

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. These origins can vary greatly, from draconic bloodlines, to wild magic, and some sources even more ancient and powerful.

THE FIRST FLAME

Your magical talents spawn from The First Flame, a power that once, long ago, introduced light to those lost in darkness. The first flame spawned a magic that generated creation and life, but also dealt death and destruction to those who could not control it. It has been a lifelong personal battle for you to control and use your powers.

FLAME AFFINITY

At 1st level, you can manipulate small flames, such as candles and torches. As a bonus action, you can light or douse a flame within 30 feet. Any flame lit this way gives off light for an extra 5 feet, but does not deal damage to objects or creatures. You also know the *produce flame* cantrip.

HEART OF FIRE

The power of the First Flame burns in your blood, empowering your spells and protecting you from the elements. At 1st level, you can change the damage type of any of your spells to fire damage.

In addition, you have resistance to fire damage.

HEAT OF BATTLE

Starting at 6th level, when you hit a target with a spell, you can spend sorcery points to deal additional fire damage to that target. The extra damage is 1d6 per sorcery point spent, up to an amount equal to your Proficiency modifier.

Additionally, if you roll a 1 on damage dice that deal fire damage, you can reroll that die. You must use the result of the new roll.

SPONTANEOUS COMBUSTION

At 14th level, your flames take on a life of their own. When you are hit by a melee attack, you can use your reaction to deal fire damage to the attacker equal to 2d6 plus your Charisma modifier.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all spent uses after finishing a long rest.

Additionally, you can use an action to light or douse all candles, torches, or any other object that could be lit with a single spark within 60 feet.

IGNITED SPIRIT

At 18th level, you can use an action to spread the flame in your heart to the hearts of your allies, increasing their vigor and resolve. For a number of rounds equal to your Charisma modifier, allies within 30 feet of you have advantage on saving throws against spells and their weapon attacks deal an additional 1d8 fire damage.

Once you use this feature, you must finish a long rest before you can use it again.



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THE PRIMEVAL TEAR

You gain your talent for sorcery from the primordial force of water. Legends tell of the first tear to fall from the face of a woman with a broken heart, and how this tear spawned great storms and tidal waves of anger and vengeance. Many who are gifted in this way have long lineages of seafarers, and feel the call of the sea as strongly as their forefathers before them. The sorcerers who learn to master the power of the primeval tear are said to be able to spawn whirlpools and flood deserts.

OCEAN'S BREATH

You are naturally talented at living at sea and feel at home in the water. You can hold your breath for a number of minutes equal to twice your Constitution modifier. In addition, your swim speed is equal to your land speed. You can also cast the 1st level spell *create or destroy water* as a sorcerer spell.

CRASHING WAVE

At 1st level, your spells can channel the force of the sea and batter your enemies. When you cast a spell of 1st level or higher, you can spend 1 sorcery points to force the target of the spell to succeed on a Strength saving throw or be pushed 10 feet in any direction you choose.

HEART OF THE SEA

At 6th level, you can use the curative powers of water to heal yourself. As an action, you can spend sorcery points to heal yourself. The hit points recovered is 1d8 per sorcery point spent, up to an amount equal to your Proficiency modifier.

STATE MANIPULATION

At 14th level, you can quickly change the state of water to your advantage. As a bonus action, you can spend 1 sorcery point to freeze or evaporate up to 10 gallons of water immediately. Spending additional sorcery points allows you to freeze or evaporate an additional 10 gallons for each sorcery point spent.

If the water is on the floor, you can freeze the water, and the area becomes difficult terrain for 1d4+1 rounds. Alternatively, you can evaporate the water and create a mist. For each gallon of water evaporated, you create 1 cubic foot of mist. Any creature in the mist has partial cover. The mist lasts for 1d4+1 rounds, or can be blown away by strong winds.

If the water is on a creature, you can freeze the creature, and it must make a Strength saving throw. On a failed save, they take frost damage equal to 2d6 plus your Charisma modifier and are restrained until they succeed on a

Strength saving throw on their turn. On a successful save, they take half of that damage and must move at half speed on their next turn. Alternatively, you can boil the water, and the target must make a Constitution saving throw, taking fire damage equal to 2d10 plus your Charisma modifier on a failed save, or half as much damage on a successful one.

RISING TIDE

At 18th level, you can use an action to channel the ferocity of the sea and throw your foes into turmoil. For a number of rounds equal to your Charisma modifier, enemies within 30 feet of you must succeed Constitution saving throws or take a level of exhaustion. These levels of exhaustion stack each round and remain for 1 minute starting at the first round that you use this feature.

Once you use this feature, you must finish a long rest before you can use it again.



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THE MONOLITH

Your sorcery draws from the monolith, a mythical artifact that is said to appear once every hundred years for a short period of time before mysteriously vanishing. Every time it makes an appearance, its presence leaves a magical effect on newborns and infants within its vicinity, making them more attune to the earth and much more magically talented. Since a very young age, you've felt a connection to the earth and stone that most dwarves would be envious of, and your ability to magically manipulate stone has made you a gifted mage.

CHILD OF THE EARTH

Your innate connection with stone gives you access to magic that would otherwise be beyond your reach. You may add the spells *meld into stone*, *stone shape*, and *flesh to stone* to your sorcerer spell list. The casting requirements for these spells do not change. In addition, you gain tremor sense up to 20 feet.

STEPS OF THE EARTH

Starting at 1st level, your abilities are enhanced when you are in your element. If you are standing on stone floor, you have advantage on Strength checks and saving throws.

STONE GUARDIAN

At 6th level, when you are attacked, you can use your reaction to spend 1 sorcery point to harden your body to stone. Until your next turn, you have advantage on saving throws against being moved and you gain a +1 bonus to your AC. You can spend additional sorcery points, adding an additional +1 bonus to AC, up to a number equal to half your Proficiency modifier.

STONE AFFINITY

Starting at 14th level, when you cast a spell that has the words *earth* or *stone* in the name, you may spend 1 sorcery point to cast them using a spell slot that is 1 level lower.

QUICKSAND

At 18th level, you can use your action to shift a patch of earth within 100 feet of you into quicksand with a radius of 15 feet. For 10 minutes, all creatures that begin their turn within the quicksand must make Strength saving throws. On a failed saving throw, each creature is subject to the

following penalties. As long as a creature is caught in quicksand, it must make a Strength saving throw at the end of each of its turns.

Stage 1. The creature cannot move on its turn. If it fails its saving throw, it goes to stage 2. If it succeeds its saving throw, it is free of quicksand.

Stage 2. The creature is restrained. If it fails its saving throw, it goes to stage 3. If it succeeds its saving throw, it goes to stage 1.

Stage 3. The creature is restrained and is completely underground and can't be targeted by attacks. It can't attack, but it may cast spells that do not have verbal components. It also cannot breathe. If it fails its saving throw, it stays at stage 3. If it succeeds its saving throw, it goes to stage 2.

At the end of the 10 minutes, if the creature is still caught in quicksand, it returns to position that it was in when it was caught.

Once you use this feature, you cannot use it again until you finish a short or long rest.



Bloodsport 15 by Lucas Parolin



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THE PRIMAL GALE

The primal gale is an ancient spirit from the beginning of time that manifests itself as violent wind storms, often displaying its amazing natural force through tornados and hurricanes. Driven by this wild call of the storms, your powers manifest themselves through thunderous shouts and concentrated lightning storms.

CALL OF THE WIND

You can create thunder on a whim, often to terrifying effect. You gain proficiency in Charisma (Intimidation). In addition, your proficiency bonus is doubled for Charisma (Intimidation) checks.

You can also spend 1 sorcery point to let out a thundering shout that carries your voice for 1 mile in every direction.

CRACKLING SPELL

Starting at 1st level, you can channel lightning and thunder into your spells. When you deal damage with a spell, you can spend 1 sorcery point to deal extra lightning damage equal to your Charisma modifier. Additionally, you can add the spell *call lightning* to your sorcerer spell list.

SONG OF STORMS

At 6th level, you're able drastically change the weather. As an action, you can create a thunderstorm in a 100 foot

radius around you. Creatures in the thunderstorm lose 10 feet of movement and are considered to be in partial cover. On your turn, one random enemy must make a Dexterity saving throw. On a failed save, the target is struck by lightning for 1d8 lightning damage. On a success, the target takes half as much. These effects last for 1 minute.

Once you use one of these features, you must finish a long rest before you can use them again.

Additionally, you can slightly alter the weather at will. You can summon or dismiss clouds, create rain, a breeze, or a light fog at any time.

BORN OF LIGHTNING

Starting at 14th level, your abilities to control lightning manifest themselves and allow you to imbue yourself with the power of the storm. You can use an action to spend 1 sorcery point to give yourself a fly speed equal to your land speed for 1 minute. Additionally, if you are hit by an attack or spell that deals lightning or thunder damage, you can use your reaction to negate the damage done to yourself and reflect the damage back to the attacker.

PRIMAL MANIFESTATION

At 18th level, you can use an action to surround yourself in an intense windstorm and embody the spirit of the primal gale. For a number of rounds equal to your Charisma modifier, you have resistance to all damage except psychic and poison damage, you have 10 additional feet of movement, and your sorcerer cantrips deal an additional 4d6 lightning damage. A target that takes damage from this source must succeed on a Constitution saving throw or be paralyzed until your next turn.

Once you use this feature, you must finish a long rest before you can use it again.