Ju-Wai Shu bloodline

You are imbued with the blood of truly powerful workers of magic, an embodiment of the underlying raw energies of the cosmos. With this great ancestral gift you can not only conjure spells, but tear away the veil of reality to stupendous effect.

Calligraphy Staff

Starting at 1st level, you gain proficiency with spears and can perform a day long ritual to imbue power into a special spear called a calligraphy staff. Your calligraphy staff grants you a magical bonus to melee attack and damage rolls equal to half your proficiency bonus. Anyone else that tries to use your calligraphy staff suffers disadvantage and cannot gain their proficiency bonus. You cast your spells by carving magic from reality with your calligraphy staff; when not using your calligraphy staff, you take 1 point of damage per spell level of any spells you cast that have somatic components (count cantrips as 1st-level spells) You treat your calligraphy staff with the same reverence you would a holy book or symbol, and you are able to use it as an arcane focus when casting spells. Accordingly, you never willingly part with your calligraphy staff—you may not sell it, lend it to others, or otherwise abandon it. If for any reason your calligraphy staff is taken from you, you must do everything in your power to recover it.

Reality Riposte

Beginning at 6th level, when you are wielding your calligraphy staff and would be hit by a weapon or spell attack, you may spend your reaction to tear open a hole in reality between you and the attack, causing the attack to miss. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

Empowered Spellcasting

Starting at 14th level, you can expend 3 sorcery points as a bonus action while casting a spell to cast the spell as one level higher than the slot you expended.

Ju-Wai Shu Strike

Beginning at 18th level, when casting a spell you may double your proficiency bonus on a spell attack or double your proficiency bonus to determine the saving throw DC of a spell. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

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