

SORCERER

TRUCK BLOOD

Born from the union of mortal and truck, your mere existence is a mysterious magical miracle. Whatever arcane arts were responsible for your creation grind against the ether, making magic energy intrinsically tied to your very soul. Your defiance of reality means that magic swirls in and around you, attempting to reconcile itself through a constant battle of adaptation or obliteration. It is from this delicate battle that you are able to pull magic boons or blasts, a balance of creation and destruction you must be careful to maintain.

Body Rig

When you choose this origin, you gain the benefits of a truck, growing more truck-like as you gain additional levels in this class. At 1st level, you gain resistance to slashing damage. At 6th level your base AC becomes 11. At 14th level you gain the Powerful Build feature. At 18th level you can take the Dash action as a bonus action on your turn.

Gas Up

When you choose this origin at 1st level, you gain a little extra juice whenever you settle in to rest. Whenever you finish a long rest, you gain a bonus sorcery point. This sorcery point can be used like any other but does not recover unless you finish a long rest. At 14th level this increases to 2 sorcery points and a bonus Hit Dice, which also cannot be recovered until finishing a long rest.

Long Haul

At 6th level you gain the ability to push your body past normal limitations. You are not affected by the first level of exhaustion, unless you gain a second level. Gaining a second level of exhaustion subjects you to the effects of both. At 18th level, you are not affected by two level of exhaustion, unless you gain a third level.

Homeward Bound

At 14th level you can push just a little harder to stay in the realm of the living. When you drop to 0 hit points but are not killed outright, you can use 1 sorcery point to gain advantage on a death saving throw.



SPECIAL DELIVERY

At 18th level, you can pull more magic from your body, adding a little extra push to your spells. Whenever you cast a damaging or healing spell, you can use sorcery points to add one dice to the total damage or healing for each sorcery point used. You can use a number of sorcery points with this feature equal to your Charisma modifier (minimum of one) before finishing a long rest. If a spell causes multiple types of damage or has multiple dice types, you choose the dice and damage to add to.

METAMAGIC

COMBAT BUDDY

When an allied creature within 30 feet of you casts a spell with an attack roll, you can use your reaction and 2 sorcery points to add your proficiency bonus to the roll. If the spell requires a saving throw, you can spend 4 sorcery points to add your proficiency bonus to the saving throw DC.

VB ENDURANCE

When you take damage from a spell or magical effect, you can use your reaction to spend 2 sorcery points to remove the highest number damage dice from yourself. You can use this metamagic to remove damage dice equal to your Charisma modifier (minimum of one) but cannot use this feature to reduce the number of damage dice of a spell or magical effect below one.

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