

## 0.1 Sorcerer Bloodline Spells Acceleration v1.1

Sorcerers now gain their bloodline spells as one of the first spells known upon accessing a new level of spells; one of the free choice spells is pushed backwards one level. A special case is level 1—3; here the number of spells known at level 2 has been accelerated as well.

|      | 0th | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1st  | 4   | 2+B |     |     |     |     |     |     |     |     |
| 2nd  | 5   | 3+B |     |     |     |     |     |     |     |     |
| 3rd  | 5   | 4+B |     |     |     |     |     |     |     |     |
| 4th  | 6   | 4+B | 1+B |     |     |     |     |     |     |     |
| 5th  | 6   | 4+B | 2+B |     |     |     |     |     |     |     |
| 6th  | 7   | 4+B | 2+B | 1+B |     |     |     |     |     |     |
| 7th  | 7   | 5+B | 3+B | 2+B |     |     |     |     |     |     |
| 8th  | 8   | 5+B | 3+B | 2+B | 1+B |     |     |     |     |     |
| 9th  | 8   | 5+B | 4+B | 3+B | 2+B |     |     |     |     |     |
| 10th | 9   | 5+B | 4+B | 3+B | 2+B | 1+B |     |     |     |     |
| 11th | 9   | 5+B | 5+B | 4+B | 3+B | 2+B |     |     |     |     |
| 12th | 9   | 5+B | 5+B | 4+B | 3+B | 2+B | 1+B |     |     |     |
| 13th | 9   | 5+B | 5+B | 4+B | 4+B | 3+B | 2+B |     |     |     |
| 14th | 9   | 5+B | 5+B | 4+B | 4+B | 3+B | 2+B | 1+B |     |     |
| 15th | 9   | 5+B | 5+B | 4+B | 4+B | 4+B | 3+B | 2+B |     |     |
| 16th | 9   | 5+B | 5+B | 4+B | 4+B | 4+B | 3+B | 2+B | 1+B |     |
| 17th | 9   | 5+B | 5+B | 4+B | 4+B | 4+B | 3+B | 3+B | 2+B |     |
| 18th | 9   | 5+B | 5+B | 4+B | 4+B | 4+B | 3+B | 3+B | 2+B | 1+B |
| 19th | 9   | 5+B | 5+B | 4+B | 4+B | 4+B | 3+B | 3+B | 3+B | 2+B |
| 20th | 9   | 5+B | 5+B | 4+B | 4+B | 4+B | 3+B | 3+B | 3+B | 3+B |

### 0.1.1 Explanation

Sorcerers already aren't all that far in the lead on wizards in spells per day (due to school specialization, which everyone who is sane takes). It's annoying that the bloodline spells that supposedly define your sorcerer, come online just a little slowly. A Fire sorcerer would have to wait until level 5 to take Scorching Ray as a bloodline spell, instead of taking it as a spell known at level 4. And burning hands online comes online at level 3, so the first two levels your fire sorcerer is not actually throwing fire.

To fix this we move the bloodline spells to become known as soon as you can cast them. In the level 1—3 range, sorcerers get almost nothing at level 2. Therefore we also increase the number of spells known at level 2 (by taking some from level 3). At level 3 a sorcerer still gets a bloodline power and a feat, so that's not a "dead" level.

### 0.1.2 Version history and future

1.1 – removed error in 4th-level spell table

accelerated learning of 1-st level spells because some bloodlines have really poor bloodline spells; make sure you get a new spell known at level 1, 2, 3 and also ensure at least 2 useful spells at level 1.