

COUNTERSPELL ↷

SORCERER

ABJURATION

Trigger: A creature casts a spell that you have in your repertoire.

Requirements: You have an unexpended spell slot you could use to cast the triggering spell.

When a foe Casts a Spell you know and you can see its manifestations, you can use your own magic to disrupt it. You expend one of your spell slots to counter the triggering creature’s casting of a spell that you have in your repertoire. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell (CRB 458).

Special: This feat has the trait corresponding to the tradition of spells you cast (Arcane, Divine, Primal, or Occult).

REACH SPELL ⬠

SORCERER

CONCENTRATE

METAMAGIC

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase the spell’s range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

WIDEN SPELL ⬠

SORCERER

MANIPULATE

METAMAGIC

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of the spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

BESPELL WEAPON ⬠

SORCERER

Frequency: Once per turn.

Requirements: Your most recent action was to cast a non-cantrip spell.

You siphon energy from the last spell you cast into one weapon you’re wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you cast.

- ◆ **Abjuration:** Force damage
- ◆ **Conjuration, or Transmutation:** The same as the weapon type
- ◆ **Divination, Enchantment, or Illusion:** Mental damage
- ◆ **Evocation:** A type the spell dealt, or Force if the spell didn’t deal damage.
- ◆ **Necromancy:** Negative damage

OVERWHELMING ENERGY ⬠

SORCERER

MANIPULATE

METAMAGIC

You alter your spells to overcome resistance. If the next action you use is to Cast a Spell, the spell ignores an amount of the target’s Resistance to Acid, Cold, Electricity, Fire, or Sonic damage equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by *wall of fire*. A creature’s immunities are unaffected.

QUICKEN CASTING ⬠

SORCERER

CONCENTRATE

METAMAGIC

Frequency: Once per day

In a mentally strenuous process, you modify your casting of a spell to take less time. If you next action is to cast a sorcerer cantrip or sorcerer spell that is a at least 2 levels lower than the highest level sorcerer spell you can cast, reduce the number of action to cast it by 1 (minimum 1 action).

INTERWEAVE DISPEL ⬠

SORCERER

METAMAGIC

Prerequisites: dispel magic is in your spell repertoire

You weave dispelling energy into a spell, sending both effects at a foe. If your next action is to cast a single-target spell against a creature, and you wither hit the foe with the spell attack roll, the foe fails its saving throw, you can cast *dispel magic* on the foe as a free action, expending a spell slot as normal and targeting one spell effect affecting the foe.

BLOODLINE CONDUIT ⬠

SORCERER

METAMAGIC

Frequency: Once per minute

Your inborn magical nature lets you redirect ambient energies to fuel your spells. If your next action is to Cast a Spell of 5th level or lower that has no duration, you don’t expend the spell’s slot when you cast it.

CAST A SPELL ⚡, ⚡, ⚡, ⚡, ⚡, ↻

SORCERER

You cast a spell you have prepared or in your repertoire. Casting A Spell is a special activity with a variable number of actions depending on the specific spell. As soon as the spellcasting actions are complete, the spell effect occurs. In some cases, spells are cast as a reaction or free action instead of an activity.

Spell Components: Each spell lists the spell components required to cast it after the action icons or text. If you can't provide the components, you fail to cast the spell. These components are:

- ◆ Material (Manipulate)
- ◆ Somatic (Manipulate)
- ◆ Verbal (Concentrate)
- ◆ Focus (Manipulate)

SUSTAIN A SPELL ⚡

SORCERER

CONCENTRATE

Requirements: You have at least one spell active with a sustained duration, and you are not fatigued.

Choose one spell with a sustained duration you have in effect. The duration of that spell continues until the end of your next turn. Some spells might have a slightly different or expanded effects if you sustain them. Sustaining a spell for more than 100 minutes (100 rounds) ends the spell and makes you fatigued unless the spell lists a different maximum duration (such as “sustained up to 1 minute” or sustained up to 1 hour”).

If your Sustain a Spell action is disrupted, the spell immediately ends.

DISMISS ⚡

SORCERER

MANIPULATE

You end one spell or magic item effect. This must be an effect you are allowed to dismiss, as defined by the spell or item. Dismissal might end the effect entirely or might end it just for a certain target or targets, depending on the spell or item.

REFOCUS

SORCERER

CONCENTRATE

EXPLORATION

Requirements: You have a focus pool, and have spent at least 1 Focus Point since you last regained any Focus Points.

You spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For example, a cleric with focus spells can usually Refocus while tending the wounds of their allies, and a wizard might be able to Refocus while attempting to Identify Magic.