

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

NEKO-MANCER

While it doesn't happen often, occasionally a humanoid's blood will be spliced magically with a cat, usually after a night of heavy drinking and several lost bets. We don't know, we don't want to know, but it does tend to give them some powers unique to their situation.

PILE OF CATS

At 1st level, when you choose this origin, you learn the *find familiar* spell, which doesn't count against your total number of spells known, and you can cast it without expending a spell slot. When cast in this way, you can only use it to summon a number of cats up to your proficiency bonus; you can not have more cat familiars than this at one time. While you have any number of cats as familiars, Charisma (Persuasion) checks you make suffer a penalty equal to the number of cats you have summoned.

CAT EARS

Starting from 1st level, you have a pair of furry cat ears instead of the normal ears for your race. You can speak with and understand cats of all types, including cat-like or partially-cat creatures such as gryphons, manticores and sphinxes. You can add double your proficiency bonus to any Charisma check you make with such creatures.

FUROCIOUS

Starting at 6th level, you gain a number of feline traits:

- Your hands and feet grow sets of sharp, retractable claws. Your unarmed strikes deal 1d4 slashing damage, and as long as your feet and hands are not covered and are otherwise free you have a 20 foot-climb speed.
- Your eyes change to look like those of a cat. You gain darkvision out to 60 feet, or your darkvision distance doubles if you had it already.



- Whenever you fall, you can spend a sorcery point as a reaction to cast *feather fall*, targeting only yourself.
- You grow a feline tail, which grants you advantage on Dexterity (Acrobatics) checks made to maintain your balance.

FELINE FRENZY

Starting at 14th level, you can command your cats to swarm a foe in a veritable tornado of fur, claws, and spite. As an action, designate a target within 30 feet of you. Each of your cat familiars can move up to their movement speed towards that enemy. If any of your cats end their movement adjacent to the designated creature, that creature takes 1d8 slashing damage per cat and must make a Strength saving throw with a DC equal to your spellcasting DC. On a failure, both that creature and any cats adjacent to it are restrained until the end of your next turn.

NINE LIVES

Beginning at 18th level, you become exceptionally hard to kill, much like your fully feline brethren. Whenever you are required to make death saving throws, you do not die until you fail 9 rolls (you still stabilize upon succeeding on three rolls).

