DUALINK

Light Within

Sorcerer Subclass



Kingdom Hearts Edition

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Your magic comes from a radiant force tied to the heart itself. Whether awakened through bonds, trials, or sheer will, the light within you manifests as protective, restorative, and overwhelming power.

Heart's Light

At 1st level, your magic shines with protective energy. When you cast a spell that deals damage, you can choose for it to deal radiant damage instead of its normal type.

In addition, when you cast a spell of 1st level or higher, you can grant one creature you can see within 30 feet temporary hit points equal to your Charisma modifier (minimum of 1).

You can use this feature a number of times equal to your proficiency bonus per long rest.

Guiding Light

At 6th level, your magic empowers those who fight alongside you.

When you cast a spell of 1st level or higher, you can choose one creature within 30 feet. That creature gains one of the following benefits, which applies before the start of your next turn:

- A bonus to the next attack roll it makes equal to your Charisma modifier (minimum of +1)
- A bonus to the next saving throw it makes equal to your Charisma modifier (minimum of +1)
- Its speed increases by 15 feet until

the start of your next turn

You can use this feature a number of times equal to your proficiency bonus per long rest.

In addition, when you deal radiant damage, you can add your Charisma modifier to one damage roll of that spell.

Bonds of Light

At 14th level, your connections empower your magic in critical moments.

When you cast a spell of 1st level or higher, you can use a bonus action to strengthen one creature you can see within 30 feet. Until the start of your next turn:

- The creature has advantage on the next attack roll or saving throw it makes
- If the creature would drop to 0 hit points during this time, it instead drops to 1 hit point

You can use this feature a number of times equal to half your proficiency bonus (rounded down), regaining all uses on a long rest.

Radiant Heart

At 18th level, your magic surges with overwhelming light.

Once per turn, when you cast a spell of 1st level or higher, you can choose one creature you can see, including yourself or an ally, to gain one of the following effects:

- It regains hit points equal to twice your Charisma modifier
- It takes additional radiant damage equal to twice your Charisma modifier