

Sorcerer - Oceanic Soul

The power of water is the strength of flexibility, resilience, and a relentless nature. Water parts to allow a ship to sail over it or a diver to plunge into it, but their passing leaves no mark. Water flowing down a mountain reaches the sea. It might bend and turn across valleys and down hillsides, but it slowly and steadily returns to the waves. Those whose souls are touched by the power of elemental water command a similar power.

Oceanic Spells

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Oceanic Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

OCEANIC SPELLS

Sorcerer Level	Spells
1st	<i>aqueous blast*</i> , <i>create or destroy water</i>
3rd	<i>gust of wind</i>
5th	<i>aquatic razor*</i>
7th	<i>control water</i>
9th	<i>Surging blades*</i>

*Abyssal Tome**

Soul of the Sea

At 1st level, your tie to the sea grants you the ability to breathe underwater, and you have a swim speed equal to your walking speed.

Waves of Magic

When you choose this origin at 1st level, you learn the secret of infusing your spells with a watery power. Once per turn, when you hit a creature with a spell or when a creature fails a saving throw against your spell, you can push the target back 5 feet.

In addition, you can transform the magic of any cantrip that requires an attack roll, into a wave of magic. When making an attack roll, you can force the creature the creature you're targeting to make a Dexterity saving throw against your spell save DC instead.

If you do so, you can choose to knock the target prone as part of the spell. Once you've knocked targets prone with this ability a number of times equal to your Charisma modifier you can't do so again until you finish a long rest.

Watery Defense

At 6th level, you also gain the ability to defend yourself by momentarily assuming a watery powers. As a bonus action you can expend 2 sorcery points to gain resistance to bludgeoning, piercing, and slashing damage until the start of your next turn. You can continue to assume this form by expending 1 sorcery point as a bonus action on subsequent turns.



ARTBY WARMTAIL

Tidal Strike

Starting at 14th level, you gain the ability to enter in and out of a liquid form (no action required). While in that state you can move through a space as narrow as 1 inch wide without squeezing and you can move through any enemy's space but can't willingly end your move there. In addition in that form, when you move on your turn, you take only half damage from opportunity attacks.

Armor of Water

Starting at 18th level, your being is altered by the power of the sea, a layer of invisible water surrounding you. While in your liquid form, you gain the following benefits:

- Your Armor Class equals 13 + your Dexterity modifier + your Constitution modifier.
- A critical hit against you becomes a normal hit.
- When you take damage, you can reduce it, the body of water surrounding you absorbing the blow. When you take damage that isn't cold or force damage, you can use a reaction to expend any number of sorcery points, rolling 1d10 per sorcery point. You subtract the total rolled from the damage you took.