

SORCEROUS ORIGINS

At 1st level, you choose a sorcerous origin that describes the source of your inherent magical abilities. The following Ghost Walker option is available to all sorcerers along with the typical archetypes. It grants features at 1st level and again at 6th, 14th, and 18th level.

GHOST WALKER

Somewhere in your ancestry, there was a connection to the spirit realm that left a lasting bond in your bloodline. Some call it a gift, and some call it a curse. However you choose to see it, you are a conduit between the living and the dead, and the power of the ethereal flows through you. Spirits speak to and through you, granting you power beyond mortal ken.

GHOST WALKER FEATURES

Sorcerer Level	Features
1st	<i>Spirit Touched, Ethereal Support</i>
6th	<i>Spirit Summoner</i>
14th	<i>Ghost Step</i>
18th	<i>Spirit Surge</i>

SPIRIT TOUCHED

1st-Level Ghost Walker Feature

When you choose this archetype, you have a strong connection with the ethereal realm. Your exposure to spirits from a young age has given you insight and mental fortitude. You gain proficiency in History through years of conversation with the ancient dead.

You have also learned the *comprehend languages* spell from all of the various spirits you have spoken to and can cast it as a cantrip. This spell does not count towards the maximum number of spells you can know.

ETHEREAL SUPPORT

1st-Level Ghost Walker Feature

An ethereal essence surrounds you at all times, empowering your spells. When you cast a spell that does Psychic damage, you can add your Charisma modifier to one damage roll of that spell.

SPIRIT SUMMONER

6th-Level Ghost Walker Feature

You gain the ability to spend 3 sorcery points to call upon the ethereal realm and summon a spirit guardian for 1 hour. The spirit overlays its ghostly form over your body, granting you a bonus to your AC equal to your Charisma modifier, and when you cast a spell that does damage, you can choose to change the damage type to Psychic.

GHOST STEP

14th-Level Ghost Walker Feature

You have learned to step through the veil between the planes temporarily. As a bonus action, you become enveloped in swirling ethereal energy and can teleport up to 60 feet to an unoccupied space you can see.

SPIRIT SURGE

18th-Level Ghost Walker Feature

You learn the *astral projection* spell without it counting towards the maximum number of spells you know and without the need for components.

You have also learned to summon a host of spirits to aid you. As an action, you can spend 5 sorcery points to exude a spiritual aura to a distance of 30 feet. For 1 minute or until you lose concentration, you and each ally that starts its turn in this aura gain a bonus to AC equal to your Charisma modifier and a bonus to attack rolls and to saving throws equal to your proficiency bonus.



ART CREDIT: WARM TAIL