Method of infusion

Your form is intensely magical—infused within you is the power of pure arcana. You weave this power to shape magical, iridescent enhancements—translucent limbs, lustrous, glowing eyes, or even tattoo-like augmentations that wrap around your body. You could have received this power at birth, or it might have been imbued within you at some point in your life. Perhaps a higher being granted you such power. No matter its origin, its your process that allows for your enhancements—as you weave your body in the same way that a mage weaves their spells.

Spellcasting

At 1st level, your arcane form grants you the ability to cast spells.

Cantrips. You learn one cantrip of your choice from the sorcerer spell list. You learn an additional cantrip of your choice at 3rd level and another at 10th level.

EVO.

LEVEL

CANTRIPS

KNOWN

SPELLS

KNOWN

— SPELL SLOTS —

1ST 2ND 3RD 4TH

1st 1 2 1 — — —

2nd 1 2 1 — — —

3rd 2 3 2 — — —

4th 2 4 3 — — —

5th 2 4 3 — — —

6th 2 4 3 — — —

7th 2 5 4 2 — —

8th 2 6 4 2 — —

9th 2 6 4 2 — —

10th 3 7 4 3 — —

11th 3 8 4 3 — —

12th 3 8 4 3 — —

13th 3 9 4 3 2 —

14th 3 10 4 3 2 —

15th 3 10 4 3 2 —

16th 3 11 4 3 3 —

17th 3 11 4 3 3 —

18th 3 11 4 3 3 —

19th 3 12 4 3 3 1

20th 3 13 4 3 3 1

Spell Slots. The Infusion Spellcasting table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. When you choose this method, you know two 1st-level sorcerer spells of your choice.

The Spells Known column of the Infusion Spellcasting table shows when you learn more sorcerer spells of 1st-level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class,

you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, since your arcane power comes from within you. You use Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer 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

Augmented Focus. You can use any modified part of your body as a spellcasting focus for your sorcerer spells.

arcane Sense

Starting at 1st level, you are innately connected to the magic around you. You learn the identify and detect magic spells and they don’t count against the number of sorcerer spells you know. You can cast either of them without expending a spell slot a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Spell form

Starting at 7th level when you first ignite, you can choose to transform your body into pure magic for the duration of your ignition. While in this form, you gain the following benefits:

• After you cast a spell, you can teleport to an unoccupied space within 5 feet of one of the spell’s targets or a point within its area of effect, so long as you can see the target location.

• All spells you cast during the ignition are cast at one level higher than the spell slot used to cast them.

Once you use this feature, you must finish a short or long rest before you can use it again.

arcane Body

At 13th level, you take no damage and are unaffected by any other detrimental effects from spells you cast. If you would take damage from a sorcerer spell of 1st-level or higher that you cast, you instead regain 2d6 hit points. A spell can only cause you to regain hit points this way once.

Spell strike

At 17th level when you take the Attack action, you can replace one of the attacks with a spell that has a casting time of 1 action, which you cast as a part of the same action.

Once you use this feature, you must finish a short or long rest before you can use it again.

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