

A misty, blue-tinted forest path leading into the distance. The path is covered in fallen leaves and branches, and the trees are dark and silhouetted against the light mist. The overall atmosphere is mysterious and ethereal.

D&D 5E  
TORTURED PAST - SORCEROUS ORIGIN

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# SORCEROUS ORIGIN

## TORTURED PAST

Your innate magic exposed itself during a tragic or torturous event sometime in your past, perhaps you experienced your family being cut down by savages in front of you, or maybe you found yourself bound within a dungeon and were mutilated at the end of a blade. Either way, escaped the tragedy alive but changed, your raw eldritch potential exposed by the terrors and horrors you have endured.

### OPTIONAL CHARACTER TRAITS

Coming from such a troubled past, you may choose to incorporate one of the following character traits.

1. My heart races whenever someone draws a blade near me.
2. I have a stutter in my speech, it disappears when I'm in pain.
3. I find it very difficult sleeping without a light source nearby.
4. I often times make up elaborate fictions about my scars.
5. I don't trust anyone, not even my closest "friends".
6. I have multiple personalities that emerge at different times.

## POWER OF PAIN

You are used to being hurt, so much so that you find your arcane abilities enhanced by pain. Starting at level 1, when you are below your maximum hit points, you deal an additional 1d4 psychic damage to any spell damage roll. This dice increases to a 1d6 at level 6, 1d10 at level 14 and 1d12 at level 18.

## SEEN IT ALL BEFORE

Nothing seems to phase you anymore. At 1st level, you have advantage on saving throws against becoming frightened and you have resistance to psychic damage.

## DYING BREATH

Starting at 6th level, the raw eldritch energy inside allows you to retaliate against your foes even when you are on death's door. When you are reduced to 0 hit points and knocked unconscious, as a reaction you can spend 2 sorcery points to cast a spell that has a casting time of 1 action.

If the spell requires concentration, you can maintain it even whilst unconscious but lose concentration when you fail a death saving throw.

## ELDRITCH ERUPTIONS

Starting at 14th level, your magic manifests itself in extreme moments, when you are below half your maximum hit points the following effects apply; your spell attacks score a critical hit on a roll of 19 or 20. In addition, if you cast a spell that requires a creature to make a saving throw against your spell save DC, on a roll of 1 you can choose one of the following effects in addition to the original spell's effects;

- The spell deals additional damage equal to your Sorcerer level + your proficiency modifier.

- The spell's duration is doubled.
- You gain temporary hit points equal to your Sorcerer level + your proficiency modifier.
- The target becomes paralyzed until the end of its next turn.
- Any creatures within 5ft of the target must also succeed on the saving throw or become affected by the spell.

## TWISTED MENTALITY

Starting at 18th level, your mind has been twisted in inconceivable ways, attempting to control your mind with charm magics is impossible and may prove fatal, even just talking to you can often times be an excruciating experience. You gain the following;

- You are immune to being charmed.
- Any creature that targets you with a charm spell must succeed on a Charisma Saving Throw against your spell save DC. On a failure, the creature takes 10d10 psychic damage. On a success, the creature takes half damage.
- When you spend 10 minutes speaking with a creature you can choose to instill mania and delusions within their mind. After you have spoken to a creature for 10 minutes, you can use an action to afflict them with short-term madness. The DM rolls on the short-term madness table (DMG p259) to determine what effect this has.

