

## SORCERER ORIGIN OF THE FREAK OF NATURE

Some people are just born weird, some with obvious physical deformities, some with magic, and some with both. It's generally inexplicable why these sorcerers come to be, but they're left with a mark that will last a lifetime and powerful magic to match it.

It's often blamed on lineage, and some parents have been accused of causing these mutations, by often by witchcraft or inbreeding. Some sorcerers feel cursed by their mutations and the social stigmatation that comes with it.

### MUTATION

At level 1, roll for a mutation on the Random Mutations Table. You have this mutation. Alternatively, choose one. If, at any point, you roll for a mutation and gain a mutation you already have, you may select another one.

You determine the specifics and intricacies of your mutations when you gain them.

### RANDOM MUTATION TABLE

#### Roll Mutation

- 01 You have a large scar over part of your body.
- 02 One of your body parts is a distinctly different color from the rest of you.
- 03 Your hair falls out at sunset and grows back by morning.
- 04 You have no toes.
- 05 You have a beak instead of a mouth, unless you normally would. Then, you have a mouth.
- 06 You have a nonprehensile tail.
- 07 There's a large lump on the back of your head.
- 08 You have small wings which cannot grant you flight.
- 09 One of your ears is much bigger than the other.
- 10 Your nose is upside-down.
- 11 You have hair only where you would not normally.
- 12 Your hair is rough, and emits dust when disturbed.
- 13 You have a hole straight through your body.
- 14 Your blood is a different color, and can be seen to be this color in your veins.
- 15 Your hair is a different color.
- 16 You have another thumb on one hand.
- 17 Your elbows have small, boney, spikes protruding from them.
- 18 You glow faintly in the dark of a light blue.
- 19 You have a small extra limb protruding from a part of your body.
- 20 You have eyes under your fingernails and toenails, which open when you sleep. They cannot effectively see for you, but they are visible.

## EVOLVING BODY

Starting at level 1, you have advantage on saving throws to prevent or end an effect causing the paralyzed and poisoned conditions, as well as magical blindness and deafness. In addition, whenever you would heal any number of hit points, heal that many hit points +1, unless you're resting. Your mutated body evades incapacitation and damage.

Whenever you pass a save to prevent becoming paralyzed, poisoned, or magically blinded or deafened, roll on the Random Mutation Table for another mutation. You have this effect until the end of your next long rest.

### FORCED MUTATION

Starting at level 6, you may spend one action and 1 sorcery point to temporarily gain proficiency in a random skill. When you roll this skill while this effect lasts, add double your proficiency bonus to checks.

To determine the skill chosen, roll 2d20, and select any of the results from the table below for the skill. You gain this even if you already had proficiency. You also gain a random mutation, for the duration. This effect lasts until the end of your next short or long rest.

Alternatively, you may spend 2 sorcery points, and, instead of rolling, chose any skill and any mutation.

This effect could, for example, manifest itself such as a player growing another leg for an acrobatics proficiency or a brain-like growth on the back of your head for arcana.

### RANDOM SKILLS TABLE

Roll	Skill
01	DM's Choice
02	Acrobatics
03	Animal Handling
04	Arcana
05	Athletics
06	Deception
07	History
08	Insight
09	Intimidation
10	Investigation
11	Medicine
12	Nature
13	Perception
14	Performance
15	Persuasion
16	Sleight of Hand
17	Stealth
18	Survival
19	Player's Choice
20	Player's Choice

## FORM OF UTTER MUTATION

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Beginning with 14th level, as a bonus action on your turn, you may enter a Form of Utter Mutation for the next minute. When you do this, you may expend a number of sorcery points equal to up to half of your sorcery level, gaining that many mutations from the table above for the duration. Once per round, when you roll a damage roll during the duration, roll an additional 1d4 for each sorcery point expended this way, and add the result to the damage for up to one affected creature, object, or structure.

You may use this effect once between long rests.

## MUTANT-SENSE

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Starting at level 18, as long as you are conscious you have telepathic blindsight within 60 feet of you, which is not dependent on hearing or smell. You also always have the effects of *Detect Magic*, *Detect Poison and Disease*, and *Detect Good and Evil* on you, as if you cast them.

If you know any or all of these spells when you get this ability, you may swap these spells out of your spells known list and immediately select new ones from the appropriate spell list.