

# BLOOD OF THE ORACLE

Your innate magical power comes from ancient prophets and oracles of great renown. While this powerful magic often lies dormant for generations, it can manifest itself in a myriad of ways. Most often, direct family members of a sorcerer with this origin report frequent instances of déjà vu.

## THIRD EYE

At 1st level, your Third Eye opens and grants you innate sorcerous abilities. Each time you gain a new spell level, you learn one Divination spell of that spell level or lower. This divination spell counts as a Sorcerer spell for you, but does not count towards your spells known.

## TACTICAL FORESIGHT

Also at 1st level, when you cast a damaging spell of 1st level or higher, you may push your psychic abilities in combat to see moments into the future in order to gain advantage on the attack roll or impose disadvantage on the saving throw.

You may use this ability a number of times per day equal to your CHA modifier. (Minimum 1)

## MANIPULATIVE SCRYING

Starting at 14th level, you learn Scrying as a 5th level spell that does not count towards spells known. You can cast Scrying without using a spell slot by expending 3 sorcery points. When you cast Scrying in this way, you can choose to expend 2 additional sorcery points while concentrating on the spell. Doing so allows you to manipulate your view of the object or creature you are scrying on, including breaking line of sight on the creature or object.

## RANGE BEYOND REACH

By 18th level, you have learned to use your sensors as arcane foci. All creatures you can see are considered within range of your non-touch spells. While focusing on a Divination Spell that allows you to see your target, you may expend 4 Sorcery Points and a spell slot of the appropriate level to cast a spell through the sensor at your target. As long as the target is not aware of the sensor, spell attacks are made with advantage and the target will roll saving throws at disadvantage.

Casting a damaging spell through the sensor will immediately alert the target to danger and cause you to drop your concentration on the Divination Spell.



Credit: DM's Guild Creator Resource Pack - Adventurers