

SORCEROUS ORIGIN: INNER VISAGE

The souls of a certain number of people sometimes shine brighter and stronger than others, not only gifting them magical abilities, but also allowing them to manifest their will or fighting spirit into the physical world. These powers, dubbed the Inner Visage, can be different depending on the user. For some it is a wonderful gift that showcases what they enjoy to do or their best qualities, for others it is a curse that does nothing but show them the worst things about themselves. Each Inner Visage is unique, and is up to you how you use it.

VISAGE FORM

Starting at 1st level, you start to manifest a silhouette of your visage. You can choose either the Monstrous, Protector, Bound Object, or Colony form and the stats for them are listed at the end of the subclass page (under "Visage Form Stat Blocks"). As a bonus action you can summon your visages in an unoccupied space within 5 feet of you. While out, you can move it on your turn (no action required) and gain benefits and abilities from your chosen form. This visage lasts for 10 minutes or until you or it drops to 0 hit points, or you dismiss it as a bonus action. You can summon your visage an amount of times equal to your Charisma modifier per long rest, and can expend 1 sorcery point to summon your visage after expending all of these uses.

In combat, the visage shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. Your visage has a specific range that it must be near you that is listed on its stat block and if it ends its turn outside of that range it disappears.

SPELLS OF THE SOUL

Also at 1st level, the nature of your visage gifts you extra spells. Depending on the Visage Form you chose, you learn an additional spell of 1st level. These spells counts as sorcerer spells for you, but it doesn't count against the number of sorcerer spells you know.

Monstrous. You learn the *burning hands* spell

Protector. You learn the *absorb elements* spell

Bound Object. You learn the *bless* spell

Colony. You learn the *arms of Hadar* spell



CLEARER IMAGE

At 6th level, as your Visage becomes more defined and clear, it gains new abilities tied to your sorcerous nature. You can spend up to 5 sorcery points on your turn (no action required) and heal your Visage an amount equal to 5 hit points per sorcery point. If you chose the Colony form, you can only heal one visage with this ability. Additionally, you gain a new ability depending on your chosen form at 1st level.

Monstrous. You can spend 2 sorcery points to give your visage advantage on all it's Visage Rend attacks that turn and a bonus to the damage equal to your sorcerer level. However, enemies have advantage on attack rolls to hit you or your visage until the start of your next turn.

Protector. If a creature who is under the effects of your Guardian Spirit ability succeeds on a saving throw or avoids getting hit by an attack roll, you can spend 2 sorcery points as a reaction for you and the creature to gain temporary hit points equal to your Charisma modifier.

Bound Object. When you make a check with your Bound Object visage, you can spend 1 sorcery point to add double your proficiency bonus to the roll. Additionally, if your visage is bound to a weapon, you can instead spend 1 sorcery point on your turn to give a bonus to the damage roll equal to your Charisma modifier.

Colony. When you use your Many Hands, Quick Work ability you can spend 2 sorcery points to command another visage to take an action in the same bonus action.

PROTECTIVE MANIFESTATION

At 14th level, you are more experience in keeping your visage around for long periods of time and manifesting it in front of you to keep you from danger. Your visages now lasts for 1 hour when summoned. Additionally, when you are hit by an attack or fail a saving throw, you can use your reaction to summon one of your visages in an unoccupied space within 5 feet of you and they instead take the affects and damage. You can decide this after the roll is made but before the results are announced. You can do this an amount of times equal to your Charisma modifier per long rest.

TRUE AWAKENING

At 18th level, you have achieved perfect harmony with your visage as it fully manifests its true form, being able to change it as you see fit. Your visage gains an additional ability based on the form you picked at 1st level. Once you use this feature, you can't use it again until you finish a long rest.

Monstrous. When you command your visage to attack, you can command it to take another action.

Protector. While your visage is summoned, you gain resistance to either force, necrotic, psychic, or radiant damage.

Bound Object. When you make an ability check or attack roll with your Bound Object, you can spend 5 sorcery points as a reaction to have the roll critically succeed. You must choose to do so before the roll.

Colony. When you use your bonus action to command your visages, you can choose to command all of them at once or an individual one.



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VISAGE FORM STAT BLOCKS

MONSTROUS VISAGE

medium aberration, any alignment

Armor Class 13 + your proficiency bonus

Hit Points 10 + 5 times your proficiency bonus

Speed 20 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Con +1 plus PB, Str +2 plus PB

Skills Athletics +2 plus PB, Perception +2 plus PB

Damage Immunities poison

Condition Immunities charmed, frightened, exhausted, poisoned

Languages Understands the languages you understand

Range 20 feet

Challenge — Proficiency Bonus (PB) equals your bonus

Aggravated Soul The damage die of the visage's Visage Rend attack increases to 1d6 and increases to 1d8 at 6th level and 1d10 at 14th level

Speedy Strikes (3/Day) When you command your visage to make a Visage Rend attack, it can make a second one in the same command.

Honed Senses While your visage is out, you gain advantage in Wisdom (Perception) checks.

Actions (Requires your Bonus Action)

Visage Rend *Melee Spell Attack:* your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d6 + your spell attack modifier force damage.



PROTECTOR VISAGE

medium aberration, any alignment

Armor Class 14 + your proficiency bonus

Hit Points 10 + 5 times your proficiency bonus

Speed 20 feet

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +1 plus PB, Con +2 plus PB

Skills Athletics +2 plus PB, Perception +2 plus PB

Damage Immunities poison

Condition Immunities charmed, frightened, exhausted, poisoned

Languages Understands the languages you understand

Range 40 feet

Challenge — Proficiency Bonus (PB) equals your bonus

Armored Soul While your visage is within 5 feet of you or an allied creature, you can use 1 sorcery point as a reaction when you or the creature takes damage to gain resistance to the damage.

Actions (Requires your Bonus Action)

Guardian Spirit (5/Day) You can use your bonus action to give a creature within 30 feet of the visage of your choice a bonus to their AC or saving throw equal to your Charisma modifier to the next attack, spell, or effect that targets that creature or until the end of your next turn.

Visage Bolt *Ranged Spell Attack:* your spell attack modifier to hit, range 30/120 ft., one target. Hit: 1d4 + your spell attack modifier force damage.



BOUND OBJECT VISAGE

tiny aberration, any alignment

Armor Class 12 + your proficiency bonus

Hit Points 10 + 5 times your proficiency bonus

Speed 20 feet

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Cha +1 plus PB, Wis +2 plus PB

Skills Arcana +2 plus PB, History +2 plus PB

Damage Immunities poison

Condition Immunities charmed, frightened, exhausted, poisoned

Languages Understands the languages you understand

Range 40 feet

Challenge — Proficiency Bonus (PB) equals your bonus

One with the Item You can apply this to any tool, musical instrument, or gaming set you have proficiency with over a 1 hour ritual you can do over a short or long rest. While bound to this item, it floats on its own and can be used without using your hands, it uses your Charisma modifier for any checks you make with the bound item, and can make any checks with this item as a bonus action.

Bound Weapon If you choose to perform the ritual from "One with the Item" to any melee weapon you have proficiency with, you can use your Charisma modifier for attack and damage rolls with the weapon, it floats on its own and can be used without using your hands, you can use your bonus action to make a weapon attack with the bound weapon instead of the Visage Rend attack.

Actions (Requires your Bonus Action)

Visage Rend *Melee Spell Attack:* your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d4 + your spell attack modifier force damage.



COLONY VISAGE

small aberration, any alignment

Armor Class 12 + your proficiency bonus

Hit Points 10 + 5 times your proficiency bonus

Speed 25 feet

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +2 plus PB, Wis +1 plus PB

Skills Acrobatics +2 plus PB, Perception +2 plus PB

Damage Immunities poison

Condition Immunities charmed, frightened, exhausted, poisoned

Languages Understands the languages you understand

Range 50 feet

Challenge — Proficiency Bonus (PB) equals your bonus

Who Needs Friends? You summon an amount of visages equal to half your Charisma modifier (rounded up), and each one uses this stat block. You can move all of them on your turn, but can only command one with your bonus action. Once you gain the "Improved Visage" feature, you can command two separate visages in the same bonus action. Additionally, the area within 5 ft of one of the visages is considered difficult terrain.

Swift Fingers While one of your visages is within 5 feet of you, you can spend 1 sorcery point (no action required) to gain a bonus to Dexterity (Sleight of Hand) checks equal to your Charisma modifier

Actions (Requires your Bonus Action)

Many Hands, Quick Work (5/Day) As a bonus action, you can teleport an item in your possession or in one of the visage's possession to you or another visage. Additionally, you can use that item in the same bonus action.

Visage Rend *Melee Spell Attack:* your spell attack modifier to hit, reach 5 ft., one target. Hit: 1d4 + your spell attack modifier force damage.



PREVIOUS FEATURE IDEAS

INNER SPELLS

You learn additional spells when you reach certain levels in this class, as shown on the Inner 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.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a conjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

INNER SPELLS

Sorcerer Level	Spells
1st	<i>shield, unseen servant</i>
3rd	<i>healing spirit, phantasmal force</i>
5th	<i>crusader's mantle, spirit guardians</i>
7th	<i>guardian of faith, phantasmal killer</i>
9th	<i>Bigby's hand, infernal calling</i>

IMPROVED VISAGE

At 6th level, you have a better understanding on how to use your visage to aid you. When you use your bonus action to command your visage, you may have it take two actions from its available actions instead of one.

Additionally, You can now cast spells as though you were in the visage's space, however you must use your own senses.

CLEARER PICTURE OF THE SOUL

At 14th level you summon forth new abilities that your visage can perform. You gain additional benefits depending on which option you picked in your Visage Form feature.

Monstrous. When you use your bonus action to make a Visage Rend attack, you can expend 1 sorcery point to make an additional attack in the same bonus action once per turn.

Protector. If a creature who is under the effects of your Guardian Spirit ability succeeds on a saving throw or avoids getting hit by an attack roll, you and the creature gain temporary hit points equal to half your sorcerer level (rounded down).

Bound Object. You can double your proficiency bonus with any checks you make with your bound object. Additionally, you can now bound yourself to an object or weapon you don't have proficiency with and be proficient in it until you perform the ritual from "One with the Item" on a new object or weapon.

Colony. The radius of your visages Who Needs Friends? and Swift Fingers features increase to 10 feet. Additionally, you can spend a use of your Many Hands, Quick Work ability to switch places with one of your visages.

TRUE AWAKENING

At 18th level, you have achieved perfect harmony with your visage as it fully manifests its true form, being able to change it as you see fit. You can cast *shapechange* as an action without needing material components, targeted on one of your visages instead of on yourself. You can change one of your visages into a creature with a challenge rating equal to your level. It lasts for 10 minutes or until you drop concentration. If you have the Colony Visage, this only shapechanges one of your visages.

If you have the Bound Object Visage, you can instead use this feature to transform your Bound Object into a magic item of very rare rarity or lower, which lasts for 10 minutes or until you lose concentration, in which it reverts back to how it was. It cannot be a consumable item, if it is a weapon you gain proficiency with that weapon for the duration, and if it requires attunement you automatically attune to it when summoned, even if all your attunement slots are filled.

Once you use this feature, you cannot use it again for another 1d4 long rests.



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