

# Metallic Soul

**Base Class:** Sorcerer

Metallic Souls are often forged rather than born, whether they were made by a god of steel, or were somehow struck with elemental energy from the planes of fire and metal. These sorcerers are able to melt and reshape metal practically at will, and possess untold magnetic powers.

## Metallic Spells

You learn additional spells when you reach certain levels in this class, as shown on the Metallic Spells table. Each spell 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 a transmutation or evocation spell from the cleric, druid, or sorcerer spell list.

## Magnetic Warrior

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with light armor and medium armor, as well as simple weapons.

Your magnetic abilities allow you greater control of weapons. When wielding a metallic weapon with which you are proficient, you can use your Charisma Modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Your reach with metallic weapons extends by 5 ft. at 1st level (10 ft.), 6th level (15 ft.), 14th level (20 ft.), and 18th level (25 ft.).

## Forged by Fire

At 6th level, you have gained sufficient experience with metal and heat. You gain resistance to fire damage.

Additionally, when you fail a Constitution Saving throw made to maintain concentration on a spell that deals fire damage, you can expend one Sorcery Point to succeed instead.

## Lodestone Armament

At 14th level, your affinity for using magnetism as a weapon increases. You learn *animate objects*, and it doesn't count against the number of spells you know. When you cast *animate objects* and target only metallic objects, each object has double the amount of Hit Points it would normally have.

## Magnetic Lock

Starting 18th level, you are able to bind metal in place with magnetic fields. As an action, you can choose a creature you can see within 60 feet of you that is made of or wearing a large amount of metal and force it to make a Strength Saving throw. The creature is restrained for 1 minute on a failed saving throw, and can remake the Saving throw as an action on each of its turns, ending the effect on a success.

Alternatively, as an action, you can choose a metallic object that is huge or smaller and lock it in place as if it were an immovable rod.

You can end either of these effects at any time, no action required.