

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

RADIATION FREAK

The depths of space hold terrible forces that can warp and twist a man irreparably. Radiation, for example, normally offers a cruel, agonizing death, but can sometimes fundamentally alter those subjected to its strange energies. Those which emerge from this process alive are deemed “radiation freaks” for the horrible physical deformities that accompany their transformation, but some are changed in even stranger ways. Radiation has the potential to alter a creature at the magical level as well, resulting in mutated sorcerers wielding horrific power.

RADIOACTIVE

Starting at 1st level, your body is saturated with harmful residual radiation. You can use your action to activate or suppress a radioactive aura. While active, your body glows with a bright light in a 10-foot radius and dim light for an additional 10 feet. Additionally, each creature which comes within 5 feet of you or ends its turn in that area takes 1d6 radiant damage. At 6th level, this damage increases to 1d8 and at 14th level this damage increases to 1d10.

HIGH POWER

At 1st level, whenever you deal cold, fire, lightning, or poison damage, you can replace the damage type with radiant damage.

ADAPTIVE RESISTANCE

By 6th level, the tumors within your body can rapidly shift your magical metabolism. Immediately after you take damage, you can use your reaction and spend 1 sorcery point to gain resistance to that damage type until you take a short or long rest, or until you use this ability again.

GLOW CLOUD

Starting at 14th level, you can use your action to transform your entire body, along with everything you’re wearing and carrying, into a cloud of dangerous radioactive material. This effect acts as the *gaseous form* spell, with the following differences:

- Your flying speed is equal to half your movement speed.
- If another creature enters your space or ends its turn there, it takes 2d10 radiant damage.
- You can cast cantrips while you’re in this form.

Once you use this ability, you can’t use it again until you finish a long rest.

ISOTOPE POISONING

At 18th level, you can spend 3 sorcery points to bombard a creature you touch with a near lethal amount of radioactivity. At the beginning of each of the targets turns, it must make a Constitution saving throw. On a failed save, the target is poisoned until the beginning of its next turn and takes 4d10 radiant damage. If a target fails three times, it remains poisoned for one hour, and takes 1d10 radiant damage at the beginning of each of its turns. If it succeeds three times, this effect ends.

