

# Sorcerer Builds

Please add your own builds! A note on formatting: I have listed my forum name first, formatted with the “heading 1” format, followed by the name I have given the build, formatted with the “heading 2” format. This makes it easy to maintain the table of contents automatically. I'd appreciate it if others kept the same formatting, but if you don't have the time to figure it out that's fine too. The layout or description of the build doesn't need to follow any specific format though. [Back to the sorcerer guide](#)

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## Dazaras

### Build 1: Reality Manipulator Focus

Race: Human, Bloodline: Arcane, Archetype: none

**1st level snapshot:**

**1Ability Scores:** 7 str/12 dex/14 con/12 int/8 wis/20 cha

**Feats:** Eschew Materials, Spell Focus (Conjuration),

**Spells:** 1st level - , Color Spray, 0 level - Detect Magic, Prestidigitation, Acid Splash, Light

**6th level snapshot:**

**Ability Scores:** 7 str/12 dex/14 con/12 int/8 wis/21 cha

**Feats:** Eschew Materials, Spell Focus (Conjuration), Augment Summoning, Craft Wondrous Item, Combat Casting

**Spells:** 3rd level - Stinking Cloud, 2nd level - Glitterdust, Levitate, Communal Mount, Invisibility(B), 1st level - Magic Missile, Vanish, Silent Image, Mage Armor, Grease, Enlarge Person, Identify(B)

**12th level snapshot:**

**Ability Scores:** 7 str/12 dex/14 con/12 int/8 wis/23 cha

**Feats:** Eschew Materials, Spell Focus (Conjuration), Augment Summoning, Craft Wondrous Item, Combat Casting, Superior Summoning, Improved Initiative, Persistent Spell, Dazing Spell

**Spells:** 6th level - Summon Monster VI, 5th level - Wall of Stone, Teleport, Magic Jar, Overland Flight(B), 4th level - Black Tentacles, Summon Monster IV, Enervation, Confusion, Ball Lightning, Stone Shape, Dimension Door(B), 3rd level - Stinking Cloud, Haste, Slow, Phantom Steed, Aqueous Orb, Fly, Dispel Magic(B), 2nd level - Glitterdust, Levitate, Communal Mount, Mirror Image, Flaming Sphere, Minor Image, Stone Call, Invisibility(B), 1st level - Magic Missile, Vanish, Feather Fall, Mage Armor, Grease, Enlarge Person, Protection from Evil, Identify (B)

**Notes:** I consider this the “standard” sorcerer build, as much as such a creature exists. Buffs, summons, and battlefield control, with a smattering of blasts and utility spells, mean that he/she has a spell for every occasion. The arcane bloodline and a few choice metamagic feats give him/her even greater versatility by increasing the uses of his/her lower level spells known.

## **Build 2: Trickster Godling**

Race: Gnome, Bloodline: Fey, Archetype: None

**1st level snapshot**

**Ability Scores:** 5 str/12 dex/14 con/14 int/8 wis/20 cha

**Feats:** Eschew Materials, Effortless Trickery

**Spells:** 1st level - Grease, Color Spray, 0 level -Detect Magic, Prestidigitation, Daze, Ghost Sound

**6th level snapshot:**

**Ability Scores:** 5 str/12 dex/14 con/14 int/8 wis/21 cha

**Feats:** Eschew Materials, Spell Focus (Illusion), Threatening Illusion, Effortless Trickery

**Spells:** 3rd level - Suggestion, 2nd level - Glitterdust, Minor Image, Hideous Laughter(B), 1st level - Mount, Silent Image, Vanish, Grease, Entangle(B)

### 12th level snapshot:

**Ability Scores:** 5 str/12 dex/14 con/14 int/8 wis/23 cha

**Feats:** Eschew Materials, Effortless Trickery, Spell Focus(Illusion), , Silent Spell, Improved Initiative, Persistent Spell, Still Spell, Threatening Illusion

**Spells:** 6th level - Programmed Image, 5th level - Dominate Person, Wall of Stone, Tree Stride(B), 4th level - Confusion, Shadow Conjunction, Dimension Door, Poison (B) 3rd level - Suggestion, Major Image, Shrink Object, Stinking Cloud, Deep Slumber(B), 2nd level - Glitterdust, Mirror Image, Invisibility, Levitate, Detect Thoughts, Hideous Laughter(B), 1st level - Mount, Silent Image, Vanish, Grease, Protection from Evil, Entangle(B)

**Notes:** This build is all about confounding your enemy ranks with illusions and enchantments. These spells are characterized by their all-or-nothing affects; either you win instantly or waste an action. As such, this build is all about maximizing save DCs. With maxed out charisma and a small feat investment your top-level spells have a good chance to ensnare even the strongest-willed enemies of CR equal to your level. The problem, obviously, is enemies who are immune to such spells (such as undead and constructs). Don't play this build if you're in an undead-heavy campaign, but otherwise the few illusion spells that do work on them should tide you over the odd undead encounter.

## Build 3: Tesla Coil

**Race:** Human, **Bloodline:** Draconic (electricity), **Archetype:** Tattooed Sorcerer

### 1st level snapshot:

**Ability Scores:** 7 str/12 dex/14 con/14 int/9 wis/19 cha

**Feats:** (Spell Focus (Evocation), Spell Specialization (Burning Hands)

**Spells:** 1st level - Burning Hands, Mount, 0 level - Detect Magic, Prestidigitation, Acid Splash, Light^

### 6th level snapshot:

**Ability Scores:** 7 str/12 dex/14 con/14 int/9 wis/20 cha

**Feats:** Varisian Tattoo (Evocation), Spell Focus (Evocation), Spell Specialization (Lightning Bolt), Toughness, Greater Spell Focus (Evocation)

**Spells:** 3rd level - Lightning Bolt, 2nd level - Burning Arc, Levitate, Glitterdust, Resist Energy(B), 1st level - Burning Hands, Mount, Vanish, Silent Image, Grease, Protection from Evil, Mage Armor(B)

### 12th level snapshot:

**Ability Scores:** 7 str/12 dex/14 con/14 int/9 wis/22 cha

**Feats:** Varisian Tattoo (Evocation), Spell Focus (Evocation), Spell Specialization (Chain Lightning), Toughness, Greater Spell Focus (Evocation), Additional Traits, Improved Initiative, Dazing Spell, Empower Spell

**Spells:** 6th level - Chain Lightning, 5th level - Lightning Arc, Lesser Planar Binding, Magic Jar,

Spell Resistance(B), 4th level - Ball Lightning, Black Tentacles, Confusion, Summon Monster IV, Wall of Ice, Fear(B), 3rd level - Lightning Bolt, Stinking Cloud, Dispel Magic, Phantom Steed, Slow, Chain of Perdition, Fly(B), 2nd level - Burning Arc, Glitterdust, Mirror Image, Invisibility, Stone Call, Haunting Mist, Create Pit, Resist Energy(B), 1st level - Magic Missile, Mount, Vanish, Silent Image, Grease, Protection from Evil, Feather Fall, Mage Armor(B)

**Notes:** Yeah, manipulating reality and tricking people into doing your bidding is all well and good, but sometimes you just want to melt face. This build is for face-melting. Period. No one does sustained damage like a sorcerer, and that includes crazy trick wizard builds that dip crossblooded orc/draconic sorcerer. Sure Mr. Wizard can belt out a stronger *chain lightning* than you, but unless he filled all of his spell slots with *chain lightning*, there's no way he can keep up with you all day. Then there's the part where that final boss you've been fighting your way towards turns out to be a blue dragon, and he spends the entire boss fight hiding in the corner while you switch to a different spell without batting an eye.

## Build 4: The One-PC-Party

Race: Human, Bloodline: Sylvan, Archetype: Razmiran Priest

### 1st level snapshot

**Ability Scores:** 7 str/12 dex/14 con/12 int/8 wis/20 cha

**Feats:** False Focus, Toughness, Improved Initiative

**Spells:** 1st level - Color Spray, Enlarge Person, 0 level - Detect Magic, Prestidigitation, Acid Splash, Light

### 6th level snapshot:

**Ability Scores:** 7 str/12 dex/14 con/12 int/8 wis/21 cha

**Feats:** False Focus, Toughness, Improved Initiative, Boon Companion, Craft Wondrous Item

**Spells:** 3rd level - Summon Monster III, Remove Disease(B), 2nd level - Glitterdust, Invisibility, Levitate, Aid(B), 1st level - Enlarge Person, Mage Armor, Mount, Vanish, Grease, Magic Missile, Entangle(B)

### 12th level snapshot:

**Ability Scores:** 7 str/12 dex/14 con/12 int/8 wis/23 cha

**Feats:** False Focus, Toughness, Improved Initiative, Boon Companion, Craft Wondrous Item, Spell Focus (Conjuration), Augment Summoning, Persistent Spell

**Spells:** 6th level - Summon Monster VI, 5th level - Wall of Stone, Teleport, Magic Jar, Tree Stride(B), 4th level - Black Tentacles, Summon Monster IV, Enervation, Confusion, Ball Lightning, Stone Shape, Poison(B), 3rd level - Stinking Cloud, Haste, Dispel Magic, Phantom Steed, Aqueous Orb, Fly,

Remove Disease(B), 2nd level - Glitterdust, Invisibility, Levitate, Mirror Image, Flaming Sphere, Minor Image, Stone Call, Aid(B), 1st level - Magic Missile, Vanish, Feather Fall, Mage Armor, Grease, Enlarge Person, Protection from Evil, Entangle(B)

**Notes:** This build has it all: Personal tank (animal companion), vast arcane powers (duh), and a UMD check high enough that it might as well be a cleric. Good for the rare solo adventure, but more likely you just don't trust one or more members of your party to be 100% competent in their roles. Don't try to overshadow anyone else, although you probably could; give them a chance to shine while being there to back them up.

## Anonymous

### Flaming Fingers - A pathfinder sorcerer build

I heard a comment the other day that sorcerers aren't great till higher level, here is a little build to flip that around without losing a lot of diversity later.

Race: Human

Class: Sorcerer Archetypes - Tattooed Sorcerer (Inner Sea Magic), Cross Blooded (Ultimate Magic)

Abilities: str10 dex 13 con14 int14 wis12 cha1 sor1 Bloodline: Orc (Orcs of Golarion)/Bloodline (Draconic(Red, Gold, or Brass))

1stlvl **Feat:** Spell Focus (Evocation); Human Feat: Spell Specialization (Burning Hands); Tattooed Sorcerer Feat: Varisian Tattoo (Evocation); Traits: Precocious (Taldor, Echoes of Glory): Light, Burning Hands; Magical Lineage: Burning Hands

3 sor3 Feat: Intensified Spell

5 sor5 Feat: spell focus (conjuration)

7 sor7 Feat: Augment Summoning

9 Sor9 Feat: Expanded Arcana (2 3rd level spells)

I think 9 levels is enough. To give you an idea of what this character can do. She has 4 extra caster levels (from spell specialization, varisian tattoo, and precocious spellcaster) in burning hands at first level plus she gets +1 damage per die from Orc bloodline and +1 damage per die with fire spells from the Draconic bloodline (I like brass because it isn't gold or red) so at 1st level she can cast a burning hands that does 5d4+10 damage. At 3rd level she gets the intensified spell feat so when casting intensified burning hands (no level adjustment because of magical lineage) she does 7d4+14 damage. This build is not a 1 trick pony. Rather than making her a dedicated blaster I shifted her in the direction of conjuration at 5th level so in addition to being able to fry foes she can also summon minions and manipulate the battlefield.

Recommendations for this build: Buy a copy of Adventurer's armory and get familiar with the power component rules. Being able to use alchemist fire to set creatures on fire that fail their saves against your burning hands, fireball, and flaming sphere is a must.

- Use the human favored class ability to get bonus spells known
- Get a badger as a tattooed familiar to offset the crossblooded will save penalty
- Metamagic rods of lesser extended and lesser selective

I am leaving her pretty open so she can be customized as well. She uses a ton of build tricks so the ideas here can make a lot of different characters. Below I am including a sample stat block at 9th lvl, note that I balanced her ability scores, I did not optimize them. I believe she is much better this way but if you want you can always dump her strength or wisdom or both. I just don't believe adding that kind of weakness buys you anything and makes for a pretty unrealistic, awkward character. I exported the build with Herolab which can sometimes have errors with crossblooded builds, make sure to build this character using this as a guide, copying the stat block might make a non society legal character.

## FLAMING FINGERS CR 8

Female Human (Chelaxian) Sorcerer (Crossblooded, Tattooed Sorcerer) 9

CG Medium Humanoid (Human, Orc)

Init +2; Senses Darkvision; Perception +3

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## DEFENSE

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AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 56 (9d6+18)

Fort +5, Ref +5, Will +7

Immune fear

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## OFFENSE

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Spd 30 ft.

Melee Unarmed Strike +4 (1d3/20/x2)

Spell-Like Abilities Dancing Lights (3/day), Enhanced Varisian Tattoo (Fireball) (1/day)

Sorcerer (Crossblooded, Tattooed Sorcerer) Spells Known (CL 9, +4 melee touch, +6 ranged touch):

4 (4/day) *Fear* (DC 17), *Wall of Fire*, *Emergency Force Sphere*

3 (7/day) *Aqueous Orb* (DC 17), *Haste* (DC 16), *Fireball* (DC 17), *Summon Monster III*, *Fly* (DC 16), *Rain of Frogs*, *Sheet Lightning* (DC 17)

2 (7/day) *Create Pit* (DC 16), *Resist*, *Energy* (DC 15), *Rage*, *Flaming Sphere* (DC 16), *Bull's Strength* (DC 15), *Web* (DC 16), *Burning Arc* (DC 16), *Staggering Fall* (DC 15)

1 (7/day) *Magic Missile*, *Shield* (DC 14), *Mage Armor* (DC 15), *Mage Armor* (DC 15), *Burning Hands* (DC 15), *Burning Hands* (DC 15), *Grease* (DC 15), *Ear-Piercing Scream* (DC 15)

0 (at will) *Acid Splash*, *Read Magic* (DC 13), *Detect Poison*, *Ghost Sound* (DC 13), *Mending*, *Prestidigitation* (DC 13), *Message*, *Light*, *Scrivener's Chant*, *Spark* (DC 14)

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## STATISTICS

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Str 10, Dex 14, Con 14, Int 14, Wis 12, Cha 17

Base Atk +4; CMB +4; CMD 16

Feats Augment Summoning, Expanded Arcana: Sorcerer (Crossblooded, Tattooed Sorcerer), Intensified Spell, Spell Focus: Conjuration, Spell Focus: Evocation, Spell Specialization: Burning Hands, Varisian Tattoo: Evocation

Traits Magical Lineage: Burning Hands, Precocious Spellcaster: Light, Burning Hands

Skills Bluff +15, Fly +14, Intimidate +15, Linguistics +11, Perception +3, Sense Motive +3, Use Magic Device +15

Languages Abyssal, Aquan, Auran, Celestial, Common, Daemonic, Giant, Ignan, Infernal, Osiriani, Terran, Varisian

SQ +2 bonus on Will saves, Bloodline Tattoos (Ex), Create Spell Tattoo (1/day) (Su), Deliver Touch Spells Through Familiar (Su), Draconic: Brass Dragon (Fire), Empathic Link with Familiar (Su), Familiar Tattoo (Su), Fearless (Ex), Orc, Share Spells with Familiar, Speak with Animals (Ex), Speak With Familiar (Ex)

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## SPECIAL ABILITIES

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+2 bonus on Will saves You gain the Alertness feat while your familiar is within arm's reach.

Augment Summoning Summoned creatures have +4 to Strength and Constitution.

Bloodline Tattoos (Ex) Bloodline spells are cast at +1 caster level.

Create Spell Tattoo (1/day) (Su) As a standard action, create a spell tattoo on yourself or a willing recipient.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.

Draconic: Brass Dragon (Fire) +1 damage per die for [Fire] spells.

Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.

Enhanced Varisian Tattoo: Fireball (1/day) (Sp) At 9th level, the tattooed sorcerer can pick any one spell she knows for which she has a Varisian Tattoo feat. This spell must be one that lacks focus components and costly material components. She can now use that spell as a spell-like ability once Familiar Tattoo (Su) A tattooed sorcerer gains a familiar as an arcane bond, as a wizard equal to her sorcerer level. Her sorcerer levels stack with any wizard or witch levels she possesses when determining the powers of her familiar—this ability does not allow her to h

Fearless (Ex) At 3rd level, you gain a +4 bonus on saving throws made against fear and a +1 natural armor bonus. At 9th level, you lose your light sensitivity, gain immunity to fear, and your natural armor bonus increases to +2.

Immune to Fear (Ex) You are immune to all fear effects.

Intensified Spell You can cast a spell that can exceed its normal damage die cap by 5 (if you have the caster level to reach beyond that cap).

Magical Lineage: Burning Hands A chosen spell counts as 1 level lower when metamagic feats are applied to it.

Orc Bloodline Arcana: Whenever you cast a spell that deals damage, that spell deals +1 point of

damage per die rolled.

Precocious Spellcaster: Light, Burning Hands Select one cantrip and one 1st-level spell; when you cast these spells, they function at one caster level higher than your actual caster level.

Share Spells with Familiar The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak with Animals (Ex) Your familiar can communicate with similar animals to itself.

Speak With Familiar (Ex) You can communicate verbally with your familiar.

Spell Focus: Conjuration Spells from one school of magic have +1 to their save DC.

Spell Focus: Evocation Spells from one school of magic have +1 to their save DC.

Spell Specialization: Burning Hands Pick one spell and cast it as if you were higher level

Varisian Tattoo: Evocation Spells from chosen school gain +1 caster level\*\*