

Alan Venic's Redbook

TOME OF THE SORCERER



**A pack of new class options for the sorcerer
of the world's greatest role playing game**



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SORCERER



INTRODUCTION

The RPG is a game that promotes imagination and logical reasoning, developing creativity, interpersonal relationship, and mutual cooperation. As pioneer of this game style, D&D brings an atmosphere of mysticism and fantasy to DM and players, allowing them to create and live epic stories and adventures worthy to be told on books or even in movies.

Several memorable and epic sagas known can be revived and even take a different course in the hands of an experienced DM and dedicated players. However, the game is not about only will and storytelling. There are factors that must not be decided only by the desire of the DM or the players.

The game rules are fundamental to keep a level of coherency and logic on game tables. A player may want his character knock a huge iron door to the ground with a kick, but the success or the failure of this action is impacted by the physical strength of the character and a die roll.

The D&D 5th edition core books present the basic rules to act in an universe created by a DM or in the official campaign setting, like *Forgotten Realms*. Whereas the core rulebooks are limited in the diversification of races, classes, items, spells, feats, monsters and so on, I decide to create a pack of supplemental rulebooks to expand the options presented on the basic books.

To have better use of the supplemental rulebooks of the *Alan Venic's Redbook* line, you need the three D&D 5th edition core rulebooks: *The Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*. In

certain moments, some features presented here, will refer a given chapter of this books, or just the book itself. When you are consult this supplemental rulebook, you should have access to the determined book to delve into the topic discussed by the given feature.

At this specific supplemental rulebook will be approached the sorcerer class. Here we have a brief discuss of his abilities and powers, focusing on class gameplay. Additionally, are presented here new class options to players that consider the class options presented in the *Player's Handbook* doesn't fit on the concept they pictured to their characters.

You would like to play as an heir of a powerful being of the lower planes capable of channel the hellfire. You can also be a sorcerer that need a weapon to channel its inherent powers, make this weapon a powerful tool of combat and magic. You even could be a sorcerer that gain its arcane gifts from the prime elements that exists on the multiverse. Or even a first-born of a archmage that inherited your arcane powers from your father and can channel this power in a spontaneous way instead of through study.

At this supplemental rulebook are presented ten new sorcerous origins. Certainly, one of them will fit the concept you imagine for your sorcerer. Explore all the possibilities and have fun.

Long live to the RPG!

Alan Venic Gonçalves
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THE SORCERER

Wielding an energy orb in one hand, the young lady dressed in sexy suits flies on the air while unleash an energy blast upon the goblinoid army under her. The goblins shot arrows, but an invisible shield that appears in a blink in front of the red witch stops the arrows. As the sorceress moves through the battlefield, fire spheres are cast and burn tens of foes. With no hope of victory, the horde of monster spread and run to the forest.

Once again, the village is safe. However, among citizens of the village is a mix of admiration and fear cause they know the young sorceress is instable. They have no idea until when they are safe while this uncontrollable force is among them.

A sorcerer is a character with strong and spontaneous personality. He is able to produce magical effects through words and gesture that cannot be copied. Sorcerers don't learn from each another, but they are autodidact that master their feats as discover it.

CLASS FEATURES

As a sorcerer, you are a powerful arcane spellcaster. Your spells has a distinct font that can vary widely. Regardless this origin, your spell font grant you innate spellcasting powers.

SPELLCASTING

As an arcane spellcaster, you learn and manipulate the energies of the multiverse at will. You are capable to produce unbelievable effects through gesture and words that you develops by yourself. Your powers and feats are not learned through study or from a superior force, they are drag from the energies that surround all planes.

SORCEROUS ORIGIN

The origin of your powers can be known by you or not. Regardless of know your font of magic, you learn to manipulate and master your arcane gifts as you practice, becoming more and more powerful and awakening even more traits of your mystical heritage. In the *Player's Handbook* are presented two origins. Here are presented ten new slopes of this class feature, bringing a huge variety for the kind of sorcerer you want to be. The new sorcerous origins are presented in the final of this brief description of the sorcerer class features.

FONT OF MAGIC

A short time after a sorcerer discover its inherent powers, he unravels a font of mystical energy that he can manipulate to produce singular magical effects. A sorcerer can cast more spells than normal through this

energy, or can apply new effects to the spells he already know.

METAMAGIC

Additionally to your ability to cast spells, you can manipulate your magic at will. Through your singular mystical energy, you can enhance your spells or even chance its essence. Your metamagic skills are select but crucial in difficult times. When this energy is well used, it can chance the fate of a combat or even of an entire event.

ABILITY SCORE IMPROVEMENT

Doubtless, increase your Charisma score is a priority to empower your abilities, since you are an arcane caster that use your force of personality to channel your powers. Nevertheless, you can find some feats that can expand even more your versatility, or improves the focus in some aspect you wish to exalt on your character (see chapter 6 on *Player's Handbook*).

SORCEROUS RESTORATION

When you reach mastery of your mystical power, you are capable to recharge your energy whenever you need. You ever have your sorcery font, and are able to manipulate and create spells when needed.

SORCEROUS ORIGINS

At this supplemental rulebook are presented ten new sorcerous origins you can choose instead of the sorcerous origins presented in the *Player's Handbook*. The Aberrant Bloodline, the Abyssal Bloodline, the Blood Sorcery, the Elemental Bloodline, the Faery Bloodline, the Ghostly Origin, the Mutable Origin, the Spellfire Origin, the Sword Sorcery, and the Ultimate Bloodline.

ABERRANT BLOODLINE

Your magical power comes from a being from an unknown place for most people. Only savants and scholars know this place – the Distant Realm. Unlike the Wild Magic origin, your bloodline comes specifically from an aberration that through a dark way introduce its inscrutable power inside you. Your strange origin turns evident doing to physical features that you possess like a gripping tentacle sprouting from your stomach or a weird snakelike eye located in the palm of your hand. The madness that permeates this uncharted plane is channeled through you as you become stronger and more bonded to this place. The aberrations see you as a suchlike, although it doesn't mean they will be friendly to you.

ABERRANT HERITAGE

At 1st level, you gain some traits that bond you to your otherworldly origin. You gain proficiency in the Intuition skill.

You can talk, read, and write Undercommon. Additionally, whenever you make a Charisma check when interacting with aberrations, your proficiency bonus is doubled if it applies to the check.

ABERRANT VESTIGE

Also at 1st level, you develops a weird feature that bonds you to your aberrant origin. A long tentacle sprout from some part of your body and can be used to attack or aid you during spellcasting. Your tentacle can be used as a third arm, allowing you to hold your arcane focus as you cast a spell, even when both your hands are occupied. You can make a melee weapon attack as a bonus action with your appendage that cause 1d4 bludgeoning damage. You can use your Strength or Dexterity modifier to attack and damage rolls with your tentacle at your choice. This tentacle can also wield a light or thrown weapon, attacking appropriately with such weapon.

MADDENING GAZE

Starting at 6th level, you gain a third eye in a unusual location. As an action, you can expend 4 sorcery points to open this eye and point it to a creature that you can see within 60 feet of you. The target must be successful in a Wisdom saving throw or suffer a short-term madness (see chapter 8 at *Dungeon Master's Guide*) for 1 minute. The DM must roll on Short-Term Madness table to set the effect that affects the target. The target can repeat the saving throw at the end of each of its turns, ending the madness effect on itself with a successful save. A target successful in the save takes 4d6 psychic damage.

FATHOMLESS MIND

At 14th level, you become so tainted by your origin that your mind becomes fathomless to regular creatures. You cannot be target by spells like *detect thoughts*, *locate creature*, or *scrying*, and you have resistance to psychic damage. Additionally, a creature suffer disadvantage on

Wisdom (Intuition) checks to understand your intentions or attitudes, and you gain advantage on saving throws against being charmed.

DISTANT REALM BEING

When you reach the 18th level, you glimpse the Distant Realm and gain a permanent connection with this odd world and its dwellers. You can open a gate to the Distant Realm and summon an aberration from there. As an action, you choose an unoccupied space within 60 feet of you. In the chosen spot, a gate opens and an aberration with a challenge rating equal or lower than 10 at your choice appears in that space and then the gate closes. The creature remain for 10 minutes or until you lose your concentration (as if you were casting a concentration spell), it drops to 0 hit points or you dismiss it, when it will go back to the Distant Realm. The aberration is friendly to you and to your companions. You can telepathically communicate with it to an unlimited distance while it is on the same plane you are. While the aberration is under your command, it will obey your mental commands as best as it can.

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

ABYSSAL BLOODLINE

One of your ancestors came from the lower planes. Specifically from the Abyss, the home plane of demons. You gain some innate powers from your bloodline, and the most important is your spellcasting ability. The sorcerer that has this sorcery origin usually gain it from a pact with a being of the Abyss sealed by a sorcerer's ancestor or doing to a distant demonic kin that have relations with a mortal. Alike the tiefling, you have no horns, tail, or forked hoofs. Your appearance doesn't show your origin immediately. Your abyssal traits are subtle, allowing you to blend among mortals easily.

DEMONIC HERITAGE

At 1st level, you gain some traits typical from the beings of the lower planes. You have resistance to fire damage.

You can speak, read, and write Abyssal. Additionally, whenever you make a Charisma check when interacting with fiends, your proficiency bonus is doubled if it applies to the check.

ABYSSAL INFLUENCE

Also at 1st level, you bear traits seductive and repulsive from the creatures of the Abyss at the same time. You gain advantage on Charisma (Intimidation) and Charisma (Persuasion) checks. Additionally, you add the charm person spell to your sorcerer spells known.

At 5th level, you add the fear spell to your sorcerer spells known. Such spells doesn't count on the number of sorcerer spells known you have.

FIERY AURA

Starting at 6th level, you can emit an aura of fire that burns creatures near you. As a bonus action, you can expend 3 sorcery points to emanate a fiery aura that affects any creature within 5 feet of you. At the start of each turn of a creature within 5 feet of you, it takes 2d6 fire damage. Your aura remains for 1 minute or until you dispel it as bonus action on your turn.

DIMENSIONAL STEP

At 14th level, you gain the inherent ability of powerful beings of the deep that travel through space in a blink. When you cast a spell of 1st level or higher, you can use a bonus action to teleport yourself to an unoccupied space that you can see within 30 feet of you.

DEMONIC RESILIENCE

When you reach the 18th level, you can surround yourself with a mantle of magical resistance similar to the possessed by the creatures of the Abyss. As a bonus action, you can expend 5 sorcery points to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and advantage on saving throws against spell and other magical effects. These benefits last for 1 minute.

BLOOD SORCERY

The sorcery is on the blood. Some sorcerers inherit their magical powers from powerful beings, like dragons, fey or even deities. However, some sorcerer uncover that its innate power doesn't come from a mysterious heritage, but literally from the liquid that flows in their veins. A bloodmage, as a sorcerer of the blood is known, can manipulate its own vital energy, melting this energy to its mystical energy in a way nearly impossible to say where its vital energy ends and its magical power starts.

BLOOD MAGIC

At 1st level, you can manipulate your vital force and improves your spells through it. Just before you cast a cantrip that cause damage, you can take 1 damage to add 1d6 to the damage deal by the cantrip. Additionally, just before you cast a spell of 1st to 5th level, as a bonus action, you can take 1d6 damage to cast the spell as if you had used a spell slot one level higher. You can take extra damage dice to cast the spell as if you had used a spell slot of higher levels. For each 1d6 extra damage you take, the spell slot used counts as a spell slot one level higher.

You can't heighten the spell level to a level that you don't have spell slots available. If a cantrip can make multiple attacks, just one of the attacks cause 1d6 extra damage.

BLOOD TO SPELL

Starting at 6th level, you improves your control over your vital energy and can turn it in mystical energy. As an action, you can take 1d6 damage to recover 1 sorcery point. You can take extra damage dice to recover more sorcery points. For each 1d6 extra damage you take, you recover 1 extra sorcery point.

DRAIN VITALITY

At 14th level, you can create a link between you and an enemy to drain its vital energy. As an action, you can expend 4 sorcery points to choose a creature you can see within 60 feet of you. The target must be successful in a Constitution saving throw or take 2d6 necrotic damage and become linked to you for 1 minute. While linked this way, as a bonus action, you can cause 2d6 extra necrotic damage to the target. You recover a number of hit points equal to the necrotic damage deal by your Drain Vitality. A target linked to you can make a new saving throw at the end of each of its turns, ending the link with a successful save. If the target move away to more than 60 feet of you, or if you fall unconscious, the link ends.

VASCULAR ATTACK

At 18th level, you learn to manipulate not just your vital energy but also the blood of other creatures. As an action, you can expend 6 sorcery points to provoke a deep hemorrhagic implosion in a living creature that you can see within 60 feet of you. The target must make a Constitution saving throw. If it fail, the target takes

10d6 necrotic damage and bleeds for 5 rounds. At the end of each of a bleeding target turns, it must make a new saving throw. If the target fails, it takes 2d6 extra necrotic damage and still bleeding. If the target succeeds the save, it takes no damage and the bleeding ends. The hit point maximum of the target is reduced in a number equal to the necrotic damage caused by your Vascular Attack. The bleeding also ends if the creature is target of magical heal. This reduction of the hit point maximum remain until the target finish a long rest. The target dies if this effect reduce its hit point maximum to 0.

ELEMENTAL BLOODLINE

The elemental planes are strongly bond to all other planes of existance. Thanks to this, the native beings of elemental planes can easily travel through multiverse. A sentient being from an elemental plane were part of your bloodline in a given moment and your arcane powers and inherent elemental traits were inherited from him.

ELEMENTAL ANCESTOR

Since 1st level, you choose a elemental kind as your ancestor. The type of damage associated you each elemental will be used for features you gain posteriorly.

ELEMENTAL ANCESTOR

Elemental	Damage Type
Air	Lightning
Earth	Acid
Fire	Fire
Water	Cold

You can speak, read, and write Primordial. Additionally, whenever you make a Charisma check when interacting with elementals, your proficiency bonus is doubled if it applies to the check.

AWAKE INHERENT POWER

At 1st level, you start to unfold a bond with your elemental origin. You gain resistance to damage of the same type of the associated damage of your elemental ancestor. Additionally, you can manipulate the arcane energy of your spells to convert it to your element of origin, when you cast a sorcerer spell that cause damage, as a bonus action you can convert the damage of this spell to the type of damage associated to your elemental ancestor.

PIERCING ENERGY

Starting at 6th level, you empower the effects of your spells tie to your element. You can add your Charisma modifier to the damage roll of any sorcerer spell you cast that cause damage of the same type of your elemental ancestor. The extra damage applies to a single damage roll of the spell, not to multiple rolls.

Starting at 9th level, your spells that cause damage associated to your elemental ancestor ignore damage resistance that a creature can have and cause half damage to creatures immune to this type of damage.

ELEMENTAL GIFT

At 14th level, when you cast a spell of 5th level or higher that cause damage of the same type of the damage associated to your elemental ancestor, as a bonus action, you can gain powers bond to your element of origin for 1 minute as described bellow.

Water. You gain swimming speed equal to your walking speed. Additionally, you can breath air and water.

Air. You gain fly speed equal to your walking speed.

Fire. You gain immunity to fire damage. Additionally, any creature within 5 feet of you that hit you with a melee attack takes 1d6 fire damage.

Earth. You gain burrow speed equal to your walking speed. You also gain +1 bonus of natural armor to your AC.

ELEMENTAL BODY

When you reach the 18th level, you can assume a form of a true elemental. As an action, you can expend 5 sorcery points to assume the shape of an elemental with a challenge rating 5 of the same type of your elemental ancestor (see Monster Manual for statistics) for 1 hour, until you drop to 0 hit points, die, or use a bonus action to change back to your original shape.

Your game statistics are replaced by the statistics of the elemental, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You assume the hit points of the new form. When you revert to your normal form, you returns to the number of hit points you had before you transform. If you reverts as a result of dropping to 0 hit points, any excess damage carries over your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You are not limited in action by the nature of your new form, and can speak, and cast your sorcerer spells normally.

While is in the elemental form, you can cast any sorcerer spell that cause damage of the associated type of your elemental ancestor as a bonus action.

Your gear melds into the new form. You cant activate, use, wield, or otherwise benefit from any of your equipment.

FAERY BLOODLINE

Sometimes, humanoids enter forests or groves lured by sings and music that make them find creatures of unearthly beauty and sensuality. These creatures seduce mortals and have relations with them. In some cases, a child born from this union, and in case even more rare, this child manifest supernatural powers from its faery ancestor. When this child grow and awake its inherent gift for sorcery, it also manifest its ancestor powers bond to forest, fey, and beasts.

FAERY ANCESTOR

At 1st level, your ancestry is noticeable through small details at your appearance that bond you to the fey.

You gain proficiency with the Persuasion skill and you can speak, read, and write Sylvan. Additionally, whenever you make a Charisma check when interacting with fey or beasts, your proficiency bonus is doubled if it applies to the check.

GIFT OF THE FEYWILD

Also at 1st level, you gain some spellcasting abilities inherent to the fey as mystical beings of the forest. You add the *druidcraft* and *vicious mockery* cantrips to your sorcerer cantrips known list. These cantrips doesn't count on the number of sorcerer cantrips you can know.

Additionally, any spell you can cast that target a humanoid, like *charm person*, can also target a beast or fey.

FEY CHARM

At 6th level, you shows splendid beauty and personality to humanoids and animals. When you cast a spell that can make a humanoid or beast charmed by you, you can expend 1 sorcery point to give disadvantage on the saving throw or the target against the spell's effect as a bonus action.

HEART SIGHT

Starting at 14th level, you gain the inherent talent of the sprites to fell the true intentions of the creatures. As an action, you can touch a creature and knows its current emotional state. If the target touched fail a Charisma saving throw, you also knows its alignment. Celestials, fiends, and undead automatically fail the saving throw.

UNEARTHLY GRACE

When you reach the 18th level, you can summon the power of the Plane of Faery upon you. As an action, you assume the appearance of a nymph, dryad, or other similar beautiful fey for 1 hour. While under this appearance, you gain a bonus on your saving throws and AC equal to your Charisma modifier (minimum of +1). Additionally, you gain advantage on Charisma checks and Charisma saving throws for the duration.

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

GHOSTLY ORIGIN

Some children are tormented by dread supernatural creatures, while other made bonds of friendship with undying beings. As such children grow with its scary companion, its bonds with this creature strengthen and the creatures starts to live inside the children's body. The creature doesn't possess your body, it uses you as a vessel and are no longer hold to the place it dies. While the ghost lives inside you, you can manifest powers bond to it, and are able to manipulate magic thanks to the ethereal energy of this being. Invariably, the ghost leaves your body in any moment, but its traits in you become permanently part of your soul.

UNNATURAL AURA

At 1st level, you emanate an aura that let living beings uncomfortable. As an action, you can emanate a 30-feet radius aura that cause discomfort for 1 minute. Any living creature hostile toward you within the area or that enter the area for the first time, must be successful in a Wisdom saving throw or being hassled. A hassled creature suffer disadvantage on attack rolls and ability checks while remain in the aura.

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

GHOST NATURE

Also at 1st level, you gain some peculiar abilities possessed by ghosts. You doesn't need to eat or drink.

Starting at 10th level, you doesn't need air or sleep, and you don't age anymore. You can still die for old age, however.

HORRIFYING SEMBLANCE

At 6th level, you can manifest an scary appearance that terrifies the living beings. As an action, you can assume a horrifying semblance. Each non-undead creature within 30 feet of you that can see you, must be successful in a Wisdom saving throw or be frightened toward you until the start of its next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creatures until the end of your next turn. This effect ends in a creature that ends its turns out of line of sight or more than 30 feet away from you.

If a creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

INCORPOREAL FORM

Starting at 14th level, you can assume a ghostly form. As a bonus action, you can expend 4 sorcery points to assume an incorporeal form for 1 minute. While in this form, you gain the following benefits:

- You has resistance to acid, fire, lightning, and thunder damage.
- You has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You has immunity to necrotic and poison damage.

- You are immune to the grappled, paralyzed, petrified, poisoned, prone, and restrained conditions, and you can't suffer levels of exhaustion.
- You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

POSSESSION

When you reach the 18th level, while you are at your Incorporeal Form, you can possess a creature. As an action, you can expend 5 sorcery points to choose a creature you can see within 5 feet of you. The target must be successful in a Charisma saving throw or be possessed by you; you then disappears, and the target is incapacitated and loses control of its body. You now controls the body but doesn't deprive the target of awareness. You can't be target by any attacks, spell, or other effect, and you retains your alignment, Intelligence, Wisdom, and Charisma scores, but lose the benefits of your Incorporeal Form. You otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The target can repeat the saving throw at the end of each of its turns, expelling you from its body with a successful save.

The possession last for 1 minute, until the target drops to 0 hit points, you end it with a bonus action, or the target be successful in the saving throw.

While the possession last, the duration of your Incorporeal Form is suspended. When you leave the body, the duration resumes from its stops.

The target is immune to your Possession for 24 hours after succeed on the saving throw or the possession ends.

MUTABLE ORIGIN

Your power has an unaccountable origin. However, something is noticeable, your power flows through your body and adapts very fast to everything that tries to kill or weakens you. Besides fuel your mystical font, your body and mind are constantly changing in an accelerated evolutionary form alike any other. While most of the creatures of your kind takes eons to adapt and change, you can do so in months, days, or even hours. Your body is an incomprehensible mystical force that does everything to survive. Maybe to originate a new species of being capable to rule the multiverse through its unmatched adaptability.

BONUS PROFICIENCIES

At 1st level, you shows be a creature very worried with self-preservation. You gain proficiency in the Medicine and Survival skills.

WEATHER ADAPTATION

Also at 1st level, you can adapt your body to the environment you are after spend an hour exposed to its weather. Thereafter, make a DC 10 Wisdom (Survival) check. If you succeeds, you gain advantage on saving throws against weather effects of the environment you current are, like extreme cold, frigid water, or quicksand. Move through difficult terrain typical from the environment you are adapted doesn't cost extra movement for you.

Additionally, you gain resistance to cold damage, if you are in a cold environment, or to fire damage, if you are in a hot environment. You remain adapted to this weather and environment until you spend another hour to adapt to another environment.

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

REFLECTIVE SKIN

Starting at 6th level, you can adapt your body to effects even more extreme and can deflect such effects against your attackers. When a creature you can see hit you with an attack that cause damage other than bludgeoning, piercing, or slashing, you can use your reaction to halves this damage. Still as part of this reaction, you can expend a 1st level spell slot to cause damage of the same time to the attacker. Make a ranged spell attack against the creature that hit you, if you hit, the creature takes damage of the same type you take equal to $2d8 + \text{your Charisma modifier}$. You can expend a spell slot of higher level with this feature. For each level of the spell slot above 1st, you cause $1d8$ extra damage.

Once you use this feature, you must finish a short or long rest to use it again. Starting at 11th level, you can use this feature twice between rests.

RESILIENT METABOLISM

At 14th level, your metabolism seems resist the passage of time and its harmful effects. You doesn't age anymore

and become immune to disease and poison damage. You also cannot be affected by the poisoned condition.

Additionally, when you were with less than half your hit point maximum, you can expend 2 sorcery points to recover a number of hit points equal to $2d6 + \text{your Constitution modifier}$ as a bonus action.

SURVIVAL MUTATION

When you reach the 18th level, your body can modifies itself in a way capable to ignore wounds that otherwise would be deadly to most beings. Any critical hit against you become a normal hit and you recover 1 hit point in the start of each of your turns. If you have a member severed from your body other than your head, you can make a DC 15 Wisdom (Medicine) to reattach the severed part in a process that takes 10 minutes. If you are successful on the check, the member is reattached on you. You also automatically stabilize when you fall unconscious with 0 hit points.

SPELLFIRE ORIGIN

All mystical energy that infuses the multiverse comes from a single source – the spellfire. This magical energy is responsible to forge all elements created by spell like fire, acid, lightning, or ice. You gain your innate mystical powers straightly from the spellfire and are capable to manipulate it on a way deeper than the other spellcasters. As you strengthen, your mastery over the basic element of creation improves and you can absorb the energy that permeates the multiverse to replenish your own spells.

SPELLFIRE MANIPULATION

At 1st level, you shows your manipulation over the spellfire. You add the *eldritch blast* cantrip to your sorcerer cantrips known and it doesn't count on the number of sorcerer cantrips you can know. This cantrip count as a sorcerer cantrip to you.

ESSENCE HOLDER

At 1st level, you have the ability to manipulate the prime essence that sustain the spellweave, changing the basic element of your spells. When you cast any spell of the sorcerer spell list that cause elemental damage (acid, cold, fire, lightning, radiant, or thunder), you can convert the damage deal by this spell to force damage as a bonus action.

DRAIN SPELLFIRE ESSENCE

At 6th level, you can drain the magical energy that permeates the multiverse. As an action, you can rise your hands and drain the spellfire of the place you are. When do so, you recover a number of sorcery points equal to your Charisma modifier (minimum of one). Recover your energy this way is an exhausting activity and you must be successful on a DC 10 Constitution saving throw or suffer 1 level of exhaustion.

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

ABSORB ENERGY

Starting at 14th level, you can absorb damage form spells and store it within your body to channel it in form of raw energy. When you take acid, cold, fire, force, lightning, radiant, or thunder damage from a spell or from a single spell attack from a creature you can see, you can use your reaction to expend 2 sorcery points to halves the damage and store part of the energy absorbed. At your next turn, you can unleash a blast of raw energy as a bonus action. Make a ranged spell attack against a target within 60 feet of you. If you hit, you cause 1d6 force damage for each level of the spell absorbed (minimum of 1d6). If you don't unleash the energy stored until the end of your next turn, the energy is wasted.

CHANNEL ELDRITCH ENERGY

When you reach the 18th level, the magical energy that permeates the cosmos permanently merges with your sorcerer spells. When you cast a spell or cantrip that cause force damage, you can expend 1 sorcery point to cause extra energy damage equal to half your sorcerer level. If the spell allow multiple attacks, only one of the attacks cause the extra damage. Additionally, you gain advantage on saving throws against spells and magical effects that cause acid, cold, fire, force, lightning, radiant, or thunder damage.

SWORD SORCERY

Some sorcerers born with an innate power that is so intense and hard to control that they need an object to channel this power. Metal usually is the best conductor of this inherent power, therefore weapons become the best arcane focus to sorcerers that bears such power. Although the name of this origin, its members are not restrict only to swords as arcane focus and can use other weapon, preferably made of metal as its spellcasting focus. Since they need to wield such weapons when casting its spells, the sword sorcerers learn to conduct its spells in a single way through its arcane focus.

MARTIAL TRAINING

At 1st level, you train hard with a weapon that you forge a magical bond. You gain proficiency with a melee martial weapon of your choice. You can consider this weapon as your arcane focus to cast any spell of your sorcerer spell list you know.

SWORD SPELL

Also at 1st level, you can imbue your mystical energy on your weapon for a short time. When you take the Attack action, you can expend a spell slot of 1st level to imbue your attacks with raw mystical energy. You add 1d6 extra force damage to all melee weapon attacks you make until the end of your turn. While your weapon is enchanted this way, you can make a melee attack with it as a bonus action.

You can expend a spell slot of higher level. For each two level of the spell above 1st, you add 1d6 extra damage to your melee attacks until the end of your turn (2d6 with a 3rd level slot, 3d6 with a 5th level spell slot, 4d6 with a 7th level spell slot, and 5d6 with a 9th level spell slot).

Additionally, while you have at least one spell slot available, your melee weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BATTLE ELDRITCH STYLE

Starting at 6th level, you develop a fighting style that unit magic and martial art to improve your resilience and attacks in an awesome way. As a bonus action, you can assume a combat stance that gives you the following benefits for 1 minute:

- You gain a bonus on the first weapon attack roll you make on each of your turns equal to your Charisma modifier (minimum of +1).
- You gain a number of temporary hit points equal to 1d10 + your sorcerer level.
- When an enemy hits you with a melee attack, you can use your reaction to cast a cantrip you know against him.

You can use this feature twice. You regain all expended uses of it when you finish a short or long rest.

ENCHANTED BLADE

At 14th level, you can imbue mystical energy on your weapon to give it magical properties. As an action, you can expend 3 sorcery points to give one of the following magical properties to a weapon you are wielding for 1 hour.

Magic. You gain +2 bonus on attack and damage rolls with this weapon.

Elemental. The weapon causes 1d8 extra elemental damage (acid, cold, fire, lightning, or thunder at your choice).

Keen. The attacks with this weapon score a critical hit on a roll of 19 or 20.

Return. The weapon gains the thrown property (range 20/60) and when thrown it returns to your hand immediately after hit or miss the target.

Vampiric. The weapon causes 1d6 extra necrotic damage and you recover a number of hit points equal to the damage dealt by the weapon.

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

OVERWHELMING CHANNELING

When you reach the 18th level, you uncover how to channel your spells through your sword in an awesome and devastating way. Whenever you score a critical hit with a melee weapon, you can use your reaction to cast a spell using a spell slot of 1st to 5th level on the target.

ULTIMATE BLOODLINE

When a powerful archmage has heirs, has a little possibility of the power of this powerful mage being transferred to its heirs. This prodigy child develops arcane power near unlimited. The child is a sorcerer that bears inside its mind the magical knowledge of its powerful mage parent. As the ultimate magus, as known such sorcerer, uncover its powers and talents, it can develop spells usually available only for wizards through study and the powerful ones can master the spell in an unmatched way.

ARCANE HERITAGE

At 1st level, your knowledge of arcana expands doing to your archmage ancestor. You gain proficiency with Arcana skill. Additionally, you consider the cantrips and spells of 1st level to 5th level of the wizard spell list as sorcerer spell list for you.

EXPANDED LORE

Also at 1st level, you widens your list of spells known. You learn two additional spells at your choice.

You learn two additional spells at 6th level, and again at 18th level. These spells doesn't count on the number of sorcerer spells known you have.

METAMAGIC MASTERY

Starting at 6th level, you learn to applies two different effects of Metamagic you known to a single spell. Additionally, you gain a new option of Metamagic of your choice.

ARCANE DISCOVERY

At 14th level, you can choose a spell form the wizard spell list of 7th level or lower and add this spell to your sorcerer spell list known.

At 18th level, you can choose a spell form the wizard spell list of 9th level or lower and add this spell to your sorcerer spell list known. These spells doesn't count on the number of sorcerer spells known you have.

SORCERY MASTERY

At 18th level, as a sorcerer with wizard's blood, you gain a feature possessed only by powerful wizards. Choose a 1st-level sorcerer spell and a 2nd-level sorcerer spell that you known. You can cast those spells at their lowest level without expending a spell slot. If you want to cast either spell at a higher level, you must expend a spell slot as normal.