

Archive of Forgotten Lore:

Sorcerer

This is Supplemental Material

Sorcerous Origins

At 1st level, a sorcerer gains the Sorcerous Origin feature This is an option written by Odvaskar for that feature: Temporal Magic.

Temporal Magic

The font of magic within you comes from the flow time itself. Not many know how sorcerers like you are created or if your time magic is a gift or a curse, but one thing is certain, you wield incredibly rare and powerful magic. The few sorcerers of this origin that exist spend their lives in hiding from mad wizards and arcane organizations that would seek to control their power and find out what makes them tick.

Time Spells

1st-level Temporal Magic feature

You learn additional spells when you reach certain levels in this class, as shown on the Time Spells table. Each of these spells counts as a sorcerer spell for you but doesn't count against the number of sorcerer spells you know.

Additionally, all spells from the Chronurgy wizard spell list are added to your sorcerer spell list.

Time Spells

| Sorcerer Level | Spells |
|----------------|--|
| 1st | <i>Expeditious Retreat, Sanctuary</i> |
| 3rd | <i>Blur, Hold Person</i> |
| 5th | <i>Haste, Slow</i> |
| 7th | <i>Dimension Door, Hold Monster</i> |
| 9th | <i>Steel Wind Strike, Temporal Shunt</i> |

Chronal Pause

1st-level Temporal Magic feature

You can temporarily control the flow of time around you. As a reaction after you are hit by an attack or take damage, you stop time to immediately move up to half your speed without provoking attacks of opportunity. Doing this negates all damage you would have taken.

Once you use this feature, you can't use it again until you finish a short or long rest.

Temporal Awakening

1st-level Temporal Magic feature

You have an acute connection to time. You can add your proficiency bonus to your initiative rolls. In addition, you have advantage on initiative rolls against being surprised while you are conscious, and you always know the exact time of day.

Chronomancer

6th-level Temporal Magic feature

Starting at 6th level, you can manipulate time around other creatures. As a reaction, after you or a creature you can see within 30 feet of you makes an attack roll, an ability check, or a saving throw, you can expend 1 sorcery point add your Charisma modifier to the roll. This must be done before the DM tells you the result of the roll.

Timebreaker

14th-level Temporal Magic feature

At 14th level, you learn to stop time for a longer duration. You can cast the *Time Stop* spell, without expending a spell slot.

Once you use this feature you can't use it again until you finish a short or long rest

Temporal Abnormality

18th-level Temporal Magic feature

Beginning at 18th level, you can bend time to your will. You can change your age at will and you are immune to being magically aged. Additionally, the Foresight, Time Ravage, and Time Stop spells are added your known spells but don't count against the number of sorcerer spells you know. You can also expend 10 sorcery points to cast them without any material, somatic, or verbal components.