

SORCEROUS ORIGIN

At 1st level, the Sorcerer gains the Sorcerous Origin feature. The following exclusive options are available in addition to the Sorcerous Origins presented with the Alternate Sorcerer:

Astral Soul Mystic Psionicist

ASTRAL SOUL

Some of the eldest beings left in the multiverse reside in the Astral Plane, the ethereal space between the great planes. Sometimes, if a mortal being is exposed to the luminescent and primordial power of this space between spaces, or one of the ancient creatures that dwells there, they are infected by this magic and transformed into an Astral Soul Sorcerer.

Sorcerer Level	Feature
1st	Astral Magic, Astral Ward
6th	Pocket Dimension
14th	Primordial Ward
18th	Astral Regeneration

ASTRAL MAGIC

1st-level Astral Soul feature

You learn the following spells at the Sorcerer levels noted in the table below. These spells count as Sorcerer spells for you, but they don't count against your number of Spells Known.

Whenever you gain a Sorcerer level, you can replace one of the spells you gained from this feature with one abjuration or conjuration spell from the Sorcerer or Wizard spell list.

Sorcerer Level Spell

1st	<i>armor of agathys, longstrider</i>
3rd	<i>misty step, rope trick</i>
5th	<i>magic circle, protection from energy</i>
7th	<i>dimension door, freedom of movement</i>
9th	<i>antilife shell, teleportation circle</i>

ASTRAL WARD

1st-level Astral Soul feature

The primordial power of your bloodline offers you increased protection. At the end of each long rest, you become covered in a faint shimmering Astral Ward which has a number of hit points equal to your Charisma modifier + twice your Sorcerer level. Whenever you take damage, your Astral Ward takes the damage in your place. If this damage reduces your Astral Ward to 0 hit points, you take any remaining damage.

Your Astral Ward lasts until the end of your next long rest, at which point it is restored to its full hit points. It is dispelled early if it is reduced to 0 hit points.

Finally, you can use your action to expend Sorcery Points (up to your Spell Limit) to restore the hit points of your Astral Ward by 1d4 for each Sorcery Point you expend.

POCKET DIMENSION

6th-level Astral Soul feature

You can draw upon your power to shelter allies in your own portion of the Astral Plane. As an action, you can expend 3 Sorcery Points to cast *rope trick* with the changes below:

- The extradimensional space is on the Astral Plane.
- The portal to your extradimensional space appears on a flat surface of your choice within 5 feet.
- As an action, you can touch the portal to close (or open) it.
- While the portal is closed, it is hidden from view, and no attacks or spells can pass through the portal. No sound passes through, and creatures cannot see in or out of it.
- At the end of the hour, you can expend 3 Sorcery Points to extend the duration of this effect by 1 additional hour.

PRIMORDIAL WARD

14th-level Astral Soul feature

The power you are able to draw from your blood rivals that of the titans of the Astral Plane. So long as your Astral Ward has at least 1 hit point, you gain a bonus to your Armor Class equal to your Charisma modifier (minimum of +1), and you are resistant to bludgeoning, piercing, and slashing damage.

ASTRAL REGENERATION

18th-level Astral Soul feature

Your magic is restored by time spent in the Astral Plane. The first time you enter your Pocket Dimension created by *rope trick*, your Astral Ward regains a number of hit points equal to your Sorcerer level + your Charisma modifier.

Moreover, whenever you cast a Sorcerer spell that lets you teleport, such as *misty step*, you can move through the Astral Plane and your Astral Ward regains a number of hit points equal to the level of that spell + your Charisma modifier.

ADVENTURES IN THE ASTRAL PLANE

Many of the Astral Soul Sorcerers features interact with brief jaunts through the Astral Plane. Should your campaign take you to the Astral Plane for an extended time, talk to your DM about how your Astral Soul features could be empowered there.



MYSTIC

In order to master their power, mystics must first master themselves. Spending years in quiet contemplation, they explore their minds leaving nothing uncovered. When a mystic finally masters their power, they can use their mind to coerce their body into performing impressive physical feats. Though their training is secretive, mystics who become adventurers aren't content to remain hidden for long.

Sorcerer Level Feature

1st	Mystic Magic, Esoteric Proficiency
6th	Celerity
14th	Phase Walk
18th	Mystic Enlightenment

MYSTIC MAGIC

1st-level Mystic feature

You learn certain spells at the Sorcerer levels noted in the Mystic Magic table. They count as Sorcerer spells for you, but don't count against your number of Spells Known.

Whenever you gain a Sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The spell must be a divination or transmutation spell from the Sorcerer, Warlock, or Wizard spell list.

Sorcerer Level Spell

1st	<i>comprehend languages, longstrider</i>
3rd	<i>enlarge/reduce, invisibility</i>
5th	<i>haste, tongues</i>
7th	<i>freedom of movement, greater invisibility</i>
9th	<i>mislead, telekenesis</i>

ESOTERIC PROFICIENCY

1st-level Mystic feature

You have learned to unlock the hidden potential within your body. You gain proficiency in either Acrobatics, Athletics, Perception, Sleight of hand, or Stealth. At the end of a long rest, you can switch the proficiency you gained from this feature with another from the above list.

CELERITY

6th-level Mystic feature

You can channel psionic power into your body, honing your reflexes and agility to an incredible degree. You can spend 2 Sorcery Points to the Dash action as a bonus action.

When you use the Dash action in this way, you can move along vertical surfaces and across liquids on your turn without falling during the move.

PHASE WALK

14th-level Mystic feature

You can use your psionic abilities to become ethereal and move through solid objects. As a bonus action, you can enter a semi-corporeal state. Any other equipment you are wearing or carrying transforms with you and becomes ethereal as well. While in this state you are resistant to bludgeoning, piercing, and slashing damage from non-magical attacks. You can also move through solid objects as if they were difficult terrain. If you end your turn inside an object or return to your normal form while inside an object, you are shunted to the nearest unoccupied space, and you take 1d10 force damage for every 5 feet you traveled.

This feature lasts for 1 minute, until you use a bonus action to end it, or you are incapacitated. Once you use this feature you must complete a long rest before you can use it again.

MYSTIC ENLIGHTENMENT

18th-level Mystic feature

Your mind, body, and soul are suffused with overwhelming psionic power. You no longer age, and are immune to disease, poison damage, and the poisoned condition.

If you die, roll a d20. On a roll of 10 or higher, instead of dying, you immediately disincorporate with 0 hit points, and fall unconscious. Your body disappears, and anything you are wearing or carrying falls to the ground.

1d4 days later, your body reappears at a spot of your choice on the plane of existence where you died, having gained all the benefits of a long rest.

OPTIONAL RULE: PSIONIC SORCERY

For the mechanics to match the fantasy of a psionic character, replace all Charisma-based features with Intelligence: including saving throw proficiencies, spellcasting ability, multiclassing prerequisites, and any class or subclass features.



PSIONICIST

One day a strange and unique light blazed forth within you, the illumination of psionic power. Your mind now simmers with wondrous abilities, the full extent of which you won't, and couldn't, fully grasp for years to come. You can touch other minds, alter the world around you, and control the magical energy of the multiverse, all with your mind.

This psychic spark within you has the potential to be a beacon of hope to your allies, or a source of terror to those who look to stand against you. How will you wield this great and terrible psionic power?

Sorcerer Level Feature

1st	Psionic Magic, Mental Awakening
6th	Empowered Psionics
14th	Telekenetic Movement
18th	Thought Form

PSIONIC MAGIC

1st-level Psionicist feature

You learn certain spells at the Sorcerer levels noted in the Psionic Magic table. They count as Sorcerer spells for you, but don't count against your number of Spells Known.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The spell must be a divination or transmutation spell from the Sorcerer, Warlock, or Wizard spell list.

Sorcerer Level Spell

1st	<i>jump, unseen servant</i>
3rd	<i>hold person, levitate</i>
5th	<i>clairvoyance, sending</i>
7th	<i>phantasmal killer, resilient sphere</i>
9th	<i>telekinesis, wall of force</i>

OPTIONAL RULE: PSIONIC SORCERY

For the mechanics to match the fantasy of a psionic character, replace all Charisma-based features with Intelligence: including saving throw proficiencies, spellcasting ability, multiclassing prerequisites, and any class or subclass features.

MENTAL AWAKENING

1st-level Psionicist feature

When you choose this Sorcerous Origin, you begin to some of your minds potential psionic abilities. Select one of the cantrips from the list below. It becomes a sorcerer spell for you with the modifications listed below, but it doesn't count against your number of Cantrips Known. You learn an additional cantrip from this list below at 6th level.

Mage Hand. The casting time becomes 1 bonus action, and it no longer requires verbal components. The hand is invisible when you cast the spell, and controlling the spell is a bonus action for you. If you already know the *mage hand* cantrip its range is increased by 30 feet.

Message. The casting time becomes 1 bonus action, and it no longer requires material or verbal components.

EMPOWERED PSIONICS

6th-level Psionicist feature

When you deal force, psychic, or bludgeoning damage with a spell, you add your Charisma modifier (minimum of 1) to one damage roll of that spell.

TELEKENETIC MOVEMENT

14th-level Psionicist feature

Your body is infused with psionic power. You gain a flying speed equal to your walking speed, and can hover in place.

THOUGHT FORM

18th-level Psionicist feature

As a bonus action, you can spend 6 Sorcery Points to transform yourself into pure psionic energy. In this form, you have resistance to all damage except force and psychic damage, and you can move through other creatures and objects as if they were difficult terrain.

If you end your turn inside an object or return to your normal form while inside an object, you are shunted to the nearest unoccupied space, and you take 1d10 force damage for every 5 feet you were forced to travel.

You remain in this form for 1 minute. It ends early if you are incapacitated, or end it as a bonus action.



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