

# SORCERER

## PHOENIX SPARK V1.2

### PHOENIX MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Phoenix Origin Spells list. For each level of spells, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.

### PHOENIX SPARK ORIGIN SPELLS

Sorcerer Level	Spell
1st	<i>burning hands, cure wounds</i>
3rd	<i>become fire<sup>K</sup>, lesser restoration</i>
5th	<i>fireball, revivify</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>pyroclastic lance<sup>K</sup>, greater restoration</i>

### VARIANT VERSIONS

If you allow Sorcerers to gain two spells per level, simply let them take both spells. If you allow them to swap origin spells for spells of a school on level up, allow them to swap their origin spells for evocation spells that deal fire damage from the Cleric, Druid, Sorcerer or Wizard spell lists.

### PHOENIX SPARK

When you choose this origin at 1st level, spark ignites within you. As a bonus action, you can rekindle that spark which ignites, burning until the start of your next turn. You regain 1d6 hit points, and gain the following benefits while the spark is burning:

- You form immaterial wings of fire, allowing you to use your Charisma to calculate jumping distance instead of your Strength, and reducing any fall damage you take by your Charisma ability score. If you reduce fall damage to 0, you don't fall prone. These wings shed bright light for 10 feet and dim light for an additional 10 feet.
- When you roll to deal fire damage or restore hit points with a spell you cast, you can add your Charisma modifier to one roll.
- You have resistance to fire damage.

You can use this feature a number of times equal to your proficiency bonus, regaining all uses when you complete a long rest. While you have no uses remaining, you can use one sorcery point to activate this ability instead of a use of the feature.

### REJUVENATING FLAMES

Starting at 6th level, when you cast a spell that deals fire damage to creatures that you can see, you can expend one sorcery point per creature to protect creatures of your choice that would be affected from the flames. The chosen creatures automatically succeed any saving throws against the spell, and instead of taking fire damage regain hit points equal to half the fire damage they would have taken from the spell a failed save or hit.

Once you do so, you cannot do so again until you complete a short or long rest.

### BLAZING SOUL

Starting at 14th level, when you activate a Phoenix Spark you can expend a second use of the feature (or one sorcery point) to enhance the power of the spark for that activation. When you do so it lasts for 1 minute. Additionally, the spark intensifies, giving you the additional effects for the duration:

- Your immaterial wings of fire solidify, and you gain a flying speed of 30 feet during the duration of the spark.
- You regain 1d6 hit points at the start of each of your turns while under the effect.
- If a creature hits you with an attack while within 5 feet of you, you can use your reaction to burn them with the flames, dealing 2d6 fire damage to them.
- You shed bright light in a 20 foot radius, and dim light for an additional 20 feet.

### IN FLAMES REBORN

At 18th level, when you are reduced to 0 hit points, or as an action at any time, you can explode into fire, dealing 8d6 fire damage to all creatures within a 30 foot radius of you and being temporarily reborn as a phoenix. You can apply Rejuvenating Flames to this fire damage without expending a use of the feature or sorcery points.

You assume the form of a *fire elemental* as if by the *shapechange* spell. This form has the following modification: you gain a flying speed of 60 feet, gain the Flyby feature (meaning your movement does not provoke attacks of opportunity when you fly out of an enemy's reach), you add your Charisma modifier (minimum +1) to all attack and damage rolls with your Touch attack, and can understand and speak any languages you can normally speak. It does not require concentration, and you cannot change your form as an action. You return to your normal form after 1 hour, or you can end the effect early as an action.

Once you have assumed this form, you cannot assume it again until you complete a long rest.

## CHANGELOG 1.1

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- Phoenix Spark bonus fire damage or hit points restored changed to your Charisma modifier, instead of 1d6 (slightly weaker at level 1 in most cases, but scales better). Made once per turn; usually doesn't matter, but removes some odd edge cases.
- Phoenix spark healing no longer adds your Charisma modifier to the healing done.
- Phoenix spark can now be used to gain resistance to fire damage.
- You can no longer use Phoenix Spark charges in place of Sorcery Points, but can use Sorcery Points in place of Phoenix Spark charges.
- Rejuvenating Flames can now be used on yourself.
- Eternal Spark now only restores spark charges.
- Clarified that External Spark cannot stack up charges beyond your maximum, only regain expended charges.
- Clarified wording on In Flames Reborn

## CHANGE LOG 1.2

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- Phoenix Spark reworked. Now gives you pseudo-wings.
- Phoenix Spark now grants all the bonuses instead of picking one.
- Eternal Spark replaced by Blazing Soul

## CREDITS

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- Subclass created by KibblesTasty
- Editing by Gabriel Russell

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### 5E SRD CONTENT

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