

WILD MAGIC

Your innate magic comes from the wild forces of chaos that underlie creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.

WILD MAGIC SURGE

Starting when you choose this origin at 1st level, your magical influence can unleash surges of untamed power.

Several of your features call for a Surge Value, this represents the extent to which your use of wild magic has made the weave unstable. Your Surge Value starts at 0 and is increased whenever you use certain other features. When you finish a long rest it halves, or falls by 10, whichever is higher.

When your features call for it, or when deemed appropriate by the DM, you must roll percentile dice. If you roll a number equal to or less than your Surge Value a wild magic surge occurs as the weave breaks under the strain of your influence.

When a surge occurs you and each creature in a 20-foot-radius sphere centred on you must make a Charisma saving throw against your spell save DC. A target takes damage equal to your Surge Value on a failure, or half as much on a success. This damage cannot be reduced by any means. If you are reduced to 0 hit-points by this damage you are unable to contain the effects of the magic. Roll on the surge effect table to determine any additional effects of the surge.

TIDES OF CHAOS

Starting at first level the wild magic that surges through your blood allows you to manipulate the forces of chance and chaos to your advantage or your enemies' detriment.

You can gain advantage on an attack roll, ability check, or saving throw, or use your reaction to grant advantage or disadvantage on one such roll to another creature. You can do this a number of times equal to your charisma modifier (minimum 1). You regain all uses whenever you finish a long rest.

When you manipulate the weave in this way you make it less stable, each time you use use this feature increase your Surge Value by your proficiency bonus and then roll for a Wild Magic Surge.

1d100

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| 1-30 | No additional effects occur |
| 31-35 | You regain all expended spell slots and sorcery points |
| 36-40 | You expend all of your remaining spell slots and sorcery points. |
| 41-50 | You forget one spell of each level that you know and learn a new spell to replace each one. |
| 51-55 | All creatures within the blast gain the Magic Initiate: Sorcerer feat, determine the spells randomly. |
| 56-65 | You gain 1d4 sorcerer levels for 5 minus that many days. |
| 66-75 | Any creature with the spellcasting feature that failed the saving throw must use its reaction to cast a spell with a casting time of one action or bonus-action. |
| 76-85 | All spells of 6th level or lower within the blast are dispelled |
| 86-95 | The Symbol spell is cast at your feet that is triggered whenever any creature other than you comes within 10 feet of it, determine the effect randomly. |
| 96-100 | You are transported to another time, place, or possible world as determined by the DM |

OVERCHANNEL

At 6th level you gain improved mastery of your metamagic. You may now use two metamagic options, rather than one, whenever you use metamagic. When you do you must pay the cost for both metamagics plus an additional sorcery point. Also increase your Surge Value by the number of sorcery points spent.

In addition you gain a new metamagic option, choose either explosive spell or controlled spell. These do not count toward the number of metamagics that you know.

CONTROLLED SPELL

Before you roll the damage of a spell you may spend a number of sorcery points equal to the spell's level (1 for a cantrip) to maximise the damage of a number of dice equal to the level of the spell, rather than roll them. Increase your surge value by the amount of dice maximised.

EXPLOSIVE SPELL

Before you roll the damage of a spell you may spend a number of sorcery points equal to the spell's level (1 for a cantrip) to cause the dice to explode. If you roll the maximum value on any of the dice you may reroll that die and add the new value to the total damage. Increase your Surge Value by 1 for each die rolled in this way.

CONTROLLED CHAOS

At 14th level you have gained some control over your wild magic surges. You gain resistance to the damage of your wild magic surges and can choose to have them manifest as a 30-foot cone or a sixty-foot line originating from your space, rather than a sphere.

FATEWEAVER

By 18th level you have enough insight into the weave to know how best to manipulate it to your ends. You can now use your Tides of Chaos feature after you know if the attack roll, ability check, or saving throw has succeeded or failed. Also, rather than imposing advantage or disadvantage, you now change a failure into a success or a success into a failure.