



Aberrant Mind
Sorcerer

CHARACTER NAME
Merchant

BACKGROUND
High Elf

SPECIES

Sorcerer

CLASS

Aberrant Sorcery

SUBCLASS

3

LEVEL

XP

ARMOR CLASS

11

SHIELD

HIT POINTS

CURRENT

TEMP
23

MAX

HIT DICE

SPENT
3x d6

MAX

DEATH SAVES

SUCCESSSES

FAILURES

DUNGEONS & DRAGONS

PROFICIENCY BONUS

+2

INTELLIGENCE

+0

10

MODIFIER

SCORE

INITIATIVE

+1

SPEED

30

SIZE

M

PASSIVE PERCEPTION

13

STRENGTH

-1

8

MODIFIER

SCORE

☐ Saving Throw

☐ Athletics

WISDOM

+1

12

MODIFIER

SCORE

☐ Saving Throw

☐ Arcana

☐ History

☐ Investigation

☐ Nature

☐ Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Quarterstaff	+1	1d6 -1 bludgeon	1d8 if two-handed
Darts (x5)	+3	1d4 +1 piercing	20/60
Spell Attack	+6		Advantage with Innate Sorcery
Spell DC	14 +1		+1 if using Innate Sorcery
Sorcerer Points (x3)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

DEXTERITY

+1

13

MODIFIER

SCORE

☐ Saving Throw

☐ Acrobatics

☐ Sleight of Hand

☐ Stealth

CHARISMA

+4

18

MODIFIER

SCORE

☒ Saving Throw

☒ Deception

☐ Intimidation

☐ Performance

☒ Persuasion

CLASS FEATURES

Telepathic Speech: Form a telepathic connection between your mind another. As a Bonus Action choose within 30 ft. You can communicate telepathically with each other while the two of you are within 4 miles.

Innate Sorcery: x2 per long rest. Bonus Action to unleash magic for 1 min: Spell DC +1. Advantage on spell attacks.

Font of Magic: Slot to points.

Subtle Spell: Cost: 1 Sorcery Point. Cast a spell without any Verbal, Somatic, or Material components.

Quickened Spell: Cost: 2 Sorcery Points. When you cast a spell that has a casting time of an action, you can change the casting time to a Bonus Action for this casting. Can cast no other level 1+ spells on the same turn.

HEROIC INSPIRATION

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☒ Light ☒ Medium ☒ Heavy ☒ Shields

WEAPONS

TOOLS

SPECIES TRAITS

Darkvision: 60 ft.

Fey Ancestry: Advantage on saving throws to avoid or end the Charmed condition.

Trance: You don't sleep. You finish a Long Rest in 4 hours.

High Elf Lineage: Detect Magic and Prestidigitation.

FEATS

Magic Initiate Wizard: Two Cantrips and one level 1 spell. Cast spell once per long rest without using a slot.

CREATING SPELL SLOTS

Spell Slot Level	Sorcery Point Cost
1	2
2	3

APPEARANCE

LANGUAGES
Common, Celestial

COINS				
CP	SP	EP	GP	PP
			33	

SPELLBOOK

CANTRIPS

BLADE WARD

level 0 - abjuration

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Whenever a creature makes an attack roll against you before the spell ends, the attacker subtracts 1d4 from the attack roll.

FRIENDS

level 0 - enchantment

Casting Time: Action

Range: 10 feet

Components: S, M (some makeup)

Duration: Concentration, up to 1 minute

You magically emanate a sense of friendship toward one creature you can see within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target succeeds automatically if it isn't a Humanoid, if you're fighting it, or if you have cast this spell on it within the past 24 hours.

The spell ends early if the target takes damage or if you make an attack roll, deal damage, or force anyone to make a saving throw. When the spell ends, the target knows it was Charmed by you.

MAGE HAND

level 0 - conjuration

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial.

As a Magic action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet.

The hand can't attack, activate magic items, or carry more than 10 pounds.

MENDING

level 0 - transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two lodestones)

Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item, but it can't restore magic to such an object.

MIND SLIVER

level 0 - enchantment

Casting Time: Action

Range: 60 feet

Components: V

Duration: 1 round

You try to temporarily sliver the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 Psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

PRESTIDIGITATION

level 0 - transmutation

Casting Time: Action

Range: 10 feet

Components: V, S

Duration: Up to 1 hour

You create a magical effect within range. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

Sensory Effect. You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

Fire Play. You instantaneously light or snuff out a candle, a torch, or a small campfire.

Clean or Soil. You instantaneously clean or soil an object no larger than 1 cubic foot.

Minor Sensation. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

Magic Mark. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

Minor Creation. You create a nonmagical trinket or an illusory image that can fit in your hand. It lasts until the end of your next turn. A trinket can deal no damage and has no monetary worth.

SORCEROUS BURST

level 0 - evocation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cast sorcerous energy at one creature or object within range. Make a ranged attack roll against the target. On a hit, the target takes 1d8 damage of a type you choose: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder.

If you roll an 8 on a d8 for this spell, you can roll another d8, and add it to the damage. When you cast this spell, the maximum number of these d8s you can add to the spell's damage equals your spellcasting ability modifier.

Cantrip Upgrade. This damage increases by 1d8 when you reach level 5 (2d8), 11 (3d8), and 17 (4d8).

LEVEL 1

ARMS OF HADAR

level 1 - conjuration

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

Invoking Hadar, you cause tendrils to erupt from yourself. Each creature in a 10-foot Emanation originating from you makes a Strength saving throw. On a failed save, a target takes 2d6 Necrotic damage and can't take Reactions until the start of its next turn. On a successful save, a target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

DETECT MAGIC

level 1 - divination (ritual)

Casting Time: Action or Ritual

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take the Magic action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's school of magic.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

DISSONANT WHISPERS

level 1 - enchantment

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

One creature of your choice that you can see within range hears a discordant melody in its mind. The target makes a Wisdom saving throw. On a failed save, it takes 3d6 Psychic damage and must immediately use its Reaction, if available, to move as far away from you as it can, using the safest route. On a successful save, the target takes half as much damage only.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 1.

GREASE

level 1 - conjuration

Casting Time: Action

Range: 60 feet

Components: V, S, M (a bit of pork rind or butter)

Duration: 1 minute

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

SHIELD

level 1 - abjuration

Casting Time: Reaction, which you take when you are hit by an attack roll or targeted by the *Magic Missile* spell

Range: Self

Components: V, S

Duration: 1 round

An imperceptible barrier of magical force protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *Magic Missile*.

WITCH BOLT

level 1 - evocation

Casting Time: Action

Range: 60 feet

Components: V, S, M (a twig struck by lightning)

Duration: Concentration, up to 1 minute

A beam of crackling energy lances toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against it. On a hit, the target takes 2d12 Lightning damage.

On each of your subsequent turns, you can take a Bonus Action to deal 1d12 Lightning damage to the target automatically, even if the first attack missed. The spell ends if the target is ever outside the spell's range or if it has Total Cover from you.

Using a Higher-Level Spell Slot. The initial damage increases by 1d12 for each spell slot level above 1.

LEVEL 2

CALM EMOTIONS

level 2 - enchantment

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Each Humanoid in a 20-foot-radius Sphere centered on a point you choose within range must succeed on a Charisma saving throw or be affected by one of the following effects (choose for each creature):

- The creature has Immunity to the Charmed and Frightened conditions until the spell ends. If the creature was already Charmed or Frightened, those conditions are suppressed for the duration.
- The creature becomes Indifferent about creatures of your choice that it's Hostile toward. This indifference ends if the target takes damage or witnesses its allies taking damage. When the spell ends, the creature's attitude returns to normal.

DETECT THOUGHTS

level 2 - divination

Casting Time: Action

Range: Self

Components: V, S, M (a copper piece)

Duration: Concentration, up to 1 minute

You activate one of the effects below. Until the spell ends, you can activate either effect as a Magic action on your later turns.

Sense Thoughts. You sense the presence of thoughts within 30 feet of yourself that belong to creatures that know languages or are telepathic. You don't read the thoughts, but you know that a thinking creature is present.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Read Thoughts. Target one creature you can see within 30 feet of yourself or one creature within 30 feet of yourself that you detected with the Sense Thoughts option. You learn what is most on the target's mind right now. If the target doesn't know any languages and isn't telepathic, you learn nothing.

As a Magic action on your next turn, you can try to probe deeper into the target's mind. If you probe deeper, the target makes a Wisdom saving throw. On a failed save, you discern the target's reasoning, emotions, and something that looms large in its mind (such as a worry, love, or hate). On a successful save, the spell ends. Either way, the target knows that you are probing into its mind, and until you shift your attention away from the target's mind, the target can take an action on its turn to make an Intelligence (Arcana) check against your spell save DC, ending the spell on a success.

ENLARGE/REDUCE

level 2 - transmutation

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of powdered iron)

Duration: Concentration, up to 1 minute

For the duration, the spell enlarges or reduces a creature or an object you can see within range (see the chosen effect below). A targeted object must be neither worn nor carried. If the target is an unwilling creature, it can make a Constitution saving throw. On a successful save, the spell has no effect.

Everything that a targeted creature is wearing and carrying changes size with it. Any item it drops returns to normal size at once. A thrown weapon or piece of ammunition returns to normal size immediately after it hits or misses a target.

Enlarge. The target's size increases by one category—from Medium to Large, for example. The target also has Advantage on Strength checks and Strength saving throws. The target's attacks with its enlarged weapons or Unarmed Strikes deal an extra 1d4 damage on a hit.

Reduce. The target's size decreases by one category—from Medium to Small, for example. The target also has Disadvantage on Strength checks and Strength saving throws. The target's attacks with its reduced weapons or Unarmed Strikes deal 1d4 less damage on a hit (this can't reduce the damage below 1).

FLAMING SPHERE

level 2 - conjuration

Casting Time: Action

Range: 60 feet

Components: V, S, M (a ball of wax)

Duration: Concentration, up to 1 minute

You create a 5-foot-diameter sphere of fire in an unoccupied space on the ground within range. It lasts for the duration. Any creature that ends its turn within 5 feet of the sphere makes a Dexterity saving throw, taking 2d6 Fire damage on a failed save or half as much damage on a successful one.

As a Bonus Action, you can move the sphere up to 30 feet, rolling it along the ground. If you move the sphere into a creature's space, that creature makes the save against the sphere, and the sphere stops moving for the turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. Flammable objects that aren't being worn or carried start burning if touched by the sphere, and it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

HOLD PERSON

level 2 - enchantment

Casting Time: Action

Range: 60 feet

Components: V, S, M (a straight piece of iron)

Duration: Concentration, up to 1 minute

Choose a Humanoid that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

Using a Higher-Level Spell Slot. You can target one additional Humanoid for each spell slot level above 2.

SUGGESTION

level 2 - enchantment

Casting Time: Action

Range: 30 feet

Components: V, M (a drop of honey)

Duration: Concentration, up to 8 hours

You suggest a course of activity—described in no more than 25 words—to one creature you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to the target or its allies. For example, you could say, “Fetch the key to the cult's treasure vault, and give the key to me.” Or you could say, “Stop fighting, leave this library peacefully, and don't return.”

The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. The Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for the target upon completing it.