

Fifth Hour (Limbo)

Sorcerous Origin

Acolyte of Change

Starting at 1st level, when you deal damage via a spell or attack, you may change it's damage type to one of three damage types you choose now. You can do this a number of times equal to your Charisma modifier, and you regain all uses when you finish a long rest.

Bringer of Chaos

Starting at 1st level, when an creature misses you with a weapon attack you may force it to make another weapon attack with the same weapon against an enemy within range. You can add your Charisma modifier to the attack and damage roll of that attack in place of the usual modifier (whichever is superior happens). You may do this a number of times equal to your Charisma modifier, and you regain all uses when you finish a long rest.

Everchanging Chaos

Starting at 6th level, you regain all spent uses of Acolyte of Change and Bringer of Chaos when you finish a short or long rest.

Ascendancy of Chaos

Starting at 14th level, your Charisma score increases by 2, to a maximum of 22. Also, roll a d6 each time you finish a long rest and compare it to the below list. The appropriate ability score also increases by 2, to a maximum of 22 (or to a maximum of 24 if the appropriate ability score was Charisma) until you finish a long rest.

The List:

1. Strength
2. Dexterity
3. Constitution
4. Charisma
5. Wisdom
6. Intelligence

Master of Change

Starting at 18th level, when you use a metamagic option you may choose to not expend sorcery points. If you do so you gain one level of exhaustion.