small elemental spirit to their familiars. As a result, a familiar also imposes penalties on familiar sorcerer, as given on the table

Familiar	Special
Bat	Master suffers a -1 penalty to Charisma and Strength checks.
Cat	Master suffers a -2 penalty to Dexterity checks.
Hawk	Master suffers a -1 penalty to Intelligence and Wisdom checks.
Lizard	Master suffers a -1 penalty to Constitution and Wisdom checks.
Owl	Master suffers a -2 penalty to Wisdom checks.
Rat	Master suffers a -2 penalty to Strength checks.
Raven	Master suffers a -2 penalty to Intelligence checks.
Snake	Master suffers a -2 penalty to Charisma checks.
Toad	Master suffers a -2 penalty to Constitution checks.
Weasel	Master suffers a -1 penalty to Dexterity and Strength checks.
Tiny viper	

below. These penalties apply at all times, but the sorcerer may only use his familiar to cast his spells when the master and familiar are within 1 mile of each other.

While familiar abilities that depend on the master's level increase only with sorcerer levels or another class that is entitled to familiars, the increases

in the penalties are dependent solely on the sorcerer's caster level. Should a sorcerer obtain levels in a class that has a more traditional familiar, he does not gain a second familiar, but his familiar does begin granting the traditional abilities in addition to the penalties.

**Familiar Basics:** Use the basic statistics for a creature of the familiar's kind, but make the following changes:

*Hit Dice:* For the purpose of effects related to number of Hit Dice, use the master's character level or the familiar's normal HD total, whichever is higher.

*Hit Points:* The familiar has one-half the master's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

*Attacks:* Use the master's base attack bonus, as calculated from all his classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with natural weapons.

Damage equals that of a normal creature of the familiar's kind.

*Saving Throws:* For each saving throw, use either the familiar's base save bonus (Fortitude +2, Reflex +2, Will +0) or the master's (as calculated from all his classes), whichever is better. The familiar uses its own ability modifiers to saves, and it doesn't share any of the other bonuses that the master might have on saves.

*Skills:* For each skill in which either the master or the familiar has ranks, use either the normal skill ranks for an animal of that type or the master's skill ranks, whichever are better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use.

#### Familiar Ability

**Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the master's combined level in classes that grant familiars, as shown on the table below. The abilities given on the table are cumulative.

*Natural Armor Adj.:*

The number noted here is an improvement to the familiar's existing natural armor bonus.

*Int:* The familiar's Intelligence score.

*Alertness (Ex):* While a familiar is within arm's reach, the master gains the Alertness feat.

*Improved Evasion (Ex):* When subjected to an attack that normally allows a Reflex saving throw for

Master Class Level	Natural Armor Adj.	Int	Special
1st–2nd	+1	6	Alertness, improved evasion, share spells, empathic link
3rd–4th	+2	7	Deliver touch spells
5th–6th	+3	8	Speak with master
7th–8th	+4	9	Speak with animals of its kind
9th–10th	+5	10	Penalty increases (-3 total)
11th–12th	+6	11	Spell resistance
13th–14th	+7	12	Scry on familiar
15th–16th	+8	13	Penalty increases (-4 total)
17th–18th	+9	14	—
19th–20th	+10	15	—

half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

*Share Spells:* At the master's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

*Empathic Link (Su):* The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

*Deliver Touch Spells (Su):* If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

*Speak with Master (Ex):* If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

*Speak with Animals of Its Kind (Ex):* If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar

creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

*Spell Resistance (Ex):* If the master is 11th level or higher, a familiar gains spell resistance equal to the master's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

*Scry on Familiar (Sp):* If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.