

Wayne Robert's

O5E SORCERER

a modern class in an older style

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

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SORCERER

Requirements: Minimum CHA 9

Prime requisite: CHA

Hit Dice: 1d4

Maximum level: 14

Armor: None

Weapons: Dagger, staves

Languages: Alignment, Common, plus one appropriate to their bloodline

Sorcerers are adventurers whose blood courses with the raw power and potential of some magical ancestor.

Combat

Sorcerers can only use daggers and staves and cannot use shields or wear armor, which can leave them vulnerable.

Sorcery

A sorcerer's spells are arcane, though they need not memorize their spells. They may cast any spell they know if they have available spell slots to do so.

Spell casting: Sorcerers do not pray or study spell books to memorize spells each day, instead drawing magical power directly from their bloodline.

Spells known: Sorcerers know a number of spells each level equal to their daily spell slots, as shown in their class chart. They may not learn new spells through research, but may exchange a single spell known for another spell on their spell list each time they gain a level.

Spell list: Sorcerers use the magic-user spell list and may gain bonus spells from their sorcerous bloodline.

Using magic items: Unlike most spell casters, sorcerers cannot use magic scrolls of spells on their spell list, but can use items that may only be used by arcane spell casters (e.g. magic wands).

Sorcerous Bloodline

A sorcerer's magical lineage grants them a number of abilities. A bloodline cannot be later changed.

Celestial: Celestial sorcerers use the cleric's saving throw progression and may learn spells from both the magic-user and cleric lists. At 10th level, they grow feathered wings and can fly at a speed of 120' (30').

Chaos: Chaotic sorcerers can warp fate, spending 1 sorcery point to re-roll any d20 they roll or that is rolled against them once per round. If the second roll is a natural '1,' they take 1d6 damage. They also learn *know alignment*, *detect danger*, *false aura*, *quasimorph*, *chaos*, and *time flow* at appropriate levels.

Dragon: Draconic sorcerers take only half damage from dragons' breath weapons, their Hit Die is a d6 instead of a d4, and they learn *cause fear* and *fear* at appropriate levels. At 6th level, they grow scales, gaining a +2 bonus to AC.

Serpent: Serpentine sorcerers have a +4 bonus on saves against poisons and petrification, use the illusionist spell list instead of the magic-user list, and learn *charm person*, *snake charm*, *hold person*, *charm monster*, *neutralize poison*, and *hold monster* at appropriate levels.

Arcane Wellspring

Sorcerers can harness their own font of power to create diverse magical effects, represented by sorcery points.

Sorcery points: Sorcerers have a number of sorcery points equal to their sorcerer level and may never have more than this total.

Recovery: Sorcerers regain spent sorcery points after a full night's rest.

Versatile Casting

Starting at 2nd level, sorcerers can spend sorcery points to gain additional spells slots or give up available spell slots to gain additional sorcery points.

Conversion: A sorcerer can spend 2 or more sorcery points to gain a spell slot of a level equal to half the points spent, or they can spend one available spell slot to gain a number of sorcery points equal to the slot spent.

Metamagic

Starting at 3rd level, a sorcerer gains a deeper understanding of the ancestral magic coursing through them and may alter the very nature of spells they cast with their sorcery points. The sorcerer gains two of the following metamagic options of their choice and gains another one at 10th and 14th level.

Unless noted otherwise, a sorcerer may only use one metamagic option on a spell when it is cast. The number of sorcery points a given metamagic effect costs to use is listed in parentheses.

Careful Spell (1): The sorcerer may omit a number of targets up to half their sorcerer level from a spell that forces others to make a saving throw.

Distant Spell (1): The sorcerer doubles the range of a spell with a range of 5' or greater.

Empower Spell (1): The sorcerer may re-roll a number of a spell's damage dice up to half their sorcerer level.

Extend Spell (1): The sorcerer doubles the duration of a spell with a duration of 1 Turn or longer (maximum 24 hrs).

Heighten Spell (3): The target of the sorcerer's spell requiring a saving throw has a -4 penalty on their save.

Quicken Spell (2): The sorcerer can cast their spell during the missile attacks phase of combat.

Reliable Spell (*): If the sorcerer fails to affect their target with a spell—such as by the target making their saving throw, the character may spend a number of sorcery points equal to the spell's level to retain the spell.

Subtle Spell (1): The spell does not require any gestures or magical words to cast, nearly imperceptible to others.

Transmute Spell (1): The sorcerer can alter the damage type of the spell to any other damage type.

Twin Spell (*): When casting a spell only targeting 1 creature, the sorcerer may instead target 2 creatures within range.

*This costs 1 sorcery point per level of the spell cast.

After Reaching 11th Level

A sorcerer may establish a stronghold, often a great tower. 1d6 apprentices of levels 1-3 will then arrive to form a cult devoted to the sorcerer.

Sorcerer Level Progression

				Saving Throws					Spells					
Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4	5	6
1	0	1d4	19 [0]	13	14	13	16	15	2	-	-	-	-	-
2	2,500	2d4	19 [0]	13	14	13	16	15	2	-	-	-	-	-
3	5,000	3d4	19 [0]	13	14	13	16	15	2	1	-	-	-	-
4	10,000	4d4	19 [0]	13	14	13	16	15	2	2	-	-	-	-
5	20,000	5d4	19 [0]	13	14	13	14	15	3	2	1	-	-	-
6	40,000	6d4	17 [+2]	11	12	11	14	12	3	2	2	-	-	-
7	80,000	7d4	17 [+2]	11	12	11	14	12	3	2	2	1	-	-
8	150,000	8d4	17 [+2]	11	12	11	14	12	3	3	2	2	-	-
9	300,000	9d4	17 [+2]	11	12	11	11	12	4	3	3	2	1	-
10	450,000	9d4+2*	17 [+2]	11	12	11	11	12	4	4	3	3	2	-
11	600,000	9d4+4*	14 [+5]	8	9	8	11	8	5	4	4	3	3	1
12	750,000	9d4+6*	14 [+5]	8	9	8	11	8	5	5	4	4	3	2
13	900,000	9d4+8*	14 [+5]	8	9	8	8	8	6	5	5	4	4	3
14	1,050,000	9d4+10*	14 [+5]	8	9	8	8	8	6	6	5	5	4	4

*Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves

05E SORCERER

Spell casters whose blood runs with the magic of some powerful ancestor are a common archetype in fantasy stories and historic myths. Devils, gods, dragons, serpent kings, fairy lords, and more have meddled with mortals and left their mark on their descendants. These innately magical mortals draw on their own inner power to cast spells and manipulate magical forces instead of praying to gods or studying musty spell books. Excepting psionic characters, this archetype was largely absent from older roleplaying games, which instead focused on grimoire-lugging arcane practitioners.

While players can re flavor existing classes to align with this archetype, there is something *not quite* satisfactory to some with that approach. Now players can play a true sorcerer.

The **05E Sorcerer** distills the essence of the modern sorcerer archetype down into a form that can be used in *Old-School Essentials* or any other early edition or retroclone of the world's most popular roleplaying game.

Inside you will find a full 14-level class, rules for sorcery points and metamagic, and 4 sorcerous bloodlines you can choose from to customize your sorcerer: Celestial, Chaos, Dragon, and Serpent.