

ELDRITCH METAMORPHOSIS

SORCEROUS ORIGIN

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“THE POTENTIAL TO COMMAND RAW SORCERY IS NOT ALWAYS GIVEN BY FATE, BUT SOMETIMES TAKEN BY THOSE WHO SEEK IT.”

- TALIEJ JOTH, SORCERER



ELDRITCH METAMORPHOSIS

Potent elixirs. Fiendish bones piercing the flesh. Psionic crystals grafted into the body. Arcane runes tattooed all over the skin. Those who have undergone eldritch metamorphoses have been known to use various methods to acquire their arcane abilities. Whatever the method, the result is the same. The body changes and grants the gift of spellcasting.

NOT BORN BUT REBORN

Sorcerers carry the ability to cast spells internally. Raw sorcery flows through their veins. Most of the time, this ability is rare and who is granted the ability is decided by chance. In a world where the very fabric of the universe can be manipulated, there are those who seek to control this chance.

There are many ways to undergo eldritch metamorphosis, the process of changing one's own body to become a sorcerer. Many of those who have gone through the process have described it as being reborn into their rightful place in life, as if this is the power that will make them whole.

It is a horrible truth that not everyone goes through an eldritch metamorphosis willingly. Vile transmuters and self-absorbed alchemists have their own reason to experiment on the innocent to create individuals capable of sorcery.

NOT APPROVED

While they see this metamorphosis as the change they needed, not everyone agrees that this is right. In some places, those who undergo the process of eldritch metamorphosis are shunned, excluded, and sometimes even hunted by people who see them as meddling in the natural order of things.

FEATURES

When you choose to play as a sorcerer who went through eldritch metamorphosis, you will get the following features as you advance in levels of this class.

ELDRITCH METAMORPHOSIS FEATURES

Class Levels	Features
1st	<i>stalwart alterations, tough physique</i>
6th	<i>focused excellence, rebuke energy</i>
14th	<i>augmented excellence</i>
18th	<i>absorb power</i>

STALWART ALTERATIONS

Already on 1st level, your body has already undergone many changes in order for you to be able to become an augmented sorcerer, and through those firm alterations your body has become resistant to many magic spells. You have advantage on Constitution saving throws against magic effects.

TOUGH PHYSIQUE

Also because your body and mind have been strengthened by the process you've undergone to cast your spells, you can take more punishment than many other sorcerers. You gain one more hit point at first level and another one hit point for every level you take in this class.

FOCUSED EXCELLENCE

At level 6, your path to perfection has led you to being able to focus your own body and mind. As an action, you can choose any one of your abilities and spend three sorcery points. You have advantage on all ability checks with the chosen ability for one hour, or until you use this feature again.

REBUKE ENERGY

The continuous augmentations to become more powerful makes you resistant to certain elements. Choose one type of damage: acid, cold, fire, lightning, poison, or psychic. You are resistant to that damage type.

The type of damage you choose should reflect the method used for your eldritch metamorphosis. If you drank elixirs to become a sorcerer, then resistance to acid or poison damage might be more appropriate, while if you became a sorcerer by grafting psionic crystals into your body then resistance to psychic damage might be a better fit.

You cannot change what damage type you are resistant to later. The choice you make now is final.

AUGMENTED EXCELLENCE

Your body becomes capable of channeling the sorcerous forces into impressive feats. When you attain level 14 in this class, you must choose one of the following features.

ENERGY DISCHARGE

When you are attacked with a melee attack by a creature within 5 feet from you, you can use your reaction to deal damage to that creature equal to your level in this class. The type of damage from your energy discharge is the same as the damage type you are resistant to thanks to your Rebuke Energy feature. When you cause this damage, you can also spend five sorcery points to add 3d10 extra damage of the same type.

PHYSICAL AUGMENTATION

You can empower your physical body to match that of a champion, if only for a short time. You can spend three sorcery points as a bonus action to gain one of the following features for one minute, or until you spend another three sorcery points to choose another feature.

Speed. You double your speed for the duration. While your speed is doubled by this feature, your jumping distance is tripled if you move at least 10 feet before jumping.

Strength. The weight you can carry is doubled for the duration, and you get a +5 bonus to any Strength check made to lift an object.

Senses. Your senses heighten and you have advantage on Wisdom (Perception) checks. In addition, you ignore any disadvantage you might have on attack rolls because of obscured senses.

ABSORB POWER

The source of your power rejuvenates you, improving your already vigorous body. At level 18, you are no longer resistant to the damage type you choose at level 6. However, when you should take damage of that type you instead regain that many hit points. If this healing would bring your hit points over your maximum, you can get any excess healing as temporary hit points until the end of your turn.

As an action, you can discharge any remaining temporary hit points gained from this feature, targeting a creature or an object within 5 feet from you. Make a spell attack roll. If it hits, the target takes damage equal to the discharged temporary hit points.