

Metamagic

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

- **Empowered Spell.** When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.
 - You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.
- **Subtle Spell.** When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

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