



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.

FURY MAGIC

The mark of a deep, unabiding rage surges through your blood, empowering your wrath with arcane devastation. The origin of your sorcerous magic is your anger: as your fury grows, so too does your arcane might, swelling like a wave until all who stand before you are swept aside in a torrent of fire and blood.

Perhaps these powers have existed in your family for generations, a heritage of hot-headedness and explosive outbursts, passed from father to son. Or perhaps you are the first in a century to manifest them. Regardless, from the moment your temper first drew forth arcane flames, your life was irreparably changed.

FURIOUS RESOLVE

At 1st level, your connection to the furious power of your ancestors hardens your body into steel. Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class. As well, so long as you are not wearing armor, your AC equals 13 + your Constitution Modifier.

ARCANE FURY

Starting at 1st level, you can tap into the immortal rage of your blood, flooding the world with your magic. As a bonus action on your turn, you can enter an Arcane Fury. While in an arcane Fury, you gain the following benefits while not wearing armor:

- Once per turn, when you make a spell damage roll, you add an additional +2 to the roll.
- When you cast a sorcerer spell that deals damage, you become surrounded by an aura of damaging energy. Until the end of your next turn, any creature that hits you with a melee attack or starts its turn within 5 feet of you takes damage equal to your Charisma modifier. This damage is of the same type as the spell you cast to activate the aura.
- You gain resistance to all damage types, except bludgeoning, piercing, and slashing.

You cannot concentrate on spells while you are in the midst of an arcane fury. Your arcane fury lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked or damaged a hostile creature since your last turn or taken damage since then. You can also end your arcane fury on your turn as a bonus action.

You can enter an Arcane Fury once, regaining your use following a long rest. Starting at 3rd level, you can spend 3 sorcery points to enter an Arcane Fury again before taking a long rest.

FONT OF WRATH

Starting at 6th level, you learn to use your fury to fuel your spells. Whenever a hostile creature deals you damage, your metamagic effects cost 1 less sorcery point than normal (minimum 1) until the end of your next turn; you also gain this benefit every turn you are in an arcane fury, even if you take no damage.

As well, your arcane fury damage bonus increases to +4 damage.

FRENZIED DEVASTATION

At 14th level, while in an Arcane Fury, your spells deal maximum damage to unattended inanimate objects. As well, your arcane Fury damage bonus increases to +6 damage.

ENDLESS ANGER

Beginning at 18th level, as a reaction when you take damage, you can spend 3 sorcery points to erupt in a wave of fury. If this damage would reduce you to 0 hit points, but not kill you outright, you drop to 1 hit point instead. Additionally, if you are not in an arcane fury, you enter one that lasts until the end of your next turn.