



CHÖSEN



CHOSEN

Chosen are extraordinary users of magic. Their innate or natural ability to manifest magic and wield it is intrinsic to their very being and as such every part of their life is suffused with magic. Chosen are more likely to open a door by pushing it with a conjured gust of wind than by using their hands. They require no formal training to call upon magic, relying instead on simply doing it so often it becomes effortless. The absence of training also means a chosen's magic can be much unlike that of a learned caster. Where a wizard will follow the formula to conjure a fireball to the letter—producing the same, expected red ball of flame each time—a chosen's fireball might be irregular or explode into existence with force. Such effects might be a personal flourish, or unexpected circumstance.

MANIFESTATION OF YOUR POWER

The latent power of a chosen can be derived from multiple different sources. Are you just one in a long line of powerful and prodigious magicians, or does your blood contain the power of an ancient magical being, manifesting as magical aptitude? Were you exposed to a site or event with a strong connection to magic, such as a planar rift or devastating arcane disaster?

People can go their entire life with this power hidden just beneath the surface, having never manifested. In some cases, an outside force is required to unlock the chosen's potential. Powerful beings can willfully unlock a chosen's potential. These patrons might act as a guide, staying with the chosen for a long time helping them to master their abilities as a mentor; or they might extract a toll from the chosen to simply open the door to their power, then disappear never to resurface again.

LIVING WITH DESTINY

The life of a chosen is that of a natural born adventurer, with their powers being seen as a manifest destiny towards a life of legend. Chosen tend to be well-rounded as they have the time to experience the world around them at large in place of having their head buried in books and time spent in cloistered towers practicing their art.

CREATING A CHOSEN

To create a Chosen, consult the following subsections, which give you hit points, proficiencies, and starting equipment. Then look at the Chosen table to see which features you get at each level. The descriptions of those features appear in the “Class Features” section.

QUICK BUILD

You can make a Chosen quickly by following these suggestions. First, put your highest ability score in Charisma, followed by Constitution or Dexterity. Second, choose the folk hero background.

HIT POINTS

Hit Dice: 1d8 per Chosen level

Hit Points at 1st Level: 8 + your Constitution modifier.

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per Chosen level after 1st

PROFICIENCIES

Armor: None

Weapons: daggers, light crossbows, slings, short swords, spears

Tools: one type of artisan's tools and any one type of gaming set of your choice

Saving Throws: Constitution, Charisma

Skills: Choose three from Acrobatics, Arcana, Deception, Insight, Performance, Persuasion, Sleight of Hand, Stealth, and Survival

STARTING EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a simple melee weapon and light robes or fine garments
- a light crossbow and 20 bolts
- your choice of a dungeoneer's pack or an explorer's pack

If you forgo this starting equipment, as well as the items offered by your background, you start with $5d4 \times 10$ to buy your equipment.



Chosen

Level	Proficiency Bonus	Features	Spells Known	Spontaneous Spell Level	Adept Spell Level	Innate Spell Level
1st	+2	Origin, Spontaneous Magic	2	1st	—	—
2nd	+2	Spell Expertise	3	1st	—	—
3rd	+2	Adept Casting (2/rest), Hidden Potential	4	2nd	1st	—
4th	+2	Ability Score Improvement	5	2nd	1st	—
5th	+3	—	6	3rd	2nd	—
6th	+3	Origin feature	7	3rd	2nd	—
7th	+3	Innate Spell Mastery	8	3rd	2nd	1st
8th	+3	Ability Score Improvement	9	3rd	2nd	1st
9th	+4	—	10	4th	3rd	1st
10th	+4	Origin Feature	11	4th	3rd	1st
11th	+4	Adept Casting (3/rest), Quickened Spell	12	5th	3rd	1st
12th	+4	Ability Score Improvement	12	5th	3rd	1st
13th	+5	—	13	6th	4th	1st
14th	+5	Origin feature	13	6th	4th	1st
15th	+5	Adept Casting (4/rest)	14	6th	4th	1st
16th	+5	Ability Score Improvement	14	6th	4th	1st
17th	+6	—	15	7th	5th	1st
18th	+6	—	15	7th	5th	2nd
19th	+6	Ability Score Improvement	15	7th	5th	2nd
20th	+6	Origin feature	15	7th	5th	2nd

CLASS FEATURES

As a Chosen, you gain the following class features, which are summarized in the Chosen table.

ORIGIN

1st-level Chosen feature

Choose the origin of your magical talents: Draconic Blood or Wild Talent, each of which is detailed after the class's description. Your choice grants you features at 1st level and again at 6th, 10th, 14th, and 20th level.

ORIGIN SPELLS

Each origin has a list of spells—its origin spells—that you learn at the Chosen levels noted in the origin description. Origin spells do not count against the number of Chosen spells you know.

If you learn an origin spell that doesn't appear on the Chosen spell list, the spell is nonetheless a Chosen spell for you.

EXPRESSION

Your origin can be expressed as a magical effect. Each Expression option provided by your origin explains how to use it.

When you use your Expression, you choose which option to use.

Some Expression effects require saving throws. When you use such an effect from this class, the DC equals your Chosen spell save DC.

SPONTANEOUS MAGIC

1st-level Chosen feature

You are a spellcasting prodigy. The power to sling magic is in your blood. As such, your magic is particularly personal, reflecting a reckless talent, determined focus, or bravura of grand gestures and flair.

THE POWER WITHIN

Magic is a part of you, and each spell represents an extension of yourself. You ignore the material components of Chosen spells you cast, even those that are consumed or that have a gold cost associated with them.



CANTRIPS (0-LEVEL SPELLS)

You know five cantrips of your choice from the Chosen spell list.

CASTING SPELLS

You have two uses of this feature, which you can use to cast Chosen spells. The Chosen table shows the highest level of Chosen spell you can cast. To cast one of your Chosen spells, you expend a use and choose a spell you know, casting it at the highest level. You regain all expended uses of this feature when you finish a long rest.

For example, when you are 5th level, you can cast the 1st-level spell *burning hands* by expending a use of this feature, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the Chosen spell list.

The Spells Known column of the Chosen table shows when you learn more Chosen spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Spontaneous Spell Level column for your level. When you reach 6th level, for example, you learn a new Chosen spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the Chosen spells you know and replace it with another spell from the Chosen spell list, which also must be of a level no higher than the highest level you can cast.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Chosen spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Chosen spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier

CHOSEN SPELL LIST

Here's the list of spells you know based on your level as a Chosen. The list is organized by spell level, not character level.

CANTRIPS

- control flames XGE
- gust XGE
- dancing lights
- light
- friends
- mending
- message
- pocket *
- prestidigitation
- shape water XGE
- thaumaturgy

1ST LEVEL

- burning hands
- catapult XGE
- color spray
- comprehend languages
- disguise self
- earth tremor XGE
- expeditious retreat
- feather fall
- fog cloud
- frost fingers IDRF
- grease
- ice knife XGE
- jump
- longstrider
- mage armor
- sleep
- Tasha's caustic brew TCE

2ND LEVEL

- Aganazzar's scorcher XGE
- blindness/deafness
- blur
- calm emotions
- continual flame
- darkness
- darkvision
- dust devil XGE
- earthbind XGE
- enlarge/reduce
- flame blade
- gust of wind
- hold person
- invisibility
- levitate

- Maximilian's earthen grasp XGE
- mirror image
- misty step
- phantasmal force
- pyrotechnics XGE
- scorching ray
- see invisibility
- shatter
- Snilloc's snowball swarm XGE
- spider climb
- suggestion
- warding wind XGE

3RD LEVEL

- blink
- catnap XGE
- clairvoyance
- counterspell
- daylight
- elemental weapon
- erupting earth XGE
- fear
- fireball
- flame arrows XGE
- fly
- haste
- hypnotic pattern
- lightning bolt
- major image
- Melf's minute meteors XGE
- sleet storm
- slow
- thunder step XGE
- tidal wave XGE
- tongues
- wall of sand XGE
- wall of water XGE
- water breathing
- water walk

4TH LEVEL

- banishment
- blight
- charm monster
- confusion



- dimension door
- dominate beast
- elemental bane XGE
- greater invisibility
- ice storm
- polymorph
- sickening radiance XGE
- stoneskin
- storm sphere XGE
- vitriolic sphere XGE
- wall of fire
- watery sphere XGE

5th Level

- animate objects
- Bigby's hand
- cloudkill
- cone of cold
- control winds XGE
- creation
- dominate person
- enervation XGE
- far step XGE
- hold monster
- immolation XGE
- insect plague
- passwall
- seeming
- skill empowerment XGE
- synaptic static XGE
- telekinesis
- wall of light XGE
- wall of stone

6th Level

- arcane gate
- chain lightning
- circle of death
- disintegrate
- eyebite
- globe of invulnerability
- investiture of flame XGE
- investiture of ice XGE
- investiture of stone XGE
- investiture of wind XGE
- mass suggestion
- mental prison XGE
- move earth
- Otiluke's freezing sphere
- scatter XGE
- sunbeam
- Tasha's otherworldly guise TCE
- true seeing
- wall of ice

7th Level

- crown of stars XGE
- delayed blast fireball
- dream of the blue veil TCE
- ethereality
- finger of death
- fire storm
- plane shift
- power word: pain XGE
- prismatic spray
- reverse gravity
- teleport
- whirlwind XGE

* can be found at the end of this supplement

SPELL EXPERTISE

2nd-level Chosen feature

Whenever you cast a Chosen spell or use an Expression, you can give yourself a bonus to one roll of the spell. That roll must restore hit points or be a damage roll, and the bonus equals your proficiency bonus.

ADEPT CASTING

3rd-level Chosen feature

As you cast spells, you become more readily able to call upon their power when needed.

You have two uses of this feature. You can expend a use of this feature to cast a Chosen spell you know of a level no higher than what's shown in the Chosen table's Adept Spell Level column for your level. You regain expended uses of this feature when you finish a short or long rest.

Beginning at 11th level, you can use your Adept Casting three times between rests, and at 17th level, you can use it four times between rests.

HIDDEN POTENTIAL

3rd-level Chosen feature

As you throw yourself into every spell, you unlock a unique hidden talent that enhances or alters your ability to cast magic. You gain one of the following features of your choice.

METAMAGICAL TALENT

You have an uncanny knack for fine control over your spells. Each time you cast a Chosen spell or use an Expression you can choose one of the following options to modify it:

Empowered Spell: When you roll a 1 or 2 on a damage die or on a die used to restore hit points or gain temporary hit points, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Restrained Spell: When you cast a spell at a level at least twice its lowest level, you can choose to cast it as its lowest level instead. After the spell is cast, you hold the remaining power in reserve, as if you took the Ready action to cast the spell at its lowest level. If the spell requires concentration, you aren't required to concentrate on the readied spell until it's released. If you lose concentration on the spell before releasing the readied spell, it dissipates without taking effect.



Sculpt Spell:

When you cast a spell or use an Expression that targets an area, you can choose a number of 5 by 5 ft. spaces within the area to not be affected, up to your Charisma modifier (a minimum of 1). When you do, you can choose an equal number of 5 by 5 ft. spaces outside the area contiguous with it and one another to be affected by the spell or Expression.

Twinned Spell:

When you cast a spell or use an Expression that targets only one creature and doesn't have a range of self, you can target a second creature in range with the same spell or Expression. To be eligible, a spell or Expression must be incapable targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

You can control a spell or Expression in this way a number of times equal to your proficiency bonus. Modifying a spell of 6th level or higher requires you to expend two uses of this feature. You regain expended uses after completing a short or long rest.

Deft Duelist

You weave the casting of spells with the use of weapons into a rapid combination. You can use your Charisma modifier, instead of Strength or Dexterity, for attack and damage rolls with a weapon you are proficient with.

Once each turn, when you expend a use of either your Spontaneous Magic or Adept Casting feature, you can make a weapon attack as part of that action. This attack is considered magical for the purpose of overcoming resistance to nonmagical damage.

Starting at 6th level, you can make this weapon attack after using your action to cast any Chosen spell or to use an Expression.

Ability Score Improvement

4th-level Chosen feature

When you reach 4th level and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Innate Spell Mastery

7th-level Chosen feature

Your ability to call upon the most basic of spells is unparalleled. You can cast 1st-level Chosen spells you know at will.

Starting at 18th level, you can also cast 2nd-level spells you know at will.

Quickened Spell

11th-level Chosen feature

When you use your action to cast a spell with your Innate Spell Mastery feature or to use an Expression, you can cast a 1st-level Chosen spell with a casting time of 1 action as part of that same action.

Origins

Chosen gain their abilities from many different origins. Here are origin options you can choose from at 1st level.

Multiclassing

If your group uses the optional rule on multiclassing in the Player's Handbook, here's what you need to know if you choose the Chosen as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least a Charisma score of 13 to take a level in this class, or to take a level in another class if you are already a Chosen.

Proficiencies Gained. If Chosen isn't your initial class, here are the proficiencies you gain when you take your first level as a Chosen: one skill from the Chosen's skill list

Chosen Spellcasting. The Spontaneous Magic and Adept Casting features that allow you to cast spells only allow you to cast spells from the Chosen spell list. These Chosen spells can also be cast with spell slots if you have levels in another class with spellcasting.



DRACONIC BLOOD

Coursing through your veins is the blood of dragons—mighty creatures with close ties to the primordial magics of creation that suffuse the world around you. With this you can manifest the elemental power associated with dragons, and even take on the form of a dragon.

How the blood of dragons became a part of you is for you to decide. This might be in the form of a distant dragon ancestor, a prophecy or curse that foretells of a mortal dragonkin, or a pact made with an ancient and powerful dragon.

ORIGIN SPELLS

1st-level Draconic Blood feature

You learn origin spells at the Chosen levels listed.

Draconic Spells

Chosen Level	Spells
1st	<i>cause fear</i> <small>XGE</small> , <i>chromatic orb</i>
3rd	<i>alter self</i> , <i>dragon's breath</i> <small>XGE</small>
5th	<i>nondetection</i> , <i>protection from energy</i>
9th	<i>charm monster</i> , <i>elemental bane</i> <small>XGE</small>
11th	<i>dominate person</i> , <i>drakehide</i> *

* can be found at the end of this supplement

EXPRESSION: DRAGON POWER

1st-level Draconic Blood feature

Choose a damage type: acid, cold, fire, lightning, or poison. This is the type of damage your breath weapon deals, and is used by features you gain later.

Breath Weapon. As an action, you can exhale a breath of magical energy in a 30-foot line that is 5 feet wide, or a 15-foot cone. Each creature in the area must make a Dexterity saving throw against your spell save DC. A creature takes 1d8 damage of the type associated with your dragon power on a failed save, or half as much on a successful one.

DRACONIC RESILIENCE

1st-level Draconic Blood feature

You gain a base AC of 13 + your Dexterity modifier. If the armor you wear would leave you with a lower AC, you can determine your AC using this feature. You can still gain this benefit while using a shield.

OVERWHELMING BREATH

6th-level Draconic Blood feature

When you use your breath weapon Expression, you can augment it with your innate magic in one of the following ways:

Expansive: You can expend a use of your Adept Casting feature to have the area double in size. Alternatively, you can choose to have your breath weapon affect each creature within 30 feet of you instead.

Explosive: You can expend a use of your Spontaneous Magic feature to have the breath deal additional damage equal to 3 times your Chosen level. Any creatures that fail their saving throw are knocked backwards 10 feet.

PRIMORDIAL POWER

6th-level Draconic Blood feature

The damage dealt by your breath weapon increases to 2d8 of the type associated with your dragon power, and you have resistance to that damage type.

This damage increases to 4d8 at 10th level.

FLIGHT

14th-level Draconic Blood feature

You sprout a pair of wings, gaining a flying speed equal to your current speed.

FORM OF THE DRAGON

20th-level Draconic Blood feature

As an action, you can submit yourself to your draconic blood, allowing it to transform you into a dragon-like creature. You gain the following benefits for 1 minute:

- Your size becomes Large, if it wasn't already larger.
- If a creature fails its saving throw against your breath weapon by 5 or more, they become frightened of you for 1 minute. A frightened creature can make a Wisdom saving throw against your spell save DC at the end of each of its turns, ending the effect early on a success.
- You grow a powerful tail, which is a natural weapon you are proficient with that uses your Charisma modifier to attack and damage rolls. As a bonus action, you can make a melee weapon attack with your tail against a creature within 10 feet of you. On hit, the target takes 1d10 damage and, if the target is Larger or smaller, they are knocked prone.

Once you use this action, you can't use it again until you finish a long rest, unless you expend a use of your Adept Casting feature to use it again.



RAW MAGIC

You are infused with the stuff that makes magic possible: the raw material of magic. Whether that's primordial chaos, quantum mechanics, or a leyline of crystal threads seeded in the world by a dead god is of no consequence. Whatever it is, you have it. This power is raw, untamed, and unpredictable.

How this came to be is for you to decide. Some suggestions might be that you are a serrendipitous prodigy, spurned to creation by the sentient will of magic, or perhaps you were exposed to a gout of raw magic spilling forth from the planet at a young age.



ORIGIN SPELLS

1st-level Raw Magic feature

You learn origin spells at the Chosen levels listed.

Raw Magic Spells

Chosen Level	Spells
1st	<i>magic missile, shield</i>
3rd	<i>cloud of daggers, magic weapon</i>
5th	<i>conjure barrage, dispel magic</i>
9th	<i>fabricate, hallucinatory terrain</i>
11th	<i>destructive wave*, Rary's telepathic bond</i>

* always deals force damage instead of your choice of radiant or necrotic damage

EXPRESSION: MANIFEST

1st-level Raw Magic feature

As an action, you can will one of two forms of raw magic into existence with the wave of your hand.

Barrier: You create a barrier of magic that is 10-feet wide, 10-feet tall, and 1 inch thick. This barrier can't intersect with creatures, but ignores objects. Non-magical projectiles can't pass through it, and a corporeal creature must spend 15 feet of movement to move through the barrier. This barrier lasts until the start of your next turn, and you can dismiss it early at any time (no action required.)

Force Bolt: You toss a bolt of raw magic as a ranged spell attack at a creature you can see within 60 feet. On hit, the bolt deals $1d6 + \text{your Chosen level}$ force damage.

SENSE MAGIC

1st-level Raw Magic feature

You are connected to the magic all around you. You are permanently under the effects of the detect magic spell.

UNSTABLE SHIELD

6th-level Raw Magic feature

You can expend a use of your Adept Casting feature as an action to generate a shroud of magic potential around you. This shield has hit points equal to your Chosen level \times your Adept Spell Level, and lasts until you complete a short rest.

While shielded, you have advantage on saving throws made against spells and other magical effects. Whenever you take magical damage, the shield takes the damage instead. If this damage reduces the shield



to 0 hit points, you take any remaining damage and the shield detonates.

When the shield detonates, arcs of energy release onto a number of creatures of your choice up to your proficiency bonus within 60 feet of you. Each target must make a Dexterity saving throw against your Chosen spell save DC, taking 2d10 force damage on a failed save or half as much on a successful one. Any creature that takes force damage from this effect loses concentration on any spells they are concentrating on.

IMPROVED SENSE MAGIC

10th-level Raw Magic feature

You can use your bonus action, instead of an action, to see the auras of spells on creatures and objects through *detect magic*.

When you do, the range is extended to 60 feet and you learn the name of the spells affecting creatures and objects within the range, if they have one.

If the spell or magical effect is being concentrated on by a creature that is also within range, the aura extends in a line that points to that creature.

WILD STEP

14th-level Raw Magic feature

At the start of your turn, you can vanish. You can't move or take any actions while vanished in this way. At the start of your next turn, you reappear in an unoccupied space of your choice within a distance from the spot you vanished from equal to your speed.

ARCHON

20th-level Raw Magic feature

As an action, you can shed your mortal form and become a being of pure magic. You gain the following benefits for 1 minute:

- You can choose to have any spell you cast deal force damage, instead of its normal type.
- You are immune to force damage, and have resistance to all other magical damage.
- Your Barrier expression doubles in size.
- When you use your Force Bolt expression, you can create three bolts, which you can hurl at one target or several.

Once you use this action, you can't use it again until you finish a long rest, unless you expend a use of your Adept Casting feature to use it again.

WILD TALENT

Some beings are naturally psionic, and others train to become masters of psionic arts. However, there are those—like you—who spontaneously develop these powers, first manifesting in bursts of passionate emotion, or in times of absolute desperation.

The art in its unrefined form is unpredictable and can cause distress on one's mind. However, when focused towards a goal it can be brutally effective—in spite of any potential drawback.

ORIGIN SPELLS

1st-level Wild Talent feature

You learn origin spells at the Chosen levels listed.

Wild Talent Spells

Chosen Level	Spells
1st	<i>charm person, dissonant whispers</i>
3rd	<i>detect thoughts, mind spike</i> <small>XGE</small>
5th	<i>enemies abound</i> <small>XGE</small> , <i>protection from energy</i>
9th	<i>hallucinatory terrain, Rualothim's psychic lance</i> <small>FTD</small>
11th	<i>mislead, modify memory</i>

EXPRESSION: PSIONIC TALENTS

1st-level Wild Talent feature

As an action, you can reach out with your mind with one of the following effects, each of which requires concentration (as if you were concentrating on a spell) and last until your concentration ends.

Assault: Make a ranged spell attack against a creature you can see within 60 feet. On hit, you deal $2d6 + \text{half your Chosen level psychic damage}$ to the target, and you have advantage on attack rolls against that target until this effect ends.

Control: You exert control over a Small or smaller object you can see within 60 feet that is not being held or worn. While concentrating, you can use your bonus action to move the object up to 30 feet using your Charisma in place of your Strength to determine whether you can lift the object. If another creature attempts to lift the object, you can use your reaction to cause it to feel four times as heavy as normal for that creature.

Intrusion: A creature you can see within 60 feet must succeed on a Wisdom saving throw to resist your presence harrying their mind. While concentrating



on this effect, you can use your reaction when the target makes an ability check or attack roll to impose disadvantage on that roll. If the target fails their ability check, or misses their attack, they take $1d4 + \text{your Charisma modifier}$ psychic damage.

FEEDBACK

1st-level Wild Talent feature

When your concentration on a Chosen spell or expression is broken, roll 2d6 to determine which feedback effect you generate.

Feedback Results

2d6 Effect

- | | |
|------------|--|
| 2 or less | You become distracted, unable to concentrate on another spell or expression for 1 minute. You can make a DC 10 Constitution saving throw at the start of each of your turns, ending this distraction early on a successful save. |
| 3 | You and any creatures who were being affected by the spell or expression you were concentrating on each take $2d4$ psychic damage. |
| 4 | You are knocked backwards and fall prone, and each creature within 5 feet of you must succeed on a Dexterity saving throw or be knocked prone. |
| 5 | The area within 30 feet of you becomes bathed in dim light, and light sources creating dim light instead create bright light for 1 minute or until you roll on this table again. |
| 6 | Small and smaller objects not being held or tied down within 30 feet of you suddenly jump 10 feet into the air. |
| 7 | No effect |
| 8 | You and each other creature within 10 feet of you becomes telepathically linked until the end of your next turn. |
| 9 | Bright lights within 30 feet of you become dim, and dim lights become suppressed, for 1 minute or until you roll on this table again. |
| 10 | You can immediately use one of your Psionic Talents (no action required). |
| 11 | You and any creatures who were being affected by the spell or expression you were concentrating on each gain $2d4$ temporary hit points. |
| 12 or more | You regain an expended use of Spontaneous Magic, or Adept Casting if you have no expended uses of Spontaneous Magic. |

UNLEASH

6th-level Wild Talent feature

As an action, you can expend a use of your Adept Casting feature and have each Small or smaller object that is not being held or tied down within 15 feet of you suddenly launch with force in a 30-foot radius sphere centered on you. Creatures of your choice within this area must make a Dexterity saving throw, taking $8d4$ force damage on a failed saving throw or half as much on a successful one.

When you use this action, you can choose to expend a use of your Spontaneous Magic feature instead. If you do, the size of objects affected increases to Medium or smaller, and the damage becomes $10d6$ on a failed save or half as much on a successful one.

PSIONIC GIFT

10th-level Wild Talent feature

When you use your action to express a Psionic Talent, you can choose to express a second Psionic Talent as part of the same action. This can be the same talent, or a different one. You can concentrate on both talents as if it were one effect.

WRESTLE CONTROL

14th-level Wild Talent feature

When you roll on the Feedback Results table, you can choose to increase or decrease the result by 1 and take psychic damage equal to half your level.

When you voluntarily end concentration, you can roll on the Feedback Results table.

INSTABILITY

20th-level Wild Talent feature

As an action, you can allow your talent to consume you. You gain the following benefits for 1 minute:

- You do not end concentration on any Psionic Talents you are currently concentrating on when you express a new one.
- The first time you impose disadvantage on an attack roll or ability check with your Intrusion talent each turn, you can do so without using your reaction.
- If you are concentrating on a spell or Expression, you roll on the Feedback Table each time you make a Concentration saving throw.

Once you use this action, you can't use it again until you finish a long rest, unless you expend a use of your Adept Casting feature to use it again.



SPELLS

Below are new spells created with the Chosen class in mind. Each spell might also appear on another caster's spell list.

DRAKEHIDE

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Chosen

Until the spell ends, your skin and clothing transforms into the scaled hide of a drake. You gain a base AC of 20. If the armor you wear would leave you with a lower AC, you can determine your AC using this feature. You can still gain this benefit while using a shield.

POCKET

Conjunction cantrip

Casting Time: Special

Range: Self

Components: S

Duration: Instantaneous

Classes: Chosen, Wizard

You cast this spell as part of drawing or stowing an object, allowing you to place or withdraw the object from a personal pocket dimension.

While in this pocket dimension, the object can't be detected by nonmagical means and only you can access it. A pocket dimension can only hold one object. If you are killed but not disintegrated, any object contained within a pocket dimension created with this spell spills out to an unoccupied space within 30 feet of where you died.

You start only able to create one pocket dimension. You can create a second pocket dimension at 5th level, a third at 11th level, and a fourth at 17th level.





DESIGN NOTES

I will begin by prefacing that this document represents a class that is designed with the intent of being a direct replacement for the Sorcerer class in 5th edition.

The Sorcerer class, in my opinion, does not fully realize itself as a “creat[or of] magic the way a poet creates poems, with inborn talent honed by practice.” (Player’s Handbook 3.5e).

Moreover, a sorcerer’s origin has little impact on how or what kind of magic they can produce. It seems to be more of a personal—and, often times physical— influence over who they are and not the nature of their magic.

One of the primary design goals here was to capture the essence of a spellcaster who gains more control over spells inherited from their power source as they cast them more frequently, as opposed to simply growing into learning new spells as they gain levels. To that end:

CHOSEN CASTING

I’ve chosen (heh) to use the Warlock class casting as a base for the Chosen. Looking at the class table, that might not be self evident, so let’s break that down. We have three distinct paths of spellcasting here, and cantrips for funsies.

Spontaneous Magic: A Chosen’s magic is spontaneous. It doesn’t come from a book, or object of power, it literally erupts from the Chosen themselves at their will. Spontaneous Magic is difficult to control, so it’s a more limited resource (twice per Long Rest) and spells cast are always cast at their highest level.

How does that translate to gaining more control? Say you take *burning hands* at 1st level. You can only cast it twice per long rest as a 1st-level spell until you gain the Adept Casting feature.

Adept Casting: You’ve now unlocked the ability to cast *burning hands* as a 2nd-level spell twice per long rest as Spontaneous Magic. But you’ve also gained mastery over the spell. You can also cast it twice per short rest, but only as a 1st-level spell.

This continues still until you reach 7th level as a Chosen, and gain the Innate Spell Mastery feature.

Innate Spell Mastery: By 7th level, you can now cast *burning hands* as a 3rd-level spell twice per long rest; and a 2nd-level spell twice per short rest.

And you can also cast it at will as a 1st-level spell. It’s become second nature to you. You conjure that wave of flame like as easily as a barbarian swings their axe.

These three paths of spellcasting are not unlike a Warlock’s Eldritch Blast and Eldritch Invocations, Pact Magic, and Mystic Arcanum. However, the progression of growth rather than suddenly gaining new abilities is meant to highlight the Chosen’s increasing talents.

I’ve also chosen to limit a Chosen to 7th-level spells, to build on the idea that there is a difference between what a trained spell master (a Wizard) or a Deity-fueled caster (a Cleric) can accomplish. This is part of a larger reimaging of the place of high level magic in a world, but I feel it fits thematically well on the Chosen even in a traditional DUNGEONS & DRAGONS world.

HIDDEN TALENT

Similar to a Warlock’s pact, the Chosen’s Hidden Talent is an additional layer to their inherited power. It’s an ability they unlock as they develop their powers, and is uniquely theirs.

ORIGIN

In this draft, we’re showing the Draconic Blood, Raw Magic, and Wild Talent origins. These three origins cover some of the main tropes of this type of prodigy caster in DUNGEONS & DRAGONS.

A focus of the Origin here, through the use of Origin spells, Expressions, and ways to expend uses of your Spontaneous and Adept casting features, is to reinforce that you have a form of magic unique to your Origin.

STYLE

As a point of note, I’ve chosen to capitalize the word “Chosen” throughout this document when referring to the class by name. This is counter to the style that Wizards of the Coast’s use for DUNGEONS & DRAGONS but as the name is also common verb this should remove any ambiguity from a scenario such as “your chosen spells” potentially meaning either the spells you chose or the spells you gain from the class.



CHANGE LOG

RELEASE 1.1 – JANUARY 6TH, 2022

Class Table: Innate Spell Level added to class table.

Base Class: “Hidden Potential” Metamagic options adjusted to short or long rest recovery.

Base Class: “Innate Spell Mastery” moved to 7th level.

Base Class: “Adept Casting (4/rest)” moved to 15th level.

Draconic Blood Origin: “Primordial Power” moved to 6th level, changed from an increase to 4d8 damage to giving a 1d8 bump to damage at 6th (to 2d8 damage) and another 2d8 at 10th (to 4d8 damage) to smooth the damage curve.

Wild Talent Origin: “Expression: Psionic Talents” slightly reworded. Assault talent added as a basic damaging ability:

Assault: Make a ranged spell attack against a creature you can see within 60 feet. On hit, you deal $2d6 + \text{half your Chosen level psychic damage}$ to the target, and you have advantage on attack rolls against that target until this effect ends.

Wild Talent Origin: “Random Bullshit, Go!” name changed to “Unleash”. Slightly adjusted wording.

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ADDITIONAL CREDITS

5e “Classes” Icon by Nathanaël Roux ([Barkalot Designs](#))

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