

SORCERER: DESTINED WEAPON



OME LEGENDS ARE DEFINED BY THE FATED combination of the individual and their weapon. King Arthur and his Excalibur, Thor and his mighty Mjölir, or Cu Chullain with Gáe Bulg the magical spear, these legends exist as parts of a whole. The wielder empowers the weapon, and likewise the weapon empowers the wielder. Together, the two are a magical force that surpasses the individual powers of each on their own.

DESTINED ORIGINS

d4 Origin

- 1 A prophecy foretold the link between you and your weapon before your birth, you were both brought together at birth and grew up training with your weapon, forging a long and deep relationship that forms all of your earliest memories.
- 2 You had received some training, showing potential as a warrior but never any remarkable talent, until one day you were brought together with your weapon by fate. By unlocking your true power, you have destroyed the preconceptions of your mentors.
- 3 Exiled from your home at birth, you grew up destined to reclaim your weapon that was taken from you before you could ever wield it. In doing so, you earned the respect and station that were originally meant for you.
- 4 You were an above-average nobody who became a living legend through your deeds and your uncanny proficiency with your weapon. Recognized by destiny and fate for your remarkable skill, you found the tall tales about yourself suddenly becoming real powers within your grasp.

A HERO'S BEGINNINGS

Starting at 1st level, your capabilities reflect your background as a warrior. You gain proficiency with light armor, medium armor, shields, and one type of melee weapon of your choice that lacks the Heavy, Reach, Special, or Two-handed properties.

FATED PARTNER

Starting at 1st level, you choose one type of melee weapon you are proficient with that lacks the Heavy, Reach, Special, and Two-handed properties. When you create your character, you can replace a weapon you start with with a weapon of the type you chose for this feature. This weapon becomes your Fated Partner, the weapon you were destined to wield and in whose wielding you find the source of your powers. This weapon has unique properties, and its existence has a number of consequences for you:

- Your Fated Partner weapon is a magical weapon, but when wielded by anyone other than you it behaves like any other weapon, aside from its magical durability.
- You cannot use your Sorcerer Spellcasting feature unless you are holding your Fated Partner weapon; however, you can use your Fated Partner weapon as a Spellcasting focus.
- While wielding your Fated Partner weapon, you can take a bonus action to use the Dash or Disengage action.

Born with the spirit of a warrior, fate has brought you and your weapon together. However, fate may or may not dictate your course, your life is your own, even if the cosmos has marked you as a potential legend.

Are you a hero and a leader? A villain, self-serving and menacing? An altruistic servant, dedicating your power to serving something beyond yourself? Or will you retire quietly, remaining a legend only to those who witnessed the power of destiny?

- You can summon your Fated Partner weapon to your hand as a bonus action. If your weapon is within 60 feet of you, you may choose to have the weapon physically fly back to your hand if there is a path to do so; otherwise, it disappears from where it is and reappears in your hand regardless of how far away it is.
- If you suffer from some effect or attack that would disarm you or force you to drop your Fated Partner weapon, you may roll a d6 die. If the result of the roll is a 1, you drop the weapon. Otherwise, you may choose to continue to hold the weapon.
- If your Fated Partner weapon is somehow destroyed, taken, lost, or otherwise made inaccessible to you, magically or otherwise, you can perform a ritual in solitude to magically recreate or resummon it, causing the original version to disappear if it still exists somewhere.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

Additionally, your Fated Partner weapon is now considered a +1 magical weapon and casting focus for you.

UNLOCKED AFFINITY

Beginning at 14th level, you've begun to reveal the true power of your Fated Partner weapon. Choose between acid, cold, fire, and lightning damage types. Your Fated Partner weapon becomes associated with the chosen damage type, giving you some new abilities:

Acclimated Resistance. Whenever you are holding your Fated Partner weapon, you gain resistance to damage of the chosen type. Additionally, whenever you take damage of the chosen type, you may spend a sorcery point and use your reaction to become immune to that damage of that type until the start of your next turn from any attacks other than the attack that triggered this effect.

Manifest Affinity. During your turn, you may spend 2 sorcery points to take a bonus action and cause your Fated Partner weapon to manifest its affinity. For 1 minute, all attacks made with the weapon gain bonus damage equal to your Charisma modifier (minimum of 1) of the chosen type.

LEGENDARY SKILL

Beginning at 18th level, you show why you and your weapon will go down in history together as one of the greatest forces on the battlefield. Your Fated Partner weapon is now considered a +2 magical weapon and casting focus for you, and you have access to new abilities:

Heroic Aim. Whenever you take the Attack action on your turn, you can make one of those attacks with your Fated Partner weapon a thrown weapon attack with a normal range of 60 feet and no long range.

Unthinkable Striking. Whenever you take a bonus action on your turn to call your Fated Partner weapon to your hand, you can use any remaining attacks available on that turn to attack any creature within 5 feet of the weapon's path to your hand. Attacks made this way use your Charisma modifier for the attack and damage rolls.

Reverse Summoning. As a bonus action, you can spend a sorcery point and teleport to your Fated Partner weapon if it is within 60 feet of you and the space it is in is unoccupied, or if there is an unoccupied space within 5 feet of that space. When you appear, you may spend an additional sorcery point if there is a hostile creature within 5 feet of you to use your reaction to blast the area with magic from your weapon. Any creature within 5 feet of you must make a Strength saving throw against your Sorcerer Spell Save DC. On a failed save, a creature takes 4d8 damage of your weapon's Unlocked Affinity type, and is pushed 15 feet away from you. On a successful save, a creature takes half damage and is not pushed away.