

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.

BLOOD MAGUS

Blood Magi are formerly deceased spellcasters who, when returned to life, gain an understanding of their blood's importance, bequeathed by their close call. They learn to evoke magic from this vital fluid that sustains their lives.

THICKER THAN WATER

At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

HOMUNCULUS

At 1st level, you learn the spell *find familiar* and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can only choose the special form of a homunculus to be summoned.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.

Beginning at 6th level, you can cast spells which target only your familiar through your homunculus as if it had cast the spell targeting itself. This spell may affect other creatures, as long as the homunculus is the point of origin of the spell and is also being affected by the spell. A spell cast in this way uses your spellcasting ability and DC, but is concentrated on by your homunculus.

The statistics for a homunculus can be found in the *Monster Manual* pg. 188.

BLOOD DRAUGHT

By 6th level, you can draw your blood into arcane might. As a bonus action on your turn, you can choose to lose a number of hit points to regain expended sorcery points or empower your spells. You regain 1 expended sorcery point for every 5 hit points sacrificed. Alternatively, until you complete a short rest, you gain a +1 bonus on your spells' damage, up to your Charisma modifier, for every 5 hit points sacrificed, to each creature that takes damage from your spells. Hit points lost in this way cannot be recovered until you complete a long rest.

BLOOD WALK

Starting at 14th level, once per round you can use 15 feet of your movement to step magically into one creature within your reach and emerge from a second creature you can see within 60 feet of the first creature, appearing in an unoccupied space within 5 feet of the second creature. Both creatures must be bigger than you or of equal size. This movement does not provoke Opportunity Attacks.

A creature who is unwilling to be the entry location for the blood magus may choose to make a Dexterity saving throw to stop the effects of this feature. Constructs, elementals, and undead are immune to the effects of Bloodwalk.

AWAKEN BLOOD

Beginning at 18th level, you gain the ability to bestow momentary consciousness on an opponent's blood, causing the blood to attempt to free itself, all at once. As an action you can choose a creature within 10 feet to make a Constitution saving throw. Constructs, elementals, and undead automatically succeed this saving throw. On a failed save, the change in blood pressure disrupts the victim's tissues, dealing 10d10 points of force damage and stunning the target until the end of its next turn. After using this feature, you may not use it again until you finish a long rest.

