

PALE PROPHET

Beings cursed with immortality, pale prophets carry within their bones memories that hold on to the experiences they had in previous lives, these fragments of the past come to aid them in battle, as wailing and mourning spirits. Every time they die, they reborn anew, it might take a year or a thousand, but the body will be reborn, a new soul inhabiting it and memory of the previous life will be forever erased. This curse shortens the life of any soul that claims this body, and prevents them from ascending to the higher planes upon death, the souls forever locked in the bones. The current owner often experiences sudden sadness when their body remembers something that they never could.

CURSED BODY

Your body has been hardened by its curse, your bones are tough and your flesh solid, at 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Your curse also allows you, as an action when you aren't wearing armor, to summon and unsummon a bone armor, giving you AC equals 13 + your Dexterity modifier.

In addition upon dying, your body will come back to life after 1d10000 years, with a new soul guiding it and losing all previous memories and experiences. Even if entirely disintegrated, the body will be reborn, cursed bones forming anew amidst the earth.

PROTECTIVE SPIRITS

Also at 1st level, as a reaction you can summon a trapped spiritual ancestor to guard you, giving you advantage on a saving throw or giving an opponent disadvantage on their current attack roll against you. You can use this ability a number of times equal to your Charisma modifier per long rest.

OSSEOUS RESILIENCE:

Your mastery over the cursed body deepens and renders you more resilient. Starting at 6th level, as a bonus action, you can expend one sorcery point to gain resistance to your choice of bludgeoning, piercing or slashing damage for one hour.

IMMATERIAL GUARD

Also at level 6, you can protect one of your allies instead of yourself. As a reaction to an ally taking damage, you can expend two sorcery point and send one of your spirits to guard them and reinforce their flesh with bones, halving the damage they took from the attack.

CURSED SHARDS

You have learned to fracture the spiritual bones within you to curse your foes. At 14th level, once per turn, when you damage a target, you can try to affix one shard of your bones to them by expending three sorcery point. If you do so, they have disadvantage on all their attack rolls until the start of your next turn or disadvantage on their next saving throw. You can expend one additional sorcery point to give them both effects.

WRATHFUL SPIRITS

The accumulated anger in your spirits is palpable. At 18th, You gain an additional reaction every turn, that you can only use for your Immaterial Guard ability, in addition you can cause the bones created to strike back. When you use your Immaterial Guard ability to reduce the damage of an attack, the attacker takes damage equal to 4 times your Charisma modifier in piercing damage.

