

# Sorcerer

## Wild Magic Surge

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Once per turn, immediately after you cast a sorcerer spell of 1st level or higher roll a d20. If the result of the roll is equal to or less than the spell slot used to cast the spell, you surge. Roll on the Wild Magic Surge table to create a magical effect. If that effect is a spell, it is too wild to be affected by your Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

### ***Alternate wild magic table:***

[https://www.dandwiki.com/wiki/Wild\\_Magic\\_Surge\\_Table,\\_Variant\\_\(5e\\_Variant\\_Rule\)](https://www.dandwiki.com/wiki/Wild_Magic_Surge_Table,_Variant_(5e_Variant_Rule))

## Tides of Chaos

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

Any time your tides of chaos is already consumed, whenever you cast a spell of 1st level or higher, roll a d4. On a 4, you regain the use of this feature.

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