

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.

ESPER BLOODLINE

It is whispered that deep in the underground compound of the Fujinara City Medical Complex, top government officials have been conducting secret experiments attempting to combine the blood of kaiju with human hosts, granting them powers capable of taking on the massive beasts. These experiments, dubbed “Espers” due to their latent ability to read minds, demonstrate outstanding telekinetic powers, capable of untold levels of destruction.

EXTRA SENSORY PERCEPTION

Starting at 1st level, you can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand you, but the creature must be able to understand at least one language.

CEREBRAL BARRIER

Also at 1st level, your mind begins to expand its influence outside of your body, subconsciously shielding you from harm. Following a short or long rest, you gain a buffering shield of force that has a number of hit points equal to your sorcerer level. Whenever you take damage, the shield takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

Additionally, your mind also creates a deflecting aura around your body. As long as you are not wearing armor or wielding a shield, your AC equals 13 + your Dexterity modifier.

FINE MANIPULATION

Starting at 6th level, you can manifest your latent psychic abilities to influence the world. You learn the *mage hand* cantrip, which does not count against your total number of cantrips known. When you cast *mage hand*, you can choose for the hand to be invisible. Additionally, as an action, you can spend one or more sorcery points to perform one of the following actions:

Grasp. You can spend 1 sorcery point to attempt to grapple a creature you can see that is within 30 feet of you. When you do so, you make a Charisma ability check and add your proficiency bonus instead of making a Strength (Athletics) check. On a success, you can maintain the



grapple by concentrating on this effect, as if you were concentrating a spell.

Push. You can spend one or more sorcery points, up to a maximum of your Charisma modifier, to shove a creature you can see within 60 feet of you. The target must succeed on a Strength saving throw or be pushed 10 feet directly away from you for each sorcery point spent.

Toss. You can spend one or more sorcery points, up to a maximum of your Charisma modifier, to fling a nearby object or chunk of ground at a creature you can see within 60 feet. Make a ranged spell attack. On a hit, you deal 1d10 damage for each sorcery point spent + your Charisma modifier. The damage type is bludgeoning, piercing, or slashing damage, as appropriate for the item thrown.

TELEKINETIC FLIGHT

At 14th level, you learn to levitate yourself passively, almost as an afterthought. As long as you are not wearing armor, you gain a fly speed equal to your movement speed.

PSYCHIC DETONATION

Beginning at 18th level, as an action, you can spend any number of sorcery points, up to your sorcerer level, to create a blast of magical energy. This blast is an invisible sphere of magical force, centered on yourself, with a radius of 5 feet per sorcery point spent. Each creature within that area other than yourself must make a Dexterity saving throw against your spell save DC or take 2d8 points of force damage per sorcery point spent, or half as much on a successful save.