

## SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

### FUTURESOUL

Being born with unpredictable magical powers in one's blood is often an unpleasant and traumatic thing but, of all the sorcerous origins, the futuresoul must be one of the most disruptive. These rare individuals possess souls that are dislocated from time, causing all manner of chromantic disturbances wherever they go. The futuresouls themselves experience the worst effects, jumping randomly forwards or backwards in time, sometimes by years or decades. With practice, however, these sorcerers can gain control over their powers, with some becoming truly formidable spellcasters.

### NATURAL CHRONOMANCY

Your soul is infused with time magic, giving you a natural facility with Chronomancy. All of the Chronomancy spells are added to your spell list. In addition, you gain the following spells at the listed sorcerer level. These spells do not count against the number of sorcerer spells you know.

#### FUTURESOUL BONUS SPELLS

Sorcerer Level	Spells
1st	<i>déjà vu, enhance reflexes</i>
3rd	<i>action, burst of speed</i>
5th	<i>haste, slow</i>
7th	<i>curse of aging, impressions of the past</i>
9th	<i>evasiveness, temporal reversion</i>

### SPIRIT OF ALACRITY

At 1st level, your movement speed increases by 10 feet. When you gain the Font of Magic feature at 2nd level, you can spend one sorcery point to take the Dash action as a bonus action.

### IMPROVED QUICKEN SPELL

At 6th level, you learn the Quicken Spell Metamagic option. If you already know it, you can select another of your choice. Furthermore, you can use Quicken Spell in conjunction with one other Metamagic option and, if you use Quicken Spell on a cantrip, its cost is reduced to 1 sorcery point.

### FUTURE IMPULSE

Starting at 14th level, you gain the ability to see events just before they happen. If a creature targets you with a spell attack or includes you in the area of a spell that allows you to make a saving throw, you can use your reaction to cause the spell to miss or make your saving throw an automatic success.

Once you use this feature, you can't use it again until you finish a long rest.

### REVERSE TIME

At 18th level, your control over time is so complete that you can reverse time and rewrite events that have already happened. As a reaction to any creature you can see dropping to zero hit points (including yourself), you can use this ability to reverse time for a few seconds. The game restarts from the beginning of the current turn. This time, however, the creature that fell automatically passes any saving throws it is required to make, adds +10 to its AC and has resistance to all damage until the end of the turn. The creature whose turn it is must take the same actions it took the first time.

Once you have used this ability, you can't use it again until you finish a long rest.

