



## FEL-BORNE

*A Sorcerous Origin*

Your innate magic comes from an fiendish entity or dark spirits. Perhaps you made a pact with a devil. Or there is fiendish blood somewhere in your ancestry. Or maybe your birth was marked by dark spirits.

### TARNISHED SOUL

At 1st level, you can speak, read, and write both Abyssal and Infernal. Additionally, whenever you make a Charisma check when interacting with fiends, your proficiency bonus is doubled if it applies to the check.

### PROFANE GIFTS

At 1st level, your fiendish spirit grants you a profane gift, and gain a second gift at 6th level. If a profane gift has prerequisites, you must meet them to learn it. You can learn the profane gift at the same time that you meet its prerequisites.

**Beguiling Presence.** You gain proficiency in the Persuasion skill.

**Damage Resistance (Prereq.: 6th level).** When you are attacked, as a reaction, you can spend 2 sorcery points to gain resistance against bludgeoning, piercing, and slashing damage from that one attack.

**Dark Speech.** You can communicate telepathically with any intelligent creature that has a spoken language out to 120 feet.

**Dark Wings (Prereq.: 6th level).** As a bonus action, you can sprout dark, bat-like wings. You gain a flying speed of 50 feet. Flying requires concentration and can last up to 10 minutes.

**Deceptive Presence.** You gain proficiency in the Deception skill.

**Demon's Hide.** When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

**Devil's Sight.** You gain Darkvision out to 120 feet and can see in magical darkness.

**Dreadful Presence.** You gain proficiency in the Intimidation skill.

**Fiendish Resistance (Prereq.: 6th level).** As a bonus action and by spending 2 sorcery points, you gain resistance to one of the following damage types for one minute: Acid, Cold, Fire, Lightning, Poison. Each time you use this ability, you can choose a different damage type.

**Magic Resistance (Prereq.: 6th level).** When targeted by a spell or magical effect that allows for a saving throw, you can spend 2 sorcery points to gain advantage on the saving throw.

**Minion.** You learn the *find familiar* spell, which does not count towards your Spells Known limit, and you gain the service an imp or quasit as a familiar.

**Profane Cantrip.** You learn one cantrip from outside the sorcerer spell list. This cantrip is considered a sorcerer spell for you and does not count towards your Cantrips Known limit.



**Profane Spell (Prereq.: 6th level).** You learn one spell of 1st-level from outside the sorcerer spell list. This spell is considered a sorcerer spell for you and does not count towards your Spells Known limit.

**Rending Claws.** As a bonus action, you can grow claws as natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

**Teleport (Prereq.: 6th level).** With a bonus action and spending 2 sorcery points, you can magically teleport, along with all your equipment, up to 120 feet to an unoccupied space you can see.

## BEAST FORM

Starting at 6th level, you can use your action to magically assume the shape of a beast with a challenge rating as high as your sorcerer level divided by 3, rounded down.

Except as noted here, this feature functions like as the druid's *wild shape* ability.

You can use this feature twice. You regain expended uses when you finish a short or long rest.

In addition, you are restricted to the following animals, as noted on the Beast Forms table below.

## DARK REBIRTH

At 14th level, you have learned to escape death by projecting your spirit into a wild beast. Whenever your hit points drop 0 hit points, your body dies but your spirit reforms into a new body of a beast that you can change into.

Your rebirth occurs 24 hours after your humanoid death, and your new body reforms within 300 feet from where your humanoid body died.

While in your beast form, you gain the following abilities:

**Dominate Beast.** You can dominate animals of the same type as your current beast form. Choose an animal within 120 ft. of you. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

As a bonus action on each of your turns, you can mentally command any animal you dominated with this ability if the animal is within one mile of you (if you control multiple animals, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the animal will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the animal only defends itself against hostile creatures. Once given an order, the animal continues to follow it until its task is complete.

The animal is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the animal for another 24 hours, you must use this ability on the animal before the current 24-hour period ends. This use of this ability reasserts your control over up to three animals you have dominated with this ability, rather than dominating new ones.

You can use this feature three times. You regain expended uses when you finish a long rest.

**Possess Humanoid.** You can project your spirit to possess a humanoid body within 100 feet that you can see (creatures warded by a protection from evil and good or magic circle spell can't be possessed). The target must make a Charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul is transferred to your beast form. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours.

Once you possess a humanoid body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

Meanwhile, the target's soul can control your former beast form as its own.

While possessing a humanoid body, you can use your action to return to your beast form if it is within 100 feet of you, returning the host creature's soul to its humanoid body. If the humanoid body dies while you're in it, you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to your beast form if it is within 100 feet of you, while the target dies. Otherwise, you die and the target stays in your beast form.

If you are subject to a spell or magical effect that ends your possession of the body, your soul immediately returns to your beast form while the target returns to their body. If your beast form is more than 100 feet away from you or if your beast form is dead when you attempt to return to it, you die. If the humanoid body is dead when the target's soul attempts to return, they die.

While in your new beast form you cannot revert to your humanoid body until it is restored to life, or you possess another's body. Restoring life to your body requires the raise dead spell or similar magic. If you have restored your humanoid body to life, you can possess it with no problem.

You can use this feature once per long rest.

**Mimic Speech.** You can mimic your humanoid voice with any language you could of spoken in your former humanoid form. Anyone who hears you speak and succeeds on a Perception skill check against your Spell save DC can tell something is wrong with your voice.

## DARK METAMORPHOSIS

At 18th level, you can transform into the form of a fiend with a challenge rating equal to one-half your sorcerer level or lower.

This feature functions exactly like the *shapechange* spell, including requiring concentration.

You can use this feature once per long rest.

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## BEAST FORMS

Animal	CR
Ape	1/2
Axe beak	1/4
Bat	0
Blood hawk	1/8
Constrictor snake	1/4
Crocodile	1/2
Death dog	1
Dire wolf	1
Eagle	0
Flying snake	1/8
Giant bat	1/4
Giant centipede	1/4
Giant constrictor snake	2
Giant crocodile	5
Giant eagle	1
Giant hyena	1
Giant lizard	1/4
Giant poisonous snake	1/4
Giant rat	1/8
Giant scorpion	3
Giant shark	5
Giant spider	1
Giant spider	1
Giant vulture	1
Giant wasp	1/2
Giant wolf spider	1/4
Hawk	0
Hunter shark	2
Hyena	0
Jackal	0
Lion	1
Panther	1/4
Poisonous snake	1/8
Quipper	0
Rat	0
Raven	0
Reef shark	1/2
Saber-toothed tiger	2
Scorpion	0
Spider	0
Vulture	0
Wolf	1/4
Worg	1/2



### ART CREDITS

Piece #1: [Necromancer — Guild Wars 2](#)

Piece #2: Unknown