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Pathfinder draconic sorcerer build

DnD 5e's draconic Bloodline wizards use raw, innate magic enhanced by dragon blood and Meta Magic that provide additional benefits for the spell. Unlike the wizard, wizards use intuition and instinct to hone their magic, and those with a common cruel bloodline are granted the ferocious source of this power. The funniest thing about creating this character is the thematic, elemental nature of my spell choice. Depending on the color of my severe bloodline, I get additional benefits for the natural source of damage (fire, lightning, acid, cold, etc.) If you've ever wanted to play Natsu from Fairy Tale, this structure is your jam. To build a severe bloodline wizard, think of the following: Choose a race, with high charisma and dragon color corresponding to Use The Font of Magic and Meta Magic to enhance elemental spells to the advantages of lean draconic bloodline: Draconic Resilience, Elemental Affinity, Dragon Wings, Draconic Presence Select spells that thematically match the genus of the elemental dragon Choose a breed with high charisma and dragon color corresponding to the spell of wizards is associated with charisma. That's why I have to choose a charismatic breed. I could also use Dexterity for my air conditioning, saving throws and sophisticated dragon damage. Let's take a look at the tie, half-head and dragon-born. A binding wizard with a red dragon bloodline has a lot of attitude and fire built into one character. +2 Charisma/+1 Intelligence with a bonus combination and from the likes of hellish rebuke to hellish spells of fire, I could go radical over my dragon demon enemies. Half-lots are also awarded a +2 Charisma bonus and I have two +1 bonuses to choose from. As I mentioned earlier, I'll give one to Dexterity. The second could be the HP Constitution and opposition to certain spells. Speaking of resistance, Fey Ancestry gives me immunity to magical anesthesia and an edge against charm. A half-plot with a red dragon bloodline is on site for natsu creation. Dragonborn seems to be the most thematically obvious here, even if my Charisma bonus is only +1. My bigger bonus is +2 for the force I could still use for increased gun damage. My dragon's bloodline is naturally the same as my color - I like a blue dragon with a lightning strike. Use Font of Magic and Meta Magic to improve elemental spells at Level 2 Font of Magic gives me spell points, which is a different grounding of magic magic than my normal spell coin games. The basic idea is that I can use these spell points to restore spells. Therefore, if I use all my spell slots for the day, I can pull a bonus from the magic source and keep blowing up. When level 3 rotates around, I can use these spell points for Meta Magic , which means I can use these points Effects. These are my options: Careful spell: Protect allies while harming enemies around them field effect spell. Distant spell: Doubles a spelling area with a range of 15 meters or more. Empowered Spell: Reroll quantity damage dice as much as Charisma Converter (at least 1). Extended spell: Doubles the duration of the spell, which lasts 1 minute or more. Elevated spell: Use 3 points to give a disadvantage to the enemy's save shot to resist your spell. For those spells: Use 2 spell points and change the run time of 1 function to 1 bonus action. This allows me to throw and move or attack. Subtle spell: Cast a spell without somatic or verbal components. Twinned Spell: Double the spell that targets only one other person and blows up the other. The number of spelling points is equal to the spelling level. To double the Level 2 spelling, use 2 spelling points. Lean on harsh bloodline benefits: Draconic Resilience, Elemental Affinity, Dragon Wings, Draconic Presence, My harsh bloodline benefits are tied to an element of my dragon. Let's use Fairy Tale Natsu as an example. This half-dot with an attitude divides the bloodline of the red dragon, giving him physical features reminiscent of a red dragon and a penchant for fire magic. Draconic Resilience utilizes this visual component of the dragon wizard and gives it playable benefits. First of all, get 1 extra hit point and 1 extra hit point every time I level. Then I can use thin fat from dragon scales throughout my body as simple armor, growing the basic AC to 13 + my Dexterity converter. This early ability gives me options for melee - at least much more than a wizard. The elemental affinity allows me to add a Charisma converter to the spell damage associated with my dragon's ancestry. In other words, I add the extra +3 or +4 damage to the fire spells I have caused this particular character. I can also spend 1 point of witchness and have resistance to fire damage for an hour. Dragon Wings can grow out of my narration on level 14, giving me my walking speed. Casting is a 1 bonus function and the wings last until I use the bonus function of the other. You can't wear armor or clothes that could block these wings, but Natsu never needed armor. Draconic Presence gives me the ability to channel the presence of my dragon ancestor on Level 18 - appearing on an epic level. When I spend five points of witchness, I can get every creature 20 yards away from me to make a wisdom-saving throw or be in awe or fear. This would be fun in a situation where a large number of fighters are getting the whole field to escape the horror. Choose the spells that thematically match your bloodline of the native mother snake Now that my Natsu character has been completed, I must: this magic building with menus of spells. Obviously, fire is going to be a key factor that I'm focusing on. But I need other spells to build construction. That's why I want to make sure that they fit and also strategically. Let's take a look at the first few choices to get the idea. Cantrips For my first cantrip decisions, I need a diverse list that includes my first spell of fire. These spells are required, so I should remember to choose wisely and cover many aspects of adventure and struggle. Fire Bolt: Deals with 1d10 fire damage and ignites flammable objects – my first spell of fire. True Strike: Gives me an advantage in my next offensive roll – a basic melee attack spell. Mage Hand: Creates an eternal hand and hand that I can stretch to manipulate objects far away from me. My eternal hand and hands can look harsh. This is good for lifting small objects, opening trapped doors or getting to high places – an adventure utility spell. Blade Ward: Gives me resistance to beat, pierce and cut damage until the end of my shift – a defensive spell. Level 1 spells 1. My spells at level will heal fire damage and further increase my defensive capability in a big way. Plus, I'm leaning on my charismatic dragon character. Burning hands: Creates a 15-foot fire cone that hits several opponents in the area due to 3d6 fire damage in the failed Dexterity save - an effect zone with a fire element. Charm: Pulls from my harsh charisma, ... charm a person. In the failed Saving of Wisdom, the humanoid charms me and considers me a friend - social gameplay Shield: Grants me a +5 bonus to AC until the start of my next shift - a great defensive bonus. Chromatic ball: There is an energy sector dealing with 3d8 elemental damage to my selection (fire against one opponent - a high-powered, one-enemy spell. Level 2 spells Now we cook (har, har) with higher-level spells after a few levels. Now I can take advantage of other aspects of the dragon, such as the flight and further severe change. Scorching Ray: Gives me three scorching verses that blast different opponents or one opponent, delivering 2d6 fire damage per beam - a spell of fire that is powerful and versatile. Levitate: Is here because I don't want to wait until level 14 to fly. With Levitate, I can fly myself or another target 20 feet into the air. A gust of wind creates a 20-meter strong line of wind that pushes those who fail a force-saving throw 15 feet back. This is one of those spells playing with the idea of a fight and I can make my pieces bigger. Alter Self: It has several effects. I can change my appearance to something similar in size and shape. I can also grow natural weapons (dragon claws) and attack with 1d6 slashing damage and +1 bonus on attack and damage rollers. Finally, I can grow gills and breathe underwater - although I'm probably at a bit of a disadvantage underwater. What Would you lean? Let me know in the comments below. Last Updated: March 17, 2020 TEMPORARY NOTE: RPGBOT goes through massive massive DnD 5e content can accommodate rule changes and new content brought by Tasha's Cauldron of Everything. Be patient when these changes are made. I consider this site a hobby, and I got access to the book on the same day as everyone else and rushed to catch up as quickly as I could. Check the Last Updated date below the title of each page. If it was updated before November 17, it has not been updated to include new content. To see what I still have to do to catch up with Tasha's, check out my to-do list. If you want to watch constant updates, follow me on Twitter. Disclaimer RPGBOT uses a color coding model that has become more common among Pathfinder building manuals, which is easy to understand and easy to read at a glance. Red: Bad, useless options or options that are highly unus situational. Orange: OK options or useful options that appear only in rare cases. Green: Good options. Blue: Fantastic options that are often essential to your character's actions. I don't include third-party content, including DMs Guild content, even if it's mine, because I can't assume that your game will allow third-party content or a home office. I also don't cover Unearthed Arcana content because it hasn't been finalized, and I can't guarantee it'll be available to you in your games. The advice below is based on the current state of the character optimizer since the article was last updated. Keep in mind that meta changes from time to time when new source materials are published, and this article updates accordingly, if time permits. Introduction Wizards are a challenge. They lack the versatility of the wizard, but they have many of the same features and almost all the same spells. If the wizard is effective because they dedicate a tool to every problem, the Wizard is effective because they own a few good tools and can use them to fix any problem. The Wizards are also one of the best faces in the game because of their skill list and charisma addition. The wizard's spell list allows them to act as a blaster, controller, striker controller and utility caster. The sorcerer falls to the middle ground between the sorcerer and the sorcerer. A sorcerer gets more spells than a Sorcerer, but he knows far fewer spells than a sorcerer. The versatility of the wizard is due to their ability to strengthen their spells with metamagic. If you're used to playing the wizard, expect to create lots of low-level spells using higher-level spell slots to get as much utilities as possible from a limited number of known spells. After reading this manual, I encourage you to read the disintegration of my sorcerer's subclass and the disintegration of my wizarding spells. Wizard class features Hit points: d6 hit points are the lowest in the game, so take enough of the Constitution to compensate. Saves: Constitution and Charisma are two two save money because things that affect one of them often paralyze you in some way, and because the savings of the Constitution are used for concentration. Qualifications: No armor or shields, and only basic weapons, but the Wizards' spell list includes all face skills, including Insight. Wizards are also particularly adept at constitutional savings used for concentration. This means that concentration spells are easier to maintain without investing in alternatives such as the war caster feat. Spellcasting: The Sorcerer casts write in the same way as Bard: You get a known number of spells and you can cast any spell from the list as long as you have slots for it. This means the Wizards always have fewer options at their disposal than a wizard who can change his spell list on a daily basis, but wizards make it clear from this lack of versatility that they can increase their spells with Metamagic. The Wizard's Spell List is a subset of the wizard's spell list (with a handful of additions, such as Dominate Beast and Earthquake), but you still have plenty of options. It is also interesting to note that the Wizard gets more country tripses than any other spell reader, but they get fewer spells than Bard. You can expect to be able to perform low-level spells in upper-level spell slots frequently and customize spells using metamagic. Most importantly, expect you to refrain lower-level spells whenever you learn an unnecessary option. Sorcerous Origin: The wizard's subcategories are summarised briefly below. For more information about choosing a subcategory, see the wizard's subcate categories. Divine Soul: Descended from the divine bloodline, more ability learns and casts priest spells in addition to wizard spells. Draconic Bloodline: Gain extra power from your strict ancestry, growing scales that work like armor, and treating additional damage with spells of damage types determined by your ancestors. Shadow Magic: Masters of Magical Darkness, acquire the ability to see in darkness and call a powerful shadow dog to weaken and attack your enemies. Storm magic: Skilled in flight and casting spells at close range, storm wizards dart in close range and beyond to deal with sound and lightning damage before flying back out of reach and retreating. Wild Magic: Exciting but unpredictable, wild magicians can manipulate happiness to grant themselves an advantage over some reels and apply a small bonus or penalty to others, but casting spells can trigger reels on the Wild Magic Table, producing unpredictable but exciting magical effects. Font of Magic: Font of Magic is the wizard's ultimate feature, especially the Points of Witchness. Points of witchness: Magic points feed a wizard's abilities and allow the class to do much more than just spells. You have a limited pool a day, but you have the option to consume spell coin games to get more witchness points. Points, the pool, are limited, so budgeting points for witchness is very expensive, so do it only when you absolutely need to do so. Converting spell coin games to points of witchness is a little less daunting when you have a large number of spell coin games, but be sure not to commission too much of it or run out of daily resources quickly. Metamagic: Metamagic allows you to stretch the effects of a limited number of known spells, allowing you to easily take advantage of existing spells rather than constantly having to discover and learn new ones. Careful spell: Usually you can avoid hitting your allies by installing the spell carefully, but sometimes you have to drop a fireball or some other great AOE, such as Fear, and you have no way of avoiding hitting your allies. Distant spell: Spells usually have enough range to do the job in situations where their use makes sense. There are some spells like Haste that have a selection of Touches that could really benefit, but there aren't enough of them to make this not situational, because in many cases you can solve this problem by walking. It would be nice if you could use this with cones, but the cones have a selection of Themselves and the affected area, so they do not meet the requirements. It especially applies to spells like Thunderclap and Word of Radiance, but situations where you want to spend a point of witchness in Cantrip are exceptionally rare. Empowered Spell: If you reroll 1s you might get a few extra points for damage. Efficiency increases when you add dice, as you are more likely to roll 1 when you add dice, but on average you can't expect to add a huge amount of damage. Example: If you have 20 Charisma and roll a massive pile of d6 and 5 dice appear as 1, you can roll them again for an average of 12.5 (5 x 3.5 - 5) for additional damage. You can roll any dice you've rolled, but rerolling 1s has the most impact, so it gives us a good idea of the maximum amount of damage you'd expect. Additional damage is greater in spells using a larger damage guide: 17.5 for d6, 22.5 for d10 and 27.5 for d12. Math definitely makes this 1 Point of Witchness a small cost if you hit multiple targets with AOE, but I probably wouldn't use this for one-item spells because you don't get that much of your point of witchness. Extended spell: Many fantastic enthusiasts have short durations, and extending them can save you the hassle of the same spell twice. However, the nature of the duration of the spell in 5e means that not every spell justifies increasing its duration. Spells with a duration of 1 minute may be But they can still only last one fight unless you sprint to the next encounter. Spells with a duration of 10 minutes can probably be stretched to 2 encounters normally, perhaps 3 if extended and if You know where to find another fight. Spells with a duration of 1 hour or more hours can be extended to withstand entire days of adventure. You don't have to extend every spell, and you need to learn how to choose and choose. Elevated spell: Use this in almost every save-or-suck spell you do. Compared to the cost of casting a new spell at the next turn to cripple the same goal, 3 points of witchness are void. Note that some recording or sucking spells, such as Hold Person, allow repeated recordings, so the effect is greatly reduced. Quick spell: Fall a regular spell and Cantrip in one turn. This is one of the few abilities that allows you to break the operating economy, and it is definitely worth the cost. However, the temptation to use it constantly can be problematic, and it can eat up your magic points very quickly. Use this sparingly: Ideally, at the beginning of the battle, where your spells have the most impact. Subtle spell: Situational, but if you want to be secretive, you'll need this. In most cases (especially in battle), you usually don't care if someone hears and/or sees your spell. But in social situations, where casting a spell can be rude or cause problems, a subtle spell can solve many problems. Twinned Spell: Lots of fantastic spells like Haste and Polymorph target individual creatures and require concentration. This allows you to affect two creatures at the same time. However, the cost of the point of witchma scales at the spell level, making it the most expensive metamagic option. Sorcerous Restoration: Four free points of witchness give you plenty of options, but that's only 4 points each rest. On a full avencization day, you can expect up to 2 short rests, making 8 magic points throughout the day compared to the 20 you already get, and how many you get from converting spell slots. Abilities Wizards are charisma, and everything else can be given up. Sor: Dump. Dex: Take a little AC. Con: Take some to compensate for d6 hit points. Int: A little know-how might be nice. Wis: Wisdom recordings are common, and Insight is useful for faces. Cha: Commands almost everything you do. Point Buy Standard Array Str: 8 Dex: 14 Con: 14 Int: 10 Wis: 10 Cha: 15 Str: 8 Dex: 13 Con: 14 Int: 12 Wis: 10 Cha: 15 Races Charisma bonuses are absolutely essential. Since you don't need a talent surge for other abilities, the +1 bonus can be as good as +2, which opens up options in addition to half a ton. AarakocraEEPC: Nothing useful for a wizard. Donkey marVGTM: +2 Charisma is clearly fantastic for wizards. Healing hands provide healing mechanics that are very rarely available for timid spellcasters, and you get both necrotic and radiant damage, neither of which can be obtained from spells such as Resist Energy. Fallen: The addition of damage to the necrotic shroud is nice, but the Strength bonus is completely completely The sorcerer. Protector: You can escape from other sources, and Wisdom doesn't help wizards much. Scourge: The Constitutional Amendment, and radiant consumption, is a great way to combat enemy groups that get too close. BugbearVGTM: Nothing useful for a wizard. The DragonbornPHB: Strength bonus is wasted, but the Charisma bonus is great, and you get a permanent match for the energy type and breathing weapon. Dwarf: No dwarf option offers the addition of charisma, which makes them a difficult option for a wizard. DuergarSCAG: Nothing useful for a wizard. HillPHB: Lots of extra hit points, but you have to avoid spells that make attacks or rely on recording throws. It's possible, but it's very difficult. MountainPHB: Medium armor and the Constitution will significantly increase your endurance and allow you to cope with battles at the spread. Ravnica: CentaurGGTR breeds: Nothing useful for a wizard. GoblinGGTR: See the general Competitions section above. LovodonGGTR: Nothing useful for a wizard. Simic HybridGGTR: Flexible talent enhancement can go to Charisma, and boosting animals can help fill some functions that normally require magic, opening up space to learn other spells. VedalkenGGTR: Poor ability to spread. Theros CentaurMOOT: See ravnica's competitions section above. HumanMOOT: See the general Competitions section above. LeoninnMOOT: Poor ability to spread. MinotaurMOOT: See the general Competitions section above. SatyrMOOT: Dexterity for you AC, Charisma from your spells, Magic Resistance keeps you alive and two free skills to help you get used to your party's face. TritonMOOT: See the general Competitions section above. Wildemount AarakocraEGW Races: See the general Competitions section above. AsinmarEGW: See the general Competitions section above. BugbearEGW: See the general Competitions section above. Dragonborn: Wildemount introduces two new versions of Dragonborn, each replacing the usual Dragonborn's ability points growing and damaged. DraconbloodEGW: Roughly matches the usual Dragonborn, but if you play the face of your party, you might enjoy a strong presence. RaventideEGW: Poor ability to spread. ElfEGW: Wildemount elves share the core features of nuclear elves, but Wildemount adds two new elf races. See above for information on the core features of elves. Pallid knight: No charisma addition. Sea plot: See above. FirbolgsEGW: See the general Competitions section above. GenasiEGW: See the general Competitions section above. GoliathEGW: See the general Competitions section above. KenkuEGW: See the general Competitions section above. OrcEGW: See Eberron breeds above. Wildemount uses updated urban racial features instead of the original features published in the Volon Monsters Guide. TabaxiEGW: See the general Competitions section above. TortleEGW: See the general Competitions section above. Skills Arcana (Int): One of the most important know-how, but you may not have enough intelligence to support it. Background This section does not address every published background as it would lead to an ever-growing list of options that do not serve the category. Instead, this covers options that I think work particularly well for the class or that might be attractive but bad choices. The achievements of the breed are discussed in the Roulal section above. You only get two skills for your class and wizards are built to make excruciating races, so look for more facial skills in your background. If you're a half-caterer or variant person, you can pick up your missing facial skills from your racial bonus skills, which opens up a lot of other options. Bonus languages are also useful. If you get enough of them, you may not need to learn languages. If you're having trouble deciding, here are some suggestions: AcolytePHB: Insight and two languages. City WatchSCAG: Surprisingly good, although you probably won't get much benefit from athletics. CourtierSCAG: I probably don't have the wisdom to back up Insight, but it's still great on the face, and you get face skills and two languages. Faction AgentsSCAG: Insight and your choice of skills, including facial skills you need, as well as two languages. Guild ArtisanPHB: Two good skills and a language, but the craftsman's tools are unlikely to be useful. HermitPHB: Despite being a recommended background, this is a terrible option for wizards. NoblePHB: Facial skill and language, but you probably don't have the intelligence to make history relevant, and the franchises are largely useless. Urban Bounty HunterSCAG: No languages, but access to the skills you need to have a face and good tool options. Feats This section does not address every achievement published as it would lead to an ever-growing list of options that do not serve the category. Instead, this section covers achievements that I think work particularly well in class or that may be attractive but poor choices. AlertPHB: Initiative's bonus is appealing because spellcasters can do so much to influence the fight if they go first, but nothing else is particularly useful. DurablePHB: Cast False Life or use an Inspirational Leader instead. Elemental AdeptPHB: Very attractive to wizards who enjoy blowing up, but specialization in one element is seriously limiting. If something can withstand one element, use another element. Changing 1 to a 2 average of 1/6 damage per death, which is as close to anything as you'll ever see. Inspiring LeaderPHB: An excellent way to take advantage of your Charisma, especially if your party lacks healing magic to help improve hit points. Lightly ArmouredPHB: Mage Armor and Shield work well. LinguistPHB: Cast languages. LuckyPHB: Fun, but not particularly useful for wizards, as they often don't roll attacks or recordings. Magic InitiativePHB: An attractive way to get country tripsy from other categories, but remember that you use the spelling ability of the class, and because your wisdom and intelligence are poor, so is spelling. Consider Eldritch Blast or other Warlock country tripses, but otherwise add-in options. ObservantPHB: You don't have the ability to score to back this up. ResilientPHB: More savings throwing skills never mind, but save this when you have 20 Charisma. Storing the Constitution is already skillful, so unlike most spell readers, you can justify taking something else. Ritual CasterPHB: Wizards cannot cast spells on rituals by default, as a priest or sorcerer can. Ritual Caster eliminates the need to feel spells like Detect Magic, which are basically cast only as rituals, and it opens up options such as Find Familiar, which are left off the Wizard's spell list. SkilledPHB: Skills are great, especially when wizards get a little skills, but if you really need skills, you should probably play half-lot or start Rogue. Spell SniperPHB: Great for spell readers who want to do spell attacks. Choosing this at the first level as a conversion feat is a half-caterer or variant person, you can pick up your missing facial skills from your racial bonus skills, which opens up a lot of other options. Bonus languages are also useful. If you need a functional construction where there is nothing fancy or complicated, this is a great place to start. The Draconic Bloodline wizard is very similar to the Evoker Wizard. When you emphasize a particular element instead of a particular school, you switch the ability to easily change elements for better use of a wider range of spells. Abilities We assume most of the points purchasing abilities suggested above. Base Raised Str 8 10 Dex 14 Con 14 14 Int 12 12 Wis 10 10 Cha 15 16 Race Dragonborn. The charisma addition is the biggest draw and I haven't used Dragonborn yet to build the staple, so I really want to double the character's harsh theme. You need to choose a strict ancestor to determine your breathing weapon and damage resistance. Personally, I always prefer maps over rows, but that's mostly personal preference. Also, remember that you can increase the durability of damage by using bloodline properties starting at level 6, so choose different ancestors for your breed and class. Since the construction of rivets is limited to the SRD and the basic rules, we do not have many spells to choose from, which means that the ancestor of the dragon, whose For Draconic Bloodline, it should be Dragon. I recommend either cold or poison to your ancestor of the rotuloh snake. Cold is more useful offensively, but there are a lot of enemies dealing with poisonous damage, which makes poison resistance very useful defensively. Skills and tools With high charisma and access to all four facial skills, you have little reason not to be the face of the party. Between your background and your class skills, try to end up in betrayal, intimidation and persuasion. Get insight if it's convenient, but your wisdom isn't high enough to be particularly good at it,

so hopefully someone in your party can fill the gap. Background Acolyte, Criminal, Noble and Soldier will get you one of the face skills we want, but there's no alternative to getting two. If no one else in the party has thieves' tools, take Criminal. Otherwise, I recommend Noble to give you three charisma-based facial skills. Feats Wizards only need Charisma, so achievements can be a great option. Draconic Bloodline's Elemental Affinity feature highlights one element, making Elemental Adept a particularly attractive option. Levels Level Feat(s) and Features Notes and Tactics 1 Draconic Bloodline Dragon Ancestor Draconic Resilience Spellcasting Cantrips Known: Chill Touch Mage Hand Prestidigitation Ray of Frost Spells Known: Take a light lattice, component bag or arcane focus from your starter gear, either pack and two daggers. We get a lot at the first level, and there are a lot of decision points. Things are a little less scary at a higher level, but we have a lot of choices to make at the first level. First we get stuff from Draconic Boodline. We must choose the ancestor of the dragon, and since fire spells are more common than other SRD accidental spells, I strongly recommend the ancestor of the fire dragon. When we get elemental affinity 6. Draconic Resilience is equivalent to Mage Armor, which saves us a known spell, and in addition, we get an extra hit point per level. That makes us very durable compared to other wizards, wizards and wizards. Four canters are more country music than any other spell reader. We have a lot of good options. Keep in mind, however, that a lightweight crossbow is a fully feasible combat option. While only 14 Dexterity, +4 hits and 1d8+2 damages are likely to net more average damage than you can score cantrip. In the end, Fire Bolt is your fighting option, but for now we can focus on more interesting options. Chill Touch gives us one of the wizard's few options for treating necrotic damage, and that's a big asset when faced with enemies with problematic damage resistance. Ray of Frost offers a nice audience management option. It has a lot of offensive options. level, so we have room to use the remaining country tops for the utility. Our adjusted evened-out We pick up common staples. Shield is an effective defensive option at all levels, and Sleep is effective enough at low levels to end the encounter directly, but you may want to retrain it later when. 2 Font of Magic New Spell Known: Font of Magic is the wizard's most iconic class feature. Witchness scores allow you to create more spell coin games, but the primary attraction is Metamagic. Metamagic only comes in on The 3rd. At this level, we learned burning hands. It's probably unnecessary with your breathing weapon, so use your breathing weapon first. We mainly want it when we pick up Elemental Affinity on The 6th. 3 Metamagic Empowered Spell Quickened Spell New Spell Known: Level 3 presents metamagia. You get two options now and two later, giving you a total of 4 options. There are eight options, so we have to jump. We take the empowered spell and the ascended spell. Empowered Spell isolates us from bad damage rolls, and you get more benefit from Empowered Spell at low levels than Quickened Spell because you have so few points of witchness to consume, and the three-damage dices can provide a relatively big boost at this level. Scorching Ray is a reliable damage option, but it's not very exciting. Keep in touch that Elemental Affinity only applies to one damage roller per spell, but it also means you only need to hit one of three beams to get bonus damage. 4 Talent point improvement (Charisma 16 -> 18) New country tops Known: New spell known: At this level charisma grows. More of a spell attack bonus means cantrips are thoughtfully more reliable than a crossbow, so between an improved attacking bonus and the addition of Fire Bolt, it's probably time to remove the crossbow. Blindness/deafness is an excellent debuff. Blindness makes it difficult to target enemies with spells, and the harm of attacks is a huge debuff. However, it works in the Constitution to save, so it is not reliably against the large arrogant enemies who typically rely on gun attacks. 5 New spell known: If you haven't finished your magic yet, now's the time. Even the country streams we choose with the least damage now process 2d8 (avg. 9), easily exceeding 2d8 + 2 (avg. 6.5). Level 5 also brings third-level spells. Take the fireball. This gives us a big AOE damage option, so consider retraining Sleep for add-in options like Detect Magic if you don't use it frequently. 6 Elemental Affinity New Spell Known: Elemental Affinity gives us a serious boost to all our spells of fire. Fire Bolt jumps to 2d10+4. Adding AOE spells like Burning Hands and Fireball makes them particularly powerful because the increase in damage applies to each item. 7 New Spell Known: Wall of Fire is first that we've taken. The first damage roller benefits Elemental Affinity, but additional damage after that does not. Use a wall of fire to change the layout of the battle; divide enemy groups so that enemies suffer extra damage to reach you and your allies. Once the enemies are fired, they'll either take the damage to get to you, or they'll be stuck waiting when you kill their allies. 8 Talent point improvement (Charisma 18 -> 20) New spell known: Another addition of charisma means better spell attacks, higher DC, more damage from elemental affinity and more dice from Empowered Spell. Polymorph adds a powerful buff option for yourself or your allies, but you can also use it to turn enemies into something harmless. At this level, you have enough witchness points that you should try quickened spell. Keep in mind that you still can't do two steady spells in turn (unless you've got another action from someone like Action Surge), so Quickened Spell usually means you're doing something else with your actions like throwing Cantrup. 9 New spell known: Level 5 spells are important because they are the highest level of spell coin games you can create with points of witchness. Unfortunately, the SRD and the ground rules do not include fire damage at this level. Instead, you can rely on lower-level spells provided using 5. A fireball cast on The 5th. 10d6 damages (avg. 35) compared to Cone of Cold's 8d8 (avg. 36), so the gap in the damage is already minor, and Elemental Affinity makes Fireball more efficient. Empowered Spell is more effective for spells with fewer but bigger diles, which should be enough for the Cold Cone to do more damage than Fireball if you want to spend a point of witchma polishing it. And if you're going to cast your high-level spelling place, the magic point wear to get extra power is worth the price. This comparison really draws attention to how wizards can adjust a limited number of their spells on the fly to get more versatility from a relatively limited number of known spells. 10 Metamagic New Cantrips Known: New Spell Known: We get great stuff at this level. The extra metamagia option gives us even more ways to reshape our spells. The use of Twinned Spell in single-target spells such as Blindness/Deafness and Grip Monster means we can target more enemies as if we've cast spells using higher-level spells with Twinned Spell. You can also have two powerful spells, such as Polymorph, that are limited to a single object. Level 11 spells showcase our first spell coin games that we can't create with Magic Points. They're our big guns, even to a high level, and because spellcasters get a bit of high-level spell slots, you really need to get a lot out of each of them. Sunbeam, although its initial damage is less than lower-level options such as Cone of Cold, you can use it every lap all minute, share a huge amount of damage at one spell site. It is also one of the only ways to deal with radiant damage, and blinding enemies are really effective. If you use a quick spell to throw it, you throw the first set as a bonus function and you can still use your function on the same shift to shoot the second set. This is also the last level at which the wizard learns a new spell at all levels. Instead, you will learn one new spell every time you reach the new spell level. You can expect to be able to rely on lower-level spells cast in upper-level spell slots and retrain all low-level spells you don't use. 12 Talent point improvement (Constitution 14 -> 16) This is an increase in our fist ability score that we don't really need, so if you've decided to try the exploits now, it's time. Otherwise, enjoy a pile of extra hit points. 13 New Spell Known: Fire Storm damage is actually not so impressive. 7d10 (avg. 38.5) is actually less than you'd get from a Cone of Cold cast 7. level spell (10d8, avg. 45). The great attraction of Fire Storm (in addition to the type of damage) is that you can move the cubes very flexibly to avoid your allies. Empowered Spell also lets you use low dice, and since Fire Storm uses d10, you get a lot of mileage from Empowered Spell. 14 Dragon Wings means a free, resilient flight without concentration or spending a spell place. If you fight, you should fly. 15 New Spell Known: The ignition cloud is overall a fantastic attacking option. It causes about the same damage as a fireball thrown as an eighth-tier spell every round for a full minute in a reasonably large area. 16 Talent point improvement (Constitution 16 -> 18) See, more hit points. 17 Metamagic New Spell Known: At this level, cantrips get their ultimate damage boost, bringing fire bolt to an impressive 4d10+5 damage. Meteor Swarm is the game's largest AOE damage spell, totaling 40d6+5 damages (avg. 145). Use Empowered Spell to increase damage and you can destroy entire encounters (including terrain) in one turn. 18 Draconic Presence is a nice way to deal with crowds, but if you're in a situation where diplomacy isn't an option, you'll have better ability to deal with Meteor Swam. 19 Talent point improvement (Constitution 18 -> 20) Even more hit points! 20 Restoring points of witchness at short rest is great. 4 points means two quick spells. Spells.

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