

MENTIS CORPUS ET ANIMA

The Weave is the source of all magic. While all beings capable of casting magic draw their power from it, some have a stronger connection to the source of magic than others. Here are two options for building a character with a strong connection to magic. The Arcane Anima Sorcerer's Origin and the

Anima Sapien Supernatural Gift.

SORCERER - ARCANE ANIMA

Your connection to The Weave is so deeply embedded, you feel connected to all the magic around you.

ARCANE ANIMA EXPANDED SPELL LIST

Your connection with The Weave gives you access to spells not normally known by Sorcerers. You learn additional spells when you reach certain levels in this class, as shown on the Anima Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

ANIMA SPELLS

Spell Level	Spells
1st	Identify, Sanctuary
3rd	Bestow Curse, Remove Curse
5th	Contact Other Plane, Legend Lore
7th	Mirage Arcane, Sequester
9th	Astral Projection, Invulnerability

LIVING CONDUIT

Starting at 1st level, you feel The Weave become one with you. Your Physical Form counts as an Arcane Focus. Additionally, if a spell requires Material Components with a gold cost, but is not consumed, you can subtract a number of gold equal to 100* your Sorcerer level.

ARCANE SIGHT

At 1st level, you attune to the magic around you. You can cast the spell Detect magic without spending a spell slot a number of times per day equal to your Charisma Modifier. When you cast Detect Magic in this way, the spell has the following changes:

- The spell lasts the full duration and you do not need to hold Concentration
- The range of the spell's effect is extended to 100 feet.
- You can see the aura of the creature or object without spending an Action, even if it is not visible.
- You are able to see 5 feet through a barrier of 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

UNTHREADED SPELL

At 6th level, your connection to the weave gives you some control over others' spells. You can cast Counterspell and Dispel Magic without spending a spell slot. Instead, you use a number of Sorcery Points (max 9) to determine the level at which the spell is cast.

UNBOUNDED FORM

At 14th level, you are able to manifest your connection to the magic as a physical change. As a Bonus Action, you can spend 1 or more sorcery points to alter your form and take on an ethereal visage. For each point spent, you summon a mote of pure magic that circles around you. You choose the appearance of the mote.

You can use your Reaction to expend a number of motes to activate a single effect. Your Unbounded Form lasts for 10 minutes and once it has been used, you cannot use it again until you finish a Long Rest.

Motes	Effect
1	Deal 1d6 force damage to target creature within 120 feet
2	Add +5 to your AC until the start of your next turn
3	Teleport up to 30 feet to an unoccupied space that you can see.
4	You heal 2d6 HP
5	While your Unbounded Form lasts, you have a fly speed of 60 feet.

WILD WEAVE

Upon reaching 18th level, your connection to the Weave allows you to knot the threads of magic around you. As an Action, you distort the magic around you in a 20-foot radius sphere. All spells cast within the field go wild unless the caster expends a number of Sorcery Points equal to the spells level. Wild Weave lasts for 1 minute.

After 1 minute, the caster may make a DC 18 Constitution Save. If they save, the effect lasts another minute. The caster may attempt this after each minute until they fail. Once you use this feature, you can't do so again until you finish a long rest.

SUPERNATURAL GIFT

ANIMA SAPIEN

Most believe that the power of true resurrection belongs to Divine and Natural magics. While it is not common, it is possible for life to be born from the Arcane.

Ageless. You don't age, and effects that would cause you to age don't work on you.

Mentis Arcane. Whenever you make an Intelligence (Arcana) check, you can add twice your proficiency bonus instead of any other proficiency bonus that may apply.

Arcane Shield. Whenever you are healed by magical means, you gain Temporary HP equal to twice your Proficiency Bonus.

Woven Form. Your physical form was born from the Weave, represented by the following features:

- You lack a soul.
- You are considered a Construct to any spells and effects that pertain to Constructs.
- When you take a long rest, you don't sleep, but you must spend at least 4 hours motionless while your mind wanders the ethereal plane in an area around your form.

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ALEC DAVIDSON

<https://github.com/alecdavidson/Homebrew>