

SORCERER ORIGIN OF THE REINCARNATE

A sorcerer reincarnate was a being of immense magical power, such that, upon death, the enormous amount of energy released not only saved the being's soul for reincarnation, but became intertwined with it, bestowing a sliver of the previous power onto the new life. Few experience this momentous event, but those that do are typically archmages, archfey, archfiends, or lesser celestials.

REFUSAL OF DEATH

By level 1, you're already rejecting death itself. Once per long rest, when you roll a fail on a death saving throw, you may reroll it.

BONUS PROFICIENCIES

At level 1, your past skills aid you in this life. You gain proficiency in any two skills.

You also gain the ability to read and write up to two languages you had in your previous life.

REMAINING SPELLS

Starting at level 6, once per long rest, you may expend 2 sorcery points to cast a sorcerer or wizard spell you do not know as a sorcerer spell.

At level 14, the number of times you may activate this ability without resting increases to two.

TIDES FROM THE DEAD

At level 14, add Speak with Dead to your spell list. You cannot unlearn it, and it counts as a sorcerer spell for you. You do not need to provide a material component when you cast Speak With Dead.

In addition, once between short rests, you may cast Speak With Dead from your sorcerer spell list without expending a spell slot.

FORM OF MAGIC

Starting with level 18, your very body is revealed to be composed of magic. As a bonus action, you may enter your magic form, or exit it. In your magic form, you resist nonmagical bludgeoning, piercing, and slashing damage, you do not need to eat, drink, sleep, or breathe, and you can fit through any gap that can fit a tiny creature squeezing. You also gain a flying (hover) speed of 60 and glow up to 60 feet out, as your body is a shimmering, more crude form of pure arcane energy in the approximate shape of a body.

While in your magic form, add your Charisma modifier to all damage rolls you make and to all rolls that would grant temporary hit points or heal a creature.