

SORCERER

SPIRIT CALLER

"Do you ever wonder what you're worth? How strong you really are, deep down? What if others could glimpse your soul? Would they cower at your strength? They cower at mine."

Legends tell that a Spirit Caller is born when the soul of a yokai and Humanoid meet in the misty void that holds minds waiting to be given life. Spirit Callers are able to manifest their willpower and vitality as a spectral being, a wraith-like spirit that emerges from their body to strike at their enemies. The bond between caller and spirit is visceral; in response to its caller's fury, a spirit might detonate a blast of necrotic energy, magnify its size, or hone its senses. A Spirit Caller is the epitome of self-reliance and personal strength, their soul and willpower manifested as a being of its own.

SPIRIT CALLER SPELLS

1st-Level Spirit Caller Feature

You learn additional spells when you reach certain levels in this class, as shown on the Spirit Caller 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.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an illusion or a conjugation spell from the sorcerer, warlock, or wizard spell list.

SPIRIT CALLER SPELLS

Sorcerer Level	Spell
1st	<i>command, mage armor, minor illusion</i>
3rd	<i>aid, mirror image</i>
5th	<i>plant growth, phantom steed</i>
7th	<i>banishment, guardian of faith</i>
9th	<i>reincarnate, seeming</i>
17th	<i>astral projection</i>

CONDUIT OF THE SOUL

1st-Level Spirit Caller Feature

You can use an action to manifest your spirit, which appears in an unoccupied space within **30 feet** of you. It uses the **manifested spirit** stat block, which uses your proficiency bonus (PB) in several places. You decide the appearance

your manifested spirit takes. For example, your spirit might appear as a shadowy clone of you, a vicious dragon, or a mighty, sword-wielding specter that crackles with fiery energy. No matter the form your spirit takes, its statistics remain the same.

While manifested, your spirit shares your initiative count, but it takes its turn immediately after yours. As a bonus action, you can command it to take the Attack action on its next turn; otherwise, it takes the Dodge or Help action (your choice). Your spirit remains manifested for **10 minutes**, until it is reduced to 0 hit points, or until you lose your concentration, as if concentrating on a spell. You add your Charisma modifier to saving throws you make to maintain concentration on your manifested spirit. After this time, your spirit retreats back into you and disappears.

You can use this feature twice. You regain expended uses when you finish a short or long rest.

MANIFESTED SPIRIT

Small or Tiny Fey, Shares Your Alignment

Armour Class 13 + PB (natural armour)

Hit Points 5 + five times your sorcerer level

Speed 30 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	9 (-1)	15 (+2)	12 (+1)

Skills Intimidation +1 plus PB, Perception +2 plus PB, Stealth +3 plus PB

Senses darkvision 30 ft., passive Perception 12 plus PB

Languages understands the languages you speak

Challenge equal to your proficiency bonus

Proficiency Bonus equal to your proficiency bonus

ACTIONS

Multiaction. The spirit makes a number of attacks equal to half your proficiency bonus (rounded down).

Spirit Grasp. Melee Spell Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: **1d8 + PB** necrotic or radiant damage (your choice).

Spirit Rend. Ranged Spell Attack: your spell attack modifier to hit, range 60 ft., one target. Hit: **1d6 + PB** necrotic or radiant damage (your choice).

BONUS ACTIONS

Detect. The spirit makes a **Wisdom (Perception)** check.

SPIRIT SYNCHRONICITY

6th-Level Spirit Caller Feature

Spells you cast that don't have a range of self can originate from your manifested spirit, instead of you, if it is within **120 feet** of you.

SPIRIT EMPOWERMENT

6th-Level Spirit Caller Feature

When you manifest your spirit using your Conduit of the Soul feature, you can expend any number of sorcery points. When you do, choose one boon from the following list for each point you expend. Your manifested spirit gains these boons until it disappears. You can't select the same boon more than once at the same time, unless stated otherwise.

Spirit Boon	Effect
Resistance	Your spirit gains resistance to one damage type of your choice. You can select this boon up to a number of times equal to your proficiency bonus.
Extended Stay	The maximum amount of time your spirit can remain manifested increases by 10 minutes . You can select this boon up to a number of times equal to your proficiency bonus.
Enlarge	Your spirit's size increases by one category. Its reach increases by 5 feet , and its melee attacks deal an extra 1d8 damage of the attack's type on a hit.
Teleporter	Your spirit can use its bonus action to teleport up to 30 feet to an unoccupied space it can see.
Frenzy	Your spirit has advantage on all melee attack rolls, but attack rolls made against it have advantage .
Detonator	When your spirit is reduced to 0 hit points or you lose concentration on it, each creature of your choice within 20 feet of it must succeed on a Dexterity saving throw against your sorcerer spell save DC or take necrotic or radiant damage (your choice on detonation) equal to 2d10 + your sorcerer level .
Of One Mind	You can use a bonus action to see through your spirit's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses.
Devil's Sight	Your spirit can see in dim light and darkness, both magical and nonmagical, to a distance of 120 feet .
Enhanced Agility	Your spirit's speed is doubled.
Battlefield Squire	After your spirit takes the Help action, it can use a bonus action on that turn to take the Disengage or Dodge action.





EXPLOSIVE EMERGENCE

14th-Level Spirit Caller Feature

When you use a bonus action to command your spirit on the same turn it's summoned, you can have it take one additional action on its first turn.

In addition, you gain any damage resistances that your manifested spirit has for the duration of its manifestation.

FINAL FORM MANIFESTATION

18th-Level Spirit Caller Feature

You no longer need to maintain your concentration on your manifested spirit. You can cause it to disappear at any time (no action required).

You imbue your spirit with further power. When you manifest your spirit, you can choose one additional boon without spending a sorcery point to gain it. In addition, when summoned, you can choose for your spirit's base size to be Medium or Large. If manifested as a Large spirit, the reach of its Spirit Grasp attack increases by **5 feet**.