



MARTIAL SORCERY SORCERER

NEW CHARACTER OPTION: SORCERER

Some mages draw on their magic like a fountain from within. This wellspring of power can come from a unique origin, mysterious birthright, or simple chance of fate. Whatever your story may be, you are steeped in magic, and it is yours to control.

MARTIAL SORCERY

Your magic springs forth from you because of a deep, inexplicable urge to command the forces of battle. This could be the result of a battle-hardened lineage, such as a warring orcish or goblinoid heritage, or from a chance encounter or blessing from a deity of war. Regardless of your origins, you feel the most alive—and the most magical—when swords are drawn and blood is spilled.

MARTIAL SPELLS

When you reach a Sorcerer level specified in the Martial Spells table, you thereafter always have the listed spells prepared.

MARTIAL SPELLS

Sorcerer Level	Spells
1st	<i>command, shield</i>
3rd	<i>heat metal, hold person</i>
5th	<i>phantom steed, wind wall</i>
7th	<i>death ward, freedom of movement</i>
9th	<i>hold monster, telepathic bond</i>

MARTIAL CANTRIPS

When you choose this origin at 1st level, you gain proficiency with simple and martial weapons. In addition, whenever you cast a sorcerer cantrip that deals damage and can target a single creature other than yourself, you can target a weapon held by a willing creature within 60 feet of you with the spell instead. When you do, the weapon is imbued with the spell, which takes effect as if you cast it the next time within 10 minutes that that weapon successfully hits a target with an attack roll; the target of the spell is the target of the weapon attack, and if the cantrip was a spell attack, it automatically hits the target. The effect ends early if you use this feature again. If the imbued spell can normally affect multiple targets, this version of the spell cannot.

REPOSITION

Also at 1st level, your battle training has taught you to keep moving and be strategically positioned. As a bonus action, you can direct one of your companions to strike. When you do, choose a willing creature that can see or hear you. That creature can immediately use its reaction to move up to half its speed without provoking opportunity attacks.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and you regain all expended uses of it when you finish a long rest.

ENCHANT WEAPON

Starting at 6th level, you can use a bonus action to enchant a weapon that you can see within 60 feet of you, or as part of targeting it with your Martial Cantrips feature (your choice). If the weapon is nonmagical, it is considered magical for the duration of the effect. Whenever an enchanted weapon hits a target, that target takes an extra 1d4 damage from the attack. The damage's type is either acid, cold, fire, lightning, poison, or thunder, which you decide when you enchant the weapon. The weapon remains enchanted for 10 minutes or until you enchant another one in this way.

When you reach 14th level in this class, the extra damage increases to 1d6.

Metamagical Weapons. Once per turn, you can alter an attack made with the enchanted weapon with one or more of your Metamagic options, provided you can see the weapon (no action required). When you do, replace the phrase “when you cast a spell” with “when you make an attack” in the option’s description, and any other reference of “spell” with “attack.” For the purpose of these options, you are considered to be making the attack and damage rolls, even if another creature is actually doing so; if the attack is a melee attack, it’s considered to have a range of touch. For an attack to be eligible for a Metamagic option, every element of the option’s description must make sense with these alterations, and the creature making the attack must be within 60 feet of you.

Whenever you modify an attack with a Metamagic option, it adds your Charisma modifier to the attack roll. If you’re making the attack with an enchanted weapon you’re holding, the first Sorcery Point you spend to alter it with Metamagic each turn doesn’t expend it.

ELIGIBLE METAMAGIC OPTIONS

Of the official Metamagic options, these are the ones that are eligible for this feature:

- Distant Spell
- Empowered Spell
- Heightened Spell
- Seeking Spell
- Transmuted Spell

It’s worth noting that the Quickened and Twinned Spell options are not eligible, as your attacks don’t have a casting time (Quickened), and the attack doesn’t have a spell level, nor is it a cantrip (Twinned).

IMPROVED REPOSITION

By 14th level, your commander’s instinct can inspire your allies to leap to greater action. Whenever you use your Reposition feature, the target can make one weapon attack as part of its reaction to move. It can make the attack either before, during, or after its movement.

SUMMON SWORD

At 18th level, you can use an action to cast *arcane sword* without expending a spell slot or material components. This version of the spell doesn’t require your concentration, and you can target the sword with Metamagic options as if it were enchanted by your Enchant Weapon feature. Furthermore, you can move and attack with the sword as part of using your Reposition feature. You regain the ability to cast the spell in this way when you finish a long rest, unless you spend 7 Sorcery Points (no action required) to restore your use of it.